SkylineManual

COLLABORATORS

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Chapter 1

SkylineManual

1.1 Skyline BBS System Distributed by OmniLink Corporation

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Distributed by

OmniLink Corporation

1- INTRODUCTION

2- GETTING STARTED

3- A WALKTHROUGH OF THE SYSTEM

4- THE SUPPORT PROGRAMS:BOARD SETUP AND CONTROL

5- MENU TREES

6- LEVELS OF USER ACCESS

7- CONFIGURATION FILES

8- WRITING DOORS IN AREXX

9- TEXT FILES, THE TEXT BASE, AND EMBEDDED COMMANDS

10- USING FIDO WITH SKYLINE

11- SKYDOOR AND CLI GAMES

12- USING ANSI IN SKYLINE II

13- USING RIPSCRIPT IN SKYLINE II

14- HINTS TIPS AND MISCELLANEOUS

HOW TO ORDER SKYLINE II

CREDITS

1.2 introduction

INTRODUCTION

Thank you for choosing SKYLINE II as your BBS system. Skyline has long been known to be a BBS system that takes advantage of the Amiga's capabilities. SKYLINE contains a wealth of powerful features that make it the equal of any BBS system costing hundreds more.

We have been able to reduce costs by streamlining our support and distribution methods, and by migrating from a printed manual to this Amigaguide document.

This manual is designed to get you up and running quickly, to show you easily how to take advantage of SKYLINE II's features and to be a handy reference when customizing. Start with Chapter 1 on INSTALLATION, then browse thru the other chapters as you need them. In particular, after installing the system, follow Chapter 2 as we take you on a guided tour of the system.

If you have trouble installing SKYLINE, or have any questions, please call MIDI MAGIC BBS The support board for registered users.

We hope you will enjoy using SKYLINE II and will stay with us as we strive to keep bringing you the best in BBS software.

OmniLink Corporation

1.3 GETTING STARTED

This tour assumes a basic familiarity with CLI commands, batch file usage, and the operation of a text editor. If you have any questions about these prequisites. consult your DOS manual.

SKYLINE II comes on a disk that contains two directories. One is a collection of actual programs and utilities needed to run the board, and the other is a completely preconfigured "turnkey" system.

INSTANT INSTALLATION

This method will have you online in 5 minutes or so. It is a good way of starting out even if you are running a board already. This option will put up a board with 20 message and databases and 2 or more lines, one of which is set up as a dedicated local line. We do NOT recommend attempting to start "from scratch" and create your own system from the ground up. Use the supplied basic system, verify that it works properly and that you understand it, then customize it any way you wish. This

program is very different from earlier versions of Skyline, so don't assume any prior knowledge will help you, it will only lead to problems. Play with the system a day or two as is and once you grasp its easy operation you will be able to change things quickly and easily.

Use the "InstallSky" program that came with the disk, or if you rather take a more nuts and bolts approach, the do the following.

Create a directory on your hard drive called "BBS" or something similar. Copy the entire contents of the "turnkey" directory into this directory, keeping the disk's directory structure intact.

(This is done with COPY ALL; for example COPY SkylineII/Turnkey all to DH0:BBS.)

Now edit your startup-sequence to include the following (This assumes you have put the disk's contents in DH0:BBS)

ASSIGN BBS: DH0:BBS

RESIDENT BBS:LINE

Now reboot. If you are using only one modem, connected to the Amiga's built in serial port, and it is using serial.device as its serial driver, you may type

CD BBS:

RUN MAIN

and you will be up and running! It does not get much easier than that!

Turn to the WALKTHRU section if you would like to explore at this point.

IF YOU ARE USING A DIFFERENT SERIAL DEVICE FOR LINE 1, load the file BBS:config/line_1 into your text editor and change the lines DEVICE and UNIT to fit your system.

People putting up two or more lines right way should edit the appropriate BBS config/Line number file for that line to reflect the proper modem setup.

(This topic is discussed more fully in the configuration File chapter.)

While doing this you should also change the HIBAUD and LOBAUD lines to reflect your modem's speed. If you are running at 19200 baud, or otherwise have need for hardware handshaking, include the 7_WIRE keyword in the appropriate BBS:Config/Line_ file. Some Amigas have difficulty with baud rates above 19200. If you experience transmission difficulties, do not use a baud rate higher than 19200.

The following lines are to be set to different actions on your modem. Shown is an example for a generic Hayes-compatible modem.

MODEM_INIT ATSO=1EO
This is the line to set the modem up the way we want it to
answer the board. Set it to answer after any number of rings you like
(Usually no more than 1 or 2), and set it to not echo commands.
MODEM_RESET ATZ
This line resets the modem to its power-up conditions, including
whatever NRAM settings you may be using.
The default NRAM settings in this discussion assume verbal
response codes, and a CONNECT XXXX message for every baud rate higher than
300, where XXXX is the baud rate. The following line should set the system
up on most modems:
ATX4V1(Enter)
After entering this line follow your modem's instructions to
store this setting in its internal memory, if any.(On an HST Dual, for
instance, this command is AT&W.)
If you modem has no NRAMS or memory for setting, or if
you do not wish your modem to default to these settings, you will have
to put the above line in as part of the MODEM_SETUP string. This
will cause no problems. Simply combine the two lines into one,
dropping the AT from the second string.
Skyline is set up as generically as possible to handle the new
breeds of modems that are available. All it asks is that the connection
baud rate be stated in the CONNECT message. Details of connection
are left to the modem. The system will disregard any other messages in
the CONNECT line.
(If you have trouble getting your individual modem to work
properly, describe the problem in detail on the support BBS, MIDI MAGIC.
Include the config file with all the modem settings, and a
printout of your NRAM settings.)
You should now be able to receive calls and to log on
yourself. You can log onto any free line that a LINE_file exists for,
but since so many extra are available, we set up line 3 on the demo to
be a dedicated local logon line.
The first thing you will want to do is to change your password;
see the walkthrough section for details. DO THIS BEFORE YOU
ACCEPT ANY CALLS.
PERSONALIZING THE BOARD
Next, look through the files in the BBS:Text and edit any of them
you like to personalize your board. See the built in textfiles section

for details on their usage. You will also wish to customize the text
areas, add games and other doors, change the menus to suit you, and
other things; these are all covered elsewhere. But start slow. Get used
to the system as it is "out of the box" before you try to create your own
online masterpiece.
Turn to the WALKTHROUGH chapter and get acquainted with your BBS.

1.4 THE SUPPORT PROGRAMS

1- THE MESSAGE BASE EDITOR
2- THE FLAGS
3- THE FIDO CONTROL FLAGS
4- THE DATABASE EDITOR
5- THE USERLOG EDITOR
6- THE FLAG FIELDS
7- USING THE USERLOG EDITOR
8- THE GADGETS
9- THE DATABASE FILE EDITOR

1.5 THE MESSAGE EDITOR

THE MESSAGE BASE EDITOR
This module can be run by the MAIN intuition menus, or
separately as a CLI command. it is used for all setting of parameters
for all the message bases.
Click on any of the numbered gadgets in the main display and
select the intuition menu item Mbase Area Editor. The MBEd window
will appear.
On the left you will see 10 gadgets, one or more of which will
have a name in it. To the right of these are two arrows, pointing up and
down. These are used to scroll through your message bases, if
you have more than ten. To edit any message base, click the left mouse
button on its name. Do this now for your first message base.
You will notice that all the other gadgets in the window now
reflect the state of this message base. The string gadgets outlined in
green can be changed by typing in them and then hitting return. Taken one
at a time, these are:
AREA NAME
The name of this area.

ACCESS

The access setting for this area. Persons below this level of access will not be able to see or use this area.

` MSG PATH

The path to where messages for this area are stored. Standard practice is to create a directory within BBS: called MAIL, and then to create numbered directories within MAIL for each area. However, you may put them wherever you wish. NOTE: the pathname MUST end with either a colon(:) or slash (?) as appropriate. If you cant get a message base to work, this is the first thing to check.

MAX MSGS

This is the maximum number of messages you wish to allow in this area. this number is meaningless unless Auto Upkeep is also selected (see below).

PASSWORD

This allows a message base to be password-protected. Enter the desired password here. Persons who do not know the password cannot gain access to this area. Note that the password is only asked for when a person CHANGES to this area, either through the change area BBS command or through selecting a menu that would put them in this area. If a user logs off while already in this area, they will not be asked for the password on the next logon. Only if they leave the area and reenter it will they be required to input the password. This also requires that the "Security Area" flag be set (see below).

ORIGIN

This is only used for FIDO mail areas. It is used to set the "origin line" seen at the bottom of these messages. See chapter on FIDO for more information.

ALT NET

This too is only used on FIDO message bases. See the FIDO chapter. Some other networks exist besides FidoNet that use Fido’s protocols and standards. If you join one of these , you will have a different "FIDO" address for them. Put this address here.

There is no SAVE gadget in either this or the database area editor. Changes are stored as soon as you make them.

1.6 THE FLAGS

THE FLAGS

All the yellow-bordered gadgets on the right half of the window are "flags" that are used to set various parameters. To change them, click the left mouse button on them. They are listed below with all the available choices spelled out.

LOCAL AREA/NETWORK AREA

This determines whether this is a normal "local" message base or one that will be used with FIDO or a similar network. Almost always this will be set to "Local".

NO SECURITY/SECURITY AREA

This determines whether the area is protected by a password or not. See to "Password" entry above.

PUBLIC AREA/EMAIL AREA

A public area allows mail to be seen by other persons than the person it is addressed to. Private messages may or may not be allowed in a public area. If this flag is set to EMAIL , ALL messages are considered private.

PRIVATE OK/NO PRIVATE

This flag determines whether or not private messages will be allowed in a public area. If it is set to no private, only public messages will be allowed in the area. Notice that it makes no sense to set both the EMAIL area flags and the no private flags.

UNLOCKED AREA/LOCKED AREA

A LOCKED message base area is one that users are not allowed into or out of. When you use this flag to LOCK the message base, whoever is inside it is stuck there, and no one else can change to that area.

SEND BY NAME/SEND BY ALIAS

This determines whether this message base will use names or aliases in the header. If SEND BY ALIAS is chosen, both the FROM and TO lines will use the aliases instead of the real names.

AUTO UPKEEP/MANUAL UPKEEP

If the auto upkeep flag is set, the upkeep routine (see the section on the event scheduler) will use the Max Msgs setting and will automatically clear old messages out of this area. Setting this to Manual upkeep will disable the upkeep functions for this message base.

FILE ATTACHES/NO FILE ATTACHES
This flag determines whether or not attached files will be
allowed in this area.
READ-WRITE/READ ONLY
If the read-write flag is set , ordinary users can both read and
write in this area (provided they are allowed to otherwise). If this is
set to read only, only SIGOPS and SYSOPS can enter messages here.
Others can only read them.
SHOW QUOTES/HIDE QUOTES
If show quotes is set, the message will display any text
inserted with a QUOTE command. If Hide Quotes is selected, they will
be removed from the transmission of the message.
ALLOWING QUOTING/NO QUOTING
This flag determines whether or not you allow quotes to
be used in this message base.

1.7 THE FIDO CONTROL FLAGS

THE FIDO CONTROL FLAGS
Selecting the Network Area flag will cause another set of flag
gadgets to become active. These determine how the area will behave in
the FIDO environment. The use of these is beyond the scope of this
book, but may be found in the FIDO documentation you will receive
from your fido net coordinator.

1.8 THE DATABASE EDITOR

THE DATABASE EDITOR
The database Area Editor, DBED, is similar in design to the
message area editor. It is for setting up your database areas the way
you want them. Flags and gadgets work just as they do in the message
area editor.
AREA NAME
This is the name of the area.
MIN.ACCESS
This number is set to the minimum access level that can use
this database. Persons with an access level lower than this number
will not be able to see or access this database.
MAIN PATH

This is the path where the files in this database are physically stored. THE PATH MUST END WITH A COLON (:) OR SLASH (/) AS APPROPRIATE. Uploads always go to this path, not the alternate path described below.

ALT.PATH

This is an alternate path to the files in this database. This feature allows you to put files that belong in the same database in two different physical locations. THE PATH MUST END WITH A COLON(:) OR SLASH (/) AS APPROPRIATE.

PASSWORD

This string gadget only appears if the security flag, described below, is activated. If it is, users must enter this password before they can change to this database area. Note that if users are in the area when logged off, they will be placed in it automatically on their next call, WITHOUT being asked for a password. This action can be defeated by using the Main Menu's DBAREAS setting to force the user into a different area for the main menu, forcing them to change to the area again when they reach the database menu.

PUBLIC AREA/PRIVATE XFER

Public area means that everyone can see and download the files in this area, provided they are otherwise allowed to. A private Transfer area takes an addressee name for each upload, and only the addressee can see or access the file.

ALL XFERS OK/UPLOADS ONLY/DOWNLOADS ONLY

This set of flags determine the direction of this database. All Xfers OK means that both uploads and downloads can take place. The other two flags restrict the action to uploading or to downloading.

NO SECURITY/SECURITY

This flag setting determines whether the area will be password protected or not. See the password entry above.

RATIO CONTROL/FREE AREA

A ratio control means that, one way or another, items downloaded from this area are charged against the user. In a Free Area downloads are unaffected by the caller's download ratio. They can download as much as they like, regardless of their ratio setting.

1.9 THE USERLOG EDITOR

THE USERLOG EDITOR

Now we will turn our attention to the userlog editor. Like the other support programs, this can either be run from the BBS main display or as a CLI command. When run from the main display, however, it also has the ability to make interactive changes in a present callers setup.

Let’s say a caller is on line 1. We see that he is in trouble because he has selected a 40-column display and obviously doesn’t really want one. Simply click on the line 1 gadget at the top of the screen and select the intuition menus Utilities/Userlog. The caller’s user record will appear and we can make any changes we like. Whatever changes we make will take effect immediately. Thus we can help out our hypothetical user by changing the columns line to 80, hitting Return, and then selecting the Write gadget.

We will not cover every item in detail as we have for the other utilities; most of them will be obvious. Below are explanations of those fields which might be confusing.

SECURITY PW

This password is not currently used within the system itself. However, it is available to AREXX doors and could be of use in that way.

EXTRA 1-4

These are the answers to the extra 1 through extra 4 questions set up in the config files and responded to in the registration sequence.

COMMENT

This is an "extra" field used only by the SYSOP. It is strictly for use for comments visible only to the SYSOP.

BAUD RATE

This is the last reported baud rate for this user, in other words, the baud rate they used on their last connection. It is informational only and is not used anywhere in the system.

DL RATIO

,,,,,,,,,,,,,,,,

This gadget has another gadget at the end of its line. The ?second gadget, by clicking on it, alternates between XFERS and BYTES. These are two possible ways of keeping track of downloads.

They can be chosen selectively for different users if desired.

A "download ratio" is the ratio of downloads that a
user may have. For instance, if the type is set to XFERS and the
number to 10, the caller may download 10 files for every one they
upload. The other type ,of ratio is BYTE, in which the total number of
bytes is the determining factor for the ratio.
The recommended method of ratio control is XFERS. The
rationale for using the BYTE method is based on the supposition that
larger files are inherently more "valuable" than smaller files, a very
questionable assumption indeed. If an unscrupulous user uploads a
number of small ,useless files to get credits using the XFER ratio, all
he has done is upload a few worthless files. On the other hand ,using
the BYTE method, you will get huge uploads of worthless material
that will eat up valuable hard drive space. Practically anyone can find
some huge IFF files to upload.
DAYS AGO
This is a count of how many days it has been since this user was
online.
CREDIT
This field is not used anywhere on the board. It is available to
AREXX doors that wish to use it in transactions.

1.10 THE FLAG FIELDS

THE FLAG FIELDS
There are four types of flag fields per user. The PRIVILEGE
flags, explained elsewhere, determine which BBS commands the user
may use. They also have a few extra flags for various purposes, such as
allowing the user to send NetMail, etc.
The PREFERENCE flags are settings that, in most cases, are
set up by the user himself to reflect hoe he or she wants to interact
with the board. A couple of these need explanation.
HOTKEYS
This refers to the manner in which menu prompts respond to
commands followed by a carriage return, at which point the
commands are acted upon in sequence. When HotKeys are turned on,
the menu responds at once to any key pressed.
FULL MENUS
This is the default setting. Turning this off is equivalent to
"expert mode", where only an abbreviated version of the menu is

displayed. However, hitting RETURN alone at one of these
abbreviated menus results in the normal full menu being displayed.
INVISIBLE
When this flag is set, the user is not visible to persons on
other lines. He or she doesn't show up in the "Who's Online" listings
or anywhere else. This is useful for a SYSOP who doesn't want to be
bothered by pages and chat requests when they are on another line.
The SIGOP flags are explained in the chapter regarding user
access.
The CUSTOM flags are not yet implemented. They are for use
by AREXX doors. There will be an addendum dealing with these flags
when this feature is completed.

1.11 USING THE USERLOG EDITOR

USING THE USERLOG EDITOR
The best way to describe the use of the Userlog Editor is
probably to go through the intuition menus and show that each of
these functions do.
ADD NEW
To add new user, select this menu option, then begin filling
out the user record appropriately. Make sure you fill out at least the
name, password, columns, lines, backspace character (usually 8),
access level, main menu, time per call and per day, DL ratio, and
privilege and preference flags. To save this user's account select the
WRITE gadget.
SEARCH
The SEARCH function is quite powerful. It has several
modes. First select the desired mode as described below, then fill in
the fields in the display that you wish to key on.
==KEY
This means "exactly equal". This is the most common search
type. When it is selected, you will be requested to fill in one or more
fields in search. In order to be considered a match, a record must
exactly match the field you fill in.
>=KEY
This search mode is intended for the numeric fields. It means
"greater than or equal to". For instance, you could find all users with
an access level of ten or higher with this mode.

<=KEY

This means "less than or equal to" and is similar in function to the mode described just above.

!=Key

MULTIKEY-ANY

Same as above but ALL the filled in key fields must match.

DELETE INACTIVE

This function removes inactive users from the userlog. It has two modes, AUTOMATIC and VERIFY. You input a number of days in the requester that appears, and persons who have not called in that number of days are deleted from the userlog. If you selected AUTOMATIC, they are simply deleted; if you selected VERIFY, you are asked to check each one found before they are deleted.

VALIDATE

This function goes through the userlog looking for persons of access level you select (usually zero). When they are found, they are upgraded to the status you have set in the NEWMEMBER record. This is exactly what happens automatically online if you have the AUTO-VALIDATE keyword set. There are two modes, AUTOMATIC which doesn’t require you to approve members (this is dangerous practice!) and VERIFY, which will let you see each one before validating them.

PRINTOUTS

This menu produces several kinds of printouts. The options available are:

PRINT SEARCH RESULTS

This will send to the printer all the listings produced by a search.

FULL DUMP

This option produces a printout of every user in your userlog.

SET PRINT PATH

You can send the results of a "printout" to a file instead of a printer. To do so, enter a full pathname in the requester obtained from this option.

