AmiexDoc

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Contents

Chapter 1

AmiexDoc

1.1 /X Documentation (c)1993-94 L.Speed Technologies Inc.(August 02 1994, 01:06:01)

.: C O N T E N T S O F D O C U M E N T A T I O N :.

```
                        ------------------------------------------------------
         Complete Run-Thru Docs for AmiExpress Professional v4.0
         ------------------------------------------------------
Original 3.36 Documentation written by Jens Langner (/X DocWriter).
Original 4.0  Documentation written by The Outlaw (Andy)
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1.2 Introduction & Explanation for /X

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=====================================================================
Ami-Express is a host Bulletin Board software program, allowing
the transfer of data, between host and remote terminals via a
telephone link. ( Obvious to some!! ). This data can be files
uploaded or downloaded from remote (user end) from the BBS
databases. Most Bulletin boards also contain message bases where
you can read and leave electronic mail to other users. It is
possible via some BBS's to play on-line games, although these are
of a simple nature, they can still be quite entertaining. For
those of you that have been a user, either host or remote, for
some time, will have noticed the major changes that Ami-Express
has undergone. With the future proposed implementations Ami-Express
will soon become comparable to other Major BBS programs found on
Amiga and PC  computers.
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1.3 Copyright information

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=====================================================================
If you own a an Illegal (Cracked copy) and you use it, then
consider buying the original. This will not only provide you with
support etc, but will encourage the further development of
Ami-Express.

                  ----------------------------------
                    AmiExpress, AmiX-Net, Utilities,
                    docs, and its source code are
          (c) Copyright 1993-94 by LightSpeed Technologies Inc.

     ---------------------------------------------------------------


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     ---------------------------------------------------------------


                         HydraCom was written by
```

1.4 Requirements

==========
To install AmiExpress V4.0 you must have the following things:

Program	Location	Description
Express	BBS/Utils	Bulletin Board System
ACP	WBSTARTUP	Bulletin Board controller
InitMisc	S:	Creates User.Misc

```
- The Workbench should be installed to run ACP
- a stack of at least 50000 bytes
- a Amiga Model (500/600/1000/1200/2000/2500/3000/4000)
- the installed Version of Kickstart V2.0 (Soft or Hardware Version)
- at least 2 MB free Space to be able to get uploads
- the installed .INFO Files in the directories.

It is recommend to install AmiExpress on a HardDrive to increase
The Speed of AmiExpress and to have enough space for Uploading
software on the BBS. If you only want to test the AmiExpress Version
than you can install the BBS also on a DiskDrive.
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```

1.5 How to install AmiExpress on your HardDisk

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=========================================================================
To install AmiExpress V4.0 you must have at least all the
Requirement which were mentioned above. Now lets get going on with the
normal installation of AmiExpress.

Now take your registered LZH file which you downloaded from your
favorite Distribution Board of AmiExpress and decrunched it please
on a Disk or take your Disk on which AmiExpress is already installed.
Now you must know where you want to install AmiExpress on your hard-
drive. To explain the installation of AmiExpress much better it is
recommend that you install the whole AmiExpress into the BBS:
Directory on your HardDrive. If this Directory doesn't exists you
have to make it on your HardDisk.
Now take your AmiExpress disk and take a look an it and you will
see the following things:

-------------------------
     S (dir)
     libs (dir)
     Trashcan (dir)
     BBS (dir)
   Trashcan.info
-------------------------

Now you must know how many Conferences do you want to install in your
BBS. Now I will explain how you install the new Express V4.0:

- The whole AmiExpress can only be run if the Workbench has been installed
  and the ACP has been started from Workbench otherwise express can't be
  installed.
- The whole way of installing AmiExpress has been changed from V2.30 till
  V4.0. There is no longer an ACP.STARTUP to configurate your whole BBS.
- Now you need an .INFO files for every configuration.  This will be
  described in the next section.
=========================================================================
```

1.6 The Way to install the Configuration Files

```
=========================================================================
The .INFO Files now take control over the express system. The
whole ACP.STARTUP has now been changed to single INFO Files where you
put in the configuration. First of all make sure you installed the
workbench, otherwise you can't install the AmiExpress V4.0 version.

For further information look at the section which describes all info
files for installing AmiExpress. But first you must decide how many nodes
you want to install to configurate your express the right way. Since
version 3.60 you may have up to 32 nodes.

We highly suggest that you store AmiExpress and all associated
programs in a volume called BBS: this simplifies finding
any problems you may have. Installing AmiExpress is fairly complicated
so please be patient, even those who have run earlier version of
AmiExpress should notice a lot of setup changes, Therefore there
will not be any quick setup instructions.
=========================================================================
```

1.7 How to install Express in your Startup

```
=========================================================================
In order to get AmiExpress work perfectly you have to add the following
things at your User-StartUp or Startup-Sequence file in the S:
directory:

 -----cut here-----------

 ASSIGN BBS: SYS:BBS
 PATH BBS:UTILS ADD

 -----cut here-----------

NOTE*

Since version 3.38 of AmiExpress you now have the ability to make
AmiExpress resident. Doing this should speed up program execution
and also conserve memory.

Making AmiExpress resident:

1. change all nodestart tooltypes in the NODE icons to reflect the
   following:

   NODESTART=express

2. Update your s:User-StartUp script by adding the following after
   your BBS Assignment:

   ---------cut here-----------

   RESIDENT EXPRESS BBS:EXPRESS
```

```
   ---------cut here-----------

Now to start the ACP.SERVER you should copy the ACP.CTRL & INFO FILE
into the WBSTARTUP directory at your HardDisk directory.

You can also start ACP from a shell but the INFO file MUST be in the
same directory as ACP to have the correct settings.

The above mentioned ASSIGN statement indicates that you have your
BBS installed in a directory called BBS on the system drive.

Once all of this is complete you should be able to reset your system.

 ***NOTE***

If you are updating from version 3.38, make sure you have InitMisc and
type this from the cli:

     Initmisc BBS: BBS:user.data BBS:user.misc

This will create a realname file to correspond with the user.data file.
This file will be needed if you will want to have a real name conference
in Ami-Xnet, and also in the future for the Internet options.

NOTE: You should have a BBS:UTILS directory. Use this directory to
~~~~  put all AmiExpress required Utils.
=========================================================================
```

1.8 ToolTypes in ICONS to run AmiExpress...

```
                =========================================================================

   To run AmiExpress you need a lot of ICONS contained in different
   directories. These ICONS contain much of information to run /X.
   This Information are stored as TOOLTYPES. Now I will list for you
   all needed ICONS and the TOOLTYPES for it. To change the configuration
   of your BBS you should click on the icon and go with the right
   mousebutton to the workbench menu to view the information of the
   ICON. There you will find the TOOLTYPES to configurate your personal
   AmiExpress. For more information look at the example icons on disk.


               ACP.INFO ICON

               NODE(x).INFO ICON

               <CONF>.INFO ICON

               CONFCONFIG.INFO ICON

               DRIVES.INFO ICON

               SCREENTYPES.INFO ICON
```

```
                COMPUTERLIST.INFO ICON

                NAMESNOTALLOWED.INFO ICON

                PROTOCOLS <Directory>

                ACCESS.INFO ICON

                FCHECK    <Directory>

                NODE(x)   <Directory>

                COMMANDS  <Directory>

                STORAGE   <Directory>
                 ========================================================================
```

1.9 DH0:WBSTARTUP/ACP.INFO ICON ToolTypes information

```
=====================================================================
ACP.INFO           - This ICON only represents the definition to
~~~~~~~~             ACP, and required data for the BBS to operate
                     and locate the other definition files.
ACPFONT=           - Tell ACP what font you would like to have.
                     IE: ACPFONT=cleanibm.font
BACKUP.<numb>=     - tells ACP to make backup from a specified file. A
                     history of 5 backups will be made. <numb> is the
                     number occurrence of this tooltype.
BBS_NAME= <name>   - Specifies the name of your BBS.
BBS_STACK= <stack> - Specifies the STACK number of your System.
BBS_LOCATION= <dir>- Specifies the location of all BBS main files.
                     This directory will be the directory where the
                     Node(x) directories should be. Along with all
                     of the .DEF files.
                     If the location is a directory, then the directory
                     name must have trailing '/' when specified in the
                     tooltype.
BUTTON_NAME.<numb>=- defines the name of the specified button, the
                     <numb> can range from 1-15.
BUTTON_COMMAND.<numb>
                   - defines the command to be executed when this
                     button is selected, <numb> can range from 1-15.
BBS_GEOGRAPHIC=<geo> Specifies the Geographic Location of Your BBS
                     this will be mentioned in the LOGON Sequence...
CREDIT_BY_KBYTES   - This allows the sysop to make xpress keep track of
                     credits, (files) by Kbytes instead of Bytes.
ICONFIED           - Will toggle ACP to start ICONFIED or not
ICONIFY.LEFTEDGE=  - tells ACP the number of pixels from the left edge
                     of the screen to place the ICONFIED window.
ICONIFY.TOPEDGE=   - tells ACP the number of pixels from the top edge
                     of the screen to place the ICONFIED window.
LONG_WHO           - This tooltype will provide a separator between
                     each node listed in the WHO command.
MULTICOM_PORT      - If this tooltype is placed the MULTICOM PORT
```

```
                      of AmiExpress is turned on for multinode systems.
NEW_ACCOUNTS=APPEND- This tells ACP to ADD new User to the End of
                      the Databases.
NODE<x>_LOCATION=   - This lets you specify the location of a given node
NODEx_NAME=<string>- This lets you specify a name for your node, the
                      default is the same as the BBS_NAME
NODEx_SYSOP=<string> This lets you have a different SYSOP per node, this
                      should effect comment to SYSOP and paging the SYSOP.
                      The default is BBS_SYSOP.
NODES=1             - Tells ACP how many Nodes you have
NUTTON_NAME.<numb>=- defines the name of the specified nutton, the
                      <numb> can range from 1-15.
NUTTON_COMMAND.<numb>
                    - defines the command to be executed when this
                      nutton is selected, <numb> can range from 1-15.
                      All NUTTONS will be passed the selected NODE
                      number as a command line argument.
PRIORITY= <numb>    - Specifies the taskpriority for ACP to run.
RESTRICT.<numb>=    - tells ACP to place a filenote on the specified
                      file. This prevents users from viewing or
                      downloading the restricted files.
SHORT_DONOTMOVE     - if this tooltype is placed, then if the '/X' gadget
                      is selected your ACP window will not move.
SYSOP_NAME= <name>  - Specifies your name.

=============================================================================
```

1.10 BBS:Node(x).INFO ICONS ToolTypes information

```
=============================================================================
NODE(x).INFO        - This Icon will specify some information about
~~~~~~~~~~~~          how to install the Node in AmiExpress (x) = Nodenumber
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
CALLERS_LOG         - tells /X to record all events to a file called
                      CallersLog in the node directory.
CAPITOL_FILES       - tells /X to make all upload files names UPPER_CASE
                      letters.
CHAT_ON             - tells /X that the node should have the CHAT FLAG
                      ON, when the node is started.
COPYBUFFER= <numb>  - this allows you to specify the maximum amount
                      of memory that you wish express to use when
                      copying files from one partition to another.
                      If you do not specify this, then express will
                      try and allocate memory enough to copy the file
                      with 1 WRITE. Of course,if there is not enough memory,
                      it will decrement by 8Kblocks, until it can copy it,
                      regardless of the COPYBUFFER.

                      ie: COPYBUFFER=100000

                                          ^---------100K copy buffer
CONF_DB=<string>    - This tooltype will specify the filename
                      (not filepath) to use when loading msgbase pointers
                      for a given node. The default is CONF.DB
DEBUG_LOG           - This turns on the DEBUGGING Log for Express
```

```
DEF_SCREENS         - DEF_SCREENS tells AmiExpress to use non security
                      screens before looking for security screens. ie:


                              BULL30.TXT
                              BULL.TXT

                      In the above case, express would start it's search
                      for screens with BULL.TXT, this can be a considerable
                      time savings if the majority of your screens are not
                      security oriented. Under this scheme, BULL0.TXT
                      is now a valid security designator. AmiExpress searches
                      for security oriented text in increments of 5 based
                      on the user's password. So if a user has an access
                      level of 255, and there is only a BULL30.TXT,
                      then express would have to check for the existence of
                      88 screens prior to locking in on BULL30.TXT. By
                      default express does this now. We are just saying, if
                      if you do not have security text or most of your
                      texts aren't security oriented, then we recommend
                      using the DEF_SCREENS.

                      NOTE: if you use the DEF_SCREENS option, but you have
                      security oriented menus to display, then instead of
                      having:

                              BULL30.TXT
                              BULL.TXT

                              use:

                              BULL30.TXT
                              BULL0.TXT

                      and simply do not have a BULL.TXT for that bulletin.
DISABLE_QUICK_LOGONS
                    - Allows you to prevent a user from using the
                      skipping of the Logon/off texts in your BBS.
DOOR_LOG            - tells /X to record the start and end time for
                      Module use.
EXPFONT=            - tells Express what font you would like to have.
                      IE: EXPFONT=cleanibm.font
FILESNOTALLOWED=<pathname>
                    - <pathname> is a full path and file name to a ASCII
                      file which lists filenames you do not wish uploaded
                      to your system.
FREE_RESUMING       - This tells Express to allow the FREE RESUMING of
                      uploaded files for ALL Users in the BBS.
HDTRANSBUFFER= <buffers>
                    - HDTRANSBUFFER allows you to change the buffer size
                      from serial to HardDisk. This option is a better
                      alternative than using a RAMPEN because it works on a
                      file by file basis, whereas the RAMPEN method has to
                      wait until all uploads are complete.
                      You may specify as many buffers as you like. The
                      number of buffers default to 8 if this tooltype is not
                      used. Here is a formula for determining how much
```

```
                    memory will be allocated for transfers when the node
                    is started:

                       ((buffers+2)*1024)*2
                                         ^--- This is required due to
                                              the double buffering.
                    ie:

                    HDTRANSBUFFER=20 would require 45,056 bytes of memory

                    1. ((20+2)*1024)*2
                    2. (22*1024)*2
                    3. (22528)*2
                    4. 45056
IDLENODE          - tells ACP not to start the node and wait for click.
KEEP_UPLOAD_CREDIT= <numb>
                  - specifies the user which upload credit will be
                    kept if he downloaded something.
                    Can have 1 of 2 values '0' or '1'.
                    There meaning is as follows:

                    '0' = Do not penalize a user 'time' for uploads.

                    '1' = Do not penalize a user 'time' for uploads
                          and give them an additional %50 time
                          increase to the remaining time on-line.
MAX_MSG_QUE       - this allows you to specify the maximum number of
                    messages (olm/chat) that can be queued to that node.
                    Anything that is sent after the maximum will be
                    ignored. If this tooltype is not specified then
                    express defaults to 5.
NAME_PROMPT=      - This tooltype lets you specify the prompt to use
                    for the LOGON procedure.
NEWUSER_PASSWORD= - tells ACP that a user is required to enter the
                    specified password prior to join as a new user.
NODESTART=        - tells ACP where Express is located to start node.

NO_TIMEOUT        - tells /X to disable the keyboard TIMEOUT option.
NO_MCI_MSG        - tells /X to disable the ability to use MCI
                    commands in the message base.
NO_WILDCARD_EXPANSION
                  - This tells Express to not allow the using of
                    WILDCARD expansions (*) in the specified NODE.
PRIORITY= <numb>  - tells ACP the priority for this Node in respects
                    to the system.
PHONECHECK        - If this tooltype is activated, express will ask
                    for the 4 last digits of the specified user
                    phonenumber at every LOGON.
PLAYPEN= <dir>    - tells ACP that this node is going to use a SYSOP
                    directory for initial uploads to go into.
                    !! USING RAM: FOR THIS IS HIGHLY DISCOURAGED !!
                    You must create this directory for running.
QUIETNODE         - tells ACP to make this node quiet to the WHO
                    command, and some 3rd party modules.
RAMWORK           - This tells the Node not to check for FREE SPACE
                    like when wanting to use RAM: for Playpen.
RINGCOUNT=<rings> - This tooltype will instruct the node, to what the
```

specified number of rings to come across the modem sequentially before answering the modem.

RIPSCRIPT=<numb> - This tooltype will tell the node to enable RIP cabability. This is a new graphics term language. The number is in 10th's of a second. If you do not specify a number express will default to 10. What this does is delay the login sequence, so express can determine if the term calling has RIP capability.

REMOTE_PASSWORD= - tells ACP that a user is required to enter the specified password prior to gaining access to SHELL.

SCREENS=<location> - This will tell express to use one common area for locating .TXT files, if you use this option for conferences, then you will need to have a bulletins drawer in that directory as well so the bulletins can be found.

SCREENPENS - this tooltype is primarily there for testing the color configurations of the upload file requestor and overall screen color appearances, It is hard to explain how this works, but we have 12 color pens we can configure that make up the look of the screen, the SYSOP can define what those 12 colors will be, so here is an example:

SCREENPENS=101010110110

0 = BLACK
1 = WHITE
2 = GREEN
3 = YELLOW
4 = BLUE
5 = MAGENTA
6 = CYAN
7 = RED

Now for a 1 bitplane screen (2 colors) you will use only 1 and 0, so you experiment with this, and see what you can come up with.

SENTBY_FILES - tells /X that you wish to have user's handle placed at the end of his/her files descriptions.

STEALTH_MODE - This will have express ask for the system password before the connect message and BBS name.

START_LOG - tells /X to record the start & end times of the NODE.

SYSTEM_PASSWORD= - tells ACP that this node is going to require users to enter a password before allowing access to the system.

SYS_PWRD_PROMPT= - This tooltype lets you specify the prompt to use for the system password prompt. default is >:

SYSOP_CHAT_COLOR= - tells /X which ANSI color to use when display the SYSOPS Chat. (Range 31-37)

TRAPDOOR - tells ACP that this node is going to run Express indirectly via another program. If this option is used then you should specify the program to be run externally in the NODESTART= tooltype.

TRAP_SERIAL - This will Trap the A2232 Error Messages

```
UD_LOG              - tells /X to record all uploads & downloads to a
                      file called UDLOG in the node directory.
USER_CHAT_COLOR=    - tells /X which ANSI color to use when displaying
                      the User's Chat. (Range 31-37)
USERDATA_NAME=<path>-This lets you specify an alternate location for
                      USERDATA.
USERKEYS_NAME=<path>-This lets you specify an alternate location for
                      your USERKEYS.
USERMISC_NAME=<path>-This lets you specify an alternate location for
                      your USER.MISC.
USERNUMBER_LOGIN    - tells acp to allow a user to login with his account
                      number instead of his name/handle.
VIEW_PASSWORD       - This tooltype will allow you to see what users are
                      typing in for there passwords and new user
                      passwords.
=============================================================================
```

1.11 BBS:<CONF>.INFO ICON ToolTypes information

```
=============================================================================
<CONF>.INFO         - This Icon will specify some information about
~~~~~~~~~~~           how to install the Conference. <CONF> = ConfName
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
CONFDB_SHARED=<confnum>
                    - This tooltype allows you to tell a conference to
                      use another conference's CONF.DB file for storing
                      and retrieving user's file credits, and ratios.
                      NOTE: ACS.CONFERENCE_ACCOUNTING is needed for this
                      to take effect.
CUSTOM              - This will tell express that THIS conference is
                      using AmiX-Net Mail.
DLPATH.<numb>=<str>- Required for all conferences which allow downloads
                      and file viewing. Specifies the directory of files
                      available for downloading. <numb> is the number
                      occurrence of the DLPATH tooltype.
                      If the download path is a directory then the
                      directory name in tooltype must have a
                      trailing '/'.
FREEDOWNLOADS       - Tell /X that the current conference allows free
                      downloads.
FORWARDMAIL= <str>  - Redirects Comments to the SYSOP to another user.
FORCE_NEWSCAN       - This will force your users to have a New Mail scan
                      whether they have selected it or not.
INTERNETNAME        - This will tell Express what INTERNETNAME to use for
                      the current conference mail. If this tooltype is not
                      set, then express will default to login name. This
                      is optional.
MENU_PROMPT=        - This tooltype lets you specify the MenuPrompt to
                      use in this Conference.
NDIRS= <numb>       - Required for all conferences which allow file
                      transfers. Specifies the number of file catalogs
                      for the conference.
NO_NEWSCAN          - This will Force No New Mail scan whether a users has
                      turned it off or not.
REALNAME            - This will turn on the realname option in the current
```

```
                      conference. This is optional.
SHOW_NEW_FILES      - If used in the CONF icon, will act like the above
                      force command for messages.
                      IE: Force your users to get a new file scan whether
                          they have chosen it or not.
ULPATH.<numb>=<str>- Specifies an overflow directory for uploads to goto
                      , this is useful in instances where the default
                      upload directory does not room for anymore files.
                      <numb> is the nth occurrence of the ULPATH tooltype.
                      If the upload path is a directory then the
                      directory name in the tooltype must have a
                      trailing '/'.
=====================================================================
```

1.12 BBS:CONFCONFIG.INFO ICON ToolTypes information

```
=====================================================================
CONFCONFIG.INFO     - This ICON is required to be in the BBS directory
~~~~~~~~~~~~~~~       This defines your conferences.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
NCONFS= <numb>      - tells /X the number of conferences your BBS has.
NAME.<numb>=<name> - tells /X the name of your conferences.
LOCATION.<numb>=    - tells /X the location of conference (DIR).
RELATIVE_CONFERENCES
                    - tells /X to only show user accessible confs VS.
                      showing all conferences on the system.
=====================================================================
```

1.13 BBS:DRIVES.INFO ICON ToolTypes information

