

Screens

COLLABORATORS

	<i>TITLE :</i> Screens		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Contents

1	Screens	1
1.1	Screens.Guide	1
1.2	Screens/Special/PrivateSystem	5
1.3	Screens/Special/PrivateNode	5
1.4	Screens/Special/Speed_Baud	5
1.5	Screens/Special/BBSTitle	5
1.6	Screens/Special/NoNewAt_ALL	5
1.7	Screens/Special/NoNewAt_ThisTime	6
1.8	Screens/Special/NoNewAt_<Baud>	6
1.9	Screens/Special/GuestLogin	6
1.10	Screens/Special/Joined	6
1.11	Screens/Special/LoginLogo	6
1.12	Screens/Special/Bulletin	6
1.13	Screens/Special/ConfBulletin	7
1.14	screens/special/	7
1.15	List of Supported Items for Screen Sequences	7
1.16	Supported Commands	8
1.17	Prompt Sequences	10

Chapter 1

Screens

1.1 Screens.Guide

```
>> Quick Access Buttons  EDIT
@^@ Commands

@^@ Items

{X} Sequences
Screens
```

=====

Ok, screens are text files that get displayed to the user at certain points of the users on-line time. These screens can contain ANSI escape sequences, normal text and even high ascii characters.

There are also some special screens that are required for the supplied node program and doors.

Screens should be saved with the default extension .TXT, but if you are running a multi lingual BBS you should see LanguageName_XX and LanguageExtn_XX

When screens are searched for by the bbs they are looked for in the following order:

- 1) In the current conference's screens/special directory
- 2) In the current node's "Screens/Special" directory
- 3) In "HBBS:Screens/Special"

Also, the access level of the user is added to the end of the filename before the extension. here's a few examples of filenames..

(all the following examples assume you have the following access levels set up 255,200,150,50 and 10)

- 1) User with access level of 200 joins your amiga warez conference on node 2

```
HBBS:Conferences/Amiga/Screens/Special/ConfJoin_200.TXT
HBBS:Conferences/Amiga/Screens/Special/ConfJoin_150.TXT
HBBS:Conferences/Amiga/Screens/Special/ConfJoin_50.TXT
```

```

HBBS:Conferences/Amiga/Screens/Special/ConfJoin_10.TXT
HBBS:Conferences/Amiga/Screens/Special/ConfJoin.TXT
HBBS:Nodes/Node2/Screens/Special/ConfJoin_200.TXT
HBBS:Nodes/Node2/Screens/Special/ConfJoin_150.TXT
HBBS:Nodes/Node2/Screens/Special/ConfJoin_50.TXT
HBBS:Nodes/Node2/Screens/Special/ConfJoin_10.TXT
HBBS:Nodes/Node2/Screens/Special/ConfJoin.TXT
HBBS:Screens/Special/ConfJoin_200.TXT
HBBS:Screens/Special/ConfJoin_150.TXT
HBBS:Screens/Special/ConfJoin_50.TXT
HBBS:Screens/Special/ConfJoin_10.TXT
HBBS:Screens/Special/ConfJoin.TXT

```

2) Users Connects to node 3, but has not logged on or joined a conference yet.

```

HBBS:Nodes/Node3/Screens/Special/BBSTitle.TXT
HBBS:Screens/Special/BBSTitle.TXT

```

3) a user with the german language enabled, who has an access level of 10 logs off node 1 after joining the PC Warez Conference

```

HBBS:Conferences/PC/Screens/Special/LogOff_10.GER
HBBS:Conferences/PC/Screens/Special/LogOff.GER
HBBS:Nodes/Node1/Screens/Special/LogOff_10.GER
HBBS:Nodes/Node1/Screens/Special/LogOff.GER
HBBS:Screens/Special/LogOff_10.GER
HBBS:Screens/Special/LogOff.GER

```

From the above examples you should be able to figure out how screens are ←
displayed
quite easily.

Note 1: Users with an access level that does not exist (perhaps the sysop ←
removed
an access level) get downgraded to the next lowest level at login time.

Note 2: Only Valid access levels are searched, unlike /X which searches for ALL
access levels nomatter if the sysop is using them or not.
So if you have access levels 50 and 10, a screen with an access level
of 11 to 49 would not be displayed. This is because it takes AGES to
search for 255 screens and doing it this way makes it ALOT quicker.

Special Screen Sequences

=====

Screen commands are control sequences that are replaced by actual usefull
information just before the screen is displayed. A screen that has the
control sequences in MUST start with @^@ as the first three characters
of the file.