CHOOSE STYLE

You can choose between three different styles of printouts from this option. Experiment with them to see which you like best.

1.12 THE GADGETS

THE GADGETS

There are eight gadgets in the lower right quadrant. These are used as follows:

WRITE

This resaves the current record, storing any changes you might have made.

NEXT

This moves to the next record WITHOUT saving anything you've done.

WR+NEXT

This is a combination of Write and Next. It stores this record and moves on to the next.

Valid

This button gives the current record the same access parameters stored in the NEWMEMBER record. This is used in conjunction with the Validate command when in Verify mode. It validates the user, stores the record, and moves on.

LAST

This simply backs up one record to the previous one.

DELETE

This gadget will DELETE The record being shown from the userlog. Use with caution!

PRINT

This gadget sends this user record to the printer.

STOP

Has two uses: Halts any mode you may happen to be in, and when entering a key, indicates that you have finished entering it.

1.13 THE DATABASE FILE EDITOR

THE DATABASE FILE EDITOR

This program is used to do upkeep in the databases. Files can be added, deleted, updated etc. from this utility. Like the other upkeep modules, it can be run from the CLI window, but the standard method of using it is to select it from the Intuition menus in the main display. The actual fields in the display should be obvious in purpose. The only gadget that might be unclear is the "Free" gadget. When it is

selected, the file displayed becomes a Free file; people are not "charged" for downloading it. In other words it acts as if it were in a Free area (see the DBEditor section).

The Intuition menu options available in the File Editor are;

Search:by Name,Uploader,Description,Addressee,All

This will institute a search based on any of these fields.

Scan-Process: Adopt Orphans

This is an often-used function that adds files to a database with a minimum of trouble. You will first be asked for a path to scan. This is the physical location of the files you wish to add to the database. This may or may not be the location of the database itself; if it isn't, files will be copied to the primary database path.

The program will find any files in the scanned path that do not appear in the database. When one appears, fill out the rest of the information in the listing (especially the AREA number) and select the WRITE gadget to adopt the file.

Information automatically placed in the record are the upload date (today's date), the uploader (SYSOP's name), the file size, and the description, if the file's DOS listing includes a comment. To elaborate, every file on any device in your Amiga can have a "file comment" associated with it; these are shown when you do a LIST command. If these exist, they are adopted as the file's short description. Conversely, when a description is entered for a database file (whether online or in this program) it is attached to the DOS file listing as the file comment.

Adopt Auto

This is the same as Adopt Orphan, except it will automatically adopt ALL files in the given path without stopping, until all files are added. This is great for adopting files from CD roms or other large media. Please be sure everything is as needed, once started the process cannot be stopped.

Add Listing

This is used to add a single listing to the database. Select it, fill in the information, and select WRITE.

AFTER FILE: REFLECT REALITY

This changes the currently displayed listing to show the actual file size, if it is wrong for some reason.

RESET TIMES TO PRESENT

This simply changes the dates and accesses to make this look

like a new file. It is for use when you update a file keeping the same
name, but want it made clear that it's a different version.
EDIT LONG DESCRIPTION
This calls up your favorite text editor (which you specify with
the TEXT_EDITOR keyword - see the config file section) and lets
you write or edit the long description for this file. Simply select this
option, go to the workbench screen (unless it opens its own screen),
edit and save the file.

1.14 LEVELS OF USER ACCESS

LEVELS OF USER ACCESS
This topic is important enough that we've given it it's own
chapter.
It isn't enough for a bulletin board to have a lot of great
features. In all but the simplest installations, operators will want to
grant various things to various users. The possibilities of user access
are one of Skyline's most powerful features.
In this discussion don't be confused between Access Level
and what we refer to as "level of access". Access Level (capitalized)
refers to a definite number between 1 and 255 that is stored in each
user's account. By "level of access" we mean simply the amount of "stuff"
a certain user can get to.
Let's break down the basic groups you will probably have on
your system.
SYSOPS- The system controller. Anyone with an access level
of 255, OR who has the SYSOP POWERS flag activated in their user
account, is considered a SYSOP. The SYSOP has full power, anywhere
in the system.
SIGOPS- Short for SIG (Special Interest Group) Operators.
These are people we want to give certain powers to above and beyond
the ordinary user. They do the SYSOP'S job in a database or message
base, having power to (for instance) delete any file or read any
message. In Skyline there are millions of possibilities for setting the
SIGOP flags alone.
MEMBERS- The main body of users on your board. They
might be of different access levels and be separated in any number of
ways. The name MEMBERS is a catch-all name for anyone who is a
registered member of the system but is below SIGOP level.

NONMEMBERS- These are the people the board knows nothing about. They have no user accounts and have the lowest level of access. Again, however, the level of access to the system that they actually enjoy is completely up to you. You could conceivably make every casual caller to your system a SYSOP, but this is probably not a good idea.

How do we distinguish between and within these groups in Skyline? The answer is in three basic ways: by their Main Menu number, their Access Level number, and the flag fields - both SIGOP and PRIVILEGE flags, stored in the user account.

The Main Menu number is covered fully in the section on menus. Basically, it is possible to have up to 255 completely different "paths" through the system. These paths may or may not meet; two different callers may or may not be able to access the same submenus, message bases, or databases. This allows control over the "big picture" of what the caller sees online.

ACCESS LEVEL

The Access Level number is a number from 0 to 255 that is stored as part of a user's account. It is used strictly as a delimiter on what areas in the message bases and databases are visible and accessible to the caller.

Here's how it works. Both databases and message bases can be assigned an Access Level, in the DBED or MBED modules. To users below this critical Access Level, these areas will be invisible. They will not show up anywhere and their contents cannot be accessed in any way.

This limitation can also affect what submenus a caller can get to. If the selected menu does not include an area (either DB or MB) that the caller is allowed into, the submenu will return before being displayed. See the MBAREAS-MBS-DBAREAS-DBS commands in the Menu selection for details.

THE FLAG FIELDS

These are the flag fields stored within the user record. These are accessible through the ULOG module. See that section for more details.

PRIVILEGE FLAGS- These are a set up of up to 64 flags, one for each BBS command available. They can be turned on or off at will. In other words, every single command that the BBS will perform can be selectively turned on or off for every user. Commands that are turned

off will still appear in menus; they simply won't work for this caller. These flags take complete priority over any menu or access level considerations. If one of these flags is off, the user cannot perform that command, period. Note that disabling some commands, such as GOODBYE command, is not useful.

SIGOP FLAGS- This is another set of flags with 4 numbers associated with it. You will see two columns of flags. Most will be self-explanatory.

Look at the two sets of flags for database actions and message base actions. Notice that at the top of these, there are flags labeled "Database Wizard" and "Message Wizard". Selecting these flags is the equivalent of selecting all the related flags. For instance, selecting Message Wizard lets you see, kill, move or edit any message. There are also flags labeled Apply All DB'S and Apply All MB'S; these defeat the ranges and make the powers applicable anywhere.

The CONFERENCE flag gives the gives the user moderator powers in any conference. The SYSOP Powers flag is the equivalent of setting the user's Access Level to 255.

There are four numbers to set at the bottom of the Sigop Flag window: MBLo, Hi, and DBLo and Hi. These set the RANGES over which the flags will work. For instance, you can set MBLo to 5 and MBHi to 10 and the SIGOP flags will have an effect on area 5 through 10 inclusive. Outside of those areas, however, the user has only ordinary member powers.

HOW A MEMBER BECOMES A MEMBER

There are two special "users" in your userlog: NONMEMBER and NEWMEMBER. They will never call, but they are useful anyway. Very simply, NONMEMBER's record determines what settings and access levels "non-members" have, and NEWMEMBER'S determines what they inherit just after they register, IF you have the AUTO_VALIDATE flag set in the line config file. For instance, setting NONMEMBER's access level to 0 and NEWMEMBER's to 1 means that the casual caller who looks around will have an access level of 0 until he or she decides to join. As soon as they finish the registration sequence, they will inherit NEWMEMBER's access level, privilege flags, etc. and so will now have access level 1.

This is merely a convenience. You can maintain tight control by not including the AUTO_VALIDATE keyword in the config file, allowing you to raise their access yourself manually. You can even

select a special MAIN_MENU for them to use. We recommend
making NONMEMBER's access level and Main Menu number both
zero, then putting the [R]egister command in Main_0.
Note that after the registration sequence is complete, it is
possible to further customize the PostRegister file with embedded
commands to semi-automatically configure the whole system to match
this user's needs and preferences. See the section on Embedded
Commands for further discussion of this useful feature.
It is also possible to set up other "template" user accounts and
use an embedded command to give a caller these attributes. See the @=
command in the Embedded Commands chapter.

1.15 WRITING DOORS IN AREXX

WRITING DOORS IN AREXX
"Doors" are programs that can be installed into the BBS
system to perform certain jobs. They are often games or utilities and
can add ,great individuality to your system.
Several years ago a previous version of skyline introduced a
method of writing doors in AREXX, a widely used script language.
This interface has been widely copied by other systems. Many of the
doors written for previous versions of Skyline will work with small
modifications in Skyline 2.0. These modifications are detailed below.
Version 2.0 of the Amiga operating system comes with
AREXX built in. Persons running older versions of the Amiga OS will
have to purchase AREXX if they desire to run doors. It is a very
inexpensive program and is available at your local Amiga dealer.
All programs written to run under Skyline 2.0 must begin with
the following lines:
/*Arexx requires comment line as the first line */
options results
arg first, second
address VALUE 'sky_'first
This is required so the Arexx program can tell which line is
calling it. The "address" line then makes the AREXX program interactive
with that line. This allows the same door to be used on more than one
line at once.
A potential problem exists with file writing. If two copies of
the same Arexx program attempt to write to the same file at the same

time, it is possible that nonsensical data will be written to the file, or that one of the file open calls will fail. This will be addressed in an update with protected file writing commands. In the meantime it will be necessary to "kludge" a workaround by checking to see if a file open was successful before writing; if it wasn't, wait a few seconds and try again.

There are several new commands to allow Arexx programs to interact with more than one line at once. These are included in the list of commands below.

SKYLINE 2.0 AREXX COMMANDS

ADDTIME NUMBER

This adds "number" minutes to the caller's time limit for THIS call.

BBSCOMMAND NUMBER

This executes the BBS command specified by "number".

BROADCAST string

This sends "string" to every line that has its flag set (see SETOUTMASK).

BROADGETS

This returns a line of text from one of the lines specified in SETINMASK. The FIRST line to hit RETURN is the one that makes it; all others are thrown away. The text itself is returned in RESULT, while the line number that sent it is returned in SECOND.

BUFFERFLUSH

This flushes the serial buffer. Any characters waiting to be read will be destroyed.

DOWNLOAD

This begins a file reception FROM the caller, using his default protocol. Files are placed in TMP:.

DROPCARRIER

This instantly hangs up the line on the caller.

GETCARRIER

This returns the state of the carrier. TRUE is returned if a carrier is present; FALSE is returned if not.

GETCHAR

This gets a single character from the caller on this line. It does NOT echo the character.

GETUSER number

This returns information about the user based on the item

specified by "number". NOTE that these numbers have CHANGED in
this version of Skyline.
0 Address of the Caller structure (see below)
1 Name
2 password
3 security
4 City
5 State
6 Address
7 Extra Question 1
8 Extra Question 2
9 Extra Question 3
10 Extra Question 4
11 Last day caller was on
12 Sysop comment
13 Main Menu number
14 Default Text area
15 Caller Preference flags (see addendum)
16 Access level
17 CLS string
18 Minutes online today (if Last Day matches today)
19 (reserved)
20 Default message area
21 Default database area
22 Total calls
23 Credit (in lowest unit of country's currency)
24 Transfer protocol number
25 (reserved)
26 Total uploads
27 Total downloads
28 Time limit
29 Daily limit
30 Download ratio
31 Screen lines
32 (reserved)
QUERY string
This is a combination command much like Basic's INPUT. It
sends the string and waits for a response string. This response string is
returned to the AREXX program.

RECEIVE

This gets a line of text from the user

RESETMODEM

This resets the modem to the state you have set up with the

MODEM_RESET keyword in the config files.

SCREENOUT string

This sends a line of text to the screen only.

SENDFILE string

This sends the textfile specified by "string". This must be full

pathname.

SENDMODEM string

This sends a line of text only to the serial port, without displaying

it on the screen.

SENDSTRING string

This simply outputs a line of text without a trailing carriage

return.

SETINMASK number

This sets up which lines we will accept input from in the

BROADGETS command. It is a 16-bit wide bitmask. To select one or

more lines, add the following numbers together as desired. (For

instance, SETINMASK 5 will accept input from lines 1 and 3.)

Line number Bitmask number

1 1

2 2

3 4

4 8

5 16

6 32

7 64

8 128

9 256

10 512

11 1024

12 2048

13 4096

14 8192

15 16384

16 32768

SETOUTMASK number

This sets the line numbers that will receive output from the
BROADCAST command. "Number" is a 16-bit wide bitmask. It is set
exactly the same way SETINMASK is set.
SHUTDOWN
This is the command you ALWAYS use to exit a Skyline
AREXX program. It signals the board that it can take over once again.
SKYPARSE string
In older versions of Skyline this was used to send an
embedded command to be processed. In Skyline 2.0, embedded
commands can appear in any text anywhere, so this command is
identical to TRANSMIT. It is provided for backwards compatibility.
SPAWN
This begins another AREXX program.
TRANSMIT string
This sends a line of text and follows it with a carriage return.
UPLOAD string
This uses the caller's default protocol to send him the file
specified by "string". This must be a full pathname.
VERSION
This returns a string identifying the version of Skyline being
used.
ALTERING THE CALLER STRUCTURE
It is possible to permanently alter a user record from an
AREXX program by using GETUSER 0 to find the caller structure,
then doing an offset to alter the correct field. It cannot be stressed
strongly enough that this is NOT an exercise for novice programmers.
If you use this feature, you MUST be absolutely certain you are doing
it correctly before distributing your program to others.
The caller structure is found in the Appendix. If you do not
understand it, or how to use it to find offsets, it is a sure bet that you
shouldn't be tinkering with it.

1.16 Menu Trees

MENU TREES
DEFINITIONS:
We define the USER or CALLER to be a person who has "logged on" to the
bulletin board and is using it from the remote end (or is in a local logon.)
When we mean something that is seen or performed by the SYSOP at the local

level when he or she is NOT logged on, we will refer to the OPERATOR.
In this documentation, the word MENU means a Skyline online menu. If
we mean the mouse-driven menus provided by Intuition, we will refer to them
as Intuition menus.
MENUS:
In all but the most unusual modifications, the SKYLINE user will
eventually end up at some kind of menu. A MENU in Skyline is a sort of
general decision-making point. The user is shown a list of the
available options and is prompted to choose one. Choices from them can
do several things:
BBS COMMANDS: These are the built-in BBS functions provided by Skyline
as direct "calls". These include things like Upload File(s) and Enter
Message. To utilize them, you simply refer to their number as shown
below in the section titled BBS COMMANDS.
AREXX COMMANDS: You can start a synchronous or asynchronous AREXX macro
easily by name in Skyline 2.0. There are a number of new commands
available that take advantage of the multiline nature of the system.
TEXT FILES: You can trigger the reading of any textfile directly from
the menu.
SUBMENUS: Submenus work as in previous versions of Skyline. They are
recursive in nature and can be stacked to practically any level, given
sufficient stack space. See the section in INSTALLATION called COMMAND
LINE PARAMETERS-STACK if you are going to stack menus more than 5 or 6
layers deep. Submenus are explained in detail below in the section
titled HOW MENUS WORK.
All of these functions are activated simply by naming them. The best
way to show how menus work is to build one. Call up the menu named
BBS:Menus/Main_1 in a text editor. What you see should look like the
following, barring revision changes (see addendums, if any).

```
@DBRANGE 1 30
@MBRANGE 1 30
@CHECK
@CMD
G 1 1
C 9 9
N 20 20
P 53 53
U 4 4
B 7 7
```

J 14 14
W 57 57
I 59 59
F 33 33
V 5 5
@TXT
A
@RX
@EXT
@SUB
T 21 Textfiles
D 17 Database
M 18 Message_Base
@CLOCK TOD ONLIMIT
@EITHERCASE
@PROMPT Command:
@END
MAIN MENU
G - Goodbye C - Conference Rooms
P - Page another caller N - New mail, global
U - User Settings B - Biographies
J - Join SIGS T - Text files
W - Who's online I - Who's in Conferences
V - View Userlog L - Last 10 callers
M - Message base menu D - Database menu

When making a choice from a menu prompt, the user can enter a string of choices if desired. The system will execute them one at a time, including menu changes. This means that you can change menus and then execute commands from that menu just by entering them in the appropriate order at a menu prompt.

It is also possible to turn on HOTKEYS from the LOGEDIT command and have the menus (and most other prompts) react immediately instead of waiting for RETURN to be struck. There is also a preference flag that controls whether full menus or Expert menus are sent. Expert menus are simply a one-line reminder of what keys have a function in this menu. When viewing an expert menu, the user can see the full menu if desired simply by hitting RETURN alone.

HOW MENUS WORK:

With your text editor, pull up the file BBS:Menus/Main_1. It should be

similar to, if not identical to, the menu in the discussion below.

The menus are broken into parts: KEYWORDS and any parameters, and SECTIONS. Let's follow it line by line.

@DBRANGE 1 10

@DBS 12 14

@MBRANGE 1 10

@MBS 13 15

@CHECK

@CMD

@RX

@EXT

@SUB

@CLOCK

@EITHERCASE

@PROMPT

@DISPLAY

@END

You can have two different versions of any menu; a no-graphics version and an ANSI version. Simply append ".ANS" onto the menu name and insert the appropriate graphics. That is:

BBS:Menus/Main_1 would go to a caller who had selected NO GRAPHICS;

BBS:Menus/Main_1.ANS would go to that same user if he decided to switch to ANSI graphics.

THE MAIN MENU

Once a user gets past the logon sequence, and past any add-ons you may have installed there via embedded commands, they will arrive at a MAIN MENU. Their course through your BBS is defined by what you provide here, both in terms of commands and submenu paths.

The powerful thing about the way Skyline handles the user paths lies in the fact that there can be up to 255 "Main" menus, the choice of which for each user is SYSOP assignable, either manually with the ULOG program or automatically, see the EMBEDDED COMMANDS section and examples.)

Every user's log entry contains a field called MAIN MENU. This is directly visible by calling the ULOG program from SKYLINE'S Intuition menus. The user's main menu number can also be set here. (See the section on using ULOG for more information on editing user accounts.)

A variety of "Main" menus can exist. Like all menus, they are located in BBS:Menus/ and are named MAIN_0 through MAIN_255. In most menus, the name of the menu appears in the command prompt. Unlike other menus, the

prompt given by the system at a main menu truncates the actual number before displaying the command prompt, so the user's main menu number is not visible to him or her. They see on MAIN MENU.