```
=====================================================================
DRIVES.INFO         - This ICON should be placed in the BBS: Directory
~~~~~~~~~~~           Here you place in your Upload directories.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
DRIVE.<numb>=<name>- tells /X which drives to use in determining free
                      space for uploads.
                      IE: DRIVE.1=DH0:
                          DRIVE.2=DH1:
=====================================================================
```

1.14 BBS:SCREENTYPES.INFO ICON ToolTypes information

```
=====================================================================
SCREENTYPES.INFO    - This ICON should be placed in the BBS: Directory
~~~~~~~~~~~~~~~~      Here you can put in information for different
                      ScreenTypes like different languages.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
TYPE.<numb>=<EXT>   - This specifies the Extension for the ScreenTypes
                      like "TXT","GER" & "ENG". you can make your own.
TITLE.<numb>=<name>- This specifies the name of the ScreenTypes you want
```

```
                    to have like "AMIGA ANSI","GERMAN" & "ENGLISH".
                    You can specify your own Title.
=========================================================================
```

1.15 BBS:COMPUTERLIST.INFO ICON ToolTypes information

```
=========================================================================
COMPUTERLIST.INFO    - This ICON tooltypes specifies the ComputerTypes
~~~~~~~~~~~~~~~~~      which the Users can select.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
COMPUTER.NUM=<numb>  - Specifies the total number of ComputerTypes you
                       have in your BBS System.
COMPUTER.<numb>=     - Specifies the Computer Description the users can
                       choose from there own USERDATA.
=========================================================================
```

1.16 BBS:NAMESNOTALLOWED.INFO ICON ToolTypes information

```
=========================================================================
NAMESNOTALLOWED.INFO - This ICON tooltype specifies UserNames you
~~~~~~~~~~~~~~~~~~~~   don't want to use in your BBS System. In this
                       tooltype Names like: ALL,EALL,SYSOP should be there,
                       to prevent user to log in the BBS with these Names
                       This ICON should be placed in the BBS: directory.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
NAME.<numb>=         - Specifies the Name you want to prevent to be used
                       in your BBS System.
=========================================================================
```

1.17 BBS:PROTOCOLS Directory information

```
                  ========================================================================
Protocols.INFO       - This ICON only represents a Directory. This
~~~~~~~~~~~~~~~        Directory is required to be within the BBS:
                       directory.

ABOUT: This directory will contain XPR definitions for AmiExpress.

     IMPORTANT NOTE: - You must have a door called XPR, and have it
                       located in the BBS:COMMANDS/SYSCMD dir for the
                       Xpr's to work properly.

The following list are ICONS which should be placed in this directory:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

               XPRTypes.INFO ICON

               <XFERlib>.INFO ICON
```

```
                Hydra.INFO ICON
                 ================================================================
```

1.18 BBS:PROTOCOLS/XPRTypes.INFO ICON ToolTypes Info

```
=========================================================================
XPRTypes.INFO        - This ICON tooltypes specify the XFER Protocols
~~~~~~~~~~~~~          you want to be used for your BBS System. This
                       ICON should be placed in the BBS:Protocols/
                       directory.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
TITLE.<numb>=<title> - Specifies the Title for the XFER Lib to be
                       displayed in the BBS
LIBRARY.<numb>=<library | INTERNAL>

                     - Specifies the Library you want to use for the
                       <numb> Title in your BBS. Use "INTERNAL" for
                       the normal AmiExpress Internal Protocol.
=========================================================================
```

1.19 BBS:PROTOCOLS/<XFERLib>.INFO ICON ToolTypes Info

```
=========================================================================
<XFERLib>.INFO       - This ICON tooltypes specify the options for
~~~~~~~~~~~~~~         for each XFERLibrary you use in your BBS system.
                       e.g.: XPRZmodem.INFO = xprzmodem.library
                             XPRYmodem.INFO = xprymodem.library
                       This ICON should be placed in the BBS:Protocols/
                       directory.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
OPTIONS=<opt>        - Allowed you to specify the Options for the
                       XFERLibraries.
                       e.g.: OPTIONS=TN,AY,OR,KY,SN,RN,DN,F0,B32
AE_BATCH             - All batch protocol icons must contain the tooltype
                       AE_BATCH instead of Batch.
=========================================================================
```

1.20 BBS:PROTOCOLS/<Hydra>.INFO ICON ToolTypes Info

```
=========================================================================
<Hydra>.INFO         - This ICON tooltype specifies the options for
~~~~~~~~~~~~           the new hydra protocol. To have this option work
                       in express you must:
                          1st: Have the aehydra file in the Doors:
                               directory. (The aehydra library is built
                               into this file, so no library is needed
                               in the Libs: dir.
                          2nd: You must have the correct settings in the
                               in the Hydra.Info icon.
```

```
                        e.g.  OPTIONS=AEHYDRA
                              TXWINDOW=0
                              RXWINDOW=0
                              STACK=4096

                        YOU DO NOT NEED AE_BATCH IN THIS ICON. ALSO THIS
                        OPTION REQUIRES YOU TO USE THE NODE/PLAYPEN DIR
                        FOR UPLOADS. YOU MAY NOT SPECIFY ANOTHER PATH
                        LIKE RAMPEN.

    NOTE: INFORMATION FOR YOUR USERS
    ~~~~
          Hydra only works with the V32 modems. So your users might have
          to force there modems to make a V32 connection. (USR)To do this
          they must use the &N8 in there modem settings to force the V32.

                        This ICON should be placed in the BBS:Protocols/
                        directory.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
AE_BATCH             - All batch protocol icons must contain the tooltype
                       AE_BATCH instead of Batch.
OPTIONS=<opt>        - Allowed you to specify the Options for the
                       XFERLibraries.
                       e.g.: OPTIONS=TN,AY,OR,KY,SN,RN,DN,F0,B32
=============================================================================
```

1.21 BBS:ACCESS.INFO ICON ToolTypes Information

```
                 ============================================================================

ACCESS.INFO          - This ICON tooltypes specify the access defaults
~~~~~~~~~~~            assigned to a users account when he/she logs on.
                       %References: ACS.DEF.INFO ICON
                       These defaults can be used by using the
                       ACS.OVERRIDE_DEFAULTS Option.

The following list are ICONS which should be placed in this directory
to have ACCESS Levels,AREA Names & PRESETS for the User Accounts:


               ACS.<level>.INFO ICONS

               AREA.<AXSName>.INFO ICONS

               PRESET.<x>.INFO ICONS
                ============================================================================
```

1.22 BBS:ACCESS/ACS.<level>.INFO ICON ToolTypes Info

```
=====================================================================
ACS.<level>.INFO     - This ICON Must be placed in the ACCESS directory
<username>.INFO        and it can be the USERNAME or the Accesslevel.
~~~~~~~~~~~~~~~~       i.e.: ACS.010, ACS.200, ACS.255, BYTEMASTER, USER
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
ACS.ACCOUNT_EDITING  - Gives Access to Account Editing.
ACS.ATTACH_FILE      - Allows user to make a file attached to messages.
ACS.BREAK_CHAT       - Allows user to break the sysopchat with CTRL-C.
ACS.CONFFLAGS        - Allows user to use the CF command.
ACS.CONFERENCE_ACCOUNTING
                     - This will turn on the Conference Account for a
                       User. So now you can define a Ratio for each
                       Conference to each User.
ACS.CREDIT_ACCESS    - Allows a user (co-sysop/sysop) to view CREDIT
                       ACCOUNTS as long as they have ACCOUNT EDITING access.
ACS.COMMENT_TO_SYSOP - Allows user to leave comment to SYSOP.
ACS.DUPE_FILECHECK   - This will turn on the DUPE FILECHECKING after
                       the upload for the specified user.
ACS.DOWNLOAD         - Allows user to download files.
ACS.DISPLAY_USER_STATS
                     - Allows user to view his/her status on the system.
ACS.DELETE_MESSAGE   - Allows user to delete Messages.
ACS.EDIT_DIRS        - Allows user to Edit catalogs of Files.
ACS.EDIT_FILES       - Allows user to Edit Files in your BBS.
ACS.EDIT_USER_INFO   - Allows a user to edit his/her account.
ACS.EDIT_USER_NAME   - Allows user to change his/her handle.
ACS.EDIT_USER_LOCATION
                     - Allows user to change his/her location.
ACS.EDIT_PHONE_NUMBER- Allows user to change his/her phone number.
ACS.EDIT_PASSWORD    - Allows user to change his/her password.
ACS.ENTER_MESSAGE    - Allows user to enter messages.
ACS.EALL_MESSAGES    - Allows user to enter EMAIL to All user so that they
                       are forced to read them.
ACS.FULL_EDIT        - Allows User to use the FULL-SCREEN-EDITOR if
                       one is located in the SYSCMD <dir>.
ACS.FILE_LISTINGS    - Allows to view catalog of available files.
ACS.FILE_EXPANSION   - Allows user to wildcard files.
ACS.FREE_RESUMING    - Allows user the free resuming of partuploads.
ACS.HIDE_FILES       - Prevents the user from seeing which files
                       are being transferred via the WHO command and
                       NEWCHAT (who).
ACS.JOIN_CONFERENCE  - Allows user to Join a Conference.
ACS.LIST_NODES       - Allows user to view the On-line Nodes.
ACS.MAX_PAGES=<numb> - This will set the maximum number of pages allowed
                       per session. If a user goes above this limit,
                       then page sysop will be translated to Comment to
                       Sysop.
ACS.MCI_MESSAGE      - Allows user to write MCI Messages in the BBS.
ACS.MODIFY_VOTE      - Allows the Sysop access to change or modify the
                       information in the voting booth.
ACS.NEW_FILES_SINCE  - Allows user to list recent catalog entries.
ACS.OVERRIDE_DEFAULTS- OverRide access defined in the ACCESS Icon
                       tooltypes above.
ACS.OLM              - Allows users to send OLM, (Internal ONLINE Message
                       sender), messages to ALL Nodes.
ACS.OVERRIDE_CHAT    - Allows user to OverRide the /X chat flag and
```

```
                        successfully page the SYSOP.
ACS.OVERRIDE_TIMES    - Allows user to bypass the time restrictions
                        placed on a Node.
ACS.PAGE_SYSOP        - Allows user to page sysop.
                        If the sysop page flag on express is turned off
                        the user will be notified that you are not
                        available.
ACS.PUB_MSGFILES      - Allows user to upload a file into the MSGBASE
                        and to make it automatically ATTACHED to (ALL)
                        Users with "X"Option.
ACS.PRI_MSGFILES      - Allows user to upload a file into the MSGBASE
                        and to make it automatically ATTACHED to another
                        user with "X" Option.
ACS.QUIET_NODE        - Allows user to make himself invisible from other
                        nodes by the "Q" command in Main Menu.
ACS.READ_BULLETINS    - Allows user to read the normal Bulletins.
ACS.READ_MESSAGE      - Allows user to read messages.
ACS.RELOGON           - Allows user to make a RELOGON by pressing "RL"
                        in the Main Menu Prompt.
ACS.REMOTE_SHELL      - Allows user to gain access to the Remote Shell.
ACS.SYSOP_READ        - Allows user to read mail, regardless of whose it
                        is.
ACS.SHOW_PAYMENTS     - Allows user to be able to see when there credit
                        account will expire via the 'S' command.
ACS.SYSOP_VIEW        - Allows user to view Files like a SYSOP.
ACS.SYSOP_DOWNLOAD    - Allows user to make a SYSOPDOWNLOAD of any path.
ACS.SYSOP_COMMANDS    - Allows user to make normal SYSOP Commands.
ACS.ULSTATS           - Allows user to view number of new uploads since
                        the last SYSOP LOGON.
ACS.UPLOAD            - Allows user to Upload files.
ACS.VOTE              - Allows user to vote in the voting booth.
ACS.WHO_IS_ONLINE     - Allows user to view Nodes with "WHO" command.
ACS.VIEW_A_FILE       - Allows user to view downloadable text files.
ACS.XPR_RECEIVE       - Allows user to receive file with XPR Libraries.
ACS.XPR_SEND          - Allows user to send files with XPR Libraries.
ACS.ZIPPY_TEXT_SEARCH- Allows user to search the catalog for key items
                        with the ONLINE search features of /X.
ACS.ZOOM_MAIL         - Allows user to Zoom Mailing from some message.
=========================================================================
```

1.23 BBS:ACCESS/AREA.<AXSName>.INFO ToolTypes Info

```
=========================================================================
AREA.<AXSName>.INFO   - This ICON should be placed in the ACCESS dir.
~~~~~~~~~~~~~~~~~~    It defines the Access a user has to Conferences.
                      The same name should be placed in the ACCOUNT
                      EDITING at "AREA NAME"
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
CONF.<x>              - Allows a user with that AREA NAME to join the
                        specified conference you inserted at <x>
=========================================================================
```

1.24 BBS:ACCESS/PRESET.<x>.INFO ToolTypes Info

```
=========================================================================
PRESET.<x>.INFO      - Allows you to choose PRESETS for the Account
~~~~~~~~~~~~~~~        editing over tooltypes. This ICON should be
 <x> = 1 - 8           placed in the ACCESS directory.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
PRESET.AREA=<name>   - Specifies the AREANAME for the UserAccess that
                       the user has access to.
PRESET.ACCESS=<numb> - Specifies the Access for the Preset you want to
                       set.
PRESET.CONFRJOIN=    - Specifies the Conference when a User is selected
                       with this PRESET. Then he will automatically
                       join this CONF in his next LOGON.
PRESET.DAILY_BYTE_LIMIT=
                     - Specifies the Daily Byte Limit for the Preset you
                       want to set.
PRESET.RATIO_TYPE=   - Specifies the RatioType for the Preset you want
                       to set.
PRESET.RATIO=<numb>  - Specifies the Ratio you want to have for the
                       preset.
PRESET.TIME_LIMIT=   - Specifies the Time Limit for the Preset you want
                       to set.
=========================================================================
```

1.25 BBS:FCHECK Directory Information

```
                ========================================================================

FCHECK.INFO          - This ICON only represents a Directory. This
~~~~~~~~~~~            Directory is required to be within the BBS:
                       directory.

ABOUT: This directory will contain Checker definitions for AmiExpress.

The following list are ICONS which should be placed in this directory:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

               <EXTENSION>.INFO ICONS
                ========================================================================
```

1.26 BBS:FCHECK/<EXT>.INFO ICON ToolTypes Info

```
=========================================================================
<EXT>.INFO           - These ICONS are used for the FCHECK in Express
~~~~~~~~~~             and should be placed in the directory BBS:FCHECK
                       <EXT> = The Extension of Files like "DMS", "WRP"
                               & "LHA"
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
CHECKER=<comp.Path>  - Specifies the complete Path to the FileChecker
                       you want to have for the extension.
```

```
ERROR.<numb>=<name>  - Specifies the Error Message if a file is corrupt
                       and have to move to the Hold Directory. You
                       can specify unlimited Error Messages by changing
                       the <numb>.
OPTIONS=<options>    - Specifies the option you want to start with the
                       FileChecker. This Will be put after the executing
                       of FileChecker.
PRIORITY=<numb>      - Here you can specify the Taskpriority on which
                       the FileChecker will be run.
SCRIPT=<script path> - This will tell express to run that script after
                       it finishes testing the file. Once that is
                       finished then express will go ahead and move the
                       file to where ever.
                       NOTE: express will pass the file name as the
                       ~~~~  first command line argument to the SCRIPT.
STACK=<numb>         - Here you can specify the Stack which you want to
                       have for the checker.
=========================================================================
```

1.27 BBS:NODE(x) Directory Information

```
                 ========================================================================

NODE<x>.INFO         - This ICON represents a Directory. This
~~~~~~~~~~~~           Directory is required to be within the BBS:
                       directory.

The following list are ICONS which should be placed in this directory:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

               CONNECT.DEF.INFO ICON

               WINDOW.DEF.INFO ICON

               TIMES.DEF.INFO ICON

               NRAMS     <Directory>

               SERIAL    <Directory>

               MODEM     <Directory>
                ========================================================================
```

1.28 BBS:NODE<x>/CONNECT.DEF.INFO ICON Info

```
=========================================================================
CONNECT.DEF.INFO     - This ICON should be placed in the NODE<x>
~~~~~~~~~~~~~~~~       directory and specifies special Connect Messages
                       to change the BaudRate.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
<connectmsg>=<baud>  - if the Connect Message is the same the BaudRate
```

```
                      will be changed to the specifies one.
example:
CONNECT 2400/ARQ/MNP/MNP5=9600
                    - if the Connect message is the above one the
                      hardware BaudRate will be changed to 9600 baud.
            NOTE:     This tooltype is not mandatory. It was basically
                      introduced to allow older modems to show correct
                      connect strings.
                      i.e.:
                          Older HST modems even though connected at
                          14400, only showed a connect string that was
                          displayed through the modem hardware as 9600.
=====================================================================
```

1.29 BBS:NODE<x>/WINDOW.DEF.INFO ICON Info

```
=====================================================================
WINDOW.DEF.INFO      - This ICON should be placed in the NODE<x>
~~~~~~~~~~~~~~~        directory and specifies the Window Prefs of the
                       node.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
WINDOW.NUM_COLORS=   - Specifies the Number of Colors you want to have
                       for the Node Window.
WINDOW.INTERLACE=    - Specifies that you want to have this window in
                       HighRes-Interlace Mode.
WINDOW.LEFTEDGE=     - Specifies the beginning of the Node Window in the
                       Left Edge.
WINDOW.TOPEDGE=      - Specifies the beginning of the Node Window in the
                       Top Edge.
WINDOW.WIDTH=<numb>  - Specifies the WIDTH of the Node Window.
WINDOW.HEIGHT=<numb> - Specifies the HEIGHT of the Node Window.
WINDOW.STATBAR       - This turns on the STATBAR in the Node Window
WINDOW.ICONIFIED     - Specifies if you want to have the Node Window
                       ICONIFIED if you start the ACP.CTRL.
WINDOW.TO_FRONT      - Specifies if you want the Node Window
                       to pop up automatically when starting ACP.
=====================================================================
```

1.30 BBS:NODE<x>/TIMES.DEF.INFO ICON Info

```
=====================================================================
TIMES.DEF.INFO       - This ICON should be placed in the NODE<x>
~~~~~~~~~~~~~~         directory and specifies the special Times in
                       which specifies BaudRate can call or not.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
START.<baud>=<time>  - Specifies the Start Time of the BaudRate
END.<baud>=<time>    - Specifies the End Time of the BaudRate
                     - for maximal calling time place in:
                       START.<baud>=0000
                       END.<baud>=2359
                       or choose the OVERRIDE_TIMES
=====================================================================
```

1.31 BBS:NODE<x>/NRAMS Directory Info

```
                 ========================================================================

NRAMS.INFO           - This ICON only represents a Directory. This
~~~~~~~~~~             Directory is required to be within the
                       BBS:NODE<x>/ directory.

ABOUT: This directory will contain NRAMS definitions for the Modem.

The following list are ICONS which should be placed in this directory:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

               <name>.DEF.INFO ICON
                ========================================================================
```

1.32 BBS:NODE<x>/NRAMS/<name>.DEF.INFO ICON Info

```
=========================================================================
<name>.DEF.INFO      - This ICON should be placed in the NODE<x>/NRAMS
~~~~~~~~~~~~~~~        directory and specifies the NRAM Prefs you want
                       to have for your ACP.CTRL button "Set NRAMS"
                     - You can <name> it with every name you want
                       ACP will look for the #?.DEF.INFO file in the
                       NRAMS dir. NO SPECIAL NAME NEEDED.
                     - The NRAMS will be activated if you press the
                       "Set NRAMS" button in ACP SERVER.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
NRAM.<numb>=<sets>   - Specifies the NRAM Settings of your Modem.
                       You can have unlimited NRAM settings, just
                       change the <numb>.
=========================================================================
```

1.33 BBS:NODE<x>/SERIAL Directory Info

```
                 ========================================================================

SERIAL.INFO          - This ICON only represents a Directory. This
~~~~~~~~~~~            Directory is required to be within the
                       BBS:NODE<x>/ directory.

ABOUT: This directory will contain SERIAL definitions for AmiExpress.

The following list are ICONS which should be placed in this directory:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

               <name>.DEF.INFO ICON
                ========================================================================
```

1.34 BBS:NODE<x>/SERIAL/<name>.DEF.INFO ICON Info

```
=====================================================================
<name>.DEF.INFO      - This ICON should be placed in the NODE<x>/SERIAL
~~~~~~~~~~~~~~~        directory and specifies the SERIAL Prefs of
                       your Computer equipment.
                     - You can <name> it with every name you want
                       ACP will look for the #?.DEF.INFO file in the
                       SERIAL directory. NO SPECIAL NAME NEEDED.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
SERIAL.UNIT=<unit>   - Specifies the UNIT on your MULTISERIALCARD.
SERIAL.BAUD=<baud>   - Specifies the INIT BaudRate for your EXPRESS.
SERIAL.DRIVER=<name> - Specifies the SERIALDRIVER for your EXPRESS
                       i.e.: SERIAL.DEVICE.
SERIAL.A2232_PATCH   - Turns the A2232 Multi user serial card Patch on.
SERIAL.NO_PURGELINE  - This command will cause express not to clear the
                       serial port after a modem reset command is sent
                       through the port. Doubt many would use this.
SERIAL.REPURGE       - This command will process the any data in the
                       serial port after a modem reset, normally the
                       port is just cleared, but on A2232 cards, it
                       appears that the card will not accept a CLEAR
                       port command so you need SERIAL.REPURGE to
                       process the left over data.
SERIAL.LOGOFF_RESET  - This command will cause the modem to be reset
                       before each call and after each call, this
                       routine used to be default in the 1.x series of
                       express. So if you are having problems at logoff
                       you may wish to try this.
SERIAL.TRUE_RESET    - This command will force express to Reset the
                       modem with the following modem strings:
                       MODEM.RESET
                       ATZ
                       MODEM.INIT
                       MODEM.RESET
=====================================================================
```

1.35 BBS:NODE<x>/MODEM Directory Info

```
                ========================================================================

MODEM.INFO           - This ICON only represents a Directory. This
~~~~~~~~~~             Directory is required to be within the
                       BBS:NODE<x>/ directory.

ABOUT: This directory will contain MODEM definitions for AmiExpress.

The following list are ICONS which should be placed in this directory:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

               <name>.DEF.INFO ICON
                ======================================================================
```

1.36 BBS:NODE<x>/MODEM/<name>.DEF.INFO ICON Info

```
========================================================================
<name>.DEF.INFO      - This ICON should be placed in the NODE<x>/MODEM
~~~~~~~~~~~~~~~        directory and specifies the MODEM Prefs of
                       your Express.
                     - You can <name> it with every name you want
                       ACP will look for the #?.DEF.INFO file in the
                       MODEM directory. NO SPECIAL NAME NEEDED.
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
MODEM.INIT=          - tells /X how to initialize your modem.
MODEM.RESET=         - tells /X how to reset the modem for receiving
                       another call.
MODEM.RING=          - tells /X how to notice an incoming call from the
                       modem.
MODEM.ANSWER=        - tells /X how to respond an incoming call from a
                       modem.
MODEM.OFFHOOK=       - tells /X how to take your modem off hook.
========================================================================
```

1.37 BBS:COMMANDS Directory Information

```
                ========================================================================

COMMANDS.INFO        - This ICON only represents a Directory. This
~~~~~~~~~~~~~          Directory is required to be within the BBS:
                       directory.

ABOUT: This directory will contain Module definitions for Modules that
       are in different directories and will now be listed,


               BBSCmd    <Directory>

               SYSCmd    <Directory>

               CONF(x)   <Directory>

               NODE(x)   <Directory>
                ========================================================================
```

1.38 BBS:COMMANDS/BBSCmd Directory Information

```
                ========================================================================

BBSCmd.INFO          - This ICON only represents a Directory. This
~~~~~~~~~~~            Directory is required to be within the COMMANDS
                       directory.