Control Sequences take the format

```
<introducer>[<formatspec|command>]<name><terminator>
```

where

```
<introducer>          '@^'
```

<formatspec|command> If you are using a sequence to display some data then you would use a formatspec here. this is as follows:

FormatSpec

=====

Here you *may* specify the amount of characters to be displayed, strings are padded to this amount if they are shorter then the number specified. Also format spec must end with a '^' character. If you prefix the format spec with a '-' character the string will be left justified.

Command

=====

if you want to get the bbs to do something other than display data then you use a command.

See

List Of Supported Commands
for a list

<name> is where you put the item name of the value you want to display, See

List of Supported Items

<terminator> '@'

Here's a few examples..

Sequence	Output (note, the ''s are NOT included in the output)
@^Handle@	"Hydra"
@^20^Handle@	" Hydra"
@^-20^Handle@	"Hydra "

Say you had an item that was longer or could be longer than you wanted to display:

ComputerName=Amiga,PC,PS-X,Saturn,3DO,PC-E,MD,SNES

And you only wanted to display the first 20 characters and you wanted the printed string to be 20 chars long you could use the following sequences:

Sequence	Output (note, the ''s are NOT included in the output)
@^-20.20^ComputerName@	"Amiga,PC,PS-X,Saturn"
@^-20.10^ComputerName@	"Amiga,PC,P "
@^20.10^ComputerName@	" Amiga,PC,P"
@^-20^ComputerName@	"Amiga,PC,PS-X,Saturn,3DO,PC-E,MD,SNES"

Basically, with strings anything after the . is how many letters of the string you want printed, and the number before the . is how long the string should be after it has padded it with spaces.

If you don't have a . followed by a number the entire string is printed out.

See the example screen file RadStats.TXT for an example of where/how this is used.

Easy Really! I thought it would be a good idea to have format specification so that is possible to create tables.

Have a look at HBBS:Screens/Example/Stats.TXT for an example.

Here's a list of screens that are currently used by the Node and Doors, note that this is the actual order that the screens are displayed!

Login Screens

=====

Await

PrivateSystem

PrivateNode

Speed_Baud

BBSTitle

NoNewAt_ALL

NoNewAt_ThisTime

NoNewAt_Baud

GuestLogin

Joined

LoginLogo

Bulletin

Conference Screens

=====

ConfLogo

ConfBulletin

ConfJoined

ConfLeft

ConfDownload

ConfUpload

Other Screens

=====

Download

Upload

LogOff

U there are many more screens which are not documented, yet, to check

what screens HBBS is looking for you should run SnoopDOS! Which is a great program that you should have already!

1.2 Screens/Special/PrivateSystem

Screens/Special/PrivateSystem

This screen is displayed when a user logs onto a node with UseSysPW enabled. This will be the first thing a user sees (apart from the copyright message)

1.3 Screens/Special/PrivateNode

Screens/Special/PrivateNode

This screen is displayed when a user logs onto a node with UseNodePW enabled.

1.4 Screens/Special/Speed_Baud

Screens/Special/Speed_Baud

This screen is displayed to a user who connected at the baud rate specified in the file name, (E.G. Speed_2400)

1.5 Screens/Special/BBSTitle

Screens/Special/BBSTitle

This screen is displayed after PrivateSystem and PrivateNode have been displayed, just before the user is asked for a username and password.

1.6 Screens/Special/NoNewAt_ALL

Screens/Special/NoNewAt_ALL

This screen is displayed when a user wants a new account and no new users are allowed to join the system.

Note: see AllowNewUsers in BBSGlobal

1.7 Screens/Special/NoNewAt_ThisTime

Screens/Special/NoNewAt_ThisTime

This screen is displayed when a user wants a new account and no new users are allowed to join the system at this time

1.8 Screens/Special/NoNewAt_<Baud>

Screens/Special/NoNewAt_<Baud>

This screen is displayed when a user wants a new account and they connected at the baud rate specified in the filename. (E.G. NoNewAt_2400)

1.9 Screens/Special/GuestLogin

Screens/Special/GuestLogin

This screen is displayed to a new user just before they are asked to enter their details.

1.10 Screens/Special/Joined

Screens/Special/Joined

This screen is displayed to a new user when they have successfully entered all their details.

1.11 Screens/Special/LoginLogo

Screens/Special/LoginLogo

This screen is displayed to a user just after they typed in their user name and password.