It should be noted that there is NO CONNECTION between a user's access level and their main menu number. Although some people may find it mnemonically useful to use them this way (i.e. assign MAIN_5 to access level 5) it is by no means necessary. Your choice to add more menu paths should depend solely on the need to provide different groups of users with different paths. Since it is not required that any particular menu must be used, it is possible to have radically different "paths" appearing to different groups of users.

Whatever the menu number, they work basically the same. Any menu call any other menu; BUT when constructing a menu path there is one point to keep in mind.

These menus are "stacked" (literally) on top of each other. In other words, if you are in a menu called Database, then change to a submenu called Amiga, and then return from that menu, we will be again at the Database menu. More layers work the same way; you pop back up the menu stack a layer at a time. For this reason, you should NOT have a circular path in your menus. In other words, you must not permit menu A to call menu B if there is any way, either directly or by following a further path of submenus, that B directly calls A again. While the system should untangle the mess at the end just fine, it is a very inelegant design and will needlessly hog system memory.

What happens is this. You define a submenu as outlined above. It is simply another text file within the BBS:Menus directory pretty much like this one. You put the name of the called menu in the menu file of the calling menu as shown in the example. When a user selects this new menu, control is passed to it.

Advanced users should note that it is possible to leave menu parameters alone in the submenu, and the menu will inherit the un-reset characteristics of the calling menu. This method can greatly reduce the number of required submenus.

Draw a picture of your menu paths if you need to. They should be treelike in shape. They should NOT have circular paths within the trees.

It is allowable for trees to "reach out" and intersect with other menu trees; this is often done. An example would be a common message base menu that you wanted MAIN_1 through MAIN_5 to use. You simply put the name of the message base menu in the submenu lists of MAIN_1 through MAIN_5. This

is perfectly allowable and in fact is the recommended procedure for most installations. Normal access restrictions, for instance in accessible message bases or database areas, will still be restricted automatically according to the user's access level. That is, if a menu would normally allow access to a message base with an access limit of 1 and also to a message base with access level set to 5, the same message base menu can be used for persons of both access levels. The access levels you have assigned to the message or database areas will correctly determine the visibility and usability of the area. Users of access level 5 will be able to access both areas, while users at access level 1 will see and use only the area assigned an access of 1; but both can be handled properly with the same menu, without any action by you.

GRAPHICS IN MENUS

There are three different possible menu graphics types. These are designated by placing one of two extensions on the end of the menu name. A menu named MAIN_1 that was intended for non-graphics users would be named simply that - MAIN_1. (Without the period.) The MAIN_1 menu for ANSI users would be called MAIN_1.ANS and the MAIN_1 menu for 40 column users (actually anyone under 70 columns gets this, if it exists) is called MAIN_1.40. (Only one period.) You simply copy the control portion of the menu and then insert the appropriate display.

There is no absolute requirement to have different sets of menus for different graphics settings. If the others are not found, the system defaults to the non-graphics menus (the ones with no extension).

The original Skypix is not supported in menus, or anywhere else in the system. If there is not a chapter in your copy of this manual called SKYPIX, the new version of SKYPIX is not yet available. Certain unfortunate events in the Amiga communications world forced us to withdraw support for the original Skypix and design a replacement that would be unusable on unauthorized implementations. When this system becomes available, you will receive a chapter to insert regarding its use in menus and other places.

THE BBS COMMANDS

Following is a detailed list of the built-in BBS commands that can be inserted into a menu and called directly. The number in front of each command is the number that is put into the menu file (see example above) to activate this command. There is no significance to the codeword for each command other than a verbal tag; these names are not actually used anywhere. For menu construction the COMMAND NUMBER is what is needed. To

be recognized, any menu line activating these commands must be in the CMD
section of the menu. (See the sample menu above.)
An abbreviated version of this list for reference purposes appears in
the Appendix.
1- GOODBYE 2- PREVIOUS
3- TOP 4- LOGEDIT
5- LOGVIEW 6- SIGVIEW
7- BIOGRAPHIES 9- CONFERENCE
10- REGISTER 11- DOSGATE
12- CHAT 13- HELP
14- MBJOIN 16- ENTERMESSAGE
18- READSEQUENTIAL 19- READNEWAREA
20- READNEWGLOBAL 21- READSEARCH
22- CALLBACK 24- READPERSONAL
27- MOVEMAIL 28- ARCMAIL
29- MBCHANGEAREA 30- MBFEEDBACK
31- PROTOCOL 33- NEWFILES
34- LISTFILES 35- SHORTLIST
36- DBCHANGEAREA 37- MARKEDFILES
38- DBSEARCH 39- DBINFO
40- DBLISTOPTIONS 41- DBEDIT
42- UPLOAD 43- UL_LOGOFF
44- DOWNLOAD 45- DL_LOGOFF
46- DBMOVE 47- DBKILL
49- DBCONTINUOUS 50- TEXTAREA
51- MAKECOFFEE 53- PAGELINE
54- SYSOP 55- MBCONTINUOUS
56- DBBROWSEMODE 57- WHOS_ONLINE
58- LASTTEN 59- WHOS_IN_CB

1.17 range

@DBRANGE 1 10
This line defines the database areas that will be available to a user
from this menu and its commands. The areas they can actually select are
further limited by access level, etc. (since each database area can be
assigned a minimum access level). However, no areas OUTSIDE the defined
ranges will be available from this menu, even though the user otherwise
might be allowed in the area. See also DBS.

1.18 @DBS 12 14

@DBS 12 14
This is similar to the DBRANGE command but can be used to add a
specific list of areas, rather than a range. With these two lines, areas 1
through 10, 12, and 14 will be available from this menu.

1.19 @MBRANGE 1 10

@MBRANGE 1 10
This command does the same thing in the message base that DBRANGE
does in the database. They set the message base areas that will be
accessible from this menu and its commands.

1.20 @MBS 13 15

@MBS 13 15
This command does the same thing in the message base that DBS does in
the database. They set the message base areas that will be accessible
from this menu and its commands.

1.21 @CHECK

@CHECK
This optional keyword will check to see if the caller is allowed
access to AT LEAST ONE of your defined database and message areas for this
menu. If at least one area of each is not accessible to the caller, the
menu is disallowed and returns without displaying. If the caller IS
allowed in one or more of the listed areas, and is not already "in" one of
those areas, he will be moved to the first message area available.
This sounds complicated but isn’t. Say John Doe is allowed by access
level to get to areas 1 through 10 in both the message base and database.
Let’s say the last message base he was in was 4 and the last database was
3.
Now he selects a menu that, with the DBRANGE etc. commands, lets him
into only areas 5 through 10 in the message base and 1 through 5 in the
database. The caller, by simply selecting this menu, will have his
"current" message base area changed to 5, the first of this menu’s areas he
can access.

Note however that John Doe's database area did NOT change. It was 3
when he entered this menu, and since this menu allows selection from areas
1 through 5, this is a fine selection and remains unchanged.
This trick is useful to create "SIG" menus with their own message and
databases, which are automatically selected when the menu is called.

1.22 @CMD

@CMD
This KEYWORD tells the system that everything following, up to the
next keyword, is to be interpreted as parameters. In this case, these
lines are the parameters to control what BBS Commands are called from this
menu. The lines have the format
X Y Z
where X is the key that will trigger this command, Y is the Skypix
gadget number, and Z is the actual BBS command number (see the MENU
COMMANDS listing below for these).
So, for instance, the following lines are interpreted as shown:
G 1 1 The G key or gadget 1 will trigger Command 1 (Goodbye).
C 9 9 The C key or gadget 9 will trigger the Conference command
(command 9).

1.23 @TXT

@TXT
This signals the beginning of a section that defines the text files
available directly from the menu. They are in a similar format to the CMD
lines: X Y FILE, where X is the key to hit to get the file, Y is a Skypix
gadget number, and FILE is the name of the file. The file must be within
the directory assigned as the main TextPath. It can be in a subdirectory
within this path, however. For instance, let's say your text files are
assigned to BBS:Text, and you have a directory within Text called MenuText,
and a file within MenuText called Rules. The line to access this file
(with for instance the R key or Skypix gadget 5) would be simply
R 5 MenuText/Rules
You may have any number of text files available from a menu. However,
this is not the best way of implementing a general-reading area. See the
section on the Text Base in chapter 8.

1.24 @RX

@RX
This is the keyword that signals the beginning of the AREXX doors.
The same format is used as for the Textfiles above, except that all doors
must be located within the "JUMP_PATH" (see Config Files). For example, a
line to activate the door Chess with the C key or Skypix gadget 6 would be
simply
C 6 Chess
assuming of course that the program Chess is located in the directory
you have assigned the Jump path to.

1.25 @EXT

@EXT
As we went to press, the format of these type of "doors" was not yet
determined. Look for a software update and addendum detailing this
feature.

1.26 @SUB

@SUB
D 17 Database
This is the keyword that signals the beginning of submenu calls. The
example shown calls the menu Database, located within the assigned menu
path (see Config Files) with either the key D or Skypix gadget 17.

1.27 @CLOCK

@CLOCK [TOD] [ONLIMIT] [MINSON] [MINSLEFT] [OFF]
This line sets what type of online clock you desire. You can combine
these any way you like. Experiment with different settings to find one you
like.

1.28 either

@EITHERCASE
This line, when present, means that either upper or lower case keys
will have the same effect in this menu. This should be your usual setting
to avoid confusion. However, you can leave it out if desired, causing
lower case letters to have different effects than upper case.

1.29 @PROMPT

@PROMPT string
This line, if present, lets you define your own prompt string. If it
is not present, the BBS will use the name of this menu as the prompt
string.

1.30 display

@DISPLAY [DB] [MB]
These lines produce the informational lines for database or message
base menus. It is recommended to include them in the appropriate type of
menus. They show what areas the caller is in and give other useful
information.

1.31 @END

@END
This is the end of the control portion of the menu. Anything after
this is displayed as the visible portion of the menu.

1.32 goodbye

GOODBYE 1
Logs the user off the system. This command can be placed in any or
all menus. It will show the caller the appropriate LOGOFF file (see under
TEXTFILES) and disconnect them. The time online and other statistics are
updated and stored in the user's account.

1.33 previous

PREVIOUS 2
Returns to the calling menu. "Pops up" one layer in the menu tree.
This option has no meaning in the MAIN menu.

1.34 top

TOP 3
Same as PREVIOUS but pops ALL the way up to the caller's Main Menu. A
useful command if you have several layers of menus. Like PREVIOUS, this
command has no meaning in the MAIN menu.

1.35 logedit

LOGEDIT 4
Allows a user to alter his terminal parameters, personal preferences,
statistical information and his user biography. For a person with SYSOP
powers, any user's record can be accessed and altered from here.
The statistics and parameters maintained for each user are for
convenience divided into two parts: the caller's personal statistics, his
name, address, etc., and the defaults and preferences this user has set up
for the actual interaction with Skyline. This is also where personal
biographies are entered. None of the changes are saved (except the
Biography) unless the user selects the SAVE CHANGES option on the way back
to the BBS.
For detailed descriptions of the functions of various items in the
account, see the section on USER ACCOUNTS.

1.36 logview

LOGVIEW 5
Shows a listing of the userlog of this system. Several different
levels of displayed data are available. These are chosen by the user when
this command is executed.

1.37 sigview

SIGVIEW 6
This is a message-base related command, and shows a list of all the
people who have JOINed this message base area.

1.38 biographies

BIOGRAPHIES 7
This is the command that allows reading of user-written biographies.
A list of the available user biographies is shown and the user is given the
opportunity to read one or more.

1.39 conference

CONFERENCE 9
Enters the Conference area. See the section on Conferences.

1.40 register

REGISTER 10
This is the command that lets nonmembers join the system.

1.41 dosgate

DOSGATE 11
This allows access to DOS from the user end. This command is password protected. To set the password, see DOSGATE_PASSWORD in the Config File section.

1.42 chat

CHAT 12
This pages the SYSOP for a chat. It has two possible restrictions on its "transparency": the hours for chat can be set with the CHATHOURS keyword (see the Configuration Files chapter) and it will ask for a reason for the chat if the CHATREASON keyword is present. This reason is then displayed, along with the name of the caller, in that window's title bar. If all goes well the SYSOP will be paged with a tone and a message in the title bar.

1.43 _help

HELP 13
The HELP command's function will vary depending on what menu you are in. When selected, this command looks for a file in the BBS:Help/ directory named with this menu's name, appended with .HLP. For instance, the Help file for the Main_1 menu would be a text file with this pathname: BBS:Help/Main_1.HLP

1.44 mbjoin

MBJOIN 14
Allows a user to JOIN a message base or SIG, so that the system will allow them to receive mail there and begin to track the user's use of the area. This is different than in most BBS systems. You can read messages in an area even if you haven't joined it, and even post them, but until you JOIN it, no one can send mail to you, and your HIGH

MESSAGE READ will not be remembered. Once a message base has been
JOINed it can be selected with the MBCHANGEAREA command.
No security breach results because the user's access level still
prevents the user from seeing and changing to areas that are blocked
out to him by access level. NOTE, however, that nothing prevents him
from being "physically" placed in a higher-access area by the SYSOP,
via the ULOG program. As long as this user never leaves the area, it
will allow him to participate in the message base. However, if they
change message base areas at any time, the area is once more invisible
and inaccessible. This might be a useful trick in some specialized
applications.

1.45 entermessage

ENTERMESSAGE 16
This is the generalized command to enter a message in a message base.
All message input, except direct replies to other messages, are
initiated with this command.
The user has a choice of entering his message directly or uploading
it via their default transfer protocol. The locally-logged-on SYSOP
has the additional option of turning a text file directly into a
message. Simply enter the full pathname of the desired file.
For further information on the message editor itself, see the section
entitled THE MESSAGE EDITOR.

1.46 readsequential

READSEQUENTIAL 18
This command is the generalized message reading command. It serves as
both a forward and reverse reading command. It asks for a starting
and an ending number for the read; if the ending number is higher than
the starting, it reads sequentially forward. If not, it reads backwards.

1.47 readnewarea

READNEWAREA 19
This command shows the user all messages entered in this area since the
last one read. This works only if the caller has JOINed this area.

1.48 readnewglobal

READNEWGLOBAL 20
This cycles through the caller's own message base list (the ones he has
JOINed) and shows the new messages in each area. If the ASKPOST keyword
is active in the setup file, the caller will be asked before each area
change if they wish to enter a message in this area before proceeding.

1.49 readsearch

READSEARCH 21
This allows a search through a message base using several different
keying possibilities. The messages containing the search word in
the chosen key fields will be shown sequentially.

1.50 callback

CALLBACK 22
This command triggers the Callback Verifier. It is usually used as an
embedded command, but can be used perfectly well from a menu too. See
the discussion on the Callback Verifier in the Embedded Commands section
for a full discussion.

1.51 readpersonal

READPERSONAL 24
This command retrieves all messages in all areas that are directly
addressed to the user and have not been previously seen.

1.52 movemail

MOVEMAIL 27
This command is used to move an inappropriate message into another
area. Often an inexperienced user will mistakenly enter a message
that doesn't belong in a certain area. This command simply moves it
over to the new area, adjusting message numbers and high-low counters
appropriately.

1.53 arcmail

ARCMAIL 28
This command turns on a specialized mode that affects the NEXT
message-reading command. When activated, the results of the next
read command will be compressed in the user's default archive method
and then transmitted via the user's default transfer protocol.
(The default ARCHIVE method is changed with the LOGEDIT command;
the default protocol is selected via the PROTOCOL command.)

1.54 mbchangearea

MBCHANGEAREA 29
This lets the user select from among the message base areas he has
JOINed. It will show a list of them if desired. Note that this
command is also restricted by the settings in the menus. It is
possible for a menu to lock out message base areas otherwise allowable;
see the beginning of the example menu.

1.55 mbfeedback

MBFEEDBACK 30
This command sends mail specifically to the SYSOP. This is directed to
the area assigned for this choice with the FEEDBACK_AREA keyword (see
under CONFIG FILE KEYWORDS). The area named by this keyword must be
created with the MBEd program before this will work.
For instance, if you have created an area #20 to be your feedback area,
you put the line...
FEEDBACK_AREA 20
in the appropriate config file. Now "feedback" will all be sent to
this area.

1.56 protocol

PROTOCOL 31
This allows the choosing of the available transfer protocols. These
are set up initially by the BBS:Config/Globals file and its XFER
keywords; see that section for how to maintain your list of allowable
protocols. The default protocol then becomes part of the user's
account and is used for all situations that require a file transfer
protocol.

1.57 newfiles

NEWFILES 33
This command shows the new files received by the system, that are in
areas accessible to the user, received sine a specified date. The
default is the last day the user called. This command will show all
files received on or since that day.

1.58 listfiles

LISTFILES 34
This is the standard listing of files in a database. It is two lines
long and gives basic file information and a short description.

1.59 shortlist

SHORTLIST 35
This also lists the files in a database, but in an abbreviated,
one-line format.

1.60 dbchangearea

DBCHANGEAREA 36
This is the equivalent of MBCHANGEAREA, but in the database. The
difference is that users do not "join" database areas like they do
message base areas; all areas available by the access level limitations
and the menu limitations are available to the user.

1.61 markedfiles

MARKEDFILES 37
This option controls the Marked Files list. While viewing the database
listings, a user can choose to MARK a file for later downloading. When
the listings stop after each page, selecting M will allow the user to
enter one or more filenumbers for later reference. These can then all
be downloaded at once with the DOWNLOAD command. The MARKFILES command
allows the user to delete one or more files from their Marked Files
list, or clear the whole list.

1.62 dbsearch

DBSEARCH 38
This option will search through either one or all databases for matches,
either in the name or description, of a chosen keyword.

1.63 dbinfo

DBINFO 39
This command lists everything that is known about this file, including
the long description if any.

1.64 dblistoptions

DBLISTOPTIONS 40
This is a listing command that lets you set the displayed list up
practically any way you want. You can choose practically any meaningful
combination of New, Global, Short list, Expanded list, Continuous, Files
addressed to you, Files uploaded by you, and Browse mode. This is often
handy in specialized situations.

1.65 dbedit

DBEDIT 41
This command, intended for SIGOPS and SYSOPS only, allows the changing of
a database listing.

1.66 upload

UPLOAD 42
The generalized UPLOAD command. The appropriate
protocols and prompts are given and the transfer is begun.
The user has a choice of entering the descriptions before or
after the transmission. If the descriptions are entered first, they must be
in that same order that the files will be sent. After the (possibly batch0
transfer, any files that do not have accompanying descriptions will be
discarded.

1.67 ul_logoff

UL_LOGOFF 43
This option is simply a combination of UPLOAD and
LOGOFF. This will often be used with pre-written descriptions,
allowing the user to begin the transfer and leave, as can be done with
downloading. After the transfer, the caller is given 10 seconds to abort
this disconnection by pressing a key. Pressing G at this time will log off
immediately.

1.68 download

DOWNLOAD 44
Initiates the chosen download, single or batch, using the
default protocol.