ABOUT: This directory will contain Module definitions for Modules that
       are allowed to be executed globally throughout the BBS.
```

```
  The following list are ICONS which can be placed in this directory:
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

               <module>.INFO ICONS
                ==========================================================================
```

1.39 BBS:COMMANDS/SYSCmd Directory Information

```
               ==========================================================================

SYSCmd.INFO          - This ICON only represents a Directory. This
~~~~~~~~~~~~           Directory is required to be within the COMMANDS
                       directory.

ABOUT: This directory will contain Module definitions for Modules that
       are allowed to be executed only from MCI Message/Textures or
       internal Module execution but not from Main Menu prompt.

  The following list are ICONS which can be placed in this directory:
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

               <module>.INFO ICONS
                ==========================================================================
```

1.40 BBS:COMMANDS/CONF<x> Directory Information

```
               ==========================================================================

CONF<x>.INFO         - This ICON only represents a Directory. This
~~~~~~~~~~~~           Directory is required to be within the COMMANDS
                       directory.

ABOUT: This directory will contain Module definitions for Modules that
       are allowed to be executed only in that Conference you choose by
       changing <x>.

  The following list are ICONS which can be placed in this directory:
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

               <module>.INFO ICONS
                ==========================================================================
```

1.41 BBS:COMMANDS/NODE<x> Directory Information

```
                ========================================================================

NODE<x>.INFO          - This ICON only represents a Directory. This
~~~~~~~~~~~~            Directory is required to be within the COMMANDS
                        directory.

ABOUT: This directory will contain Module definitions for Modules that
       are allowed to be executed only in that Node you choose by
       changing <x>.

  The following list are ICONS which can be placed in this directory:
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

              <module>.INFO ICONS
               ========================================================================
```

1.42 <Module>.INFO ICONS ToolTypes Information

```
=========================================================================
<module>.INFO         - This ICON defines a MODULE for /X. The Name of
                        the <module> should be the same as the executing
                        in MainMenu prompt, and should be in one of the
                        three Directories.

   a> BBSCmd      - Modules in this directory are allowed to be
                    executed from any menu prompt or MCI text file.

   b> SYSCmd      - Modules in this directory are only accessible by
                    MCI text files and internal BBS operations.

   c> CONF(x)     - Modules in this directory are allowed to be
                    executed from conference (x) menu prompt or from
                    any MCI text file in conference (x).
   d> Node(x)     - Modules in this directory are allowed to be
                    executed from node (x) menu prompts or from any
                    MCI text file in Node (x).
- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
ACCESS= <numb>        - tells /X the access level required to run this
                        module. This option is ignored for internal
                        Module options.
INTERNAL= <command>   - Specifies if you want to have this Module the
                        same as a internal AmiExpress command. if you
                        choose this option you don't need the following
                        tool types.
LOCATION= <string>    - Specifies the location of the Module.
MULTINODE= <YES|NO>   - tells /X if the module may be simultaneously
                        accessed from other nodes.
PASSWORD= <string>    - force the user to enter password before executing
                        this module.
PASS_PARAMETERS=<res>- This tooltype only takes effect if you use the
                        INTERNAL tooltype as well, so the following
                        result options are available:
```

```
                        PASS_PARAMETERS=1 - This will tell express to not
                                            execute the internal command.
                        PASS_PARAMETERS=2 - This will tell express to
                                            swap the customcommand with
                                            the internal command but
                                            retain the commandline pars.
                        PASS_PARAMETERS=3 - This will do the same as the
                                            previous entry except will
                                            additionally tell express to
                                            redo the menu command from
                                            the top of the routines,
                                            which means that express will
                                            re-check the customcommands
                                            to see if anything meets the
                                            criteria.
                        PASS_PARAMETERS=4 - This option will tell AmiExpress
                                            to bypass checking the BBSCmd
                                            modules. This option was
                                            primarily introduced to allow
                                            a sysop to invoke an INTERNAL
                                            command from a ConfXCMD and
                                            forcing it to bypass checking the
                                            BBSCmd directory for the
                                            INTERNAL command.
PRIORITY= <numb>      - Let's you set the priority of the door. If you use
                        PRIORITY=SAME, it will use the same Priority
                        that express uses.
QUICKMODE             - This simply tells AmiExpress not to run the Module
                        in question if the user has logged onto the BBS
                        using the QUICK LOGON option.
STACK= <numb>         - tells /X the stacksize to use when launching this
                        module. Default is 4096.
TYPE= <XIM | AIM | TIM | IIM | SIM | MCI >
                      - tells /X which type of module it is to support:
                        XIM = /X Standard Module
                        AIM = Arexx Module (requires REXXDOOR in
                              BBS:Utils directory)
                        TIM = Traditional BBS Module (requires PARADOOR
                              in the BBS:Utils directory)
                        IIM = NO INTERFACE - This type of Module will
                              SPAWN the specified MODULE and not wait on
                              it to finish.
                        SIM = Script BBS Module - This type will execute
                              any normal BatchScript.
                        MCI = MCI Commanding.
TRAPON                - This makes LOGON Output go to a Log for Error
                        Checking.
=============================================================================
```

1.43 BBS:STORAGE Directory Information

```
                ============================================================================

STORAGE.INFO          - This ICON only represents a Directory. This
~~~~~~~~~~~~            Directory is required to be within the BBS:
```

```
                        directory.

  The following list are ICONS which should be placed in this directory:
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

                 ICONS     <Directory>
                  ========================================================================
```

1.44 BBS:STORAGE/ICONS Directory Information

```
                  ========================================================================

  ICONS.INFO           - This ICON only represents a Directory. This
  ~~~~~~~~~~             Directory is required to be within the
                         BBS:STORAGE directory.

  The following list are ICONS which should be placed in this directory:
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

                 ICONIFIED.INFO ICON
                  ========================================================================
```

1.45 BBS:STORAGE/ICONS/ICONIFIED.INFO ICON Info

```
  ========================================================================
  ICONIFIED.INFO       - This ICON should be placed in the
  ~~~~~~~~~~~~~          BBS:STORAGE/ICONS directory and represents the
                         ICONFIED ICON for the ACP SERVER if you close the
                         window.
  ========================================================================
```

1.46 Normal Documentation of AmiExpress

```
  ========================================================================
  The following documentation is designed to let the System Operator
  know exactly what is taking place in each step of the BBS operations.
  Apart from being a descriptive account of how Ami-Express works, this
  documentation also tries to help sysop's optimize their systems for
  maximum efficiency.

  Well, the real update of the V3.36 DOCS have been needed for a long
  time. Here they are, 4.0 this time done by me Andy (The Outlaw).
  The most difficult process in any software commercial release is the
  development of the Documentation. After seeing Jens Langer's docs first
  release of 3.60, which was different from the normal Documentation I
  decided that an update of the AmiExpress Docs in AmigaGuide format will be
  included in every future version of AmiExpress. Anyway if you like this
  Documentation or you have a problem with AmiExpress you can call LightSpeed
```

Technologies BBS Support board and I will help you with AmiExpress as much as I can. It's very hard to write docs, and I hope you like this new styling of the AmiExpress Docs.
But now lets go on with the normal Documentation of AmiExpress.

Now go with the mouse cursor to the ACP.CTRL ICON and click on it two times. You should notice a ICONIFIED window appear on the workbench screen.
If ACP.CTRL did not appear on the Workbench Screen, ACP.CTRL should have left you an error message. If there appears an Error message, please write down the information of the error that is displayed or If the ACP.CTRL doesn't return a Error Message contact your local AmiExpress support BBS for more help. Now you should click on the ICONIFIED ICON of ACP.CTRL, this will expand the ACP window to reflect a series of buttons. To the left of the window you should see a NODE (x) button for each NODE you want to run. You should also notice at the upper portion of the window, 4 categories:

'User', 'Location', 'Action' & 'Baud'. Under 'Action' you should see a message pertaining to each node saying 'Awaiting Connect'.
If you do not see the 'Awaiting Connect' message please open a shell and type Express x (where x is the node number), this should display an error message, most common problems, is that you did not setup the configuration ICONS correctly, this could mean that you misspelled the device driver for the serial port, or it could be that you are missing some files. Whatever it is, it should tell you.. Refer to later sections in this documentation for corrective actions.

Below the node buttons you should see a series of 18 buttons. There are 15 buttons in 3 columns on the left bottom of the window., These buttons control AmiExpress, the way to implement one of these buttons is to click on 1 of the 15 and then select a NODE button for action.

Now if all nodes are showing 'Awaiting Connect' do the following:

1> Press the Accounts button
2> Press the NODE 0 button

This will take you into account editing, you should see the following:

```
-------------------------------------
S>earch by name  N>ew account editing C>redit Accounts
Edit Which Account?
-------------------------------------
```

1> Type 1 then press <RETURN>

This will take you into account number one, which is yours.
You should see the following information:

```
--------------------------------------------------------------------------------
  ACTIVE [1]   BAUD: 14400
A> Name: User Name------------------30  B> Real Name: Joseph Hodge
C> Loc.: location                  D> Pass ..........: ENCRYPTED
E> Phone Number ..: 800-555-1212   G> Area Name......: Standard
F> Ratio .........: 0              I> Sec_Level .....: 255
H> Ratio Type ....: 0     <-Byte)  K> AutoReJoin ....: 1
J> Uploads .......: 0              M> Messages_Posted: 0
```

```
L> Downloads .....: 0              O> New_User ......: No  #Calls: 0
N> Bytes Uled ....: 1                 Last Called ...: Tue May 26 22:00:17 1994
P> Bytes Dled ....: 0                 Computer Type .: Amiga 1000
Q> Byte Limit ....: 0                 Screen Type ...: Amiga Ansi
R> Time_Total: [0       ] mins     Y> Cps Up: 0         Z> Cps DN: 0
S> Time_Limit: [0       ] mins     T> Time_Used: [0       ] mins  W> UUCP: 0
U> Chat_Limit: [0       ] mins     V> Chat_Used: [0       ] mins

X=EXIT-NOSAVE ~=SAVE  1-8=Presets  9=RE-ACTIVATE  DEL=DELETE
TAB=CONT @=CONFERENCE ACCOUNTING !=CREDIT ACCOUNT MAINTENANCE
```

2> Press the letter A, this will let you put your user name on your account.

3> Press the letter B, this will let you setup your real name, if you want to have access to internet ect.

4> Press the letter C, this will let you setup an address, group name or whatever you like.

5 Press the letter D, this will let you assign yourself a password.

6> Press the letter E, this will let you out your phone number in.

7> Now you can press a number between 1 and 8 for account defaults.

8> Make sure that your Time_Limit is not 0.

9> Press the tilde '~' to save the account,.

Here is a sample of a completed sysop account:

```
  ACTIVE [1]   BAUD: 14400
A> Name: User Name-------------------30  B> Real Name: Joseph Hodge
C> Loc.: location                  D> Pass ..........: ENCRYPTED
E> Phone Number ..: 800-555-1212   G> Area Name......: Standard
F> Ratio .........: 0              I> Sec_Level .....: 255
H> Ratio Type ....: 0     <-Byte)  K> AutoReJoin ....: 1
J> Uploads .......: 0              M> Messages_Posted: 0
L> Downloads .....: 0              O> New_User ......: No  #Calls: 0
N> Bytes Uled ....: 1                 Last Called ...: Tue May 26 22:00:17 1994
P> Bytes Dled ....: 0                 Computer Type .: Amiga 1000
Q> Byte Limit ....: 0                 Screen Type ...: Amiga Ansi
R> Time_Total: [0       ] mins     Y> Cps Up: 0         Z> Cps DN: 0
S> Time_Limit: [0       ] mins     T> Time_Used: [0       ] mins  W> UUCP: 0
U> Chat_Limit: [0       ] mins     V> Chat_Used: [0       ] mins

X=EXIT-NOSAVE ~=SAVE  1-8=Presets  9=RE-ACTIVATE  DEL=DELETE
TAB=CONT @=CONFERENCE ACCOUNTING !=CREDIT ACCOUNT MAINTENANCE
```

9> Press the TAB key to complete the editing.

Now you should see the following:

```
       ------------------------------------
         S>earch by name  N>ew account editing C>redit Accounts
         Edit Which Account?
       ------------------------------------

10> Press return to exit account editing.

11> Select the close gadget to return to the workbench screen. This
    will also of course close the BBS Window.
=========================================================================
```

1.47 The Programlogic of AmiExpress

```
=========================================================================
We will now describe the program logic of the Express so you can
learn how to operate AmiExpress to it's maximum potential.

The ACP window has 15 major buttons at the bottom of the window.
Here is a list of there names and function:

 [ Sysop LOGON ].....Logs you into a node as the sysop.
 [ Local LOGON ].....Enters the initial log on phase of the Node
                     This will require you to specify your name
                     and password.
 [ Instant LOGON ]...This will give a carrier detect command to the
                     modem, this is good for re-establishing a
                     connection to a user after talking to them voice
                     on the same line.
 [ Reserve Node ]....This allows you to tell the Node to only let a
                     certain user on the BBS. After the user has called
                     the node will no longer be reserved.
 [ AEShell ].........This will open a shell on the Node screen.
 [ Accounts ].........This takes you into account editing on a node.
 [ Toggle Chat ].....This toggles the Node's chat request flag, if a
                     Nodes Chat request flag is off, then only user of
                     a high enough security level be able to request a
                     chat.
 [ INIT Modem ]......This re-initializes a modem of a particular node.
 [ Exit Node  ]......This will shutdown the node in question.
 [ Node(offhook) ]...This will shutdown the node in question and also
                     make the line busy.
 [ Node Config ].....This will bring up our Config program for a
                     particular node.
 [ Node Chat ].......This button will take you into chat mode with a
                     particular node.
 [ Save Win ].........This button does not require a NODE(x) complement.
                     This simply saves the window coordinates of ACP to
                     a file called S:ACP.Config
 [ Set NRAMS ].......This button will Set the NRAMS of your Modem and
                     will save it to the EPROM.

 NOTE: All of the above mentioned buttons unless said otherwise, require
 ~~~~  you to press the Appropriate node button for them to take effect.
```

Once all of the NODES are started the following actions take place for each node:

At this point the BBS will load up the computer types from a ICON called:

BBS:COMPUTERLIST.INFO

Ami-Express then checks if the node is already running as another task, and if it is, then the program halts and exits with an error message.

Next, Ami-Express will try to access the LIBS:REXXSYSLIB.LIBRARY for it's Arexx port routines, and if not found, will disable the Arexx port and inform the user that the Rexx port is disabled.

Ami-Express will run thru it's initialization process where it will take the modem off-hook, and configure it for BBS operation. This is done so that an incoming call does not alter the configuration process.

While someone is ONLINE you have the following function keys available to you:

```
  F1  - Chat in/out
  F2  - Increase On-line time limit +10 mins
  F3  - Decrease On-line time limit -10 mins
  F4  - Asks for a path/filename for a capture file (only on the SYSOPS
        side) or if one is already open then it closes the capture and
        lets you know it did so. when you press F4 again the capture
        will be stopped.
S+F4  - This will pop up an ASL Requester to let you choose an ASCII File
        to be send to the user.
  F5  - Local Shell
  F6  - Account Editing
S+F6  - This will let you change the Account of a User only for that call
        he is ONLINE. When he locks off the BBS will reset his Account
        to the old one. Press Shift+F6 a second time and the changes will
        be restated to the old ones.
  F7  - Chat Flag toggle (whether you are to be paged or not)
  F8  - Serial in on/off (User can't write until you press F8 again)
  F9  - Serial out on/off (User can't see what you are typing)
  F10 - Keyboard out on/off (Disconnect ONLINE User *KICK*)
```

Now follows the normal reactions of AmiExpress when something happens if the BBS is in the standby mode and the nodes are standing at "Awaiting Connect".

(1). The BBS checks for F key input from the local keyboard.

(2). Or data coming in the serial port.

(3). Or data coming in the internal communication AmiExpress_Node(x) msgport for commands either suspend, resume, or shutdown.

(4). Or data coming in from the AmiExpress window itself (Gadgets etc..)

(5). Or data coming in from AmiExpress Control.(ACP)

Once the modem picks up a RING DETECT, the BBS sends an Answer string specified in the Config file to the modem, and waits for a response from the remote modem. If the result string is a valid connect string, the BBS continues with normal operations, if not, it resets the modem and the ACP screen will return to "Awaiting Connect" state.

If the connect string was a valid one, AmiExpress first checks a couple of things before performing the LOGON routine:

(1). System checks for a file called:
BBS:NODE{x}/NOCALLERSAT{BAUD} where x is node number and BAUD is the baud rate that is unaccepted. If this file exists, and the current baud rate matches the BAUD, then the BBS displays the file and disconnects.

(2). Displays the connect string received from the modem.

(3). Now, the BBS displays the standard welcome message, and starts to perform the actual LOGON procedure.

(4). Check to see if you have a Module called FRONTEND , if so it executes it. see section regarding doors for more info.
Explanation:
To Install the FRONTEND module you have to a ICON to the BBS:COMMANDS/SYSCMD directory called "FRONTEND"

(5). BBS checks if there is a module called "ANSI" in the SYSCMD Directory if so it will start the door you insert and will skip the selecting of ANSI or ASCII Colors. Look at Point (4) above for more Info about installing these doors.
If the BBS can‘t find such a door it will asks if the user wants ANSI graphics or not. If a ’Q’ is specified at the end of the line like: "YES Q" or "Y Q" etc. Then the BBS checks if the Option DISABLE_QUICK_LOGONS is on or not if the option is on the BBS will display the Logon.txt because you want to have the users seen it. If the Option is off and the user answers "Y Q" or "YES Q" the BBS will not display the LOGON or logoff screens.

(6). Then if the sysop has specified a SYSTEM PASSWORD it displays a file called: BBS:NODE<x>/PRIVATE.TXT then asks for the SYSTEM PASSWORD you specifies. The system gives the user three tries and if by then he hasn’t gotten it the BBS hangs up, and displays in the CallersLog that someone attempted to get the SYSTEM PASSWORD.

(7). The BBS displays the file: BBS:NODE{x}/BBSTITLE.TXT

(8). It now asks for the user to enter his FULL NAME, again WILDCARDS are usable and will expand and ask if correct. A user gets five tries at his user name, then the BBS hangs up.

(9). If the BBS can’t find the name supplied it will tell the user and ask him if he would like to ’C’ontinue to join or ’R’etry entering his name again.

[C]ontinue as a New User Selected:

---

(1). If the BBS has been reserved it will notify the user that the BBS has been reserved for a specific member and will then hang-up.

(2). If the BBS hasn't been reserved then the BBS checks to see if the user's baud rate is allowed during the time he has called. If so, then the BBS allows the user to continue, otherwise it displays the file: BBS:NODE{x}/NOTTIME{BAUD}.TXT
{x} = Node number, {BAUD} = Current Baud rate.

(3). If the sysop has specified a new user password in the Config file then the BBS displays the file:
BBS:NODE{x}/NEWUSERPW.TXT
Then it asks for the new user password and if the user gets the password wrong it goes back and asks for his FULL NAME again, after 5 tries the BBS hangs up.

(4). If the System-Operator wishes to have no more NEW users the BBS would look for the file BBS:NODE{x}/NONEWUSERS then displays it and disconnect the User. And if you wishes to have no more NEW users at a SPECIFIC BAUD RATES, the BBS would look for a file called BBS:NODE{x}/NONEWAT{BAUD}, displays it and then disconnecting the User.
{x} = Node number, {BAUD} = Current Baud rate.