Note: This screen is NOT displayed to newusers, "GuestLogin" is displayed to them instead.

1.12 Screens/Special/Bulletin

Screens/Special/Bulletin

This screen is displayed

1.13 Screens/Special/ConfBulletin

Screens/Special/ConfBulletin

This screen is displayed when a conference is joined. There should be one of these files in each conference's "screens/special" directory except where you want to use a global bulletin for every conference.

1.14 screens/special/

Screens/Special/

This screen is displayed

1.15 List of Supported Items for Screen Sequences

List of Supported Items for Screen Sequences

=====

BBS @^'s

=====

BBSName	- BBS Name, as per BBSGlobal
BBSLocation	- BBS Location, as per BBSGlobal
BBSCountry	-
Sysop	- Sysop's Name, as per BBSGlobal's SysopAccount option
BBSSerial	-
BBSNodes	-
TotalUsers	-
Conferences	-

User @^'s

=====

Handle	-
RealName	-
Group	-
GeoLocation	-
Country	-
PhoneNumber	-
Password	-
ComputerType	-
AccessName	-
LastConf	- The name of the current conference that the user is in, or if the user has not yet joined a conf it will be the name of the last conference the user was in
LastConfNum	- As above except it will be numeric rather than text.
PreferedConf	- This will be the name of the users prefered conference if they have a prefered one set.
PreferedConfNum	- As above except it will be numeric rather than

```

                                text.
Access                          -
UserID                          -
UploadBytes                     -
DownloadBytes                   -
UploadFiles                     -
DownloadFiles                   -
A_UploadBytes                   -
A_DownloadBytes                 -
A_UploadFiles                   -
A_DownloadFiles                 -

BestCPSUp                       -
BestCPSDown                     -
CallsMade                       -
PagesMade                       -
MessagesWritten                 -
BRatio                          - Byte Ratio (0 if ratio is disabled)
FRatio                          - Files Ratio (0 if ratio is disabled)
LinesPerScreen                  -
BytesAllowed                    -
TimeAllowed                     -
ChatAllowed                     -
CallsAllowed                    -
BytesUsed                       -
TimeUsed                        -
ChatUsed                        -
CallsUsed                       -
UserType                        -
Status                          -

```

1.16 Supported Commands

Supported Commands

```
=====
```

Note: Commands *without* parameters MUST end in ^@

E.G. @^PAUSE^@ rather than @^PAUSE@

<Command>	<Parameter>
=====	
SYSDOOR	<name of a system door> [<door options>]
	E.G. @^SYSDOOR^MAILSCAN QUICK@
	In the above example the word MAILSCAN is the name of the system door, and the word QUICK are the options for that door.
USERDOOR	<name of a user door> [<door options>]

E.G. @^USERDOOR^FR C@

In the above example the word FR is the name of the user door, and the word C are the options for that door.

This would be the same as typing "FR C" at the bbs command prompt.

SCREEN

<filename>

This command just displays another text screen

E.G. @^SCREEN^HBBS:Screens/Misc/Userlist.txt@

SSCREEN

<Screen Name>

This command just displays another text screen. the difference between SCREEN and SSCREEN is that SSCREEN is LANGUAGE and LOCATION sensitive.

E.G. @^SSCREEN^MAILSTATS@

the example above would cause the bbs to look for the screen MAILSTATS first in the conference, then in the node and then in the hbbs:screens/special directory in that order until it found it.

PAUSE

<Prompt>

the pause command can be made to display a prompt and then waits for return to be pressed.

E.G. @^PAUSE^@

using Pause with a bank <prompt> causes it to display the default prompt. Note: You MUST have the two ^'s as above.

here's another example

@^PAUSE^Smack return!@

This would cause pause to display the text "Smack Return!"

Also, in the prompt string you wish to display you can use {X} sequences, See

{X} Sequences
for a list.

TPAUSE

<Timeout>

Displays the system pause prompt for <Timeout> seconds

CLS

<none>

No options are valid, this just clears the screen!

1.17 Prompt Sequences

Prompt Sequences

=====

Just use the following sequences below in a prompt and they will be replaced by some usefull data before the prompt is printed to the screen.

{S} BBS Name
{C} Current Conference Name (if use is in a conference)
{H} User's Handle (If logged on)
{T} Time in the format HH:MM
{D} Date, in the format DD/MMM/YYYY
{E} Ansi Control Sequence Introducer ('ESCAPE' + '[')