1.69 dl_logoff

DL_LOGOFF 45
Exactly the same function as a DOWNLOAD followed by
LOGOFF. After the transfer, the system gives the user 10 seconds to
interrupt the logoff by pressing a key. They can also press G to logoff
immediately.

1.70 dbmove

DBMOVE 46
Allows a file in an inappropriate database to be moved to the
correct one. This command is recommended to be restricted to
SIGOPS and SYSOPS.

1.71 dbkill

DBKILL 47
Deletes one or more database files. Should be only a SIGOP or
SYSOP function.

1.72 dbcontinuous

DBCONTINUOUS 49
This puts all the database listing commands into a
continuous output mode. Selecting this command again turns this mode
off. This is useful for getting capture file dumps of listings. The
setting is "sticky", that is, it is remembered on your next call.

1.73 textarea

TEXTAREA 50
This is the command to enter the Textbase. The caller will be
shown a listing of the areas within the textbase and can choose an area,
then choose one or more files to read within the area.

1.74 pageline

PAGELINE 53
This allows a one-line message to be transmitted to one or
more people on other lines. A common use for this is to ask if those
other users want to meet in a conference room.

1.75 sysop

SYSOP 54
This command allows remote access to many of the userlog
and database functions. User accounts and database files can both be
edited here, and the DOSGate can be accessed from here. Obviously
only the SYSOP or trusted SIGOPS should be given access to menus
with this command in it.

1.76 mbcontinuous

MBCONTINUOUS 55
This command toggles whether the user wants his message
reading commands to work without interruption, for instance for a
buffer capture, or whether he wants to interact normally with them.
This choice is saved in the user's account and is remembered until
changed again with this command.

1.77 dbbrowsemode

DBBROWSEMODE 56
When this mode is on, listings in this database will be shown
one at a time, with full descriptions, and the option to mark for them for
later downloading.

1.78 whos_online

WHOS_ONLINE 57
This shows the names of people on other lines, and wether
they are available for messages or other interactions. Users whose
privilege flags have the INVISIBLE flag set will not be seen by this
command or any other line-information command.

1.79 lastten

LASTTEN 58
This displays a list of the last ten callers to the system, all
lines included. This command is often used in an embedded command
during the logon sequence

1.80 whos_in_cb

WHOS_IN_CONFERENCES 59
This command lists the names of the people who are currently
in the conference rooms, and where they are.

1.81 makecoffee

Don't you think it's time for a coffee break?????

1.82 Using FIDO with Skyline

USING FIDO WITH SKYLINE
FIDO is a system of transferring messages and files through a
vast network of other bulletin boards. It is far beyond the scope of this
manual to explain FIDO in detail. What we will present in this chapter
is a very basic rundown of how to get Skyline 2.0 operating in the
FIDO environment. This discussion presupposes a basic knowledge of

the workings of FIDO.
More information on FIDO can be gained from your local net.
These systems act as the coordinators for local FIDO boards, and they will have in their databases huge amounts of information that, when sifted through, will tell you what you need to know.
SHOULD I RUN FIDO?
This is a tough question. Some people love it. The "echoes" in particular are popular features. It can give a slow board the illusion of being busy, and can provide many of the advantages of a large network without the cost.
But for many others, FIDO is a royal pain. It is poorly designed, hard to understand, hard to maintain, and for many, simply far, far more trouble than it is worth. If you are not careful, you can also run up astronomical phone bills.
In the end the decision has to be yours. To run FIDO with SKYLINE requires that you obtain a copy of the program TRAPDOOR, which acts as a "front door" for Skyline. You can obtain more information on TrapDoor from MIDI MAGIC or any Skyline sysop who is running FIDO. Next, obtain a copy of the FIDO rules and regulations from your local net coordinator. To apply for a FIDO node number, you have to send this net a message through the FIDO system to prove you have a running system. If all goes well, your net coordinator will assign you a node number.
You should put your net address in the Config File for your FIDO line as shown in the Config File section. Next, from the MBED program, set up ONE area as a NetMail area. (Get this area working first before you get fancy and add a bunch of echoes.) Select the Network Area flag, and set the flags that appear at the bottom the way you want this area set up.
Decide which line you want to be your FIDO line, and in the BBS:Config/Globals file, REMOVE the START_LINE keyword for that line and resave the file.
Create a file in s: called StartBBS that contains the following lines:
.key ln,bd,BD
run line <ln> <bd> <BD>
Wait 5 secs
Create another file in S: called AfterSession that contains the line:

Unpacker 1
assuming you are running FIDO on line 1.
Create three directories in BBS: called Inbound, Outbound
and Nodelist.
Your Trapdoor configuration file should then obtain the
following lines:
OUTBOUND "BBS:Outbound"
INBOUND "BBS:Inbound"
NODELIST "BBS:Nodelist"
BBSCOMMAND "Execute s:StartBBS 1 %b %B"
BBSMODE EXIT
SHARED
SCREENMODE ACTIVE
AFTERSESSION "Execute S:AfterSession"
All the other lines in this file should be set up as described in
the Trapdoor documentation.
(The 1 in the BBSCOMMAND line means line 1. If you are
using another line, insert it here instead.)
(Note: One little "gotcha" in TrapDoor that gets almost
everyone; as it comes, the lines that open a window will not work in
the United States on a noninterlaced screen. They are meant for a PAL
screen. You will need to adjust the window size parameters in the
Trapdoor.cfg file to make sense for your screen. If you are not in
UNCOOL_DISPLAY mode, this will be no problem.)
now include a line in BBS:Config/Globals that says
BATCHFILE BBSBatch
(or, if you are already using this for something else, include
the line shown below in your existing batch file.)
Create a file called S:BBSBatch that contains the single line
Run TrapDoor answer
Edit your Events file to contain lines setting your
FIDO_WINDOW_OPEN and FIDO_WINDOW_CLOSE times, and
include another line in a few minutes before the window opens to
EXECUTE the file S:Pack. For example:
02:58 EXECUTE s:Pack
03:00 FIDO_WINDOW_OPEN
04:00 FIDO_WINDOW_CLOSE
Now create a file in S called Pack that contains the single
line:

Packer 1
assuming you are running Fido on line 1. If you now
successfully set up TrapDoor, following its documentation carefully,
you should be able to RUN MAIN and get the TrapDoor windows on
the Skyline screen. When a human calls, he should be able to press
ESCAPE twice and the board should start up this line normally. If you
have done all this correctly, everything should work
semi-automatically from now on.
SETTING UP ECHOES
To set up an echo, first tell MBED that the area is an echo
area. Then put in an Origin Line identifying your system; this will
appear at the bottom of messages originating from your system.
You will need to set up the Echolist so that Skyline knows
your echo dependencies. See the documentation contained on the disk
for the PACKER and UNPACKER programs for details. These
programs are changing rapidly and any information we might put here
in the manual would be out of date by the time you read it.
If you run into any difficulty in getting FIDO set up, call
MIDI MAGIC. Those who have jumped the hurtles already are usually
more than willing to help another SkySop get online.

1.83 skydoor

1. INTRODUCTION
2. FUTURE DOOR REQUIREMENTS
3. SETTING UP THE DOORS
4. DOOR SHUTDOWN ON ERROR/EMERGENCY
5. EOL TYPES USED WITH SKYDOOR

1.84 Introduction

1. Introduction
SkyDoor is a small program that uses the Dylon's FIFO-handler to
allow CLI doors to be used with the Skyline][BBS system. CLI doors
are programs which use standard window input and output as a means to
communicate to BBS programs. The I/O of these files are redirected to
either a message port in the bbs software or directly to the
serial.device. This program redirects the output of these programs to
a special routine in the line program and sits between the line program
and the door to provide a method of controlling the CLI process
(the door) with extremely low overhead in memory. Any program which uses
the CLI for I/O can be used as a door.

1.85 Future Door Requirements

2. Future door requirements
The line routine which governs the caller interaction with the door
program sends the "###PANIC" (without quotes) string with a carriage
return to signal when the carrier has been dropped or an emergency
shutdown of the door is necessary. Also, if a caller gets locked inside
a door, he/she can type the words ’backdoor’ (no quotes, all lowercase)
anywhere where user input is required and be instantly ejected from the
door. Future doors should test for "###PANIC" whenever user input is
required. Although, to allow Skyline sysops to use older doors, there is
an other method employed to shutdown doors (more on that later), the
method requires 10-30 seconds to complete, thus, the scanning of the
"###PANIC" string would save in shutdown time.

1.86 setup

3. Set UP
A door is set up similar to an arexx door in a menu file. The
keyword "@CLIDOOR" is used to indicate the start of CLI door key
definitions and should be on its own line before any CLI door key
definitions. Key definitions take the following pattern:
<KEY> <mode> <cli command>[<command to exit door>\
the "<" and ">" indicates the fields that are to be filled in.
field meaning

<KEY> the key the user presses to start the door
<mode> end of line mode
<cli command> The executable file with full path and
parameters
<command to exit door> This is the command the door uses to indicate
a quit
<<<<<<<<<<<<<<<<<an example using hack and slash 2.0>>>>>>>>>>>>>>>>>>>
@CHECK
@CMD
Q 2 2
G 1 1
@CLIDOOR
H 0 bbs:clidoors/hs2/hsclient -e -h -t_ "|"[off%c\

@CLOCK TOD ONLIMIT
@EITHERCASE
@PROMPT Command:
@END
CLI DOORS
G - GoodBye Q - Quit to Main
H - Hack & Slash 2.0
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
the key to run hsclient is defined as> H.
the >0< specifies CR EOL type with user-name/time-left parsing
the command is found in the path> bbs:clidoors/hs2/
the command is> hsclient
the parameters are:
-e >no echo (echo must be turned off for any door, the bbs handles
all echos)
-h >no hotkeys (SkyDoors output to the CLI door cannot use hot keys
when using EOL mode 0, therefore using this EOL you must shut
off hot keys)
-t_ >the callers time on line (the "_" [underscore] tells SkyDoor
where it must insert the caller's time left on line)
"|" >the callers name (this must be in quotes, the "|" [vertical
score] this tells SkyDoor where to insert the users name)
the >[< (open square bracket)is the end of command field character.
the command used by the caller to quit the door is> off
the >\< (backslash) is the end of line character.
the %c indicates where an EOL should be inserted

1.87 Door Shutdown on Error/Emergency

4. Door shutdown on error/emergency
The Line program sends door errors when the log level is set to
1 or higher. The SkyDoor program sends errors to the "ERRORLOGn"
file (where n is the line number) in the BBS: directory.
Upon emergency exit, the line ends all output, sends "###PANIC"
and shuts down the message port. SkyDoor detects the shutting down
of the message port and begins sending out the exit command regularly,
dumping all CLI output using the "TYPE" cli command into the NIL:
device (a device which throws away all output that is directed to it)
until the door shuts down. Depending on various conditions of which

this occurs, it can take from 30-60 seconds till shut down, till then,
no user on that particular line (and only that line) will be able to
use the door, or any other door for that matter. This is why new CLI
doors should check for the "###PANIC" and "back door" strings. This
delay does not occur during a normal shutdown of the door, it occurs
only in emergency shutdowns.

1.88 EOL Types

5. EOL types
There are 10 different EOL modes for Skydoor. EOL modes tell Skydoor
how it should end an output line (entered by the user) when it sends
it to a door. Different doors were found to have different EOL
requirements. The 10 modes are divided into 2 sets of 5 types of EOLs,
The first type activates parsing for the "|" and the "_" characters.
The other shuts off parsing for the doors which don’t need the username
or time left. If a door requires on or the other, the parsing on set
should be used. The modes are as follows:
Parsing EOL NON-parsing
mode # Type mode #
0 CR 4
1 LF 5
2 CR/LF 6
3 LF/CR 7
8 none 9
modes 8 and 9 are for hotkeys type games (thus allowing the use of hot
keys type games).
here is an example menu using various doors that require different modes:
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
@CHECK
@CMD
Q 2 2
G 1 1
@CLIDOOR
H 0 bbs:clidoors/hs2/hsclient -e -h -t_ "|"[off%c\
C 6 bbs:clidoors/hs2/config[Q%cY%c\
A 7 bbs:clidoors/ad/advent [Quit%cyes%c\
B 6 bbs:clidoors/battlestar/bs[q%c\
D 5 bbs:CLIDoors/du/dungeon[q%cy%c\

S 1 bbs:spc/Space "|" BBS:spc/ [Q%cy%c\
@CLOCK TOD ONLIMIT
@EITHERCASE
@PROMPT Command:
@END
CLI DOORS
C - Config H&S Q - Quit to Main
H - Hack & Slash 2.0 G - GoodBye
A - Adventure
B - Battlestar
D - Dungeon
S - Space Empire
<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>
The %c in the quit fields indicate where an EOL should be inserted. if
no EOL is needed (modes 8 and 9), donot insert %c.
the games adventure, dungeon and battlestar are straight CLI type text
adventure games. As you can see by the mode #, even though they all
use the CLI, their EOL's are quite different.

1.89 ansi

A N S I S T R I N G S F O R S K Y L I N E I I
----------by Dave Cole ----------
Tired of boring plain ASCII strings? Tired of messages that
look so tired they make you fall asleep? Wake Up! Smell the
ANSI! This string file will work with Skyline version 2.06b or
higher. Simply copy "ANSI Color & IBM Gfx.strings" to your
BBS:Config/ directory. Users will be able to select it with
BBS Command #17, String Set Select. Please make this option
available to your users by adding it to a menu or "@X17" to a
text file, and give all your users the privilege flag #17. (On
some versions of Userlog it is listed, on others, it is blank.
On both, it is the first gadget at the top in the second column
of gadgets in the Priveledges section.
ANSI Strings are massively modified to take advantage of ANSI low
and high intensity ANSI color, IBM graphics, and cursor
positioning. Please note that ANSI strings may look strange or
unreadable in the local viewing screen, to get maximum readability
open your windows to support 24 lines and 80 columns. Some colors

will be invisible on the local end. However, to a user logging
in remotely, it looks GREAT! Give it a try, log in from a remote
terminal that supports 16 Color IBM ANSI and use the strings!
The way messages are displayed is snazzed up, the conferences are
much nicer to look at, as well as all the other system strings.
You can also change the filename of the ANSI strings file to what
ever you like if you feel "ANSI Strings & IBM Gfx" doesn't sound
right.
Please note it would be a bad idea to choose these as your default
strings in your config file (the ones that users get by default),
instead I recommend you default to BASIC.strings, and before user
registration, in your PreRegister file, add the command "@X17" (be
sure your NONMEMBER and NEWMEMBER user templates (if you use those)
have the Privilege flag #17 turned on!). That way users can choose
right away what kind of strings file to have. Or another option is
to allow users to choose their string set right from the Banner file,
each time they log in. I don't do this because it gets annoying
after a while. I also have the @X17 option installed in a text file
along with @X4 (Settings) so they can edit it right after they
choose the User Settings option. This is how that file looks:
Change your default system text strings? (y/N): @:
I then have the menu load that as a text file under the "S" command,
so when they select user Settings it really displays that file and
allows them to use both commands.
Feel free to edit these strings to your liking, but if you do so,
you must do so with an ANSI-friendly text editor that supports
lines 255 characters long, such as AZ or CygnusEd. You can change
around the text or add "@" parsed Skyline commands.
If you have any questions or comments regarding the ANSI strings,
please relay them to David Cole. My handle is "Wolverine" on my
BBS, Wolverine's Den. Do not bother the authors of Skyline with
the strings as they didn't make them. Have fun!
Dave Cole - Wolverine - Wolverine's Den
O f f i c i a l S k y l i n e] [S u p p o r t

1.90 CONFIGURATION FILES

CONFIGURATION FILES
Configuration files (or "Config files") are text files that
contain instructions for the BBS on how you wish each line to be set
up. They are changed with any text editor. The config files consist of a
number of lines, each which contains a KEYWORD and one or
more parameters. Any line can be "commented out" (made inactive) by
beginning the line with an asterisk (*). Any line beginning with an
asterisk will be treated as "comment" and will have no effect. There
are two types of configuration files; they are located in the
BBS:Config/directory.
The first kind of file is one called GLOBALS. It contains
some setting that will always remain the same for every line your
running.
The other type we call the LINE files. These are named
LINE_X where X is a number from 1 to 16. These serve a
DIFFERENT purpose and have a DIFFERENT set of keywords that
will be detailed shortly.
We recommend you look at your own supplied GLOBALS
and LINE files as you study this section. When experimenting with
configure files in general, ALWAYS keep a backup of the old setup in
case something goes wrong.
Config files CANNOT be changed while the board is running.
Any alterations you make to the LINE files will have no effect until
you completely bring that line down and restart it. Any changes made
to the GLOBALS file will have no effect until you bring the entire
program down and restart it. This is because these files are only looked
at when the system starts up.
GLOBAL CONFIG COMMANDS
EVENT SCHEDULER
LINE CONFIG COMMANDS

1.91 Global Config Commands

BATCHFILE
DEFAULT_STRINGS
DIMMER
START_LINE
UNCOOL_DISPLAY
XFER

1.92 batchfile

BATCHFILE
This keyword allows a "batch file" to be run whenever the Skyline system is started up. It must be either a simple filename of a file existing in S: or a full pathname to a file existing elsewhere. Example: BATCHFILE Startup will run a file S:Startup, BATCHFILE BBS:Startup will run a file called BBS:Startup. See your DOS manual for a full discussion on batch files.

1.93 default_strings

DEFAULT_STRINGS
This contains the name of the BBSStrings file that the system uses by default. It is a simple filename, since all BBSStrings files must reside within BBS:Config/. See the section on BBS Strings for more explanation of this feature.

1.94 dimmer

DIMMER
The Skyline screen has a unique timeout "dimmer" that can be used to save wear on your monitor. Unlike a screen blanker, it is usually set to only DIM the screen, not to blank it entirely. You control the number of seconds of inactivity before blanking and the level of blanking. The level is a number between 0 and 15; 0 results in a black screen and 15 is no blanking at all. A usual setting for this value is 3 or 4. This allows you to see what is happening on the screen while still saving wear and tear on your monitor. Example: DIMMER 300 4 will dim the screen to level 4 after 5 minutes (300 seconds) of inactivity. To disable the dimmer feature, simply use the line DIMMER 0 0.

1.95 start_line

START_LINE
This keyword controls what lines will be made active automatically when the board starts up. For instance, if you have three lines to start up, you will have three START_LINE lines in your Globals file. (This is true even if one of them is intended only as a local line.) Example: START_LINE 1.

1.96 uncool_display

UNCOOL_DISPLAY
This line forces the system to use a non-interlaced, 200 line
tall display rather than the default interlaced, 400 line display.