(5). Now it enters the New Account routines.

1. Search displays BBS:NODE{x}/JOIN.TXT

2. Asks for full name. At this point WILDCARDS are NOT ALLOWED. The user only has 5 chances to enter it then the BBS says "Too Many Errors, Good-bye!"

3. The BBS checks for use of a name that already exists. If the name already exists it asks again.

4. The BBS checks the name given to see if not in the list of names supplied in the icon BBS:NAMESNOTALLOWED This is a file that contains names that the sysop does not want to allow on the BBS. If the file does not exists the BBS will not allow any new users to log on until the file has been added. This is to prevent someone getting on as ALL or EALL etc. A notice will be placed at the end of the BBS:NODE{x}/CALLERSLOG file.

WARNING: You should specify in that list SYSOP, ALL, and EALL

5. Next it asks for the City, State.

6. The it asks for Phone Number (xxx-xxx-xxxx)

7. Next, it asks for the Users personal Password

8. Number of lines on screen (1-255)

9. Clear Screen between Messages ?

10. Asks for which ScreenType the User want to have.

11. Display back all info and asks if it is correct if
    the user needs to change something he just says no
    its not correct and the process starts again at 2..

12. At this point the BBS checks to see if there is a
    script Module in the SYSCMD Directory and if express
    will find this module it will start it instead of the
    normal SCRIPT questionnaire. And if express can't find
    such a Module it will start the normal SCRIPT
    questionnaire to ask the user to fill out, it
    checks for BBS:NODE{x}/SCRIPT{BAUD}
       {x} = Node number, {BAUD} = Current Baud rate.

NOTE: The {BAUD} should be specified as 1200,2400,4800,
      9600, 12000, 14400 and 16800 to allow for proper
      connect handling by USR HST modems.

    Now the user is asked to fill out the script if existent.
    A sample script may look like:

        -------------Cut Here--------------------

        What is your Real Name: ~
        What is your Real #   : ~
        What is your Sex,Age : ~

        -------------Cut here--------------------

    Here, the ~ character is used when a prompt for input
    by the user is expected. The answers are saved to
    BBS:NODE{x}/TEMPANS before being validated by the sysop.
    Once the Sysop validates the User, the answers are copied
    over to BBS:NODE{x}/Answers.

13. The BBS then displays the file BBS:NODE{x}/JOINED.TXT

(10). Once the system has loaded the users account, it checks to see
      if the system has been reserved, if so and the user who just
      logged in is not the reserved user the BBS displays that the
      system has been reserved for that specific user, and then hangs
      up.

(11). Then the BBS will display the BBS:NODE{x}/LOGON.TXT, text
      where x stands for the Node.

(12). If the BBS hasn't been reserved then the BBS checks to see if
      the user's baud rate is allowed during the time he has called.
      If so, then the BBS allows the user to continue, otherwise it
      displays the file: BBS:NODE{x}/NOTTIME{BAUD}.TXT

(13). If the users Security level is 0 then the BBS displays the
      file: BBS:NODE{x}/LOCKOUT-0.TXT and then hangs up.

(14). If the users Security level is 1 then the BBS displays the file: BBS:NODE{x}/LOCKOUT-1.TXT and then hangs up.

NOTE: These two files allow a sysop to be either polite about not allowing a user on the system, or if the user is an abuser, the sysop can have a full blown rude as hell Lockout text for those types of users.

(15). At this point the system adds to the end of BBS:NODE{x}/CALLERSLOG that a user just logged in.

(16). Now the BBS asks the user for his password, every time the user gets the password wrong the BBS adds what he tried to the end of BBS:NODE{x}/CALLERSLOG. After 3 tries the BBS hangs up and adds this to the CALLERSLOG.

(17). Then the standard LOGON sequence takes place and puts the user at the main command prompt

LOGON SEQUENCE FOR A PREVIOUS USER:

When a user with an existing account logs into the BBS, the LOGON procedure is a lot more simplified. The standard LOGON procedure is listed below:

(1). The BBS checks to see if the user has any time for the day if not it displays BBS:NODE{x}/LOGON24HRS.txt file to the user and hangs up.

(2). If no BULLBATCH files are specified, the BBS looks for any Bulletin files in BBS:NODE{x}/BULL{SEC}.TXT where {x} = NODE NUMBER and {SEC} = USERS CURRENT SECURITY LEVEL. If a file is found that matches the user's security level, it is displayed. For example, a last callers bulletin for standard user security of 20 would be saved in the BBS:NODE{x} directory as follows: BBS:NODE{x}/BULL20.TXT and BBS:NODE{x}/BULL20.TXT. This routine has also been simplified from the sysop's end so that the appropriate bulletins are searched for in a rounded off method.

ie: If a user level with security level of 20 has logged in, and the BBS cannot find an entry for BBS:NODE{x}/BULL20.TXT but finds a file called BBS:NODE{x}/BULL15.TXT, then this file will be displayed. If there is also a file called BBS:NODE{x}/BULL30.TXT, this file will be displayed to users with security level of at least 30 or more. Once the BBS finds the nearest file, it displays that file only.

NOTE: Routines have been added to AmiExpress to make sysop setup a little easier and less annoying to the user. The BBS will scan for a particular file in this method:

Say a user with access level 30 just logged in, with ANSI color, now the BBS will check first if there is a BULL30.TXT and if not the BBS will go on with searching for bulls lower than 30.

```
  Look here:

   BBS:NODE{x}/BULL30.TXT
   BBS:NODE{x}/BULL25.TXT
   BBS:NODE{x}/BULL20.TXT
   BBS:NODE{x}/BULL15.TXT
   BBS:NODE{x}/BULL10.TXT
   BBS:NODE{x}/BULL5.TXT
   BBS:NODE{x}/BULL.TXT

NOTE: because of this method of searching, all files to be
      searched for must end in either 0 or 5 (as above), the
      user access level will be rounded down to the nearest
      multiple of 5 and the search will start there.

    That's an example of a search for a file to be displayed, once
    a file is found that exists it displays ONLY that file.
    This method is used on the following:

    BBS:NODE{x}/BULL
    BBS:NODE{x}/JOINCONF
    BBS:CONF/MENU
    BBS:CONF/BULL

    In some cases it works a little different, in this case
    the user security is not used, like:

    BBS:CONF/Bulletins/BULLHELP.TXT
    BBS:CONF/Bulletins/BULLHELP.TXT

    That's how that one works and the following are like that:

    BBS:NODE{x}/JOINED
    BBS:NODE{x}/LOGON24HRS
    BBS:NODE{x}/GUESTLOGON
    BBS:NODE{x}/LOGON
    BBS:NODE{x}/LOGOFF
    BBS:NODE{x}/JOIN
    BBS:NODE{x}/NOTTIMEBAUD
    BBS:NODE{x}/PRIVATE
    BBS:CONF/FILEHELP

 NOTE: For multiple bulletins upon LOGON, a BULLBATCH script is used
       to display the necessary bulletins in the correct order.  For
       more information on this, please refer to the section under
       BULLBATCH implementation.


(3). Initial User specific checks are made:

  a> The BBS now scans thru all the conferences that the user has
     access privilege to for any waiting mail. While scanning, AmiExpress
     will store the MSG numbers in memory until the end of the scan,
     at the end of the scan AmiExpress will proceed to show the user the
     originator of each message and then proceed to prompt the user if
     he/she wishes to read the mail.
```

This method of scanning has 3 advantages:

1. The user will now know who left him/her mail prior to reading it.
2. The NewMail Scan pointer will not be updated until all the mail is read. So if the user has 2 messages '100' and '101' and he/she reads message 101 and not 100, then the next time the user logs on or does a mail scan, he/she will still be notified of message 100.
3. The NewMailScan will now remember the last valid message left to the user when the user losses carrier or logs off.

If mail is found, it
informs the user about it and asks the user if they want to view it.

b> The BBS checks to see if there are any unfinished uploads. If someone looses carrier uploading a file and calls back he will be allowed to resume his/her upload.

(4). Then the BBS rejoins the conference the user was in the last time he called.

(5). It then checks the ICON BBS:CONF to see how many, if any, directories of files that specific conference has. It will check if in the ICON the NDIRS is bigger than 0.

for example:
~~~~~~~~~~~ NDIRS=2

This would specify that there are two file directories where files are kept. A carriage return is necessary after the number.

If this file is unavailable, the conference will have NO files available in it, meaning no uploads or downloads will be possible from it.

(6). If the number of directories is greater than zero, the BBS looks to see if a in the CONF ICON the Tooltype "FREEDOWNLOADS" is turned on, if so then all files in this particular conference are free to download.

(7). Now, the BBS scans for any BBS:CONF/BULL{SEC}.TXT files in the same method as described earlier on.

NOTE: This works exactly like the BBS:NODE{x}/BULL files.

(8). After displaying the available bulletins, if the user is not in EXPERT mode, the BBS displays the available BBS:CONF/MENU{SEC}.TXT and reaches the MAIN MENU PROMPT.

a> Any command entered at the MAIN MENU PROMPT will be looked up in a BBS:Commands/BBSCmd directory. If the command is found as a module name in the directory the module will be executed. If the command cannot be found, then the command will be compared to BBS:Commands/NODE{x}CMD directory and like wise be executed if found. If the command cannot be found, then the command will be compared to BBS:Commands/CONF{x}CMD directory and like wise be executed if found.
~~~~~~~~~~~

```
        Otherwise the command will be considered an internal
        command and maybe any of the commands listed below.
========================================================================
```

1.48 The MainMenu Commands of AmiExpress

```
                ========================================================================

    This is a list of commands accessible from the main menu prompt:
    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
AmiExpress has many functions that are part of the program code that
assist users in what they want out of the system. These commands are
mostly single letter commands that the user types and hits return for
the execution. AmiExpress does not work with a HOT-KEY type of user
input. This means that the user will be saved from having to look at
a screen load of data when they accidentally hit a wrong key.
A carriage return always indicates an intended execution.

This section is divided into two parts, The SYSOP ONLY COMMANDS, and the
Standard User Commands.


               SYSOP Only Main Commands

               STANDARD USER Main Commands
                ========================================================================
```

1.49 SYSOP Only Commands.....

```
                ========================================================================

                          SYSOP ONLY COMMANDS:
                          ~~~~~~~~~~~~~~~~~~~
These commands are the only commands that are called up by single digit
number codes.  They are available only to users with SYSOP SECURITY
LEVELS as defined in the Config file by AmiConfig under ACCOUNT EDITING.


               Command: '1' <AccountEditing>

               Command: '2' <CallerslogView>

               Command: '3' <Edit File Dirs>

               Command: '4' <Edit Text File>

               Command: '5' <View Directory>

               Command: '0' < Remote Shell >

               Command: 'DS'<Sysop Download>
```

```
                Command: 'VS'<  Sysop View  >
                 ============================================================================
```

1.50 [1] - Account Editing....

```
  ============================================================================
  [ 1 ] - Account Editing:
          ~~~~~~~~~~~~~~~
    This is used to either review existing accounts and modify them, or
    scan for any new user LOGONS that wish to be validated.  The account
    editing module is very easy to use in that it is basically menu
    driven. You can also get into the BBSInfo CONF. from here.
    Before Express will start the normal Account Editing it will try
    to open a MODULE called "ACCOUNTS" which should be located in the
    SYSCMD Directory. This is for further coming releases of different
    Account Editors.

    The AccountEditing will look like this:

------------------------------------------------------------------------------
  ACTIVE [1]   BAUD: 14400
A> Name: ByteMaster                      B> Location ......: Location
C> Pass ..........: ENCRYPTED
D> Phone Number ..: 318-793-4101   F> Area Name......: Standard
E> Ratio .........: 0              H> Sec_Level .....: 255
G> Ratio Type ....: 0     <-Byte)  J> AutoReJoin ....: 1
I> Uploads .......: 0              L> Messages_Posted: 0
K> Downloads .....: 0              N> New_User ......: No  #Calls: 1
M> Bytes Uled ....: 1                 Last Called ...: Tue May 26 22:00:17 1994
O> Bytes Dled ....: 0                 Computer Type .: Amiga 1000
Q> Byte Limit ....: 0                 Screen Type ...: Amiga Ansi
P> Time_Total: [0       ] mins     Y> Cps Up: 0         Z> Cps DN: 0
R> Time_Limit: [0       ] mins     S> Time_Used: [0       ] mins  T> UUCP: 0
U> Chat_Limit: [0       ] mins     V> Chat_Used: [0       ] mins

X=EXIT-NOSAVE ~=SAVE  1-8=Presets  9=RE-ACTIVATE  DEL=DELETE
TAB=CONT @=CONFERENCE ACCOUNTING !=CREDIT ACCOUNT MAINTENANCE
------------------------------------------------------------------------------

  Press the following keys to change the data of the User:
  ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
  A> Lets you change the name of the User you are looking at
  B> Lets you change the location where the user is living
  C> Lets you change the password of the user you are looking at
  D> Lets you change the phonenumber of the current user
  E> Lets you change the Ratio of the user you are looking at
  F> Here you can change the Conf.Access of the User
  G> Lets you change the Ratio Type of the User. From here you have 3
     different Ratio Types:
                            - Ratio Type 0 = Bytes only
                            - Ratio Type 1 = Bytes & Files
                            - Ratio Type 2 = Files only
```

```
   This ratio type are for choosing in which way the Ratio will be
   calculated.
H> Lets you change the Security Level of the user you are looking at
I> Lets you change the number of Upload the user has done.
J> Lets you change the Conference at which the User logged in the last
   time he called the system.
K> Lets you change the number of downloads the user has done.
L> Lets you change the number of Messages the user posted in the BBS.
M> Lets you change the number of Bytes the user uploaded.
N> Lets you change if the user is a NEW USER or not. this is a flag
   function. if it is in the "YES" mode the user will be found if you
   search for new users. After you edit the USERDATA with a present
   the flag will be changed automatically to "NO".
O> Lets you change the number of Bytes the user downloaded.
P> Lets you change the Time Total for the day.
Q> Lets you change the number Bytes which the can download at a day.
R> Lets you change the Time Limit for a day.
S> Lets you change the Time the user has already used today.
T> Lets you change if the User is a User of UUCP or not.
U> Lets you change the chat limit time a user has.
V> Lets you change the chat limit used for the day.
Y> Lets you change the Top Upload CPS the User ever had.
Z> Lets you change the Top Download CPS the User ever had.
#> Lets you change the Number of Calls a user has done to your System.

Now follows the normal commands in the Account Editing:
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
[ X ]   - Exit the Account editing without saving the current changes
[ TAB ] - Lets you go to the next user who matches to the USERNAME
          you entered before.
[ ~ ]   - Will save the current changes of the USERDATA.
[ 1-8 ] - Will set the USERDATA to a Present of ACP.STARTUP
[ 9 ]   - This command will re-activate a deleted user.
[ DEL ] - This command will delete the user you are looking at.
          you can re-activate a user by typing "9" at the AccountEditing
[ + ]   - Will go on the next user in the USERDATA.
[ - ]   - Will go on the previews user in the USERDATA.
[ ! ]   - This will activate the ACCOUNT CREDIT MAINTENANCE.  This feature
          allows you to keep track of paying users, The assumption is that
          if a user pays, then they are paying for a DISABLED ratio. CREDIT
          MAINTENANCE will let you establish the number of days that the
          credit account is to be in effect. During this time period the
          user will be given an 'EFFECTIVE' DISABLED ratio. Their ratio
          does not actually change, but express will treat there account as
          a disabled ratio. So during the credit period an 'FS' command or
          'S' command will reflect a DISABLED ratio. Once the credit
          account has expired, express will then use the ratio established
          for the user.
[ @ ]   - Will bring you into the Conference Accounting. You MUST! have
          conference accounting on for this to work. Once in this area,
          you will be shown each conference, screen by screen, there you
          can edit the user's STATS for each conference. You go from
          conference to conference by using the +/- keys. Follow the
          screens to save and exit.
=======================================================================
```

1.51 [2] - View CallersLog....

```
=============================================================================
[ 2 ] - View CallersLog:
        ~~~~~~~~~~~~~~~
  This lets the sysop view the BBS:NODE{x}/CALLERSLOG file backwards.
  The last line written to the CALLERSLOG will be displayed first
  and the first line of the CALLERSLOG will be displayed last.
  On system running more than one node, this command will ask which
  NODE's CALLERSLOG to view.
=============================================================================
```

1.52 [3] - Edit File Directories (EDITOR/EMACS)....

```
=============================================================================
[ 3 ] - Edit File Directories (EDITOR/EMACS):
        ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
  If you started this Command, the BBS will check if the one who started
  the command is a remote or a local one. If the one who started it is
  a local one it will search for a Door called "EDITOR" in the SYSCMD
  and if it exists it will be executed and the normal starting of the
  EMACS will be skipped.

  If the one who started the command is in REMOTE_LOGON then the command
  will be executed as follows:
  This command uses the command line version of MicroEmacs for on-line
  directory editing.  For more information on how to use EMACS, you
  should refer to the section on COMMON EMACS COMMANDS.
  This command asks the user which directory to edit before it opens
  up the appropriate AUX: or CNN: channel and executing EMACS.
  NOTE: AUX{x}: is used only on remote connections and if active
  ~~~~  a watchdog task that checks for carrier loss is also invoked.
        If carrier is lost while editing directories, the computer
        will be reset within two seconds.
        A special note to MULTI NODE systems: The watchdog resets the
        computer if a carrier is lost regardless of what the other
        nodes are doing.  If users are logged in on other nodes, they
        will be disconnected when the computer resets.  A later version
        of AmiExpress will send a notification to the other nodes and
        a time-out requestor locally will inform the sysop and users
        that express wants to reset the computer and that everyone
        should finish up what they're doing.

  Exiting from EMACS with CTRL-X CTRL-C key combination will return the
  user to the MAIN MENU PROMPT.  While a user is in EMACS, the BBS will
  notify the sysop by placing a line like:
  User in EMACS........

  WARNING! for those of you using the A2232 multi serial card
           you may run into problems using the editor. We
           are currently working on a FullScreen editor to
           take it's place.
=============================================================================
```

1.53 [4] - Edit any Text File on System (EDITOR/EMACS)....

```
==========================================================================
[ 4 ] - Edit any Text File on System (EDITOR/EMACS):
        ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
  This command is basically the same as the previous with the option
  to specify full path and file name to edit. This commands prompts
  the user for the necessary information.
==========================================================================
```

1.54 [5] - List System Directories....

```
==========================================================================
[ 5 ] - List System Directories:
        ~~~~~~~~~~~~~~~~~~~~~~
  This command works just like the AmigaDos List command and displays
  the directory and sub-directories available for the specified path.
  The command can also display any comments (FILENOTES), attached to
  the files themselves.  When selected, AmiExpress will ask for the
  full path name and whether to include comments or not.
==========================================================================
```

1.55 [0] - Remote Shell....

```
==========================================================================
[ 0 ] - Remote Shell:
        ~~~~~~~~~~~~
  This Command has been removed currently in this version of express.
  There are some great doors with the same capabilities to replace
  this command. If you choose one of the great doors that are out, I
  Personally recommend the MALTESE FALCON's version. If you use
  FALCON's Shell door, remember that the spy command does not work with
  this version of Express, it was only able to handle 9 nodes. Express
  can now handle 32 nodes, so disable this command in the cfg, otherwise
  Install it as a normal door in your BBSCmd directory and choose the 0
  button for that.
==========================================================================
```

1.56 [DS] - Sysop Download....

```
==========================================================================
[ DS ] - Sysop Download:
         ~~~~~~~~~~~~~~
  This Command is exactly the same as the normal User Download
  command , but has the added ability with which the sysop can
  download files from any path on the HardDisk. The WILDCARD searching
  is removed in this command to prevent error in searching for files.
  All files on the HardDisk can be downloaded with this command unless
  the files are RESTRICTED for downloading with the File Comment
```

```
  "RESTRICTED", this will prevent downloading of files you want never
  to be downloaded by your co-sysop, or anyone else with DS enabled.
=========================================================================
```

1.57 [VS] - Sysop Text View....

```
=========================================================================
[ VS ] - Sysop Text View:
         ~~~~~~~~~~~~~~~
  This Command is exactly the same as the normal User Text View command,
  and has the added ability, that the sysop can View any file from any
  path on the HardDisk. All files can be viewed with this command,
  unless the RESTRICTED file comment "RESTRICTED" is used. This will
  prevent users from viewing private files of yours.
=========================================================================
```

1.58 REGULAR USER Commands....

```
                =========================================================================

                        REGULAR USER COMMANDS:
                        ~~~~~~~~~~~~~~~~~~~~~
These commands are explained in detail. All the commands here can be
chosen in the ACCESS ICONS for EXPRESS.


                [<][>].....Fast Conf.joining

                [ A ].......Alter File Flags

                [ B ]......Bulletins reading

                [ C ].......Comment to Sysop

                [ D ].......Download File(s)

                [ E ]..........Enter Message

                [ F ]..........File Listings

                [ FS ]......Full Status View

                [ G ]........GoodBye(LOGOFF)

                [ H ]..............Help Page

                [ J ]........Join Conference

                [ M ]......(COLOR/MONO) Mode

                [ RZ].....Zmodem Upload
```

```
[ ^ ]..Extended Help Command

[ N ]...New Files Since Date

[ O ].........Operator Page

[ Q ].............Quiet Node

[ R ].............Read Mail

[ RL ]..............ReLogon

[ S ].Status of On-Line User

[ T ]..................Time

[ U ].........Upload File(s)

[ V ].......View a Text File

[ W ]..Write User Parameters

[ WHO ].....Node Information

[ X ].....Expert Mode Toggle

[ Z ]......Zippy Text Search

[ ZOOM ].........Zoo Mailing

[ CF ].Set Conference Config

[ VO ].........Voting Booth
 ================================================================================
```

1.59 [<][>] Fast Conference Joining Command

```
==============================================================================
[ < ] - Joining Conference Up&Down:
[ > ]   ~~~~~~~~~~~~~~~~~~~~~~~~~
  These two commands allows the user to join conferences by only using
  the '<' '>' keys. This will let the user go up one conference and
  down one conference. Example: User is in CONF. 3 and use the '>' key.
  so he will automatically join the one higher conference he has access
  to, and if he will use the '<' key again he will join CONF. 3 again.
==============================================================================
```

1.60 [A] - Alter File Flagging....

```
==============================================================================
[ A ] - Alter File Flags:
```

```
        ~~~~~~~~~~~~~~~~
  This command allows the user to change the flagged file list
  without having to do a file listings and get a PAUSE...MORE
  prompt to change the flags.
  Chaining data is allowed, or the routine will prompt the user
  for the information.

  First it will show the current list of flags.

  No file flags
  Filename(s) to flag: (C)lear, (Enter)=none?

  At this prompt the user can:
   1. Enter new files to add to the flag list
   2. Enter 'C' to goto the clear flag prompt

  Filename(s) to Clear: (*)All, (Enter)=none?

  At this prompt the user can:
   1. Enter filenames to remove from the flag list,
      WILDCARDS are valid, however they will only
      remove the first entry.
   2. Use '*' to remove all entries in the list.
   3. Hit Return to exit.

  Once a user exits the Clear prompt, it will once
  again show the list of flagged files and drop back
  to the MAIN MENU PROMPT.
=========================================================================
```

1.61 [B] - Bulletins reading....

```
=========================================================================
[ B ] - Bulletins:
        ~~~~~~~~~
  This command allows the user to view bulletins that the sysop
  has made available.
  - First, the BBS checks to see if the file
    BBS:<CONF>/BULLETINS/BULLHELP.TXT is available; if not, it tells
    the user that no bulletins are available in that conference.
  - If the BBS:<CONF>/BULLETINS/BULLHELP.TXT is found, it is displayed
    and the user is prompted to enter the bulletin # to view or '?' to
    Redisplay the BULLHELP.TXT which is the bulletins menu.
  - If a user selects a valid bulletin #, it is displayed and the BBS
    returns back to the bulletin prompt.
  - If a user selects an invalid bulletin #, the BBS informs the user
    that there is no bulletin #{x} where {x} = the specified bulletin.
=========================================================================
```

1.62 [C] - Comment to Sysop....

```
=========================================================================
[ C ] - Comment to Sysop:
        ~~~~~~~~~~~~~~~~
  This command is exactly the same as the regular ENTER MESSAGE command
  except that the message is addressed privately to the System-Operator.
  The TO: field is automatically filled with the User name on SLOT 1,
  which is the Sysop.
  If the BBS located the tooltype "FORWARDMAIL= <str>" in the Conference
  ICON is turned on, the Mail will be forwarded to the User named in
  the <str>. This is very useful if you go to holiday and want your
  co-sysop to read the messages to you without typing "R" for read
  messages.
=========================================================================
```

1.63 [D] - Download File(s)....

```
=========================================================================
[ D ] - Download File(s):
        ~~~~~~~~~~~~~~~~
  This command accesses the file transfer procedure for sending files
  from the system to the remote user. The flow-chart for this command
  is quite complex and is outlined below:

   1. If the ToolType NDIRS contains zero, the BBS informs the user
      that there are no files to download from that conference.

   2. The BBS displays the File BBS:CONF/DOWNLOADMSG.TXT

   3. The BBS displays the users Download/Upload STATS.

   4. The BBS calculates the ratio limits the user has before uploading
      files to the system.

   5. Next, it displays the transfer protocol the user take for default.
      The User can change this protocols by using the "W" command.

   6. If the user had specified 'DS' instead of just 'D' the download
      is considered a sysop download and if the user is allowed to
      use SYSOPDOWNLOAD, then the download can be made from any valid
      AmigaDos path on the system.  If this is the case, the BBS asks
      for the full path and filename. NO WILDCARDS ARE ALLOWED with a
      Sysop Download.

   7. The BBS asks the user to enter the filename(s).

   8. Checks for special characters in the filename like ":/" etc.
      If found, tells the users that special symbols may not be included
      when downloading.

   9. Full WILDCARDS are allowed when doing a regular download, but just
      the * WILDCARD character alone is not allowed.

  10. Now, the BBS scans the specified paths from the CONF ICON and
      when it finds the file that the user requested, it displays the
```

file length in Kbytes, time required to download it at current baud rate, and checks if the user has enough credits to download the file. If so, AmiExpress checks the filename against what is in existing File Flag list and if it isn't already there, it adds it. So, if the download sequence is aborted for any reason, just hitting "D" again will download the flagged file. To remove from flaglist, the user would use the 'A' command.

11. Now the BBS checks if there is an Comment at the File like "RESTRICTED" or "FREE DOWNLOAD" ... if there is a Comment like this then the BBS will display some messages when the File has a comment like "RESTRICTED" it is not not allowed to download this file and the BBS will write a comment into the BBS:NODE{x}/CALLERSLOG that a user tried to download this File... and with this comment you can't download this file with a level of 255 and sysop download also.. so the file is 100% safe for downloading... if there is the comment "FREE DOWNLOAD" the BBS will make this file free download and it will costs no credits to download it...

12. After hitting return alone on a filespec prompt, the BBS re-checks the totals to see if the batch is within the user's limits.

13. If so, AmiExpress asks either to start, abort, or automatically logoff at the end of the transfer. The 'G'oodbye after transfer gives the user 10 seconds to change his mind after the transfer before performing an automatic disconnect sequence.

14. At this point the download sequence is about to begin and so the necessary information is written to the BBS:NODE{x}/UDLOG, if turned on.

15. At the end of the download, if the users' security level is below the one you choose for the tooltype KEEP_UPLOAD_CREDIT=<numb>, then the user's number of downloads and number of bytes downloaded get updated with the new download STATS.

16. At this point, the download sequence is completed, and the BBS tells the user his new STATS before returning back to the MAIN MENU PROMPT.

==========

1.64 [E] - Enter a Message....

==========

[E] - Enter a Message:
~~~~~~~~~~~~~~~

This command allows the user to leave private or public mail to other users on the system. There are several options with this command and they are outlined below.

1. Asks for who to send it to. If a WILDCARD is used the search will find the first user that fits the WILDCARD and will display it and then ask if its correct, if the user says no then it will search forward. If it doesn't find the user it will exit back to the MainMenu prompt.
~~~~~~~~~~~~~~~

2. If the user just hits return on the TO: prompt it will send the message to ALL.

3. A feature added in is to be able to leave a message to "EALL" this means to EMAIL ALL people, this is only usable by users you give access to writing EALL Messages by changing the tooltype in the ACCESS ICON for the User. What this does is to leave ONE message to ALL USERS , when a person calls the system it searches for mail in that conference to that user it will say they have mail, from the user that left the "EALL" message. The TO: will show the user who is receiving the message with "(ALL)" after their name. The message can only be deleted by the sender or a user with SYSOP access

4. Another name that is valid in the TO: prompt is SYSOP, this will be replaced by the Name of the SYSOP, in user slot 1

5. Next prompt is the Subject of the message, if the user just hits return it will exit out of the enter message

6. The BBS will now ask if the message is to be readable only by the receiver of the message or it will be public.

7. If you have the optional Full-Screen editor installed, the BBS will now ask you whether you want to use the Full-Screen editor. The user has the option what editor he/she wants with the 'W' command if the sysop has chosen to have it so.

8. Now the user has entered the message editor. The following commands assume you have entered the internal Line-Editor.

9. Tabs now work in the editor, they are indicated by a '|' in the header.

10. CTRL-X in the message editor will delete the current line.

11. If you hit a return on a blank line you will exit the edit to the edit command prompt.

12. The options are:

    1. <A>bort - Abort entering the message

    2. <C>ont - Continue entering the message, this option will print the last line with text and put the cursor at the end of the line.

    3. <D>elete - Allows a user to delete a specific line.

    4. <E>dit - Allows the user to change text within a line.

    5. <F>ile - Allows a user with tooltype SYSOP_DOWNLOAD to attach a file to download to the message. This option will ask for the filename to attach to the message and if you wanted the file deleted with the message as its deleted.

```
      6. <M>ci List- If you have a MCI Header in your Message, you are
                     able to use this function. This function will
                     display you the whole text with all MCI comment
                     in it.

      7. <L>ist    - List the message to the screen.

      8. <S>ave    - Saves the message.

      9. <X>fer    - Allows a User to upload a file into the MSGBASE
                     and make this file automatically ATTACHED at a
                     Message. To allow the user to do this he must
                     have the tooltype "ACS.PRI_MSGFILES" in his
                     ACCESS ICON. If the Message the User writes is
                     an ALL or EALL message the user must have
                     "ACS.PUB_MSGFILES" turned on to do this.
=============================================================================
```

1.65 [F] - File Listings....

```
=============================================================================
[ F ] - File Listings:
        ~~~~~~~~~~~~~
  This command allows a user to get Full directory listings of the
  catalogs maintained by the BBS. As mentioned before, this is
  specified in the Tooltype NDIRS=<numb> in the CONF ICON.

  1. If the number of directories in the conference is zero
     or NDIRS is zero, then the BBS will display
     "No files available in this conference." And drop the user
     back to the main prompt.

  2. Displays the file BBS:CONF/FILEHELP.TXT only if
     all the options were not specified on the command line.

  3. It will then ask for the directory to list including the
     'H'old directory. The hold directory can only be used
     by a user with access greater than 200.

  4. The specified directory will be displayed and will pause
     if the NS hasn't already been specified, at the users
     lines per screen point.

  5. On the pause prompt, you can select 'F' for flagging files.
=============================================================================
```

1.66 [FS] - Full Status View....

```
=============================================================================
[ FS ] - Full Status View:
         ~~~~~~~~~~~~~~~~
```

```
  This option is used to allow the user to have a full view over his
  access status in each conference. It will display Bytes Down/Uploaded
  in each conference the user has access to and will display the RATIO
  too.
=============================================================================
```

1.67 [G] - GoodBye (LOGOFF)....

```
=============================================================================
[ G ] - Goodbye (LOGOFF):
        ~~~~~~~~~~~~~~~~
  This option is used to end the current session with the host
  system by the remote user.  When the user hits 'G', the BBS
  performs several clean-up functions.

  1. First checks to see if there was a ZoomMail that hasn't
     been downloaded, if there was it would ask if the user
     wanted to leave anyway.

  2. The system then checks to see if there were any partial
     uploads that the user hasn't finished sending yet.  If
     so then it would let the user know and ask if he wanted
     to leave anyway.  If the user didn't want to leave, then
     the BBS would ask if the user wanted to view the files.
     If the user did want to view them, then the BBS would go
     into the resume routine showing the user the filename
     and filesize, then ask if he wanted to resume on that
     particular file.  If not then the BBS would ask if the user
     wanted to delete the file.  If the user didn't want to
     delete the file then the BBS would go to the next file
     that was to be resumed.

  3. If the user hadn't specified the 'Q' at the ANSI color
     prompt, or the SUPPRESS_QLOGON is given the BBS would
     display the file: BBS:NODE{x}/LOGOFF.TXT.

  4. Now the BBS will try to open a Module called "LOGOFF" or
     "LOGOFF<node>". If the BBS will find such a module, it will
     be started.
=============================================================================
```

1.68 [H] - Help Page....

```
=============================================================================
[ H ] - Help:
        ~~~~
  This command displays the on-line help text file for the user to
  refer to.
  At this command, the BBS looks for and displays the file :
  BBS:BBSHELP.TXT and if not found will say that No help is
  currently available.
=============================================================================
```

1.69 [J] - Join Conference....

```
================================================================================
[ J ] - Join Conference:
        ~~~~~~~~~~~~~~~
  This command is used to switch from the current conference to
  another conference that the user has access privilege to.
  The BBS looks for the file BBS:NODE{x}/JOINCONF{SEC}.TXT and
  tries to display it.  If not found, it will print a message
  informing the user that the file is missing.
  Then, prompts the user to enter the number of the conference they
  wish to join.  If the user does not have access to the requested
  conference, then the BBS will tell the user that they don't have
  access to that conference.
  If the user has access to the requested conference, AmiExpress
  switches to that conference and checks for mail for the user, and
  then display any appropriate bulletin files if they exist.
  If the Option "RELATIVE_CONFERENCES" is turned on in the CONF.DEF
  ICON the BBS will only display the Conferences which the User has
  access to.
================================================================================
```

1.70 [M] - Mode Select....

```
================================================================================
[ M ] - Mode Select:
        ~~~~~~~~~~~
  This command switches between ANSI color output or Plain Monochrome
  output on the users end.  When ANSI is on, the BBS tries to display
  files that have the extension by default. The normal plain
  (.TXT) files are reverted to if extension files are not
  found.
================================================================================
```

1.71 [RZ] - Zmodem Upload Command....

```
================================================================================
[ RZ ] - Zmodem Upload Command:
         ~~~~~~~~~~~~~~~~~~~~
  This command executes an immediate Zmodem upload.
================================================================================
```

1.72 [^] - Extended Help Command....

```
================================================================================
[ ^ ] - Extended Help Command:
        ~~~~~~~~~~~~~~~~~~~~
  This command allows a user to read the help files that yu have put in the
  BBS:help directory. The help commands may include MCI commands,
```

like displaying UserNames to personalize the help commands or some other data over MCI.

==========

1.73 [N] - New Files Since Date....

```
==========
[ N ] - New Files Since Date:
        ~~~~~~~~~~~~~~~~~~~~
```

This command allows the user to list files from a specified date onwards or from the last time they called the system. In other words, with this command, users can see what the system has to offer in terms of files since their last call.

1. If the number of directories in the conference is zero then the BBS will display "No files available in this conference." And drop the user back to the main prompt.

2. It will then ask for the date they want to list from. The last date they were on will be the default, this is selected by just hitting return alone. Entering the date to list from must be done as MM-DD-YY.

3. Next, the BBS asks for the directory to search thru. An 'A' can be used to list all directories, also 'U' can be specified for the upload directory. And H for the hold directory. The hold directory can only be used by a user with access greater than 200.

4. The Pause prompt works the same as described in the file listing section.

==========

1.74 [O] - Operator Page....

```
==========
[ O ] - Operator Page:
        ~~~~~~~~~~~~~
```

This command is used by the remote user to call the system operator for on-line chat.

1. First of all Express will check the SysopPageCounter to see if the user already paged the sysop. If the user paged the sysop more then the given maximum number, express will automatically go to comment writing instead of paging the sysop.

2. If the User is calling up the system operator for the first time on the current session, the users name field will be changed to a red color when 3 bitplanes are active, and will have star preceding his name if the BBS was booted in 1 bitplane. Also, if the ICONFIED window is active, the name filed there will also be highlighted a different color. In this way, a sysop can see if

```
      the user on-line has requested to chat.

   3. If the F7 Chat toggle flag is not set to allow paging
      then the BBS says:

         "Sorry, The SYSOP, is not around right now
          You can use 'C' to leave a comment."

   4. If the chat toggle flag is set to allow paging, then the
      BBS adds to BBS:NODE{x}/CALLERSLOG that the user paged,
      Then displays "Paging SYSOP (CTRL-C to Abort). ." followed
      by bells and more dots.

   5. If you, the SYSOP, wanted to chat with the user you would
      Hit F1 to enter chat, then AmiExpress looks for the file
      BBS:NODE{x}/STARTCHAT.TXT, and if found displays
      it to the user. This can be a simple greeting to the user.
      If this file is not found, then the standard sysop chat
      active message is sent to the screen. The same F1 will exit
      chat when you are finished and the BBS will display the File
      BBS:NODE{x}/ENDCHAT.TXT. During chat, if ANSI mode is
      selected, your text will be a different color than the user ones.
================================================================================
```

1.75 [Q] - Quiet Node....

```
================================================================================
[ Q ] - Quiet Node:
        ~~~~~~~~~~
  This command will change the Quiet Node option you choose for a node.
  With this command a user can prevent other users from  seeing them on
  a node and can make him/herself like invisible.
================================================================================
```

1.76 [R] - Read Mail....

```
================================================================================
[ R ] - Read Mail:
        ~~~~~~~~~
  This command is used to access the on-line mailing system to read
  mail either to the user or for all users.  It is also used when a
  certain message will be replied to.

  1. First the BBS shows the read prompt

  MSG. Options: A,D,F,R,Q,?,<CR> ( QUIT )>:

   (1). <A>gain, displays the message currently on again.
                 (specified by the 'a' in the above line)

   (2). <D>elete, allows the user to delete a message only
                  if he left the message or the message is to him.
```

```
                Also a user with access of 210+ can delete any
                mail.

   (3). <F>ile, will test if there is any Attached File to
              download.

   (4). <R>eply, allows the user to reply to the current message.
                The BBS will place the user on the SUBJECT: field
                with the previous subject and place the cursor on
                the end of the line. If the user wants to change
                the subject he can delete over the existing subject
                and enter a new one, or hitting return will keep the
                old subject.
                After this, the BBS will ask if the reply should
                be private, and by default this is set to No.
                Next, the BBS will ask whether to quote the current
                message in the reply, again the default is No.
                If the user selected Yes to quote the message, the
                entire message will be re-displayed and the BBS will
                prompt the user with the following:

                Enter Startline,Endline or (*=ALL, A=Abort):

                Where the user would have to type either a '*' to
                quote the whole message specify start and end
                lines separated by a comma.
                Then the user would be put in the on-line message
                editor to enter his message. Commands for the editor
                work in much the same way as the Enter Message
                command. For more information, please re-read the
                ENTER MESSAGE Command.

   (5). <?>, this will display the full description of the packed
             Mail Reading line and will help you.

   (6). <CR=Next>, let you continue search for new messages.

   (7). "EH" - This allows the sysop to edit a message
               Header. You can change who the MSG is to,
               from, the subject and whether it is to be
               a private message or not.

   (8). "U"  - This will let the sysop go automatically to account
               editing for the account the message is from. With this way
               you can fast validate a NEWUSER by reading the message and
               go to account editing.
 ======================================================================
```

1.77 [RL] - RELOGON....

```
 ======================================================================
 [ RL ] - RELOGON:
          ~~~~~~~
   This command will make a RELOGON at the Node you start it. This will
   drop the user back to the Normal LOGON and will start a Module called
```

```
  "RELOGON" or "RELOGON<node>" in SYSCMD Directory. If this Module
  is available it will be started and if it is finished the user will
  be dropped back to the LogonString.
=============================================================================
```

1.78 [S] - Status of On-Line User....

```
=============================================================================
[ S ] - Status of On-Line User:
        ~~~~~~~~~~~~~~~~~~~~~~
  This command simply reports the users' current information pertaining
  to his account. This is in the form of:

     Caller Num.: 2049
     Lst Date On: 05-14-93
     Security Lv: 30
     # Times On : 579
     Ratio DL/UL: Disabled
     Online Baud: 16800
     Rate CPS UP: 0
     Rate CPS DN: 0
     Screen  Clr: NO
     Protocol   : /X Zmodem
     Sysop Pages Remaining: 3


                  Uploads            Downloads
          Conf  Files    Bytes     Files    Bytes     Bytes Avail  Ratio
          ----  -------  --------- -------  --------- -----------  -----
             2>       0          0       0          0            0  DSBLD
=============================================================================
```

1.79 [T] - Time, at the system site....

```
=============================================================================
[ T ] - Time, at the system site:
        ~~~~~~~~~~~~~~~~~~~~~~~~
  This command reports back to the user what the internal battery backed
  up clock at the BBS site is set at.  Local time/date stamp function.
=============================================================================
```

1.80 [U] - Upload File(s)....

```
=============================================================================
[ U ] - Upload File(s):
        ~~~~~~~~~~~~~~
  This command puts the BBS in the file receive mode, where the remote
  user can send files to the system.