1.97 xfer

XFER
The XFER lines are used to set up your available transfer
protocols. Skyline uses external XPR format transfer protocols for file
transfers. You should place these XPR libraries in your LIBS:
directory, then make them available to callers with these XFER lines.
The format of these lines is as follows:
XFER [number] [library name] [setup string] [Bor S]
[description]
NUMBER - is a number that is simply used to "order" the
protocols. It determines in what order they are shown when the caller
selects a protocol. It also is the "tag" used to remember what default
protocol a user has selected. Therefore, if you CHANGE this number,
or give a different protocol this number, the next time the user calls his
protocol will unexpectedly switch on him. For this reason you should
avoid changing this list once you set it up.
LIBRARY NAME - The actual name of the XPR library as it
appears in the LIBS:directory. Include the library extension.
SETUP STRING - Most XPR libraries accept a "setup string"
to configure the library for the desired transfer. This string should go
here. It will vary widely from protocol to protocol; see the
documentation for the protocol to determine what you should put here.
This string must NOT have spaces in it.
B or S - Put either a B or an S in this position to indicate if
this protocol is a BATCH protocol (like ZMODEM) or a SINGLE file
protocol (like XMODEM).
DESCRIPTION - The name of this protocol as you wish it to
appear to the caller, together with a very short explanation if
appropriate. This is the ONLY one of these fields that may contain
spaces.
EXAMPLE:
XFER 1 xprzmodem.library OY,AN,PTMP: B Zmodem

(recommended)
This will put ZMODEM in the number 1 slot, using the setup
string OY,AN,PTMP:, indicating that it is a BATCH protocol, and
when the protocol is displayed to the caller online it will appear as
"Zmodem (recommended)".
Note that the quality of the available XPR libraries varies from
very good to very bad. If you have difficulty with a particular library,
abandon it and try another. Also remember that many of the authors of
these libraries have spent a great deal of effort in perfecting them, and
consider sending them a donation if you use the protocol.

1.98 Event Scheduler

EVENT SCHEDULER
SETTING UP EVENTS
FIDO_WINDOW_OPEN
FIDO_WINDOW_CLOSE
EXECUTE_WAIT
EXECUTE_NOW
UPKEEP
BEGIN_LINE
END_LINE
LINE_DOWN
LINE_UP

1.99 fido_window_open

FIDO_WINDOW_OPEN <line>
This causes the line to go down. The line will still answer but the
NoHumans file will be displayed and the user will be logged out.
It is intended that you schedule an EXECUTE_NOW soon after this that
will cause the fido packer to run.
See NOTE_2

1.100 fido_window_close

FIDO_WINDOW_CLOSE <line>
This reverses a FIDO_WINDOW_OPEN.

1.101 execute_wait

EXECUTE_WAIT <program>
This causes a script file to run as soon as possible after the scheduled time and while no one is logged on. If no one is online at the trigger time then the script will execute immediately. If users are online at that time then it will execute as soon as the bbs is vacant.

1.102 execute_now

EXECUTE_NOW <program>
This causes a script file to run at the scheduled time regardless of whether there are users online at the time.

1.103 upkeep

UPKEEP
This causes a message base update to occur as soon as possible after the scheduled time and while no one is online. If users are online at the trigger time then it will execute as soon as the bbs is vacant.

1.104 begin_line

BEGIN_LINE <line>
The causes a line to start at the specified time.

1.105 end_line

END_LINE <line>
This causes the line to be removed at the specified time. Any user on the line will be warned of the upcoming shutdown.
See NOTE_2

1.106 line_down

LINE_DOWN <line>
This causes the line to go down. The line will still answer but the LINEDOWN file will be displayed and the user will be logged out.
See NOTE_2

1.107 line_up

LINE_UP <line>
This reverses a LINE_DOWN.

1.108 note_2

Imminent LINE_DOWN, END_LINE and FIDO_WINDOW_OPEN events will all be checked when a caller is online to adjust his time limit accordingly.

1.109 set_up_events

SETTING UP EVENTS
o The event file format has been modified to allow for a new feature. In previous versions of MAIN, the event scheduler executed all events scheduled prior to the current time when MAIN was loaded. That is, if an event was scheduled for a time earlier in the day than the bbs (MAIN) was loaded then the event was executed immediately. While this may be fine in some situations, it is possible that some events should only run at the specified time and NOT every time the MAIN is loaded. The event file format has changed so that each event is flagged as to whether it should be executed or skipped upon running MAIN at a time later than scheduled event time.
All events should appear in BBS:Config/Events in the order in which they are to be performed. Each event is on a separate line with the format "HH:MM F event type". "HH:MM" is the event time in 24 hour format. "F" is the flag indicating if the event should be skipped or executed during situations outlined previously. This flag MUST be included in the event file and consists of a single character. An "S" character indicates that the event should be skipped while an "X" character indicates the event should be executed.
Example 1: To schedule a message base upkeep at 2AM that should be executed immediately if MAIN is loaded after that time, your event file should include the line "02:00 X UPKEEP".
Example 2: To schedule a DOS script called "S:script" at noon (or as soon thereafter as no users are online) and that should not be executed if MAIN is loaded after the event time, your event file should include the line "12:00 S EXECUTE_WAIT S:script".

1.110 RIPSCRIPT

RIPSCRIPT
Skyline II, like many IBM BBS programs supports a limited set of
RIPScript graphics, however it will NOT display the graphics locally.
Since at this time there are no Amiga term program that supports
RIP, we made no attempt to implement the RIP HOST commands.
The RIP feature was added at the request of many sysops wanting
to be able to provide RIP to their IBM users. There has been official
word that the next version of TERMINUS will support RIPScript. We have
tested RIPScript files in our TEXT, MESSAGE and MENUS and the BBS is
able to pass them thru to the caller with no problem.
Embedded commands may be used within RIPScripts to increase its
power and usage, making intricate applications possible.
The following programs are available in the MIDI MAGIC SKYBASE for
your convenience:
RIPGRF52.LHA - This is a shareware RIP paint program for the Amiga
RIPSCRIPT.ZIP- This is the official description of the RIP protocol
RIPTM154.ZIP - This is the Official RIPScript term program for MSDOS
computers.
You will probably need an IBM emulator or clone that can display RIP
graphics in order to setup you RIP menus properly. You will need to
create a set of RIP.strings to make things work better. The only
requirements are the use of the new embedded commands "@+" and "@-"
These commands will turn off pagebreaks to prevent "Press Return" prompts
from appearing in the middle of your RIP graphics. You will also need
to edit the RIPscript in your menus. RIP uses the @ sign for indicating
text positioning, therefore your must use the "@@" to prevent Skyline
from recognizing the lone @ as an embedded command. This needs to be done
only in those circumstances where Skyline is set up to parse the output
stream.
Please refer any problems with these support program to their respective
authors and not to MIDI MAGIC.
We plan to add a full set of RIP graphics to the OMNILINK BBS.

RIPScript is a trademark of Telegrafix Communications Inc.
For more information about RIPscrip based products, contact:
TeleGrafix Communications, Inc.
16458 Bolsa Chica, #15
Huntington Beach, CA 92649
Voice: (714) 379-2131
Fax : (714) 379-2132
Data : (714) 379-2133 ArenaBBS [32 lines] running The Major BBS

1.111 Line Config Commands

THE LINE FILES

The LINE files are similar in construction to the GLOBALS file, but have a different function and a different set of keywords. The LINE files control the environment of each particular line. They are named LINE_1 through possible LINE_16. The purpose of the keywords will become clear as you look at your own LINE files and follow this explanation.

There is one feature about LINE files you need to understand from the beginning. Line files have the ability to branch off to other files. Therefore a common practice would be to use the individually named LINE_files to set up any specific parameters for that line, such as modem settings etc., and then for several lines to branch to a single file for further settings. For instance, LINE_1 and LINE_2 could set up the modem and then both branch to one called ALL that contained all the other settings.

The reason for doing this might not be obvious at first. But when you have some trifling change you'd like to try in all lines, it's a lot easier to simply change one file - the ALL file which the rest branch to - than change the LINE_file for each line.

An example of this technique is used in the default setup provided.

KEYWORDS FOR THE LINE FILES

7_WIRE ALLOW_NONMEMBERS ALLOW_REGISTRATION
ASK_ADDRESS ASK_ALIAS ASK_BACKSPACE
ASK_CASE ASK_CITY ASK_CLS
ASK_COLUMNS ASK_COUNTRY ASK_EOL
ASK_EXTRA# ASK_GRAPHICS ASK_LINES
ASK_PHONE1 ASK_PHONE2 ASK_REGISTRATION
ASK_STATE ASK_ZIPCODE ATTACHED_PATH
BBS_DATA_PATH BBS_NAME BIO_PATH
CHAT_HOURS CHAT_REASON ????_ANSI
CONFIG_FILE DEVICE DON'T_ASK_POST
DOSGATE_PASSWORD EXTRA_# FEEDBACK_AREA
FIDO_ADDRESS FIDO_??? FONT
HARDCOPYLOG HI_BAUD INACTIVITY
JUMP_PATH LINE_DOWN LOCAL_ONLY
LOG_LEVEL LOG_PATH LO_BAUD

LONG_DISTANCE MAX_SPEED MENU_PATH
MODEM_DELAY MODEM_DIAL MODEM_DONT_ANSWER
MODEM_INIT MODEM_RESET POSTER_PATH
SYSOP_NAME TEXT_PATH TOGGLE_WINDOW
UN[arc type] UNIT WINDOW
NEW LINE CONFIG COMMANDS
CLI_TIME_OUT CLI_READ_LOOP CLI_NO_FLUSH
CLI_NO_PROMPT CLI_PROMPT_CHAR MULTI_DELAY
MULTI_LINE QUIT_DELAY DOORBATCH_FN
EXT_EDITOR PRIORITY DEFAULT STRINGS
INACTIVITY_CON MSG_MAXLINES NO_DUP_CHECKING
ADDED CONFIG COMMANDS: (used in the all config file unless otherwise noted)

1.112 7_wire

7_WIRE
Most high speed modems use a type of flow control called "7
wire handshaking". This includes the US Robotics modems and many
others. If the instructions for your modem indicate that it uses this type
of handshaking, include this keyword.
NOTE: A potential source of trouble lurks here. If your
modem cable does not pass all the wires, the 7 wire handshake will fail
and you won't be able to get the modem to hear you. If this symptom
occurs, and you have the HI_BAUD set correctly, this is the first thing
to suspect.

1.113 allow_nonmembers

ALLOW_NONMEMBERS
If this keyword is present, persons who are not members of the
system will be allowed to reach a main menu. If it is not present, they
will be disconnected as soon as they are identified if you are not
including registration in the logon procedure. If you ARE allowing
registration during logon (i.e. if both the ALLOW_REGISTRATION
and ASK_REGISTRATION keywords are present) they will be
disconnected if they choose not to register.

1.114 allow_registration

ALLOW_REGISTRATION
This one is a bit complicated, so read carefully. If it is present,
the caller can register if the ASK_REGISTRATION keyword is also
set; if they choose not to, then depending on the setting of the
ALLOW_MEMBERS keyword, they will either be logged off or
allowed to continue. If the ALLOW_REGISTRATION flag is NOT set,
then regardless of the settings of the ASK_REGISTRATION and
ALLOW_NONMEMBERS keywords, they will be shown the textfile
"CantRegister" and will be logged off.

1.115 ask_address

ASK_ADDRESS
This controls whether or not the user will be asked for an
address in the registration sequence.

1.116 ask_alias

ASK_ALIAS
This controls whether or not the user will be asked for an alias
in the registration sequence. If any of your message bases are set up to
use aliases, you need to include this keyword.

1.117 ask_backspace

ASK_BACKSPACE
This controls whether or not the user will be asked for a
backspace character in the registration sequence. If not, the most
commonly used character (char#8) will be used.

1.118 ask_case

ASK_CASE
This controls whether or not the user will be asked if they
desire upper only or upper-and-lower case in the registration sequence.
If not included, it defaults to upper and lower case.

1.119 ask_city

ASK_CITY
This controls whether or not the user will be asked for their
city in the registration sequence.

1.120 ask_cls

ASK_CLS
This controls whether or not the user will be asked for a
clearscreen code in the registration sequence. If not asked, it defaults to
a standard formfeed character.

1.121 ask_columns

ASK_COLUMNS
This controls whether or not the user will be asked for a screen
width in the registration sequence. If not, it defaults to 80 characters.

1.122 ask_country

ASK_COUNTRY
This controls whether or not the user will be asked for their
country of origin in the registration sequence.

1.123 ask_eol

ASK_EOL
This controls whether or not the user will be asked for an
end-of-line character in the registration sequence. This affects only the
format of archived mail files sent to this user and is included for people
using those nonstandard PC computers.

1.124 ask_extra#

ASK_EXTRA1
This controls whether or not the user will be asked EXTRA
Question 1 in the registration sequence.
ASK_EXTRA2
This controls whether or not the user will be asked Extra

Question 2 in the registration sequence.
ASK_EXTRA3
This controls whether or not the user will be asked Extra
Question 3 in the registration sequence.
ASK_EXTRA4
This controls whether or not the user will be asked Extra
Question 4 in the registration sequence.

1.125 ask_graphics

ASK_GRAPHICS
This controls whether or not the user will be asked for a
graphics preference in the registration sequence. If not included, the
system defaults to no graphics.

1.126 ask_lines

ASK_LINES
This controls whether or not the user will be asked for the
number of screen lines in the registration sequence.

1.127 ask_phone1

ASK_PHONE1
This controls whether or not the user will be asked for a voice
phone number in the registration sequence.

1.128 ask_phone2

ASK_PHONE2
This controls whether or not the user will be asked for data
line number in the registration sequence. This MUST be included for
the Callback function to work, as it uses this number to call the user.

1.129 ask_registration

ASK_REGISTRATION
This controls whether or not nonmembers will be asked during
the logon sequence if they wish to register. The
ALLOW_REGISTRATION keyword must also be on for this to take
effect.

1.130 ask_state

ASK_STATE
This controls whether or not the user will be asked for a state
or province in the registration sequence.

1.131 ask_zipcode

ASK_ZIPCODE
This controls whether or not the user will be asked for a postal
code in the registration sequence.

1.132 attached_path

ATTACHED_PATH
This is the path where "attached files" will be placed. Attached
files are those that are associated with a message in the message base.
See that section for more information. This must end with a colon (:)
or slash (/) as appropriate.

1.133 bbs_data_path

BBS_DATA_PATH
This is included for compatibility with future features. Unless
you have an addendum instructing you otherwise, this should always
be set to BBS: This must end with a colon (:) or slash (/) as
appropriate.

1.134 bbs_name

BBS_NAME
This is followed by the name of your system. Example:
BBS_NAME MIDI MAGIC.

1.135 bio_path

BIO_PATH
This is the path to the directory where the user biographies
will be stored. This must end with a colon (:) or slash (/) as
appropriate.

1.136 chat_hours

CHAT_HOURS
This sets the times when you will accept chat requests. If this keyword is not present, users can request a chat at any time. Times are in 24-hour format. Example: CHAT_HOURS 20:00 24:00 will allow chat requests between 8 p.m. and midnight.

1.137 chat_reason

CHAT_REASON
If this keyword is present, callers will be asked to enter a reason when they make a chat request. This reason will then appear in the window's title bar.

1.138 ????_ansi

CMDS_ANSI
DATA_ANSI
INFO_ANSI
INPUT_ANSI
WARN_ANSI
These five keywords control the color of text that is sent out when in ANSI graphics mode. Text from or to the board is divided into five broad categories: Commands, Data, Information, User Input, and Warnings. Each of these can be rendered in any of the ANSI colors. Simply follow each keyword with the ANSI code you wish each to be rendered in (minus the ESCAPE character and the bracket). For instance, INFO_ANSI 34m will render Informational text in blue letters; WARN_ANSI 31;46m will render Warnings in red text on a cyan background.

1.139 config_file

CONFIG_FILE
This is the "branching" keyword. This keyword will cause the configuration process to continue with another file. For example, CONFIG_FILE All will cause the file BBS:Config/All to be scanned for further configuration information. Once this file is finished, control returns to the original file.

1.140 device

DEVICE
This is the device name to be used for this line. For example,
DEVICE serial.device will cause the Amiga's built-in serial device to
be used.

1.141 don't_ask_post

DON'T_ASK_POST
Without this keyword, when a user uses a global mail reading command,
he or she is asked at the end of each area if they would like to post
a message in that area before continuing. Including this keyword disables
this action.

1.142 dosgate_password

DOSGATE_PASSWORD
When accessing the Dos Gate function, either from a BBS
command directly or from the Sysop command, the Sysop is asked to
enter a security password. This is where that password is set. This
password can be a maximum of 10 characters long.

1.143 extra_#

EXTRA_1
EXTRA_2
EXTRA_3
EXTRA_4
These four keywords set the four Extra Questions that can
appear in the registration sequence. If you find that there is some piece
of information you want to store about each user beyond those already
provided, you may ask up to four customized questions. For example:
EXTRA_1 Do you own a cat?
For these questions to actually appear, the appropriate
ASK_EXTRA keyword must also appear (see above).

1.144 feedback_area

FEEDBACK_AREA
This determines what message base area user feedback to the Sysop will be sent to. This is usually an area specially meant for such messages, but this is not an absolute requirement. Simply follow the keyword with the number of the desired message area. For example, FEEDBACK_AREA 20 will send user feedback (from the FEEDBACK BBS command) to message area 20. This area must of course exist.

1.145 fido_address

FIDO_ADDRESS
If you are going to use FIDO, this is where you set your address. Follow the keyword with four numbers indicating your zone, net, node and point. For example, FIDO_ADDRESS 1 381 72 0 sets up zone 1, net 381, node 72, point 0.

1.146 fido_???

FIDO_ARC
FIDO_ARJ
FIDO_LHA
FIDO_LZH
FIDO_ZIP
FIDO_ZOO
These commands are poorly named. Some at least should be used even if you aren't using FIDO. They are the commands that the system should use to archive files in these various formats. These are used not only in the FIDO procedures but also in the Archived Mail command. Each line should consist of the keyword, followed by the actual command used to construct an archive. For example, FIDO_LZH lharc a is the command for LZH files. This tells the system to use the program LHARC, and to pass the program the letter 'a' when we wish to construct an archive. (Almost all of these archiving programs use 'a' for constructing an archive.)

1.147 font

FONT
This is the name of the 8-pixel-high, non-proportional font you
wish the system to use by default. Example: FONT pearl.font.

1.148 hardcopylog

HARDCOPYLOG
This keyword will send a copy of the online log activity for
this line to the printer.

1.149 hi_baud

HI_BAUD
This keyword is used to set the highest baud rate allowable on
this line. For modems such as the HST's that use a fixed baud rate
between the computer and the modem, this should be set to that rate.
The maximum reliable rate on most Amigas and serial boards is
19200.

1.150 inactivity

INACTIVITY
This is the number of minutes the system waits with no keys
being pressed before it will log the person off with an Inactivity
Logoff. One minute before this happens, the user will receive a
warning. For example, INACTIVITY 5 will warn the user after 4
minutes of inactivity that a disconnection is imminent; if no keys are
pressed, the caller is logged off one minute later.

1.151 jump_path

JUMP_PATH
This is the path to your AREXX Doors area. This must end
with a colon (:) or slash (/) as appropriate.