  1. The BBS first checks to see if there are file directories to be
```

uploaded to, by looking at NDIRS=<numb> tooltype. If this type is unavailable or reports zero, the user is returned back to the MAIN MENU PROMPT after a message stating "No files available in this conference."

2. If a file called BBS:CONF/UPLOADMSG.TXT exists the BBS displays that to the user.

3. The BBS now calculates free disk space, the first number displayed, is the amount of free space on all the drives listed in DRIVES.DEF.INFO in BBS: directory.

   Only drives that contain download files for the BBS should be included, this way the user knows how much free space is left on the total system.

   The second number displayed is the amount of free space only in the BBS:CONF/UPLOAD directory. This is so the BBS and the user know exactly how much space is available to receive uploads until the sysop does some maintenance.

   Currently the BBS is content to allow uploads until the free space in BBS:CONF/UPLOAD is less than 2,000,000 bytes.

4. At this point the BBS calls the resume routine to check if there are any files to resume on, this works the same way as explained under the 'G'oodbye command.

5. The BBS will then ask the user to enter the filenames of the files he will be uploading, or he can press return alone to have Zmodem tell the BBS the names. Specifying an 'A' will abort out of an upload altogether and drop the user back to the main prompt.

6. If the user enters the filenames, the BBS will check to make sure they don't already exist in the conference, if not the BBS will ask him to enter the description for each file. Entering a blank line will end the description.

7. Next the BBS will display:
   (Enter) to Start, (G)oodbye after transfer, (A)bort?
   this works the same as specified in the download routines.

   At this point the Sysop is able to press "L" for start a local upload routine, which will pop up a Requester for selecting files to upload LOCAL into the BBS without starting the ZMODEM Transfer over the Serial In/Output.

8. At this point if the user has not been added to the end of BBS:NODE{x}/UDLOG he will be.

9. If the Upload is now to be started the BBS will check in the file you specified for the FILESNOTALLOWED=<pathname> option in the NODE ICON. If this file is not allowed to be uploaded it will skip the upload.

10. The BBS then displays the STATS from the transfer for all the

files.

11. The users time is then credited for the uploads.

12. Next the BBS goes thru the files sent and checks to see if the name is longer than 12 characters, if so the BBS asks the user to rename the file.

13. The BBS then checks to see if the user has already given the descriptions for the file, if so it posts it accordingly.

14. If the user has not already given the description for the file the BBS asks for the description of the file. Again giving 8 lines for the description.

15. If the user gets disconnected while entering the description the BBS will put "LOSS CARRIER" for the description. and place the file in the BBS:CONF/LCFILES directory, along with a Comment in the <usernumber>.lc which will contain a list of all the files he will need to enter descriptions for when he calls back. The Re-Enter description process is done at LOGON with the PartUploads routine.

16. Once the description has been entered, the BBS checks if there is a door called "FILECHECK" in the SYSCMD directory, if so it will be executed and this internal "FCHECK" will be used. This is where you can use a multiple type of file checker for all formats. If the door doesn‘t exists express will check if there is a file extension. (a file extension is usually on 3 characters preceded by a ’.’. (IE:.DMS,.LHA.)).

    Express now compares the extension with any ICON of the same extension name in the BBS:FCHECK directory.

    ICONS in the FCHECK directory specify that you are using external file checkers. The format for each ICON has been mentioned below.

    If no external checker exists for the file then it will be posted with a comment "N" for non checked.

17. If the archive is checked and it passes the BBS puts a ’P’ between the filename and filesize in the listing.

18. If the archive is checked and if found bad then the BBS puts a ’F’ between the filename and filesize in the listing.

19. If the file is not one of the above checkable file types then the BBS puts a ’N’ between the filename and the filesize in the listing.

20. Now the BBS will post the file in the listings area. If the user specified a ’/’ at the beginning of the description for the file, or the file failed archive check, or the user got disconnected then the BBS posts the file to the end of BBS:CONF/HOLD/HELD If the archive passed or wasn’t checkable and the user didn’t specify a ’/’ at the beginning

```
     of the description then the BBS will post the file to the
     end of BBS:CONF/DIR{U} where U is the upload directory (or
     the highest directory available).

  21. If when the BBS goes to move the file, like to the hold
     directory and there is already a file in the hold with the
     same name, the BBS will add a '_' to the end of the filename
     until it can be renamed.

  22. Once all the file are exhausted the BBS checks to make sure
     there aren't any free floating files in the BBS:NODEx/PLAYPEN
     directory, if there are the BBS then moves the files to
     BBS:CONF/PARTUPLOAD as partially uploaded files from the
     current user ONLINE.
=============================================================================
```

1.81 [V] - View a Text File....

```
=============================================================================
[ V ] - View a Text File:
        ~~~~~~~~~~~~~~~~
  This command allows the user to view the contents of a TEXT file
  located in the BBS:CONFNAME/UPLOAD directory. For Co-Sysop's with
  Access to SYSOP_VIEW in Access ICONS, TEXT files can be viewed
  from any valid system path.

  1. The BBS first checks to see if there are file Dirs in that CONF.
     by looking in the tooltype NDIRS=<numb>. If this type is unavailable or
     reports zero, the user is returned back to the MAIN MENU PROMPT
     after a message stating "No files available in this conference."

  2. The BBS then asks the user for the filename to view.

  3. If the user has ACCESS to the SYSOP_VIEW Option and he specified
     'VS' instead of just 'V' then the BBS will allow the filename to
     include the path. The sysop view is noted at the end
     of BBS:NODE{x}/CALLERSLOG what file was viewed.

  4. The BBS then displays the file as long as the characters
     in the file are < 128 in value.  If a character is
     greater than 127 then the BBS says "This file is not a
     text file." And drops back to the main prompt.

        NOTE: If a file has a comment of RESTRICTED then the user
        ~~~~  will not be able to view the file. If an attempt was
              made then the users name will be annotated in the
              BBS:NODE{x}/CallersLog
=============================================================================
```

1.82 [W] - Write User Parameters....

```
=============================================================================
[ W ] - Write User Parameters:
        ~~~~~~~~~~~~~~~~~~~~
  This command allows the user to change some personal items pertaining
  to his account on the system.
  When called, this command brings up the following:

          1. LOGIN NAME.............ByteMaster
          2. REAL NAME..............Joseph Hodge
          3. INTERNET NAME..........jhodge
          4. LOCATION...............Radford, Va.
          5. PHONE NUMBER...........603-555-1212
          6. PASSWORD...............ENCRYPTED
          7. LINES PER SCREEN........23
          8. COMPUTER...............Amiga 2000/GVP030
          9. SCREEN TYPE............Amiga Ansi
         10. SCREEN CLEAR...........Yes
         11. TRANSFER PROTOCOL......./X Zmodem
         12. EDITOR TYPE............Prompt
         13. ZOOM TYPE..............QWK
         14. AVAILABLE FOR CHAT/OLM..Yes


        Which to change <CR>= QUIT ?

   At this prompt, the user can select which item to change, or hit
   return alone to exit from this routine.
   The first four items can be security set by the Config program so
   that users without the necessary security cannot change their
   Name, Location, Phone or Password. For more information, refer to the
   documentation for the AmiConfig program.
=============================================================================
```

1.83 [WHO] - Node Information....

```
=============================================================================
[ WHO ] - Node Information:
          ~~~~~~~~~~~~~~~
  This command shows the user which users are ONLINE on the other nodes
  and what they are doing actually. If you choose QUIETNODE for a
  specified node, this node will be skipped in displaying this
  information.
=============================================================================
```

1.84 [X] - Expert Mode Toggle....

```
=============================================================================
[ X ] - Expert Mode Toggle:
        ~~~~~~~~~~~~~~~~~~
  This command allows the user to switch between eXpert and Novice mode
  where expert mode will not display the menu unless a '?' is specified
```

```
  at the command line and Novice will Redisplay the menu after every
  command issued and completed.
=============================================================================
```

1.85 [Z] - Zippy Text Search....

```
=============================================================================
[ Z ] - Zippy Text Search:
        ~~~~~~~~~~~~~~~~~
  This command allows the user to scan thru all the BBS:CONFNAME/DIR{x}
  files for a match for a specified string.
  When it finds a match, it displays the whole filespec including the
  description.
  If the NDIRS=<numb> tooltype reports zero or does not exist, then
  zippy search will not be functional.
=============================================================================
```

1.86 [ZOOM] - Zoo Mail....

```
=============================================================================
[ ZOOM ] - Zoo Mail:
           ~~~~~~~~
     Zoo mail has been reinstalled into Ami-Express and now relies
     on current compression schemes provided by modem manufacturers
     instead of Zoo, as zoo has a tendency to crash the Amiga
     in certain instances. ZOOM will compile all the user's unread
     mail, (in LHA format if requested) from ALL accessible conferences
     into a freely downloadable file that will be automatically added
     to the flaglist for downloading.
=============================================================================
```

1.87 [CF] - Set Conference Configuration....

```
=============================================================================
[ CF ] - Set Conference Configuration:
         ~~~~~~~~~~~~~~~~~~~~~~~~~~
     This command will allow your users to set the way express handles
     conferences. From here they can set the 'NEW FILE SCAN',
     'NEW MESSAGE SCAN', and turn 'OFF' and 'ON' what conferences they
     want to ZOOM mail from.

     In the Conference Maintenance option in the Account editor you can
     also Globally set these options (F5).
=============================================================================
```

1.88 [VO] - Voting Booth....

```
=========================================================================
[ VO ] - Voting Booth:
         ~~~~~~~~~~~~
     This Command requires ACS.MODIFY_VOTE for SYSOPS and ACS.VOTE
     for the users in the access icon.

     NOTE: with the VOTING BOOTH a directory called VOTE will automatically
     be created in the conference directory when you initialize a voting
     booth for a conference.

     The voting booth can have up to 25 topics per conference, each
     topic can have up to 99 multiple choice questions to it.

     Also there is a new option to the Conference Maintenance screen called
     RESET VOTING BOOTH, when this is run it will zero out the bits in the
     CONF.DB that keeps track of which voting topics a user has already
     voted on. You should do this for each conference that you plan on
     having a voting booth in.

     The Voting booth is conference based, meaning that one conference
     cannot share the voting booth of another conference.

     To setup a Voting Booth for a conference simply reset the voted
     flags in the CONF.DB via conference maintenance then:

      1. type 'VO' from the menu prompt.
      2. Select the 'CREATE VOTE TOPIC' menu option.
         (REMEMBER you must have ACS.MODIFY_VOTE access for this to work)
      3. You will be prompted to enter a TOPIC NUMBER this number can
         range from 1 - 25, you will probably want to start with '1'.
      4. You will now be prompted for a ONE LINE DESCRIPTION of the
         TOPIC. Then you can save, edit, abort, list, delete etc.
      5. Next you will be asked for the QUESTIONS OF THE TOPIC. YOU CAN
         have up to 99 questions per TOPIC.
      6. After you are finished entering a question then enter 'S' for
         save in order for it to ask you for the multiple choice options.
         You can have up to 25 multiple choice options per question.
      7. When you are finished entering 1 choice, then press return and
         save to submit it and go onto the next choice.
      8. When you are finished entering choices the when prompted for the
         next choice , simply press save, this will prompt you for the
         next question.
      9. If you have no more questions, then press ABORT at the QUESTION
         prompt.
     10. This should bring you back to the VOTE MAINTENANCE MENU.
     11. At the VOTE MAINTENANCE MENU, you can also edit a vote, topic,
         etc. In case you made a mistake.

      NOTE:

      Concerning the voting booth. After you setup a TOPIC you cannot add
      questions to that topic once it is created, when a user votes on a
      topic they must vote on all questions in the topic for it to be
      considered a valid vote. This is handled automatically in that once
      they are in the TOPIC voting process, they cannot get out of it until
      they answer all the questions for that topic, if they loose carrier
```

```
      while answering the questions, then the answers for that topic will
      be discarded and the user will have to re-vote on the topic when they
      log back on. In other words, the questions for a topic are not
      updated until the user answers all questions in that topic.
=========================================================================
```

1.89 AREXX Interface MODULES (AIM)....

```
                =========================================================================

                        AmiExpress HOST Addresses
                        ~~~~~~~~~~~~~~~~~~~~~~~~~
AmiExpress allows the use of external HOST Addresses to start Modules,
which can be executed by the user by a specified key. These host
addresses can be used by programmers to code Modules working with
AmiExpress. These HOST Addresses can be used in many programming languages
(AREXX,C,ASSEMBLER Aso.). To give the programmer more abilities,
AmiExpress provides many COMMANDS via the HOST Address to get and put
Information to the running AmiExpress nodes. These commands are
shared in different areas.


               Standard HOST Commands

               Special Arexx HOST Cmds (AIM)

               Traditional HOST Cmds   (TIM)

               AmiExpress Interface    (XIM)

               AmiExpress Script HOST  (SIM)
                   AmiExpress CLI Interface(XIM)

=========================================================================
```

1.90 Special Arexx HOST Cmds (AIM)....

```
=========================================================================
The Arexx door interface requires a file called REXXDOOR, It must be
located in your UTILS: path. This will also require an icon to run the
door(s) in your BBSCmd or CONF{x} and to be located in the BBS:Commands
directory. REXXDOOR will be launched each time an Arexx door is
requested. Arexx must also be set up on your amiga system correctly to
work with /X. First you must have all the necessary Arexx files installed,
EXAMPLE in your DH0:Rexxc dir. Then in your startup-sequence make sure
this line exists:

                  Assign >NIL: REXX: SYS:REXXC

Next, (I put mine in the user-startup) add these lines:

                  Rpstart >Nil:
```

Your system is now Arexx ready.

NOTE: If a CARRIER LOSS is detected or a keyboard TIMEOUT is detect then
~~~~ an error code of 10 will be sent to the Arexx Script and REXXDOOR
will orderly close any ports to the BBS and itself from the Arexx
Script.

Now we want to discuss all the Arexx Commands which can be used to read & write information of the User & the BBS. These Arexx commands are only useful if you want to program some tools for AmiExpress, and for that it is very hard to understand for a guy who never programmed Arexx. But now lets go on:

NOTE: These are internal and do not pertain to the Module Glue routines
~~~~ for designing doors.

To register an AREXX Module to AmiExpress you must have the following lines at first at your AREXX Modules:

```
------ cut here ------
/* Arexx Module TEST */

parse arg NODE
options results
address value "AERexxControl"NODE
------ cut here ------
```

Without this Command at the first lines in your modules, the modules will not work together with AmiExpress, so be sure you have these Command at the beginning of each AIM Module.

The following Commands are AmiExpress Arexx HOST Commands which are used to give the ability to the programmer to design his modules. To use this Command the Initializing of AmiExpress Module must be made as listed above.

COMMAND NAME	FUNCTION
GETUSER <x>	This command will read DATA from the FUNCTION <x> of the decimal HOST Commands. This DATA will be transferred to the normal RESULT function of AREXX. With this command you are able to get the BBSNAME or other things. For more Information about the FUNCTION numbers, please look at the 'Standard HOST Commands' of Express.
PUTUSER <x>	This command is exactly the same as the GETUSER command with the difference that it will store DATA and not read it from the FUNCTION <x>. To store the DATA to a FUNCTION <x> you also need the PUTUSTR together with PUTUSER because PUTUSER must know what to store into the FUNCTION <x>.
PUTUSTR <x>	This Arexx command will define the DATA depending to the PUTUSER command for the HOST commands of AmiExpress Use these TWO Arexx HOST Commands together to execute Commands which belongs to Express.

```
               example:

               PUTUSTR "g" <- the variable you want to put into the
               PUTUSER 136 <- FUNCTION 136.

               These two commands together will execute the internal
               GOOD-BYE Main Menu Command and will leave the BBS.
               The '136' depending on the other HOST COMMANDS programmed
               with decimal Codes.
=============================================================================
TRANSMIT ""    This command is the most important HOST Command of
               the AREXX HOST Commands of AmiExpress. This command
               will send text over the serial depending in "" to
               the NODE Window the module was executed.
               example:
               TRANSMIT "HELLO"

               Now HELLO should appear in the NODE Window the Module
               was executed.
=============================================================================
SENDMESSAGE    This Command is exactly the same as the TRANSMIT command
               with the only difference that it will not send an carriage
               return after executing the command, so you can store
               text behind other text.
=============================================================================
GETCHAR        This Command will wait for input from the User to insert
               and this input will be later transferred to the RESULT
               Command of normal AREXX. With this command you are able
               to ask the user questions and transfer the answer to
               different variables.
=============================================================================
PROMPT ""      This Command is the mix of the TRANSMIT & GETCHAR
               commands. After displaying the TEXT in the "" it will
               PROMPT the user to insert something until he pressed
               return. Then the DATA will go to the normal RESULT
               routine of AREXX.
=============================================================================
```

1.91 Standard AmiExpress HOST Commands....

```
                ============================================================================

                    Standard AmiExpress HOST Commands
                    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
  The following list is a list of all AmiExpress HOST Commands which
  can be used in every program language to get/store information to the
  AmiExpress Host Port. With this Command you can get Information
  like BBSNAME, USERNAME etc. Click on the Buttons for more Information.


                   JH_LI            <Func: 000>

                   JH_REGISTER      <Func: 001>

                   JH_SHUTDOWN      <Func: 002>
```

```
JH_WRITE          <Func: 003>

JH_SM             <Func: 004>

JH_PM             <Func: 005>

JH_HK             <Func: 006>

JH_SG             <Func: 007>

JH_SF             <Func: 008>

JH_EF             <Func: 009>

JH_CO             <Func: 010>

JH_BBSNAME        <Func: 011>

JH_SYSOP          <Func: 012>

JH_FLAGFILE       <Func: 013>

DT_NAME           <Func: 100>

DT_PASSWORD       <Func: 101>

DT_LOCATION       <Func: 102>

DT_PHONENUMBER    <Func: 103>

DT_SLOTNUMBER     <Func: 104>

DT_ACCESSLEVEL    <Func: 105>

DT_RATIOTYPE      <Func: 106>

DT_RATIO          <Func: 107>

DT_COMPTYPE       <Func: 108>

DT_MESSAGESPOSTED<Func: 109>

DT_UPLOADS        <Func: 110>

DT_DOWNLOADS      <Func: 111>

DT_TIMESCALLED    <Func: 112>

DT_TIMELASTON     <Func: 113>

DT_TIMEUSED       <Func: 114>

DT_TIMELIMIT      <Func: 115>

DT_TIMETOTAL      <Func: 116>
```

```
DT_BYTESUPLOAD   <Func: 117>
DT_BYTEDOWNLOAD  <Func: 118>
DT_DAILYBYTELIMIT<Func: 119>
DT_DAILYBYTEDLD  <Func: 120>
DT_EXPERT        <Func: 121>
DT_LINELENGTH    <Func: 122>
ACTIVE_NODES     <Func: 123>
DT_DUMP          <Func: 124>
DT_TIMEOUT       <Func: 125>
BB_CONFNAME      <Func: 126>
BB_CONFLOCAL     <Func: 127>
BB_LOCAL         <Func: 128>
BB_STATUS        <Func: 129>
BB_MAINLINE      <Func: 131>
RETURNCOMMAND    <Func: 136>
ZMODEMSEND       <Func: 137>
ZMODEMRECEIVE    <Func: 138>
SCREEN_ADDRESS   <Func: 139>
BB_TASKPRI       <Func: 140>
RAWSCREEN_ADDRESS<Func: 141>
BB_CHATFLAG      <Func: 142>
DT_STAMP_LASTON  <Func: 143>
DT_STAMP_CTIME   <Func: 144>
DT_CURR_TIME     <Func: 145>
DT_CONFACCESS    <Func: 146>
BB_NODEID        <Func: 149>
BB_CALLERSLOG    <Func: 150>
BB_UDLOG         <Func: 151>
EXPRESS_VERSION  <Func: 152>
```

```
BB_CHATSET       <Func: 162>

ENVSTAT          <Func: 163>

NODE_DEVICE      <Func: 503>

NODE_UNIT        <Func: 504>

NODE_BAUD        <Func: 505>

JH_MCI           <Func: 507>

PRV_COMMAND      <Func: 508>

BB_CONFNUM       <Func: 510>

BB_DROPDTR       <Func: 511>

BB_GETTASK       <Func: 512>

NODE_BAUDRATE    <Func: 516>

BB_LOGONTYPE     <Func: 517>

BB_SCRLEFT       <Func: 518>

BB_SCRTOP        <Func: 519>

BB_SCRWIDTH      <Func: 520>

BB_SCRHEIGHT     <Func: 521>

BB_PURGELIN      <Func: 522>

BB_PURGELINESTART<Func: 523>

BB_PURGELINEEND  <Func: 524>

BB_NONSTOPTEXT   <Func: 525>

BB_LINECOUNT     <Func: 526>

DT_LANGUAGE      <Func: 527>

DT_QUICKFLAG     <Func: 528>

DT_GOODFILE      <Func: 529>
=========================================================================
```

1.92 JH_LI <Func: 000>

```
=========================================================================
JH_LI          Requests a string of information from the user with a
```

```
                default string.

                msg->Command = 0
                msg->String  = default result string
                msg->Data    = Maximum length of response.

                msg->Data will be set to a -1 if a loss carrier or console
                TIMEOUT occurs, otherwise MSG->Data will be 1

                msg->String will be the response string from the user.
(FUNCTION #: 0 )
================================================================================
```

1.93 JH_REGISTER <Func: 001>

```
================================================================================
JH_REGISTER     Registers a door or XIM with the current node.

                msg->Command = 1

                This must be the first command issued to the express node.
                This increments the number of doors active for the current
                node.
(FUNCTION #: 1 )
================================================================================
```

1.94 JH_SHUTDOWN <Func: 002>

```
================================================================================
JH_SHUTDOWN    Tells the node that a door is shutting down, this decreases
               the number of active doors indicator , which once at 0,
               the AEDoorPort will close.

               msg->Command = 2
               msg->Data    = N/A
(FUNCTION #: 2 )
================================================================================
```

1.95 JH_WRITE <Func: 003>

```
================================================================================
JH_WRITE        Allows you to send a text string to the user.

                msg->Command = 3
                msg->String  = text
                msg->Data    = N/A
(FUNCTION #: 3 )
================================================================================
```

1.96 JH_SM <Func: 004>

```
================================================================================
JH_SM           Allows you to send a text string to the user.

                msg->Command = 4
                msg->String  = text
                msg->Data    = 1 or 0

                if msg->Data = 1, then a CR/LF combination will be sent.
(FUNCTION #: 4 )
================================================================================
```

1.97 JH_PM <Func: 005>

```
================================================================================
JH_PM           Allows you to prompt the user for a specified number of
                characters.

                msg->Command = 5
                msg->String  = prompt string
                msg->Data    = maximum response length.

                if msg->Data = -1, then a loss carrier has occurred or a
                TIMEOUT condition has occurred, otherwise msg->Data = 1.

                msg->String will be the user response.
(FUNCTION #: 5 )
================================================================================
```

1.98 JH_HK <Func: 006>

```
================================================================================
JH_HK           Allows you to get a 1 character response from the user.

                msg->Command = 6
                msg->String  = text
                msg->Data    = N/A

                if msg->Data = -1, then a loss carrier has occurred or a
                TIMEOUT condition has occurred, otherwise msg->Data = 1.

                msg->String will be the result string.
(FUNCTION #: 6 )
================================================================================
```

1.99 JH_SG <Func: 007>

```
==========================================================================
JH_SG           Allows you to display a text file to the user.

                msg->Command = 7
                msg->String  = part file name.
                msg->Data    = N/A

                ie:

                msg->String = "BBS:Node1/Bull

                This would try to display BBS:Node1/BULL.TXT
                also takes into account language specifications.