1.152 unnamed.1

LINE_DOWN
Putting this line in a config file will cause the line to send the
file "LineDown" upon connection and then hang up. This is for use
when you need to temporarily disable a line.

1.153 local_only

LOCAL_ONLY
When this keyword is present, the affected line will not
answer calls but can only be used locally.

1.154 log_level

LOG_LEVEL
this keyword is followed by a number from 1 to 10. This sets
the intensity of the log listings. Level 1 is a very simple log, while
Level 10 contains full diagnostics. Most people will want to use levels
4 or 5. Using higher levels will drastically increase the size of the log
files.

1.155 log_path

LOG_PATH
This is the path to the Log file for this line. Unlike the other
_PATH specifications, this one must be a COMPLETE path, including
filename. DO NOT send the log for more than one line to the same
logfile.

1.156 lo_baud

LO_BAUD
This is the lowest baud rate that will be accepted on this line.
Persons calling below this baud rate will receive the text file
"TooSlow" and be disconnected.

1.157 long_distance

LONG_DISTANCE
This is the prefix your long-distance company requires before direct-dialing a number. It is often simply a "1" in the United States. This is used by the Callback function when placing calls to people outside your area code. If you do not wish to allow long-distance callbacks, leave this keyword out. It is not possible for a user to "fool" the system into placing a long-distance call by placing the 1 in their phone number; if this keyword is not present, any callbacks longer than 7 digits will be disallowed.

1.158 max_speed

MAX_SPEED
This keyword is only used in situations where maximum throughput is essential but it is still desired to have windows open for each line. It sacrifices much in the way of display features for maximum throughput. This should only be used when running several lines, all at HST speeds; the ordinary display is quite fast without this option.

1.159 inactivity_con

INACTIVITY_CON # default 10 minutes
This keyword is used to change the inactivity timeout for users while they are in a conference room. Once out of the room the regular INACTIVITY timeout will take over again. This feature is needed so that users in a conference will not need to keep sending text just to stay online.

1.160 menu_path

MENU_PATH
This is the path where all the menus will be kept. This must end with a colon (:) or slash (/) as appropriate.

1.161 modem_delay

MODEM_DELAY
The number of "jiffies" the system should wait between commands to this modem. A safe value for this parameter is 90.

1.162 modem_dial

MODEM_DIAL
This is the modem command to dial the phone, MINUS the
initial "AT". It is used by the Callback functions.

1.163 modem_dont_answer

MODEM_DONT_ANSWER
This is the command to tell the modem NOT to answer the
phone. This is usually "SO=O". Used only by the Callback functions. If
you are using Callback anywhere, you MUST include this line or a
serious security breach is possible.

1.164 modem_init

MODEM_INIT
This is the command to initialize the modem. See the
INSTALLATION chapter for instructions on what to include in this
line.

1.165 modem_reset

MODEM_RESET
This is the command, minus the initial "AT", to reset the
modem to its power-up configuration. This is the "Z" on almost all
modems.

1.166 poster_path

POSTER_PATH
The path to the directory where "posters", long descriptions
for database files, will be kept. This must end with a colon (:) or slash
(/) as appropriate.

1.167 sysop_name

SYSOP_NAME
This is the name the SYSOP logs on under.

1.168 text_path

TEXT_PATH
This is the path to all the text files used by the board. This
must end with a colon (:) or slash (/) as appropriate.

1.169 toggle_window

TOGGLE_WINDOW
When this keyword is included, the window for this line will
OPEN when a call is detected and CLOSE at logoff. The WINDOW
keyword should also be included for this to work.

1.170 un[arc_type]

UNARC
UNARJ
UNLHA
UNLZH
UNZIP
UNZOO
These keywords represent the commands used to un-archive a
file. They are followed by the name of the archiving program and then
the letter that instructs it to unpack an archive. For example, the correct
form for LZH files is UNLZH LHArc e. This is only used by FIDO.

1.171 unit

UNIT
this is the "unit number" of the serial device being used for
this line. It is a number between 0 and 3. See the instructions for your
serial board for setting this properly, and also be sure to set the
DEVICE keyword. For the Amiga's built-in serial port, this should be
set to 0.

1.172 window

WINDOW
Including this keyword means that this line will open a window
on the Skyline display, so activity can be monitored. In situations
where this is not desired, the keyword can be left out for absolute
maximum throughput.

1.173 cli_time_out

CLI_Time_Out #
This is a delay used in the read loop of the cli program, # indicates
values from 0-255 ticks, no value above 30 should be necessary.
DEFAULT: 30 ticks
See NOTE

1.174 cli_read_loop

CLI_Read_Loop #
This is the maximum loop count for the cli programs read loop. # is a
number from 1-255, no value above 30 should be necessary.
DEFAULT: 30 loops
See NOTE

1.175 cli_no_flush

CLI_No_Flush
This, when used, stops the flushing of the serial buffer before
accepting input from the user. This command should not be used but
is provided in case a system has problems with the flushing of the
buffers. The flushing prevents extra characters typed by the user
before an input is requested by the door. This in turn prevents the
program from running out of control when extraneous characters are
read. Also, line noise will be flushed between inputs to prevent
out-of-control situations from occurring.
Good reason for not using it! :)

1.176 cli_no_prompt

CLI_No_Prompt
This will cause the Skydoor program NOT to send its own prompt character
when input is required By the user.

1.177 cli_prompt_char

CLI_Prompt_Char #
This allows the sysop to select his own prompt character. # is Any
ASCII value.
DEFAULT: 62 ">"

1.178 multi_delay

MULTI_Delay #
This is a time delay in the flush serial routine for use with multi-
serial cards that cause line to lock up on activation. Sometimes,
however, under certain circumstances while using the built in
serial-port, line will hang when flushing the serial buffers. If this
occurs, the MULTI_DELAY must be used. # is any value from 1-255. The
value represents ticks, there are 50 ticks in 1 sec.
DEFAULT: 0 ticks

1.179 multi_line

MULTI_LINE
This is used in the line_x config files (where x is the line #) to
cause line to write "Logging in on line x" (x=line #) to be displayed
after the logon.txt file is dent to tell the user what line he is
logging in on.

1.180 quit_delay

QUIT_DELAY #
This delays the steps in the exiting procedure of the line program. The
value is between 0-255 ticks. If a line crashes on exit, the value must
be adjusted. Every system has different needs. What happens is that upon
exit, line deallocates several small blocks of memory in a short period of
time. This causes the exec to trash the free-memory list and guru’s the
amiga.
DEFAULT: 10 ticks

1.181 doorbatch_fn

DOORBATCH_FN filename
This provides a way of having separate FIDO doorbatchs for each line.
The original skyline only allowed a single file called "DOORBATCH"; This
version allows the use of any legal filename (no paths). It must appear
in any of your line_x config files (x being the line #).
DEFAULT: DOORBATCH

1.182 ext_editor

EXT_EDITOR
This enables the user to select which editor he/she wants to use. This
is used in the all config file when you are using an external editor.
DONOT USE THIS COMMAND IF YOU ARE NOT USING AN EXTERNAL EDITOR!!
If you donot have an external editor and you use this command, the BBS
will crash when a user attempts to use the external editor.

1.183 msg_maxlines

MSG_MAXLINES #
This command sets the maximum number of lines allowed in a message.
the range is from 0 to 65,000 but should be limited to not more than
600 lines due to memory requirements.
DEFAULT: 100

1.184 no_dup

NO_DUP_CHECKING
This command shuts off the checking for duplicate file during an upload.
This significantly reduces processing time for systems with 2000+ files.

1.185 TEXT FILES, TEXT BASE, AND EMBEDDED COMMANDS

EMBEDDED COMMANDS
BUILT-IN TEXT FILES
THE TEXT FACILITY

1.186 THE BUILT IN TEXT FILES

There are a number of built-in textfiles that are displayed at
various points during a session. There is also a capability for a
"textbase", a section of the board devoted to reading textfiles. We will
explore both of these ways of displaying text. Also remenber that text
files can be displayed directly from a menu (see the chapter on
Menus).
There is one thing that should be remembered about ALL text
files anywhere; it is possible to have two different versions of any file.
if you put an .ans extension on a filename, a user with an ANSI version, they

get the regular version.
These are also often called Environment Files. They are
automatically displayed at certain points within the bulletin board.
None of them are absolute necessities; if you don't want one, simply
don't create it. All of these built-in text files are located in the
directory you set to hold them in your config file (using the
TEXTPATH keyword; see that section).
This is not in alphabetical order so that some sequences
can remain in the order in which they are seen.
FRONTDOORWELCOME LINEDOWN
BANNER NOHUMANS
REGISTRATION DONTREGISTER
DIDNTREGISTER PREREGISTER
POSTREGISTER NOVICEHINTS
MAILWAITING MEMBERS
URGENT ACCESS_X
WELCOME MUSTREAD
BULLETIN PREDOWNLOAD
PREUPLOAD PREULDESCRIPTIONS
ATTACHEDFILE PREBIO
PRECALLBACK LOGOFF

1.187 FRONTDOORWELCOME

FRONTDOORWELCOME
This file is shown instead of the BANNER when the line is in
Front Door Mode (see the chapter on FIDO). It is seen as soon as the
board comes up and before the user's name is entered.

1.188 LINEDOWN

LINEDOWN
If the LINE_DOWN keyword is set in a Config File, this file
is shown immediately upon connection, then the caller is immediately
logged off.

1.189 banner

BANNER
This is the first text shown after connection. Use it for a short
identification of you system. Appears before they enter their name.

1.190 NOHUMANS

NOHUMANS
This file is shown if you are currently in a FIDO Mail Hour
(see the FIDO chapter and event scheduler). After seeing this file,
the caller is logged off.

1.191 REGISTRATION

REGISTRATION
This file is shown to new callers as soon as they are identified
as such (right after they are asked if they need linefeeds). It is used to
explain your registration policy. It is displayed even if you do not
allow registration in the logon sequence, in case you want to explain
this.

1.192 DONTREGISTER

DONTREGISTER
If you DO allow registration in the logon sequence, but the
user chooses NOT to register, this file is displayed.

1.193 DIDNTREGISTER

DIDNTREGISTER
If you allow registration in the logon sequence, and the user
began the registration sequence but aborted it before completion, this
file is displayed. It is intended to alert them to this fact in case they
aborted the procedure accidentally.

1.194 PREGEGISTER

PREREGISTER
Whether selected during logon or from a menu prompt, this
file is displayed immediately before the registration questions.

1.195 POSTREGISTER

POSTREGISTER
This file is displayed upon successful completion of the
registration process. It is a handy place to put embedded commands to
further place the user in appropriate areas, etc.

1.196 FIRSTTIMECALLERS

FIRSTTIMECALLERS
If you allow registration anywhere (i.e. if you have the
ALLOW_REGISTRATION keyword set) callers will see this file
during the logon sequence (after registration if you allow it, whether
they register or not).

1.197 CANTREGISTER

CANTREGISTER
If you do NOT have the ALLOW_REGISTRATION flag set,
callers are shown this file and logged off.

1.198 NOVICEHINTS

NOVICEHINTS
This file appears during the logon sequence the first 5 times a new member calls.

1.199 MAILWAITING

MAILWAITING
If there is new personal mail waiting for the caller in any area,
they are informed of the fact, and then this file is shown. It is intended
for use with embedded commands (see the example in that section,
below).

1.200 MEMBERS

MEMBERS
All bona-fide registered members see this file.

1.201 urgent

URGENT
This is not really the name of the file but a description. It is
possible to send "urgent" messages directly to specific users. To do
this, create a directory within your text area assignment called
URGENT. Within it, create a textfile for the user, using his or her exact
name as the filename. The next time this user calls, they will see this
file. After it has been seen it will be erased.

1.202 ACCESS_X

ACCESS_X
The X is replaced with a number from 0 to 255; all users at
this access level then see this file. For instance, the file ACCESS_5
will be seen by all users with an access level of 5.

1.203 WELCOME

WELCOME
This is the main welcome message for your board. Put all your
decorative greetings etc. in this file.

1.204 MUSTREAD

MUSTREAD
This is a file that is seen by everyone and that cannot be
aborted.

1.205 BULLETIN

BULLETIN
This is a general-purpose file that is seen by everyone before the
main menu.

1.206 PREUPLOAD

PREUPLOAD
This file is seen before an upload is performed.

1.207 PREDOWNLOAD

PREDOWNLOAD
This file is seen before a download is performed.

1.208 PREULDESCRIPTIONS

PREULDESCRIPTIONS
This file is shown if the user is going to upload and has chosen
to pre-enter the file descriptions. It is intended to explain that the
descriptions must be entered in the correct order, and that any that
don’t match the number of uploads will be discarded, as will any
uploads that don’t match the number of descriptions.

1.209 ATTACHEDFILE

ATTACHEDFILE
This is shown when the user elects to attach a file to a message.

1.210 prebio

PREBIO
This file is shown just before the user enters a biography about
themselves.

1.211 PRECALLBACK

PRECALLBACK
This file is shown just before the user is logged off in the
callback function.

1.212 POSTCALLBACK

POSTCALLBACK
This file is seen when the user is disconnected.

1.213 logoff

LOGOFF
This file will be seen when the user is disconnected.

1.214 THE TEXTBASE FACILITY

THE TEXTBASE FACILITY
The TextBase is a general textfile-reading area. In it there can
be many directories sorted by subject, containing any number of files in
each.
First, let's see what it looks like to the user. When the
TEXTAREA BBS command is performed, the caller can choose any
one of an unlimited number of directories. These have appropriate
names according to the subject matter. When they enter a directory,
they are shown a list of files and descriptions and can read one or more
until they want to change directories or quit.
Here's how it is set up. Create directories within your textpath

assignment named 1, 2, 3, etc., up to how many directories you wish.
Use the DOS FILENOTE command again to give these files descriptions.
That's all there is to it! The system will automatically organize
all this and present it to the caller.

1.215 EMBEDDED COMMANDS

EMBEDDED COMMANDS
Embedded Commands are special codes that are inserted in
text to do specific functions or display certain information. Skyline has
a number of these to allow a great deal of customizing. Unlike older
versions of Skyline which could only use embedded commands within
text files, Skyline 2.0 can use embedded commands in any text put out
by the system expect messages (for security reasons).
All embedded commands begin with the special symbol @
followed by a letter and possibly other information. (To use the @
character itself in text, it is necessary to place two of them together.)
Following is a list of embedded commands supported by the
system, and then several examples of their usage.
@(TEXT OFF @) TEXT ON
@: WAIT CHAR @= CHANGE USER SETTING
@? WAIT LINE OF TEXT @B EXECUTE BATCH FILE
@F SEND TEXT FILE @J TOGGLE JOIN
@L LAST RESULT @; END CONDITIONAL
@P PAUSE @R PRESS RETURN
@S SET USER FIELDS @U DISPLAY USER FIELDS
@X EXECUTE BBS COMMAND @Y START AREXX SYNC
@Z START AREXX ASYNC @^ RESET COUNTER
@+,- RIP ON/OFF @J,JJ,JU TOGGLE, JOIN, UNJOIN
SAMPLE USES

1.216 Text Off

@(
This command turns off text output. See the examples.

1.217 Text On

@)
This command turns output back on again.

1.218 Wait for a Character

@:

This command waits for a single character input from the user.
This character is capitalized and used with the @L command described
below.

1.219 Change User Setting

@=

This embedded command is followed by a user name that
exist in the userlog. It changes all the user's important settings to
match this one. This could be very useful if you had several different
user setups and wanted to automatically assign users to them; simply
create userlog entries resembling each setup, then use this command
(together with the @L command below) to set up the user the way you
want him.

1.220 Wait for Text

@?

This waits on a line of text from the user. It is used in
conjunction with the @L command below.

1.221 Execute Batch File

@B

This command is followed by the name of a batch file. It runs
the batch file when this command is executed.

1.222 Send File

@F

This command is followed by the full pathname of a text file,
which is then sent.

1.223 Toggle Message Base

@J

This is followed by a number indicating a message base that is to be automatically JOINed or dropped. If the user is not a member of this area, he becomes one; if he is, he is dropped from it. The safest place to use this command is during the caller's first logon, in order to set him up in a desired set of message bases.

1.224 Last Result

@L

This command is called "Last Result". It is a powerful decision making command. Most embedded commands STORE the result of their action in a variable internal string called LastResult. By using this command, you can take action based on what this last last result was. You follow this command with the string, number or character to be tested (case insensitive). If they match, everything between this command and the next @; command is executed. If not, all these commands are skipped. This feature allows semiautomatic setup of user's parameters and many other thisngs. See the examples below.

1.225 End Conditional

@;

This command is always paired with a @L command somewhere before it. It is the end of the material that is conditionally executed by the @L command. See the examples below for clarification.

1.226 Pause

@P

This is the Pause command. It is followed by a number of jiffies. (a "jiffy" is 1/60 second in countries that use NTSC monitors, and 1/50 second elsewhere.) The board waits the desired time before continuing.

1.227 Press RETURN

@R

This waits for the user to press RETURN before continuing. It
can be followed by a prompt string if desired. If not, it uses the default
prompt string "Press RETURN:".

1.228 Set User Fields

@S

This command SETS various fields within the caller's user
record. It is followed by two parameters; the number of the field to
change (no spaces between this and the 's'), and the new parameter to
insert there. These fields are detailed below, under the @U command.
They have the same actions except for @S1 which has no function.

1.229 Display User Fileds

@U

This command DISPLAYS various fields within the user's
caller record, as shown in this table:
@U1 User's first name
@U2 User's full name
@U3 Password
@U4 City
@U5 State
@U6 Country
@U7 Address
@U8 Postal code
@U9 Extra 1
@U10 Extra 2
@U11 Extra 3
@U12 Extra 4
@U13 Sysop Comment
@U14 Baud rate
@U15 Voiceline
@U16 Data line
@U17 Access level
@U18 Columns

@U19 lines

@U20 Mins today

@U21 CLS

@U22 BKSPC

@U23 Menu path

@U24 Tbase

@U25 Mbase

@U26 Dbase

@U27 Total calls

@U28 Total messages

@U29 Total uploads

@U30 Total Downloads

@U31 Credit

@U32 Xfer files

@U33 Graphic protocol

@U34 Last day on

@U35 Time limit

@U36 DAily limit

@U37 DL ratio

@U38 Ratio Type

@U39 Expert level

@U40 Nulls

@U41-@U50 Scores 1-10

@U51 SigopHiDB

@U52 SigopLoDB

@U53 SigopHiMB

@U54 SigopLoMB

@U55 Time so far today

@U56 Time left today

@U57 Time this call

@U58 Time left this call

@U59 Total minutes

@U60 Total msgs read

1.230 Execute BBS Command

@X

This command is followed by the number of a BBS command.

The desired BBS command is then executed.

1.231 Start Arexx Sync

@Y
This command starts an synchronous AREXX door. By
"synchronous" we mean that the board itself stops all activity until the
door returns control by executing a SHUTDOWN. The code is
followed by the name of the desired door.

1.232 Start Arexx Async

@Z
This command starts an asynchronous AREXX door. These
doors are intended to run in the background; the BBS keeps operating
while the door is running.

1.233 Reset Counter

@^
This command resets the "line counter". Normally every 25
lines or so (depending on the user's settings) the user gets a "Hit
RETURN" prompt. This command resets the counted number of lines
to zero, so that it will be another 25 lines before they get the paging
prompt again.

1.234 RIP ON/OFF

@+ Turn on RIP
@- Turn off RIP
These are used to turn on/off the RIP controls. All '@' must be changed
to '@@'. This symbols are used to do positioning in the RIP protocol.
Skyline confuses the '@' for embedded commands, therefore, they must be
changed to '@@' for RIP to work properly. These 2 commands turn off/on
the 25th line paging so that large RIP files will not be broken up. The
'@+' must appear at the beginning of a RIP file, and the '@-' must be
at the end. Any text file or menu can use RIP graphics. The mouse
control however, is not implemented in this release.

1.235 Join-Unjoin-Toggle Message bases

@J Toggles Joining/Unjoining Message bases
@JJ Forces Joining of a message base
@JU Forces Unjoining of a message base
The @J## will toggle the user membership to the ## message base area
The @JJ## will force the user to join message base ##.
The @JU## will force the user to unjoin message base ##.
These commands can be applied following the same guidelines as any
other embedded command. These commands allow the sysop greater
control of who belongs where. For example:
You just created a new message area and you want everyone with
an access of 100 to autojoin it, then all you should have to do is
create a files called ACCESS_100 then make this entry...
@JJ25 (the 25 being the number of the message base)
Now every user with level 100 access will be joined to the
message area when he logs in.

1.236 SAMPLE USES

Examples
Many of these commands will be instantly understood as soon
as you experiment with them. The "decision making" command, @L,
though, might benefit from an example. (Other examples will be found
in the supplied startup configuration's text files.)
here for example is how you might set up the text file
MailWaiting, which appears when there is personal mail waiting for the
caller:
Do you wish to see the mail now,@U1 (Y/N)? @:
@LY
@X24
@;
Let's look at this one command at a time. The @U1 will
display the caller's first name. When this line actually is transmitted,
assuming for instance that the caller's name is George Tirebiter, it will
look like this:
DO YOU WISH TO SEE THIS MAIL NOW, GEORGE (Y/N)?
The @: waits for George to hit a key. This key is then stored.
The @LY says: if the last "result" was a Y, execute everything up to

the next @; command. In this case the only thing between the two is the command @X24, the BBS command to read personal mail. So this file does exactly what we want it to; if the caller wants to read his personal mail, we show it to him.

As you can see this is very easy to do and quite powerful.

Let's say that you have a message base #1 for everyone, #2 for Amiga users, and #3 for Timex-Sinclair users. Let's say further that you'd like to give Amiga owners an access of 10 and main menu 1, and Timex-Sinclair users an access of 9 and main menu 2. You can set everyone up automatically by inserting the following in your PostRegister file:

```
(1)Amiga
(2)Timex-Sinclair
(3)Some off-brand
Which number describes your computer (1-3)?@:
@LI
@J1
@J2
@S1710
@S231
@;
@L2
@J1
@J3
@S179
@S232
@;
@(
U23
@)
@L1
Ah! An Amiga user! Welcome to the board!
@;
@L2
Ah A Timex-Sinclair user! Welcome to the board!
@;
@L0
Sorry, this board only supports real computers.
@;
```

Notice that we can use the last result to switch more than once,
as long as no intervening commands set the last result to something
unexpected. Also notice our clever switch base on access level. We
turned off output with @(, used @U23 to store the caller's access level
(which we set a few lines before), turned output back on with @), and
did switches based on the result. We turned off the output before the
wanted to use it as a variable.
Imaginative use of these commands can vastly enlarge your system.
They can be used in text files AND in the BBS strings (unlike
older versions of Skyline).

1.237 Walk Thru The System

A Walkthrough of the System
Start the BBS by typing
CD BBS:
RUN Main
You will see a black screen with a numbered row of gadgets
along the top, and three windows should appear for lines 1, 2, and 3.
Let's take a detailed look at this display before we get into the system
itself.
THE LINE GADGETS
THE GRAND TOUR
JOIN A MESSAGE AREA
THE MESSAGE EDITOR
THE EDIT MESSAGE SUBMENU
THE DATABASES
THE CONFERENCE FACILITY
THE SLASH COMMANDS
BACK AT THE RANCH
This concludes the Walkthrough of the bulletin board. We
haven't covered nearly all of the online features. You will find details
on each individual BBS command in the Menu Trees chapter. In the
meantime, turn now to the next chapter to begin setting up your
message bases and databases the way you want them.

1.238 The Line Gadgets

THE LINE GADGETS

Along the top of the screen you will see a row of 17 gadgets; numbered 1 through 16 and an extra at the end. These represent the individual lines in the system. You can be instantly interactive with any line by doing one of three things:

1. Click on the line's gadget;

2. Hit the appropriate function key. F1 through F10 are lines 1 through 10, and shift-F1 through shift-F6 are lines 11 through 16. This only works if you avoid clicking the windows themselves, in other words if the last thing you did was select a gadget.

3. Click the left mouse button on the window of the required line. This is the usual way to select a line.

The graphics of this line of gadgets are coded as follows. Numbers in blue are completely inactive. Numbers in yellow are running and ready, but no one is on that line at the moment. Numbers in white indicate busy lines, those with people actually online. The line that is currently active, the one that will receive all the keyboard strokes etc., is outlined in yellow; the rest are all in blue.

The first thing we'll do is kill line 2 and bring it back again. Click on the Line 2 window itself and select the Intuition menu Line Menu/Remove Line (or hit right-Amiga-R). Line 2's window closes and its gadgets turn blue. It is no longer a running task.

(If you are actually going to run two lines, restart Line 2 now by clicking on the 2 gadget and selecting the menu item Control/Activate Line.)

If you wish to keep line 2 from ever coming up at all, you must edit the file BBS:Config/Globals and remove or comment out the line START_LINE 2. See the Chapter on Config Files.

Arrange the windows on the screen any way you like. Lines 1 and 2 are actual "live" lines; line 3 we have set up to be a local-only line by including the LOCAL_ONLY keyword in BBS:Config/Line_3. When you have arranged them to suit you, click on any gadget and select the menu item Control/Snapshot. This will memorize the window positions and sizes much like a Workbench screen Snapshot.

While we're here, look at the other options in the Control menu. They should all be self-explanatory except for Force Window. This forces an active line with its window shut to open its window.

The way these items work is to first click the gadget of the line you
wish to affect, then select the appropriate menu item.
These windows are full ANSI displays, except when sized to
be below 80 x 25 characters. They automatically wordwrap if a
window's width is set narrower than the caller's. This is not generally
recommended, however, because of the extra processor time required
for the formatting. For the highest throughput, keep your windows open as
wide as possible and as short as you can. As fast as the Blitter is, when
moving several bitmaps around at high speeds, it can become
overloaded and slow down a busy system.
The gadget at the far right, just to the right of line 16, opens
an Information Window. This is a window full of information about
the board's activity. The upper left quadrant reflect the caller activity
on the requested time, while the right side shows cumulative statistics
for this line for the day as a whole. Information for different lines is
displayed just by clicking on the appropriate gadget.
The lower part of the window is a list of the last callers, what
lines they were on and when they left. This is updated instantly when
each caller logs off. The other information is updated in real time.
To close the Information Window, click the same gadget that
opened it.
To log onto any line, simply select it and hit right-Amiga L.

1.239 The Grand Tour

THE GRAND TOUR
We will now log onto your BBS for the first time and take a
look around. This is a tutorial designed to give you a hands-on
experience.
You may log onto any line. We suggest you usually log onto
line 3 since it is set up as a dedicated local line and leaves the other
lines free. Resize the Line 3 window to cover about half the screen
(almost all the screen if you are in UNCOOL_DISPLAY mode). Now
hit right-Amiga-L to log onto the system.
When asked for your name, enter the word SYSOP. (Note to
the uninitiated: This is a short term for SYStem OPerator and is pronounced
like the SIS in "sister".) You will be asked for a password. The
SYSOP's password in this demo configuration is also SYSOP, so enter
it again. (We will change it momentarily.)

You will find yourself at a Main Menu prompt. The first command we will see is U, the User Settings command. Your user account is set up to use "hotkeys" - instant menu commands - so simply hit the U key.

A line appears that says:

[I]dentification,[T]erm settings,[Statistics,[B]iography,[Q]uit:

For now we want the Identification option. Hit the I key.

You will see a screen with various entries regarding your personal information. Select the PASSWORD option by hitting 3, and enter a password of your choice.

Hit RETURN to exit this section. You will be back at the previous prompt again. Feel free to look around at the other options. Term settings configures your communications parameters and preferences; Statistics is informational only and shows various statistics about your board usage. Biography lets users enter a message about themselves to be called up by other users with the BIOGRAPHY menu command.

When you are finished looking around, select q to quit this section. You will be asked to confirm any changes you have made. Hit S here to store your new password. If you hit C for cancel instead, any changes you have made (except in the Biography) will be cancelled.

You will find yourself back at the Main Menu prompt. (For your information, this is Main_255 you are looking at. Remember that the Main Menu number has NOTHING TO DO with the access level; we chose it arbitrarily.)

Hit M to take you to the Message Base Menu. You will see the lines:

Message area 1: Lounge

There are no messages in this area.

This is the text that is produced by the @DISPLAY MB keyword in the menu. Also note that while the menu name is Message_Base, the prompt displays Message Base. This is true of all menus; underscores are replaced by spaces when the prompt is sent.

You were placed in the Lounge area because this menu specifies that its limits are Message Areas 1 to 5, and your access level was high enough to let you into area 1. See the MENUS chapter for details on exactly how this works.

As you can see, there are no messages here. Let’s write one to welcome users to your new board.

1.240 Joining A Message Area

JOINING A MESSAGE AREA
Skyline allows an indeterminate number of message areas. Of
these message areas, a user may JOIN up to 50. When a message base
has been JOINed, the system will keep track of the user's high and
low messages and any mail waiting. Otherwise the user will be
allowed into the area (if the access level allows it), but no one can
send him or her messages, and the system will not keep track of the
high message read counter.
From the Message Base menu, select JOIN. We have created
only one message area for now (we will shortly create more): the
LOUNGE area, area 1. Hit 1 to JOIN this area.

1.241 The Message Editor

THE MESSAGE EDITOR
Return to the Message Base menu and hit E for Enter
Message. You will see:
To who (? for list)?
you can send messages to specific people or to ALL. If you
send a message to a specific person, it is not enough that the person
exists in this userlog; they must also be a MEMBER of this SIG. You
can hit ? here to see a listing of all the members in this SIG.
Enter the word ALL and hit RETURN. Then enter a subject
line: "Welcome" or some such. You will then see the following lines:
(Enter F below to create a message from a file.)
Enter U to upload a message or RETURN to use editor:
The first of these two lines only appears when you are logged
on locally. When you are on locally, you can make a message out of a
pre-written file by hitting F here and entering the complete pathname
of the file.
Messages to ALL are not allowed to be private. If this were
not a message to ALL, and if the area was set up to allow private mail,
you would have been asked at this point wether the message was
intended to be private or not.
The other options are to [U]pload a message (meaningless in a
local logon) and to use the message editor. When users upload
messages, the system uses their default protocol and turns the uploaded

file into a message. Right now we want to simply enter one from the keyboard, so hit RETURN.

Now you can begin entering your message. Enter it exactly as you would in a word processor. Do not hit RETURN at the end of a line; the system will word-wrap for you. Enter a message welcoming people to your board. Your message is ended by hitting RETURN on two consecutive blank lines.

Now you will see the following menu:

[S]ave [E]dit [R]estart [U]se quote
[L]ist [C]ontinue [F]ile attach [Q]uit

Let’s look at these options one at a time.

[S]ave simply saves your message.

[E]dit takes you to the Edit Message Submenu, described below.

[R]estart throws the message away, keeping the header (address) information, and lets you begin entering text all over again.

[U]se quote will insert the contents of your Quote Buffer (see discussion under the QUOTE BBS Command) into the message at any specified line.

[L]ist message shows your message to you, with line numbers, for editing purposes.

[C]ontinue gets you out of this menu and lets you continue entering text from where you left off.

[F]ile attach lets you "attach" a file to this message. This means that a user reading this message can download this attached file simply by selecting the proper option while reading the message. this is a very useful feature and is often used when sending files that don’t really belong in a database. To send a file to one specific person merely requires that you specify the message as a private message (see above). It is possible to disallow file attaches for any message base: see the discussion on the MBAreas module. When logging on locally, instead of uploading a file the user is prompted for a full pathname, and this file is then used as the Attached file.

Attached files appear in the directory you have assigned them to (see the ATTACHED_PATH keyword in the Config Files section). they are appended with two extensions representing the message area and number. Thus the file TEST.LZH when uploaded as an attached file to Message Area 3, Message 14, will appear in the ATTACHED_PATH as TEST.LZH.3.14. When the letter in question is deleted, so is the attached file.

[Q]uit quits the message WITHOUT saving it.

1.242 The Edit Message Submenu

THE EDIT MESSAGE SUBMENU
Hit E at the message menu for [E]dit. Another submenu will
appear with powerful editing commands. Taken one at a time, these are:
[G]lobal search and replace
This is a handy way of replacing one or more occurrences of a
string. You enter a search KEY and a replacement, then the editor
searches for this key. Every time it finds a match it will display it to
you and ask:
Replace (y/n/g)?
Y replaces it; N goes on to the next occurrence; and G replaces
this and EVERY OTHER occurrence of the key string from this point
on.
[E]dit line
This option lets you do a search-and-replace on a single line of
the message. You may either replace or simply delete any occurences
of the search key.
[D]elete line
This simply deletes a line of the message.
[I]nsert line
This option lets you enter a line and insert it between two
existing lines.
[R]eplace line
This is a combination of Delete Line and Insert Line. The line
of text you enter will replace the chosen line in the message.
[L]ist
Exactly the same as the LIST in the previous menu. Shows the
entire message with line numbers.
[P]aragraph
This lets you split a section of text into two paragraphs. You
choose the line number on which the split is to occur, then the word
with which you wish the new paragraph to begin.
[J]oin paragraphs
This is the opposite of Paragraph. It takes two existing
paragraphs and combines them into one.
[Q]uit editing
This is the command you choose when you're through making
changes and wish to return to the Message Editor's main menu.

[U]NDO last change
This unique feature does just what it says. If you don’t like the
results of the last edit, simply hit the U and the edit will undo itself.
When you are finished composing your letter, hit S to save it.
You will then be returned to the Message Base menu. Now the
information line in the display will read:
Message range 1 to 1; you have read none of them.
Let’s look at your message from the other end. Select [R]ead
Sequential from the Message Base menu.
You are prompted for two numbers: the Start and End. If you
simply wish to read one message, enter the same for both. If there were
more than one message, you could read forward through them by
entering the appropriate numbers. By making the END smaller than
the Start, you can read backwards through messages. If you enter a
Start number but no END , the system will assume you want to read
sequentially foward and will fill in the most recent message as the
End parameter.
For now, enter a single 1 at the prompt and hit RETURN. The
next prompt will say "End at what number?"; simply hit RETURN
again here.
your message will display on the screen, along with some
commands. Let’s examine these commands in detail.
[R]eplay
Lets you respond to this message.
[Q]uit
This aborts whatever message-reading mode you are in and
returns you to the last menu.
[N]ext
This is the same as simply hitting RETURN. If we were
reading more than one message, selecting this option would take us to
the next message.
[E]dit
This command only appears to people who actually sent this
message, or to SIGOPS and SYSOPS. It allows you to actually re-edit
the message, just as you do in the message editor; in fact, it’s the same
code.
[K]ill
Again, this appears only to the sender, the receiver, and
SYSOPS and SIGOPS. This deletes the message and tidies up the

links.
NOTE: You should never delete a message by simply erasing
it with a DIS command. While nothing terrible will happen, this will
destroy the links that make the Traceback etc. functions work. Any
threads will be broken at this point.
[M]ove message
This allows a SIGOP or SYSOP to move an inappropriate
message to another area.
[G]rab quote
This allows you to "grab" a piece of this message for use later
when you reply to it or refer to it.
NOTE: Allowing this command in your message bases will
result in a huge amount of duplication and abuse. Users typically
tend to be lazy and clip and use huge quotes, which then take up more space
and force the reader to read the same thing over again. The
[T]raceback or [O]riginal commands make a great deal more sense for
this purpose. Quoting is provided because so many people are
"spoiled" on it and want it, but the author has provided the ability to
disallow quoting in message bases for those who agree with him that it’s
a perfectly pointless feature. End of editorial.
[A]gain
This command simply shows this message again.
[T]raceback
This command only displays when the message is a reply to
another message. It first shows the message this one is the reply to,
then traces back in the conversation thread until the mode is aborted or
it reaches the original message in the conversation.
[O]riginal
This command only displays when the message is a response
to some other message. It simply shows the message that this is a
response to.
[C]ontinuous
This turns on continuous reading mode. It is the same as
selecting Continuous Node from a menu. Selecting this will cause the
remaining messages in a sequence to dump without asking for a
prompt in between.
[D]ump/Replies
This mode turns on Continuous Mode temporarily, and then
reads messages sequentially. When a message is found that has replies,

all the replies are shown before going on to the next message. The system "remembers" which messages have been shown as replies and will not show them again in the normal reading of messages. This command is useful because it keeps all the messages in a conversation together.

[X]mit

This command will transmit the message to the caller as a file transfer, using the caller's default transfer protocol.

[P]rintout

This command appears only locally. When selected it dumps this message to the printer.

ONWARD

You should now have a pretty clear picture of message reading and writing. Feel free to experiment with the other commands in the Message Base Menu. Details on their functions and use will be found in the BBS COMMANDS chapter.

When you are finished playing in the Message Base Menu, select Q to return to the Main Menu.

1.243 The Databases

THE DATABASES

Let's now turn our attention to the database menu. From the Main Menu prompt, select the Database Menu.

This menu contains most of the Database commands. (Remember that this is a purely artificial distinction. Nothing prevents you from having menus that have any or all commands in them.) At the top of this menu is the line:

Database area 1: Amiga Utilities

This is the line that is produced by inserting the keyword

The individual commands in this menu are pretty well covered in the BBS COMMANDS section of the manual. Look around and try out various commands until you are familiar with their operation.

When you have finished looking around, return once more to the Main Menu.

We will look now at the Conference Facility. Select it from the Main Menu.