                This also searches for the access level patterns, ie:

                Bull10.TXT, Bull100.TXT
(FUNCTION #: 7 )
==========================================================================
```

1.100 JH_SF <Func: 008>

```
==========================================================================
JH_SF           Allows you to display a text file to the user.

                msg->Command = 8
                msg->String  = Complete pathname
                msg->Data    = N/A

                ie:

                msg->String  = "BBS:Node1/BULL.TXT"

                This would show the file if it exists.
(FUNCTION #: 8 )
==========================================================================
```

1.101 JH_EF <Func: 009>

```
==========================================================================
JH_EF           Allows you to use the internal msgbase editor to edit your
                own files.

                msg->Command = 9
                msg->String  = Complete pathname
                msg->Data    = 0

                if msg->Data = -1, then a loss carrier has occurred or a
                TIMEOUT has occurred, otherwise msg->Data will be 1.
(FUNCTION #: 9 )
==========================================================================
```

1.102 JH_CO <Func: 010>

```
=============================================================================
JH_CO          Allows you to send text string to the console only.

               msg->Command = 10
               msg->String  = text
               msg->Data    = 1 or 0

               if msg->Data = 1, then a CR/LF combination will be sent in
               addition to the text.
(FUNCTION #: 10 )
=============================================================================
```

1.103 JH_BBSNAME <Func: 011>

```
=============================================================================
JH_BBSNAME     Allows you to retrieve the BBS Name.

               msg->Command = 11
               msg->Data    = N/A

               msg->String will be the BBS name.
(FUNCTION #: 11 )
=============================================================================
```

1.104 JH_SYSOP <Func: 012>

```
=============================================================================
JH_SYSOP       Allows you to retrieve the Sysop's Name.

               msg->Command = 12
               msg->Data    = N/A

               msg->String will be the Sysop name.
(FUNCTION #: 12 )
=============================================================================
```

1.105 JH_FLAGFILE <Func: 013>

```
=============================================================================
JH_FLAGFILE    Allows you to add files to the list of flagged files.

               msg->Command = 13
               msg->String  = FileName
               msg->Data    = N/A

               Adds the msg->String to the list of flagged files for
               downloading purposes,
```

```
                NOTE: The files must be in the download path for this to
                      work.
(FUNCTION #: 13 )
================================================================================
```

1.106 DT_NAME <Func: 100>

```
================================================================================
DT_NAME         Allows you to retrieve or change users name/handle

                msg->Command = 100
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be the name.
                if msg->Data = 0, then name will be msg->String
(FUNCTION #: 100 )
================================================================================
```

1.107 DT_PASSWORD <Func: 101>

```
================================================================================
DT_PASSWORD     Allows you to retrieve or change users password

                msg->Command = 101
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be the password.
                if msg->Data = 0, then the password will be msg->String.
(FUNCTION #: 101 )
================================================================================
```

1.108 DT_LOCATION <Func: 102>

```
================================================================================
DT_LOCATION     Allows you to retrieve or change users location

                msg->Command = 102
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be the location
                if msg->Data = 0, then the location will be msg->String
(FUNCTION #: 102 )
================================================================================
```

1.109 DT_PHONENUMBER <Func: 103>

```
==========================================================================
DT_PHONENUMBER  Allows you to retrieve or change users phone number.

               msg->Command = 103
               msg->Data    = 1 or 0

               if msg->Data = 1, then msg->String will be the phonenumber
               if msg->Data = 0, ten phonenumber will be msg->String
(FUNCTION #: 103 )
==========================================================================
```

1.110 DT_SLOTNUMBER <Func: 104>

```
==========================================================================
DT_SLOTNUMBER  Allows you to retrieve users slot number

               msg->Command = 104
               msg->Data    = 1

               if msg->Data = 1, then msg->String will be the SLOTNUMBER.
(FUNCTION #: 104 )
==========================================================================
```

1.111 DT_ACCESSLEVEL <Func: 105>

```
==========================================================================
DT_ACCESSLEVEL  Allows you to retrieve or change users access level.

                msg->Command = 105
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be ACCESSLEVEL.
                if msg->Data = 0, then ACCESSLEVEL will be msg->String.
(FUNCTION #: 105 )
==========================================================================
```

1.112 DT_RATIOTYPE <Func: 106>

```
==========================================================================
DT_RATIOTYPE    Allows you to retrieve or change users RatioType

                msg->Command = 106
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be RatioType.
                if msg->Data = 0, then RatioType will be msg->String.
(FUNCTION #: 106 )
==========================================================================
```

1.113 DT_RATIO <Func: 107>

```
============================================================================
DT_RATIO        Allows you to retrieve or change users ratio

                msg->Command = 107
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be ratio.
                if msg->Data = 0, then ratio will be msg->String.
(FUNCTION #: 107 )
============================================================================
```

1.114 DT_COMPTYPE <Func: 108>

```
============================================================================
DT_COMPTYPE     Allows you to retrieve or change users ComputerTypes code

                msg->Command = 108
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be ComputerTypes.
                if msg->Data = 0, then ComputerTypes will be msg->String.
(FUNCTION #: 108 )
============================================================================
```

1.115 DT_MESSAGESPOSTED <Func: 109>

```
============================================================================
DT_MESSAGESPOSTED Allows you to retrieve or change users MESSAGESPOSTED

               msg->Command = 109
               msg->Data    = 1 or 0

               if msg->Data = 1, then msg->String will be MESSAGESPOSTED.
               if msg->Data = 0, then MESSAGESPOSTED will be msg->String.
(FUNCTION #: 109 )
============================================================================
```

1.116 DT_UPLOADS <Func: 110>

```
============================================================================
DT_UPLOADS      Allows you to retrieve or change number of UserUploads.

                msg->Command = 110
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be uploads.
                if msg->Data = 0, then uploads will be msg->String.
```

```
(FUNCTION #: 110 )
==========================================================================
```

1.117 DT_DOWNLOADS <Func: 111>

```
==========================================================================
DT_DOWNLOADS   Allows you to retrieve or change number of UserDownloads.

               msg->Command = 111
               msg->Data    = 1 or 0

               if msg->Data = 1, then msg->String will be downloads.
               if msg->Data = 0, then downloads will be msg->String.
(FUNCTION #: 111 )
==========================================================================
```

1.118 DT_TIMESCALLED <Func: 112>

```
==========================================================================
DT_TIMESCALLED  Allows you to retrieve or change number of UserCalls.

               msg->Command = 112
               msg->Data    = 1 or 0

               if msg->Data = 1, then msg->String will be TIMESCALLED.
               if msg->Data = 0, then TIMESCALLED will be msg->String.
(FUNCTION #: 112 )
==========================================================================
```

1.119 DT_TIMELASTON <Func: 113>

```
==========================================================================
DT_TIMELASTON   Allows you to retrieve or change time user last called.

               msg->Command = 113
               msg->Data    = 1 or 0

               if msg->Data = 1, then msg->String will be TIMESCALLED.
               if msg->Data = 0, then TIMESCALLED will be msg->String.

               NOTE: This is not a date stamp, this is the number of
                     seconds since January 19something.
(FUNCTION #: 113 )
==========================================================================
```

1.120 DT_TIMEUSED <Func: 114>

```
=============================================================================
DT_TIMEUSED     Allows you to retrieve or change TIMEUSED today.

                msg->Command = 114
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be TIMEUSED.
                if msg->Data = 0, then TIMEUSED will be msg->String.

                NOTE: This is in seconds.
(FUNCTION #: 114 )
=============================================================================
```

1.121 DT_TIMELIMIT <Func: 115>

```
=============================================================================
DT_TIMELIMIT    Allows you to retrieve or change TimeAllowed for a user.

                msg->Command = 115
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be TIMELIMIT.
                if msg->Data = 0, then TIMELIMIT will be msg->String.

                NOTE: Time in seconds.
(FUNCTION #: 115 )
=============================================================================
```

1.122 DT_TIMETOTAL <Func: 116>

```
=============================================================================
DT_TIMETOTAL   Allows you to retrieve or change total time remaining.
               for a user today.

               msg->Command = 116
               msg->Data    = 1 or 0

               if msg->Data = 1, then msg->String will be time remaining.
               if msg->Data = 0, then time remaining will be msg->String.

               NOTE: Time in seconds.
(FUNCTION #: 116 )
=============================================================================
```

1.123 DT_BYTESUPLOAD <Func: 117>

```
=============================================================================
DT_BYTESUPLOAD  Allows you to retrieve or change bytes uploads per user.
```

```
                msg->Command = 117
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be BYTESUPLOADED.
                if msg->Data = 0, then BYTESUPLOADED will be msg->String.
(FUNCTION #: 117 )
=============================================================================
```

1.124 DT_BYTEDOWNLOAD <Func: 118>

```
=============================================================================
DT_BYTEDOWNLOAD Allows you to retrieve or change bytes downloaded per
                user.

               msg->Command = 118
               msg->Data    = 1 or 0

               if msg->Data = 1, then msg->String will be BYTESDOWNLOADED.
               if msg->Data = 0, then BYTESDOWNLOADED will be msg->String.
(FUNCTION #: 118 )
=============================================================================
```

1.125 DT_DAILYBYTELIMIT <Func: 119>

```
=============================================================================
DT_DAILYBYTELIMIT Allows you to retrieve or change a users daily byte
                  download limit.

                  msg->Command = 119
                  msg->Data    = 1 or 0

                  if msg->Data = 1, then msg->String will be bytelimit.
                  if msg->Data = 0, then bytelimit will be msg->String.
(FUNCTION #: 119 )
=============================================================================
```

1.126 DT_DAILYBYTEDLD <Func: 120>

```
=============================================================================
DT_DAILYBYTEDLD Allows you to retrieve or change daily bytes downloaded.

                msg->Command = 120
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be dailybytes.
                if msg->Data = 0, then dailybytes will be msg->String.
(FUNCTION #: 120 )
=============================================================================
```

1.127 DT_EXPERT <Func: 121>

```
==========================================================================
DT_EXPERT         Allows you to retrieve or change expert mode.

                  msg->Command = 121
                  msg->Data    = 1 or 0
(FUNCTION #: 121 )
==========================================================================
```

1.128 DT_LINELENGTH <Func: 122>

```
==========================================================================
DT_LINELENGTH     Allows you to retrieve or change user LINELENGTH specs.

                  msg->Command = 122
                  msg->Data    = 1 or 0

                  if msg->Data = 1, then msg->String will be LINELENGTH.
                  if msg->Data = 0, then LINELENGTH will be msg->String.
(FUNCTION #: 122 )
==========================================================================
```

1.129 ACTIVE_NODES <Func: 123>

```
==========================================================================
ACTIVE_NODES    Allows you to retrieve a string of active&inactive nodes.

                msg->Command = 123
                msg->Data    = N/A

                msg->String will be a string 10 bytes in length, with
                     'X's marking the active nodes.

                NOTE: This command will surely be changing, the current
                      limit is 9 nodes.
(FUNCTION #: 123 )
==========================================================================
```

1.130 DT_DUMP <Func: 124>

```
==========================================================================
DT_DUMP           Allows you to dump the user's data structure to a
                  specified file.

                  msg->Command = 124
                  msg->String  = FileName
(FUNCTION #: 124 )
==========================================================================
```

1.131 DT_TIMEOUT <Func: 125>

```
=============================================================================
DT_TIMEOUT       Allows you to retrieve or change the door TIMEOUT limit.

                 msg->Command = 125
                 msg->Data    = 1 or 0

                 if msg->Data = 1, then msg->String will equal TIMEOUT.
                 if msg->Data = 0, then TIMEOUT will equal msg->String.

                 NOTE: This time is in seconds.
(FUNCTION #: 125 )
=============================================================================
```

1.132 BB_CONFNAME <Func: 126>

```
=============================================================================
BB_CONFNAME       Allows you to retrieve or change the conference name.

                  msg->Command = 126
                  msg->Data    = 1 or 0

                  if msg->Data = 1, then msg->String will be name.
                  if msg->Data = 0, then name will be msg->String.
(FUNCTION #: 126 )
=============================================================================
```

1.133 BB_CONFLOCAL <Func: 127>

```
=============================================================================
BB_CONFLOCAL    Allows you to retrieve or change the conference location.

                msg->Command = 127
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be location.
                if msg->Data = 0, then location will be msg->String.
(FUNCTION #: 127 )
=============================================================================
```

1.134 BB_LOCAL <Func: 128>

```
=============================================================================
BB_LOCAL          Allows you to retrieve the current BBS location.

                  msg->Command = 128
                  msg->Data    = N/A
(FUNCTION #: 128 )
=============================================================================
```

1.135 BB_STATUS <Func: 129>

```
================================================================================
BB_STATUS         Allows you to retrieve the current status of the node.

                  msg->Command = 129
                  msg->Data    = N/A

                  msg->String will be 'OFFLINE' or 'ONLINE' depending on
                  whether a user is logged onto the node.
(FUNCTION #: 129 )
================================================================================
```

1.136 BB_MAINLINE <Func: 131>

```
================================================================================
BB_MAINLINE     Allows you to retrieve the menu prompt arguments prior to
                the door being entered.

                msg->Command = 131
                msg->Data    = N/A

                msg->String will be the menu prompt arguments.
(FUNCTION #: 131 )
================================================================================
```

1.137 RETURNCOMMAND <Func: 136>

```
================================================================================
RETURNCOMMAND    Allows you to specify an internal command to be executed
                 when the door is finished.

                 msg->Command = 136
                 msg->Data    = N/A

                 command to be executed will be msg->String.
(FUNCTION #: 136 )
================================================================================
```

1.138 ZMODEMSEND <Func: 137>

```
================================================================================
ZMODEMSEND      Allows you to send files to the user via Zmodem protocol.

                msg->Command = 137
                msg->String  = filename (complete pathname)
                msg->Data    = N/A

                result of transfer will be in msg->Data, where
```

```
                if msg->Data = 1 , then transfer successful.
                if msg->Data = -2, then user lost carrier.
                if msg->Data = 0 , then transfer unsuccessful.
(FUNCTION #: 137 )
==========================================================================
```

1.139 ZMODEMRECEIVE <Func: 138>

```
==========================================================================
ZMODEMRECEIVE    Allows you to receive batch uploads via Zmodem protocol.

                 msg->Command = 138
                 msg->String  = receive directory path
                 msg->Data    = N/A

                 result of transfer will be in msg->Data, where

                 if msg->Data = 1 , then transfer successful.
                 if msg->Data = -2, then user lost carrier.
                 if msg->Data = 0,  then transfer unsuccessful.
(FUNCTION #: 138 )
==========================================================================
```

1.140 SCREEN_ADDRESS <Func: 139>

```
==========================================================================
SCREEN_ADDRESS    Allows you to retrieve the screen address.

                  msg->Command = 139
                  msg->Data    = N/A

                  msg->String will be a string containing the hexadecimal
                  address of the Node screen.
(FUNCTION #: 139 )
==========================================================================
```

1.141 BB_TASKPRI <Func: 140>

```
==========================================================================
BB_TASKPRI    Allows you to retrieve the priority the node is running at.

              msg->Command = 140
              msg->Data    = N/A

              msg->String will contain the priority of the node.
(FUNCTION #: 140 )
==========================================================================
```

1.142 RAWSCREEN_ADDRESS <Func: 141>

```
============================================================================
RAWSCREEN_ADDRESS Allows you to retrieve the screen address of the node.

              msg->Command = 141
              msg->Data    = N/A

              msg->String will be a string containing the decimal address
                   of the express node.
(FUNCTION #: 141 )
============================================================================
```

1.143 BB_CHATFLAG <Func: 142>

```
============================================================================
BB_CHATFLAG       Allows you to retrieve the current chat setting.

                  msg->Command = 142
                  msg->Data    = N/A

                  msg->String will be "ON" or "OFF".
(FUNCTION #: 142 )
============================================================================
```

1.144 DT_STAMP_LASTON <Func: 143>

```
============================================================================
DT_STAMP_LASTON Allows you to retrieve a date string containing the date
                of when the user last logged on.

                msg->Command = 143
                msg->Data    = N/A

                msg->String will be the date string.
(FUNCTION #: 143 )
============================================================================
```

1.145 DT_STAMP_CTIME <Func: 144>

```
============================================================================
DT_STAMP_CTIME    Allows you to retrieve a current time string.

                  msg->Command = 144
                  msg->Data    = N/A

                  msg->String will be a current time string.
(FUNCTION #: 144 )
============================================================================
```

1.146 DT_CURR_TIME <Func: 145>

```
================================================================================
DT_CURR_TIME     Allows you to retrieve the current time in seconds since
                 January something.

                 msg->Command = 145
                 msg->Data    = N/A

                 msg->String will be the current time.
(FUNCTION #: 145 )
================================================================================
```

1.147 DT_CONFACCESS <Func: 146>

```
================================================================================
DT_CONFACCESS    Allows you to retrieve the users conference access.

                 msg->Command = 146
                 msg->Data    = 1 or 0

                 if msg->Data = 1, then msg->String will be AREANAME.
                 if msg->Data = 0, then AREANAME will be msg->String.

(FUNCTION #: 146 )
================================================================================
```

1.148 BB_NODEID <Func: 149>

```
================================================================================
BB_NODEID        Allows you to retrieve the Node number for the current
                 node

                 msg->Command = 149
                 msg->Data    = N/A

                 msg->String will be the node number.
(FUNCTION #: 149 )
================================================================================
```

1.149 BB_CALLERSLOG <Func: 150>

```
================================================================================
BB_CALLERSLOG    Allows you to add a line of text to the CALLERSLOG.

                 msg->Command = 150
                 msg->String  = text
                 msg->Data    = N/A
(FUNCTION #: 150 )
================================================================================
```

1.150 BB_UDLOG <Func: 151>

```
================================================================================
BB_UDLOG          Allows you to add a line of text to the UDLOG.

                  msg->Command = 151
                  msg->String  = text
                  msg->Data    = N/A
(FUNCTION #: 151 )
================================================================================
```

1.151 EXPRESS_VERSION <Func: 152>

```
================================================================================
EXPRESS_VERSION   Allows you to retrieve the current version string of
                  express.

                  msg->Command = 152
                  msg->Data    = N/A
(FUNCTION #: 152 )
================================================================================
```

1.152 BB_CHATSET <Func: 162>

```
================================================================================
BB_CHATSET     Allows you to retrieve or change the chat status.

               msg->Command = 162
               msg->Data    = 1 or 0

               if msg->Data = 1, then msg->String will be current status.
               if msg->Data = 0, then status will be msg->String.
(FUNCTION #: 162 )
================================================================================
```

1.153 ENVSTAT <Func: 163>

```
================================================================================
ENVSTAT          Allows you to retrieve or change the current environment
                 stat variable code.

                 msg->Command = 163
                 msg->Data    = 1 or 0

                 if msg->Data = 1, then msg->String will be status.
                 if msg->Data = 0, then status will be msg->String.
(FUNCTION #: 163 )
================================================================================
```

1.154 NODE_DEVICE <Func: 503>

```
==========================================================================
NODE_DEVICE       Allows you to retrieve the node device name.

                  msg->Command = 503
                  msg->Data    = N/A

                  msg->String will be the device string.
(FUNCTION #: 503 )
==========================================================================
```

1.155 NODE_UNIT <Func: 504>

```
==========================================================================
NODE_UNIT         Allows you to retrieve the node unit number.

                  msg->Command = 504
                  msg->Data    = N/A

                  msg->String will be the current node number.
(FUNCTION #: 504 )
==========================================================================
```

1.156 NODE_BAUD <Func: 505>

```
==========================================================================
NODE_BAUD    Allows you to retrieve the initialized baud rate of the node.

             msg->Command = 505
             msg->Data    = N/A

             msg->String will be the INIT baud rate.
(FUNCTION #: 505 )
==========================================================================
```

1.157 JH_MCI <Func: 507>

```
==========================================================================
JH_MCI            Allows you to send MCI text to express.

                  msg->Command = 507
                  msg->String  = text
                  msg->Data    = N/A
(FUNCTION #: 507 )
==========================================================================
```

1.158 PRV_COMMAND <Func: 508>

```
================================================================================
PRV_COMMAND       Allows you to immediately execute an internal express
                  menu command.

                  msg->Command = 508
                  msg->String  = commandstring
                  msg->Data    = N/A
(FUNCTION #: 508 )
================================================================================
```

1.159 BB_CONFNUM <Func: 510>

```
================================================================================
BB_CONFNUM     Allows you to retrieve the current conference number.

               msg->Command = 510
               msg->Data    = N/A

               msg->String will be conference number ranging from 0 to 8.
(FUNCTION #: 510 )
================================================================================
```

1.160 BB_DROPDTR <Func: 511>

```
================================================================================
BB_DROPDTR        Allows you to drop carrier on a user.

                  msg->Command = 511
                  msg->Data    = N/A
(FUNCTION #: 511 )
================================================================================
```

1.161 BB_GETTASK <Func: 512>

```
================================================================================
BB_GETTASK        Finds the current nodes task address.

                  msg->Command = 512
                  msg->Data    = N/A

                  msg->task will be the express task address.
(FUNCTION #: 512 )
================================================================================
```

1.162 NODE_BAUDRATE <Func: 516>