1.244 The Conference Facility

THE CONFERENCE FACILITY
A CONFERENCE is a real-time discussion between two or
more people. The SKYLINE Conference Facility is organized into
ROOMS, which a caller can choose between. Conversations in the
rooms are private to that room.
A Conference can have a MODERATOR if desired. The
moderator has an extended set of commands that he or she can use to
keep their room orderly. These will be discussed shortly.
When a user enters a conference room, they can type directly
at the other people in the conference. Their input is saved until they
have hit RETURN and then transmitted in a single line, with either
their name or their alias at the beginning of the line.
When you enter the Conference Facility, you will see the
following menu:
[J]oin a room [C]reate a new room
[Y]our settings [H]elp with commands
[D]elete a room [Moderator commands
[L]ist members
Let’s look at each of these choices.
[J]oin a room
The open rooms will be listen above this menu. The caller can
join any of these rooms and participate.
[C]reate a new room
There can be up to 20 rooms running at once, which is overkill
since only 16 people can ever possibly be on at once in this version.
Anyone is allowed to create a new "transient" room, which disappears
as soon as the last person leaves it.
After creating a room, the caller will be shown several options
for this room’s setup. These are:
Locked (No more allowed in)
Real Name (no aliases)
Formal (Moderator required)
Access Only (Exact access)
Locked is meaningless when the room is being created. It is
useful later on, and is also available from the Moderator/FLAGS option,
which is identical to this display.
Real Name means that only real names will be used here.

Normally the caller has a choice of using their name, their default alias,
or a temporary alias chosen for the occasion.
Formal means that the moderator must be present in order for
the conference to be used.
Access Only means that only callers with a certain exact
access level will be allowed into the room.
For SYSOPS and people who have a SIGOP "Conferences"
flag, there is one more option, Static, which will cause this room to
survive even though all users leave. Thus it is a "permanent" room.
[Y]our settings
There are two options under this command. You can choose to
default to your name or your alias, and you can decide if you want
what you type echoed back to you.
This last point deserves elaboration. In a busy conference,
things will be happening constantly on the screen. The user who is not
using a CHAT BUFFER will not be able to make much sense out of
what they are typing; it will be mixed in with all the incoming text.
The sensible thing to do is to use your terminal's CHAT BUFFER and
turn the echo OFF. However, the other option is provided for those
who aren't comfortable with this.
[H]elp with commands
This simply shows a list of the available conference
commands.
[D]elete a room
This will delete a room if it is empty. The caller must be a
SYSOP or have a CONFERENCE POWERS flag set.
[M]oderator commands
This shows a list of the additional commands that are available
to a moderator. These are covered shortly.
[L]ist members
This shows who is in any or all conference rooms.
Select the [C]reate a room option and give your room a name.
Leave all the flag settings set to NO. You will be asked Using [Sysop],
OK (Y/n)? Hit RETURN to accept this. (You could have chosen your
alias, or picked a temporary alias, at this prompt if you had wished.)
You will now be in the room. No pone else is here, of course.
Let's get fancy now. Click in the Line 1 window and log on under
another name (it won't let you log on a SYSOP again). Don't bother
registering; just go to the Main Menu and select the CONFERENCES

option. Then [J]oin room 1.
Line 3 will be notified that you are here. You can now type
back and forth at yourself and see how things work. Feel free too
experiment with the slash commands described below. When you feel
you understand how the conferences work, type /Q in both lines to quit
and log each of them off.

1.245 The Slash Commands

THE SLASH COMMANDS
A number of commands are available to users while they are
in conference. These are known as "slash commands" because they
begin with the slash character,'/'. The most important one is /Q which
is used to quit the conference. The others are:
/CHAT
This lets you chat privately with another user without leaving
the room. BOTH users must select this option.
/LIST
This shows what rooms are available, who the moderators are, and
how may people are in each room.
/SQUELCH
This in effect makes another user invisible to you. If someone
is annoying to you, simply squelch them and you won't be able to see
their messages anymore. The messages will still be visible to others, of
course.
/HIDE
This is the inverse of SQUELCH. With HIDE, the messages
you type appear for everyone EXCEPT who you are "hiding" from.
/NAME
Use this to switch between your name, your alias, and any
temporary alias you might want to use.
/ROOM x
This switches you instantly to another room, like changing a
channel selector. The x above represents the room number.
/WHO
This will show you what other users are in this room.
/FIND
This will find anyone who is online and tell you where they
are. If they are in a conference room you will be shown what room

they are in.

/PAGE

This is just like the PAGE command from the Main Menu. It allows you to send a message to someone on another line, even if they aren't in the Conference Facility.

/*

This is a Private Comment. You can send a one-line Private Comment to anyone in the room.

/QUIT

This simply leaves the conference room.

/BYE

This command lets users log off the system directly from the Conference Facility. It removes them from the conference and then logs them off.

/?

This shows a quick reminder of the above commands at any time.

/??

This shows the MODERATOR COMMANDS, discussed below.

MODERATOR COMMANDS

There are seven commands reserved for the moderator of the conference. The Moderator is the person who created the room, or any person he or she yields control to.

/FLAGS

This lets the moderator change FLAGS. described above, for this room.

/LOCK

This command locks the door of the room. Users can still leave the room, but no one can get in.

/MOD

This command is used to relinquish control of the room and make another user the moderator.

/EJECT

This "bounces" an unwanted user out of the room and locks them out.

/NOTICE

This lets the moderator write a one-line notice about the conference. It is listed when a list of the available conferences is

shown.
/PUBLISH
This puts a note on the BBS logon sequence saying that this
conference is meeting at this time. If there is a NOTICE written, it too
is placed in the BBS logon.
/TITLE
This simply changes the title of the room.

1.246 credits

THE SKYLINE BBS SYSTEM
DISTRIBUTED BY OmniLink Corporation
Programming and docs
By Joseph I. Sera
Message Base programming & docs
By Scott Lee
Please stay in touch with MIDI MAGIC BBS. Any bug fixes or
minor updates will be distributed from there.
For help and support you may also call WOLVERINE'S DEN .
Distribution will not be available at this location.
ACKNOWLEDGMENTS
I wanted to reserve this little space to say "thanks" to a few
people who have help to bring Skyline back to life.
Scott Lee - Who took the ball and ran with it, when nobody else
wanted to play.
Joe Sera - Who when I asked him if he would be willing to work
on and fix Skyline, said "I'll try it" and then did it!
Flo Natale - Who put up with me while we worked on the program and
pitched in doing everything she could.
David Cole - Where would Skyline be without selfless sysops like
David? I am proud to know him.
Donald Landes - "Quack! Quack!"
Bob McKain - "&^$(*&% Cli doors!!!"
Pat MacCullough - "Multi-whatsis???"
To these brave souls who donated their time and computer,
willing to suffer the slings and arrows of outrageous
coding; I thank thee, I thank thee, and again, I thank
thee!
And finally to the Unknown Sysops, who pointed out bugs and problems
and offered encouragement when it was sorely needed.
Ozzie
P.S. Thanks, Steve and Ernie for pitching in!

1.247 Notes on the CLI_Read_Loop and CLI_Time_Out

THE CLI_TIME_OUT IS NOT THE TIME LIMIT FOR HANGING UP THE USER!!!!!!!
these two functions provide the means of detecting the EOF output of a
CLIDoor. The Skydoor read loop executes for the amount specified in the
CLI_Read_loop command. Between each loop execution, a delay of
CLI_TIME_OUT ticks is performed.
This might seem unnecessary, since a read loop of 2 and a delay of 10 is
equivalent, in execution time, to a read loop of 4 and a delay of 5. This
is true but the Amiga acts differently between the 2 cases.
The amiga is a multi-tasking computer. During task switching, a task is
put to sleep under 3 conditions:
1) The quantum period has expired for the current task.
2) The current task waits for a event.
3) A task with a higher priority awakens.
Careful readers will , after reading the above, quickly realize why the
two cases behave differently.
When a loop of 4 and a delay of 5 is used, the task acts quickly when
more output is sent from the CLIDoor. Although this may seem faster,
it really causes a major slowing of task execution on a system which has
many programs running.
A small delay and a longer looping causes a state called a "Busy-wait-
loop" or "Busy-waiting". This causes lower priority tasks to loose
processor time and causes equal-priority tasks to line (i.e. other lines)
to fight for processor time. For a system with a single line and no other
tasks running, this will cause an increase in performance in the skydoor
programs. But machines with multiple lines and multiple tasks, a MAJOR
performance loss is experienced by ALL tasks.
The Loop of 2 and Delay of 5 relieves this situation but response time to
the incoming output of the CLIDoor is slowed.
So, lower delay, increased loop gives quick response (faster displays)
on Amiga’s with few executing tasks, but the inverse causes delayed
responses to output from the door, but better multi-tasking performance.
As with anything in life, you have to play with it to find a happy
compromise.
The reason why these 2 commands are need is that the Skydoor has no
idea when the door is finished with its output, so a loop is required
to poll the output of the door. When there is no output, the loop
expires and an input is requested by the user except when the door exits,
then the Skydoor programs abort and exit after the last bits of info
(pun intended) are sent to the screen.

1.248 Hints, Tips, And Miscellaneous

FIXMB UTILITY
FIXDB UTILTIY
MODEM HINTS
SERIAL NUMBER
VALIDATING USERS
CREATING BBS STRINGS
CALLBACK FEATURE

1.249 fixdb

FixDB-Database null entry eliminator ver 1.0

By Joseph I. Sera

This is a simple program that eliminates the database 0 files from the
datbase.active directory. You can run this program once a month to
clean up the datbase.active file. DB active file that is not cleaned
out, becomes larger than it should be and causes delays in moving files,
ect.

THE BBS MUST NOT BE ON LINE WHEN USING THIS PROGRAM!!!

Although it multitasks fine, it takes quite a while to do it's job. A
user that logs on and tries to search the databases will confuse the
program and possibly crash the system.

The FixDB utility makes backup copies of the original datbase.active
and DBAreas files just in case.. Just type FixDB in a cli and thats all.

hope this utility is useful!

Devious

1.250 FixMB - updates users to new message base configurations

"FIXMB PROGRAM"

If you ever have to delete or create messages bases by the bunch,
you will find this program very useful, as it will allow you to JOIN/
UNJOIN every user in your system.

SYNTAX:

FixMB <option> <start MB> <end MB> [<access level>]

Where:
<option> is either -J to join or -n to unjoin.
<start MB> is the starting Messagebase number.
<end MB> is the ending Messagebase number.
[<access level>] optional access level. only users with
this access equal to this is changed.
- FixMB -j 20 30 100
This will cause users with access level 100 to be Joined to
message bases 20 thru 30. If the access level is left out, ALL
users will be affected.
- FixMB -j 21 21
This will cause ALL users to be joined to message bases 21.
- FixMB -u 20 30
This will cause ALL users to be unjoined from message bases 20 thru 30

1.251 modem

MODEM SETTINGS
Notes on required modem commands:
For the BBS to be able to pick up baud rates, the modem must be issued
the command:
ATW2
otherwise the modem will not send the proper connection rate to Skyline.
This command can be added to the end of you modem initialization string
as W2 or you can set it in your profile as:
ATW2&W0 (for profile 0)
or,
ATW2&W1 (for profile 1)
Not setting this will cause Skyline's download time and allowance to
error allowing either 2400 baud users to select more files than they
have time to download or 14.4k user not being able to download the
amount they can with their time remaining.

1.252 Serial Number

SERIAL NUMBER
Your Skyline is protected from theft by others by a unique encoded
serial number that is different on every disk. This serial number
displays with the copyright message at the beginning of every session,

showing callers that you run a legitimate Skyline board. Should a copy
of the software be stolen from you, it will be easily traceable with
this number. For this reason never loan your Skyline disk or allow
others to copy it.
Do not attempt to defeat the serial number scheme. Altering the code in
any way will cause your system to cease to function properly. A
requirement of the licensing of this software is that the serial number
be visible to any caller.

1.253 Validating Users

VALIDATING USERS
Validation normally works like this: You select Validate with the
Verify option. You are then asked for an access level to FIND. Then
you are asked for a validation template. You will often use NEWMEMBER
for this but the option of a choice lets you validate up to two or
more levels.
The system will scan through the people with this access level, one by
one. Selecting WRITE, WRITE + NEXT, or VALIDATE will give this person
the important attributes from the validation template. Selecting NEXT
goes on to the next user without validating this one.
If you wanted to validate people into 2 or 3 different levels, just
repeat the process. Each time leave unvalidated the persons you want to
give the next template to, and simply repeat for as many templates as
you have.
The Automatic option goes through and validates EVERYONE with this
access level. It shows the records on the screen as they are being
validated.
Even when you are not in Validate mode, hitting the Validate button
will let you select a template and give it to the active user.

1.254 Creating Your Own BBSStrings Files

CREATING YOUR OWN BBSSTRINGS FILES
Simply copy the file Basic.Strings to something of your own choosing
(retaining the .strings extension). Put this file in BBS:Config. If you
wish, you can use the DOS FileNote command to describe these strings;
this description will appear to the caller. You must set the
MULTI-STRINGS gadget found in the PRIVILEGES menu of the USERLOG program.

Clicking and highlighting this gadget will allow the user access to the
multistrings files. This command is sticky.
You may alter the file in any text editor. You have a great deal of
freedom but certain rules MUST be followed:
1. Do not move lines around, shorten or lengthen the file, or otherwise
interfere with line placement in any way.
2. Lines that contain %d and %s codes MUST RETAIN these codes, in the
same order given. These are filled in with appropriate values by the
system before being transmitted.
3. Make sure your version of the strings makes as much sense and is as
clear as the original; otherwise it will make both your board and
Skyline look bad. Don't change things simply to be changing them.
If you come up with any straight translations of the string set into other
languages, please send them to MIDI MAGIC BBS and we will
include them on future editions of the disk.
BTW, ArchiView v2.1 should work just fine with this version of the bbs
as @EXT type doors are allowed. (Specs on @EXT are to follow some time
in the future for you programmers out there.)

1.255 callback2

Some notes on the Callback feature
To use the Callback feature, YOU MUST HAVE THE CALLBACK GADGET SET IN THE
USER PRIVILEDGES. This will cause a request that asks the user if he/she
wants to preform a Callback at the log on, after the password is given.
It can also be used in a menu (BBS command #22) and also in an embedded
command (using text files or the ARexx Skyparse command).
Some care must be taken for it to work properly:
1) The number must only have numerical characters. No dashes,slashes,ect.
can be used.
2) Long Distance numbers must have the areacode WITHOUT the
precceding "1", also with no parenthises,slashes, ect.
3) Local numbers MUST NOT have the area code, or else the phone company will
not allow the call to go through.
4) The MODEM_DONT_ANSWER and MODEM_DIAL commands must be set correctly.
For Hayes(tm) compatable modems it is the following:
MODEM_DONT_ANSWER S0=0
MODEM_DIAL DT
- or -

MODEM_DIAL DP
When started from the login, the callback uses the 2nd phone number
(the data number) to do the callback.
when started from a menu or embedded command the user is asked which
number to use.

1.256 cole

DAVID COLE

Hi. I'm Dave Cole. I'm 18 years old, and have loved using computers
ever since I can remember. I enjoy all forms of music, from Mozart
(particularly The Magic Flute) to Metallica to techno. I work as a
character generator operator at a local TV station, and DJ a local
college radio station on a volunteer basis.
I've operated bulletin boards since February 13, 1989 (Friday the 13th,
too! <grin>). I started on BBS-PC!, where I learned how to work around
the weak coding to make it bend to what I wanted it to do. I then found
Skyline 1.32 and loved it, and have stuck with Skyline ever since. I
chose Skyline due to it's configurability. I found it so configurable,
I used to pull pranks on users by making my BBS look EXACTLY like other
area IBM-Based Bulletin Board Systems!
It was during the early Skyline versions that I learned how to program
in AREXX through looking at other people's code, such as Patrick Baker
(big mistake), and others. I learned that when you learn that way, you
can also learn their MISTAKES <grin>. My first game was Yuppie Wars,
which did a lot better than I ever thought it would, and went as far as
being ported to other BBS formats. Since then I've written several
Skyline utilities, and half-written a few games. I now operate a Skyline
Support BBS, Wolverine's Den, based in Northern Michigan. I can offer
AREXX help (although I think Duck is better), ANSI & Graphics help,
ways to set up Skyline and make it do what it doesn't want to, and
basically anything else that doesn't involve C or Assembly!

1.257 MIDI MAGIC BBS (718)846-6941

<<<<< MIDI MAGIC BBS >>>>>
718-846-6941
This BBS runs SKYLINE II distributed by OmniLink Corporation.

This system configuration is:

One Amiga 2000 with a CBM ’030 25hz accelerator, 7 meg RAM

One 105 MB QUANTUM HD

One 240 MB QUANTUM HD

One Amiga 2000 with ADSPEED & 4 megs RAM

One 85 MB QUANTUM HD

One SYSQUEST 88MB drive

total storage 523 MB storage

ZOOM Fax Modem 14.4 V32bis

SupraFAXmodem 14.4 V32bis V42bis MNP 2-5.

A2232 multiport card

Running DOS 2.1

The two Amigas are networked using PARBENCH Software.

1.258 WOLVERINES’S DEN

Wolverine’s Den (616)922-0987 - A New Force In Amiga Bulletin Boards!

Skyline v2.x - HST/MNP1-5/V.42bis/V32 >16800 bps - 24 Hours - 250 Megs

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The Time Has Come || || .|...|| || || For Something Better.

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Amiga Public Domain, Freeware, and Shareware files, most direct from

the internet. Newest versions of the latest programs the day they are

released! Text bases ranging from song lyrics to UFO theories! Over 50

Message Bases!

OFFICIAL Skyline BBS Support & OFFICIAL Skyline BETA TEST site!

Sysop Wolverine, aka Dave Cole

1.259 SERA

JOSEPH SERA
Joe Sera is a relatively new face to the Skyline circle. Joe has been
a programmer since the beginning of Amiga, but has only recently
gotten into telecommunications programming when OmniLink Corporation
bought Skyline from Mike Cox. Skyline has been a learning experience
for him, but he has caught on quickly. This ability to perform quickly,
and his already inherent talents in creating programs that completely
utilize the power of the Amiga, have taken a key role in repairing much
of the code of Skyline along with Osvaldo Benavides and Scott Lee, as
well as playing a part in the formation of Skyline's successor. Where
Mike's original ideas have given birth to such a potentially powerful
BBS system, Joe's will take those concepts to new unimaginable new
heights.
-=-

1.260 LEE

SCOTT LEE
Scott has been with Skyline ever since the beginning, and is
a cornerstone in Skyline BBS supplemental programming. He's written
doors, he's written programs to help programmers who program doors,
he's been a Skyline beta tester since the early days, and from time
to time he's even more or less been the official Skyline Support BBS.
-=-

1.261 OmniLink Corporation

<<< ORDERING INFORMATION FOR OmniLink Corporation >>>
To order a registered version of SKYLINE BBS software, send check or
money order for $30.00 to:
OmniLink Corporation
101-17 121 st.
Richmond Hill, Queens
N.Y. 11419
ALL bug correction updates for registered users are FREE and
downloadable directly from MIDI MAGIC BBS with your personal
serial number.
THE HORIZONS ARE INDEED UNLIMITED!