```
============================================================================
NODE_BAUDRATE     Allows you to retrieve the current users connect rate

                  msg->Command = 516
                  msg->Data    = N/A

                  msg->String will be the connect rate
(FUNCTION #: 516 )
============================================================================
```

1.163 BB_LOGONTYPE <Func: 517>

```
============================================================================
BB_LOGONTYPE      Allows you to retrieve the LOGONTYPE.

                  msg->Command = 517
                  msg->Data    = N/A

                  msg->Data will be:

                  0 = AWAIT_LOGON
                  1 = SYSOP_LOGON
                  2 = LOCAL_LOGON
                  3 = REMOTE_LOGON
(FUNCTION #: 517 )
============================================================================
```

1.164 BB_SCRLEFT <Func: 518>

```
============================================================================
BB_SCRLEFT      Allows you to retrieve the screen coordinates.

                msg->Command = 518
                msg->Data    = N/A

                msg->Data will be the Node's Initial LEFTEDGE coordinate.
(FUNCTION #: 518 )
============================================================================
```

1.165 BB_SCRTOP <Func: 519>

```
============================================================================
BB_SCRTOP        Allows you to retrieve the screen coordinates.

                 msg->Command = 519
                 msg->Data    = N/A
```

```
                msg->Data will be the Node's Initial TOPEDGE coordinate.
(FUNCTION #: 519 )
=============================================================================
```

1.166 BB_SCRWIDTH <Func: 520>

```
=============================================================================
BB_SCRWIDTH       Allows you to retrieve the screen coordinates.

                  msg->Command = 520
                  msg->Data    = N/A

                  msg->Data will be the Node's Initial screen height.
(FUNCTION #: 520 )
=============================================================================
```

1.167 BB_SCRHEIGHT <Func: 521>

```
=============================================================================
BB_SCRHEIGHT      Allows you to retrieve the screen coordinates.

                  msg->Command = 521
                  msg->Data    = N/A

                  msg->Data will be the Node's Initial screen width.
(FUNCTION #: 521 )
=============================================================================
```

1.168 BB_PURGELIN <Func: 522>

```
=============================================================================
BB_PURGELIN   Allows you to abort serial input.

               msg->Command = 522
               msg->Data    = N/A

              aborts serial input and flushes the serial buffer and sends
              a request for more input.
(FUNCTION #: 522 )
=============================================================================
```

1.169 BB_PURGELINESTART <Func: 523>

```
=============================================================================
BB_PURGELINESTART Allows you to CLEAR the serial buffer and request more
                  serial input.
```

```
                  msg->Command = 523
                  msg->Data    = N/A
(FUNCTION #: 523 )
================================================================================
```

1.170 BB_PURGELINEEND <Func: 524>

```
================================================================================
BB_PURGELINEEND   Allows you to CLEAR the serial buffer.

                  msg->Command = 524
                  msg->Data    = N/A
(FUNCTION #: 524 )
================================================================================
```

1.171 BB_NONSTOPTEXT <Func: 525>

```
================================================================================
BB_NONSTOPTEXT    Allows you to change the NONSTOP text scrolling flag.

                  msg->Command = 525
                  msg->Data    = 1 or 0

                  if msg->Data = 1, then display text will not pause.
                  if msg->Data = 0, then display text will pause.
(FUNCTION #: 525 )
================================================================================
```

1.172 BB_LINECOUNT <Func: 526>

```
================================================================================
BB_LINECOUNT   Allows you to retrieve or change the user's current number
               of lines viewed.

               msg->Command = 526
               msg->Data    = 1 or 0

               if msg->Data = 1, then msg->String will be current line.
               if msg->Data = 0, then current line will be msg->String.
(FUNCTION #: 526 )
================================================================================
```

1.173 DT_LANGUAGE <Func: 527>

```
================================================================================
DT_LANGUAGE      Allows you to retrieve or change the current language
                 specifications.
```

```
                msg->Command = 527
                msg->Data    = 1 or 0

                if msg->Data = 1, then msg->String will be language.
                if msg->Data = 0, then language will be msg->String.

               NOTE: Languages need to be standardized, please what for
                     guidelines.

               ie:  Default language .TXT
                    English          .ENG
                    German           .GER

                    note that this only effects the menus, bulletins &
                    other screen text files.
(FUNCTION #: 527 )
================================================================================
```

1.174 DT_QUICKFLAG <Func: 528>

```
================================================================================
DT_QUICKFLAG      Allows you to change the QUICKTEXT flag.

                  msg->Command = 528
                  msg->Data    = 1 or 0

                  if msg->Data = 1, then the QuickFlag will be set.
                  if msg->Data = 0, then the QuickFlag will not be set.
(FUNCTION #: 528 )
================================================================================
```

1.175 DT_GOODFILE <Func: 529>

```
================================================================================
DT_GOODFILE       Allows you to set the results of a tested file after
                  upload.

                  msg->Command = 529
                  msg->Data    = 1,0 or -1

                  if msg->Data is 1, then the file was not tested.
                  if msg->Data is 0, then the file passed the filetest.
                  if msg->Data is -1, then the file failed the filetest.

                  NOTE: This command is only useful with the SYSCmd door
                  called FILECHECK.
(FUNCTION #: 529 )
================================================================================
```

1.176 Traditional Interface Module (TIM)

```
=============================================================================

  The Traditional interface provides the capability to run "DOORS"
  designed for other Bulletin  Board Systems. This is not to say that it
  will interpret all "DOORS" but some may work. The traditional interface
  requires a file called PARADOOR, which is supplied with AmiExpress and
  must be located in a path that AmiExpress can find. If a CARRIER LOSS
  is detected or a keyboard TIMEOUT is detected, the BBS will notify the
  Module, but it is up to the Module to do an orderly halt.  Most door
  programmers know how to close their doors properly. AmiExpress
  automatically launches the PARADOOR so please do not run it yourself.

=============================================================================
```

1.177 AmiExpress Interface Module System (XIM)....

```
=============================================================================

  My interface is by far the best of all of these put together, it
  allows you to do a lot of stuff. The best part about this interface is
  you don't need a separate program to access it. There will be a lot of
  Modules out for this in the near future, we have several being made
  right now.


        ____________ message structure for use with the XIMs
       |            NOTE: RexxDoors are translated to the same structure
       v            ~~~~  via the REXXDOOR utility
struct JHMessage
{
  struct Message Msg;    <----- msg structure
  char String[200];      <----- info buffer
  int Data;              <----- Read/Write & result indicator
  int Command;           <----- Command sent from door.
  int NODEID;            <----- reserved
  int LineNum;           <----- reserved
  unsigned long signal; <----- reserved
  struct Process *task; <----- see BB_GETTASK below

} ;

PORTNAME: The portname for the XIMs is 'AEDoorPort(n)' ie: AEDoorPort1
=============================================================================
```

1.178 AmiExpress CLI Interface (XIM)....

```
=============================================================================

  This new interface can be used to run CLI doors. Not all doors will
  work correctly. You will have to experiment.
```

```
  Setup procedure:

        1st: You must have Fifo-Handler in your L: directory, and also
             you must have a Fifo.Library in your Libs: directory. You must
             have at least version 0.4 of the Fifo.Library.

        2nd: You must add these lines to your user-startup,

             -------> assign AXCLI: DOORS:CliConFigs
             -------> run >NIL: <NIL: L:Fifo-Handler

        3rd: You must create a directory in your doors: called cliconfigs.
             This directory will store the config files for each door run.
             They must have the door name and a .cfg behind it. These cfg
             files control the paths to the doors, and the commands allowed
             and not allowed with your keys.

    THIS IS AN EXAMPLE CFG FILE:

            doors:contris/contris! ~N
            BREAK_C

        The first line is the execution line. Any following line is the
        filter options, which are as follows:

            BREAK_C -----> Allows Ctrl C
            BREAK_D -----> Allows Ctrl D
            BREAK_E -----> Allows Ctrl E
            BREAK_F -----> Allows Ctrl F
            RAWMODE -----> Allows Unfiltered IO

                  ~~~~~~~~~~~~ WARNING ~~~~~~~~~~~~~~

        As you can see, the CLI Doors are VERY DANGEROUS. If
        you have a wrong option in the cfg file, you could be
        opening your whole bbs up for the taking. I really mean
        taking. A use might be able to Break the CLI and get into
        your system And you know what that means.

        We suggest you research the use of the multi-user file system for
        security. WE WILL NOT BE HELD RESPONSIBLE IF SOMEONE BREAKS INTO
        YOUR SYSTEM. YOU HAVE BEEN WARNED.

==========================================================================
```

1.179 The MCI imbedded ControlSequence....

```
==========================================================================

  Any text file may contain imbedded control sequences which will send out
  variable text or cause certain things to happen.

  MCI - Introducer:
  ~~~~~~~~~~~~~~~~
```

```
~ This is the MCI introducer, this must be at the beginning of
  each text file by itself in order for Express to switch to the MCI
  interpreter for displaying the text file.

MCI - User Specification:
~~~~~~~~~~~~~~~~~~~~~~~~

~N       User Name
~IN      User Internet Name
~RN      User Realname
~UL      User Location
~P       User Password
~#       User Phone
~TC      Total User Calls
~LC      User Last Call to the system
~M       User Message Posted
~A       User Access Level
~S       User Slot Number
~CA      User Conf. Access    **** NOTE CHANGED FROM X ****
~BR      User BaudRate
~HW      User Computer Equipment
~TL      User Initial Time Limit at logon in Minutes
~TR      User Number of Mins Remaining today
~UB      User Bytes Uploaded
~DB      User Bytes Downloaded
~FU      User Files Uploaded
~FD      User Files Downloaded
~BD      User Byte Download Limit
~LG      User Logged On-Node
~DX      Change the MCI command terminator.
         i.e.: ~D.| will change the '|' to '.'


~OD      Online Since Date
~OT      Online Since Time
~CX      Change foreground ansi color to anything from 0-f.
~BX      Change background ansi color to anything from 0-f.
~H       Back Space
~Q       Change to default ANSI mode.
~F       Clear Screen.
~Nx      Newlines where x is the number of them you would like
~~       This indicates you wish the ~ symbol to appear, you can
         have as many of them as you like after the first ~ to display
         them (NOTE: no ',' on this command)
~xN      Goto X position on screen. ie: ~x10
~yN      Goto Y position on screen. ie: ~y10

NOTE: The above commands allow you to specify a width identifier before
~~~~  the action test.. ie:
      ~10N would only display the first 10 letters of the username.

MCI - System Specification:
~~~~~~~~~~~~~~~~~~~~~~~~~~

~SC     System Total calls
~CT     Show current Time
~DT     Show current Date
```

```
MCI - Extra Specification:
~~~~~~~~~~~~~~~~~~~~~~~~~

~CR         will wait for any key to be pressed.
~CR_Prompt  will wait for and prompt the user to press any key.
            ie: ~CR_PressAnyKey
~SP         will do a standard pause, this is useful to put in
            between each ~SS command.

~<xx>SR_<screens>
            This allows you to have random textfiles by using this
            MCI Command. <xx> represents the maximal number of
            random file you want to change. and <screens> is the full
            path to the textfiles you want to be random displayed.
            (without .TXT)

~SS_Name    Show <name> file. This file may also be an MCI file.

          WARNING: This command could cause a serious loop problem if
          ~~~~~~~  you tell it to show the same file you are viewing.
          WARNING: You may need to increase STACK if you nest to many
          ~~~~~~~  of these files.

          NOTE: If this command is accessed via the message base or the
          ~~~~  View or ViewSysop commands, then the file you are going
                to view has to have a file comment of
                'Allowed' or '{xxx}Allowed'

               {xxx} specifies security level or above ie:

               {050}Allowed, indicates that only those over or equal to
                             access level of 50 are allowed to view the
                             file.

~SR  - Show Random Files

SYNTAX: ~<numb>SR_<fileid>

         ^    ^  ^
         |    |  |
         |    |  ---------- pathname without security level and file
         |    |             extension
         |    ------------- Command to show random file
         ------------------ Number of Random files

IE: ~10SR_BBS:Logon

This will look for a random file between 1-10, the syntax for the file
to display is:

SYNTAX: PathName<seq>.FileName[security level]<extension>

IE: BBS:001.Logon200.TXT


This would be the first of ten files to create to be displayed
```

by the random function, the '200' is the security level which is
optional.

~SX - Show Sequentual Files

SYNTAX: ~SX_<fileid>

```
         ^  ^
         |  |
         |  ---------- pathname without security level and file
         |             extension
         ------------- Command to show sequentual file
```

IE: ~SX_BBS:Logon

1. This will look for a file called BBS:Logon which will store the last
   sequence of the <fileid> that was displayed. If this file does not
   exist, the 'SX' command will create it.
2. Then it will construct a display file name based on the next sequence
   number as follows:

   SYNTAX: PathName<seq>.FileName

3. It will then look for the appropriate file to display. The actual
   ASCII file should contain the following information for the filename:

   SYNTAX: PathName<seq>.FileName[security level]<extension>

   IE: BBS:001.Logon200.TXT --v
       BBS:001.Logon100.TXT ----- notice the different security levels
                                  keeping in mind that they are optional.
       BBS:002.Logon200.TXT

~CC_Name   Launch a door 'Name' is the door's name.
            ie: ~CC_WHO will look in SYSCMD, BBSCmd and CONF<x>CMD
                directory which must be located in the
                BBS:Commands directory.

~CC_WHO

NOTE: It is important to realize that most MENU COMMANDS should only
      be run from the MENU PROMPT. For Instance , forcing the READING
      of mail at the FRONTEND of express would not be wise because the
      BBS does not know who is logging onto the system. So use your
      own judgement on these matters.

~CL   this command will display a list of conferences,
            commonly used in the JoinConf.TXT file

    ****
    NOTE: ALL MCI COMMANDS MUST END WITH EITHER A SPACE OR A '|' SYMBOL
                  ALL COMMANDS ARE CASE SENSITIVE!!!!!!!!
    ****

    Having a line in a text file that contains:

```
      ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
      ~N , I hope everything is going well in ~L .

      Might show:
      ~~~~~~~~~~
      Joseph Hodge, I hope everything is going well in Virginia.
```

==========

1.180 Notable Features of AmiExpress...

==========

1. Command history has been added in to allow up to 20 history lines
   to be remembered. Once the limit of 20 has been released the
   history will cycle thru. CTRL-B will reset the history pointer
   to zero entries.

2. The HELP key performs a screen to background command.

3. The BBS checks to make sure the AUXx: or CNN: device can be opened
   and tells the user if there is a problem.

4. Baud Calling times has been added in, kind of a throw in and will
   be changed, but for now, specify the time period a baud rate CAN
   call, like to allow a baud to call all the time enter 0 for start
   and 2359 for end. Start time must be a lower number than end time.
   As I stated this is not perfect and will be removed from the Config
   and a file will contain all the times a baud can't call. It will
   allow more flexibility.

5. AREXX port 'AmiExpress_Node.x', supports the following features:

```
     suspend - causes the BBS to close the serial port and iconify
               and wait for a resume command.  If someone is ONLINE
               the BBS will wait until they logoff to reply to the
               suspend message, and then the BBS will suspend.  This
               allows you to create a batch file that will automatically
               suspend the BBS and load your terminal program and once
               your finished with the terminal program put the BBS
               back up.

               a example Arexx Program should be like this that the
               BBS will suspend:

            ------------- cut here ------------------
               /* The Suspend Command for AmiExpress V4.0 */
               address 'AmiExpress_Node.1'
               'suspend'
            ------------ cut here -------------------


     resume  - this command is only used while the BBS is suspended.

     shutdown - this command will cause the BBS to lower the users
```

time ONLINE to 2 mins and tell the user that it has
received an emergency shutdown notice. Once the user
is off the BBS exits from memory.

NOTE: None of these features work without Arexx.

There will be lots of AREXX commands in the future, including
node to node chatting..

6. Automatic Zmodem upload, if a user starts a Zmodem upload on
the main prompt the BBS will detect this and enter the Zmodem
upload routines.

7. SYSOP now has the ability to run a node in the background just
for his local use. To do this just remove the device name from
the Config file and the BBS will not use the serial port.

==========

1.181 Note worthy of Mention....

==========

I would personally like to thank Joseph Hodge, who has painstakingly,
and endlessly programmed, and put up with us. It is not easy to try and
make a program do what everyone wants. I still do not know to this day
why he choose to carry on with AmiExpress but I sure am appreciative,
It has been a wonderful learning experience in both the programming world
and friendships. We have become like brothers, and like brothers will be
together through the good times and bad times.

I would also personally like to thank all of the wonderful people listed
on the ACP credits menu. They are great people, and have a lot of patience
and enthusiasm in making express the best BBS program around.

I would also like to thank all the distributors and users who have helped
the development of express. It is heart warming to see the devotion that
comes from the registered users, more devotion then we ever expected.

Enjoy the BBS, once setup will assuredly become second nature to run.
It is a fantastic program, and we all have Joseph Hodge to thank for
it's developement.

Please report any errors in this file, or any other file to:

LightSpeed Technologies Inc. (305) 964-4263

Or Mail to:

LightSpeed Technologies Inc.
P.O. Box 4435
Hollywood, Fl. 33083-4435

==========

1.182 QWK Mail Support....

==========

```
  In the 'W' option for users, is now the ability for the user to pick
  what kind of Zoom they want. They can pick QWK, or the old ascii
  zoom option.

     NOTE: You must first install some new Icons in the ZOOM dir, otherwise
           it wont work. You must have 3 Icons called:

           QWKCFG  --> In this icon are the following tooltypes:

                       BBS.NUMBER=<YOUR PHONE NUMBER> IE: 1-305-964-4263

                       BBS.ADDRESS=<ONE LINE ADDRESS> IE: FLORIDA

           QWPACK  --> In this icon are the following tooltypes:

                       LHA=c:LHA a
                       ZIP=c:ZIP -0

           ASCPACK --> In this icon are the following tooltypes:

                       LHA=c:LHA a
                       ZIP=c:ZIP -0

           Edit them to fit your needs !


  Now to be able to upload your replied messages from the QWK interface
         You need to do this.

         To install:


   First: Make an icon called SQWK and put it in the bbs:cmds dir. It is a
          XIM door.

  Second: Put the sqwk file in the doors: dir.

   Third: Put the sqwkmerge file in the BBS:utils dir. It is now installed.



         Now as the user, all you would have to do is hit SQWK at a
         menu prompt. The bbs will then be awaiting for your replied
         QWK mail.  REMEMBER only send your reply packet in the upload.
         It should have the extension of .REP on the file. The user can
         go on and do other things while the QWK is unpacking the mail.
```

==========

1.183 Icon Script Language Support....

==========

In this new 4.0 release, acp has the new option of setting up all the directories and icons from scratch. So anyone even if they do not know how to get a bbs going can have a default script file, (that we have provided in the s:dir of the main support disk), get there bbs up from just hitting the Setup Button on the ACP. What is so nice about this is that you guys who write doors or utilities for express, can create script files that will automatically create the directories, icons, and put your default commands in the icon automaticlly by the acp custom installer, just the way you want them, without wondering if the end user is installing your program correctly. Now let me explain how this works:

The script file provided will set up a default express. You can add or delete to your liking. We have it now so it will create a bbs in RAM: so be CAREFUL it will delete what you have already set up if you change the script to BBS:

When you start the acp and it does not find any configured BBS ready to go, the acp will pop up a requestor asking you what file (script) you want to use. If you have the aeicon.config in your dh0:s dir, it will automatically configure a new bbs. The only thing you will need are the default icons that you found originaly in your storage dir. The setup procedure uses those icons to copy over, and then uses the information you (us) gave in the script file. Now you can change the icons the way you want, and the options you want in the icons. In the script file (aeicon.config) you will see an explanation of the options. I will not go into any more right now, but it is pretty much self explanatory, especially for you guys that program in C.

==========

1.184 Trouble Shooting....

==========

Problem	Solution
ACP will not start.	1. Make sure ACP is being run from the startup-sequence or WB 2. Goto an AmigaDos shell, go to the directory where the command is located and type ACP, this should give you an error message indicating that perhaps a file is

missing.

3. Be sure that you have the ICON in the same directory as the Main Program

Express will not start, but ACP will.

1. Make sure that if you are using a batch file to execute express that the batch file has a 's' bit assigned to it, ie:

```
PROTECT S:BBS.Startup +s
        ^
        |
        batch filename
```

2. Goto the directory in which express exists and type from a shell:

```
Express 0
        ^
        |___ (node number)
```

This should tell you why the program is not running.

ACP and EXPRESS run but express gurus every time someone enters the msgbase scan.

1. The stack size of express is not getting set. You must have a stacksize of 50000 for this to work.

ACP comes up but there is no NODE buttons.

1. Make sure the statement: NUMBER_OF_NODES x exists, where <x> should be replaced with the number of nodes you are going to have.

My modems will not initialize

1. Make sure the UNIT statements reflect the correct UNIT number.

2. Make sure the DEVICE_NAME is correct.

3. Make sure you have a MODEM_INIT string in the MODEM ICON.

In the CALLERSLOG:
Error Reading MsgBase Pointer is listed

1. Make sure you started the CONFDB Utility the Right way:

```
1> CONFDB BBS:CONF/ <max.Usernumber>
```

2. Make sure CONF.DB is in each conference you have.

3. Make sure that the Usernumber you choose in the creating of

```
                                        CONF.DB is not lower than the
                                        actual one.

==========================================================================
```

1.185 Future planned Enhancements..

```
==========================================================================

We are experimenting with various ideas with express to allow more
diversity, some of the items coming up AS UPDATES in the 4.0 version of
Express are:


    Full Internet access ability. You will be able to upload/download
    to the internet, Also read/write in a pre-defined conference message
    bases to the internet.


    So people, hang in there, you will see a lot of enchancements in the
    next couple of months.


==========================================================================
```