

Readme for OpusPhone 3.019
FOSSIL Compliant Extended Chat Utility
For Opus 1.7x Systems
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Direct comments and bug reports to Bev Freed at 129/104 or William B 1:363/3. Read the documentation. It contains basic descriptions of the features, which I will not repeat here.

What it is:

- A tentative start toward multiline chat. It's not all there, complain. I'm attempting to build a solid foundation one step at a time. With this version you have the ability to list up to 16 nodes and select any one for conversation. There is a broadcast on the list menu that allows you to send a single message to all nodes ala Novell's syscon. Try this version but DO NOT use it to replace the current version of OPhone.
- As a single-line chat module it is still as solid as it ever was (whatever that means), so using it as a single-line chat utility poses no problems.

What's changed:

- OPhone now supports a trash can file. That's right. After getting too many yells from a persistent caller, I installed the ability to define a simple ASCII text file that contains names, as they appear in the user file, of those callers that I don't want to hear from no matter what. The default file name is PHONE.BLK, and the format is simple. Simply list one or more names, one name per line, with the name starting in the first column (no leading whitespace). Obviously spelling and punctuation are important but case is not. I have a sample file for you to look at.
- The small window that popped up on the local screen during a call has been changed to a LARGE window. The same basic information is conveyed in the first three lines as before, however, the rest of the window flashes between a series of lines spelling out "PAGE" on red and black on gray.
- Per Bev Freed's suggestion the caller's city (where they're from) in the user file is printed under their name on the local paging screen. This allows the sysop to determine if it's a long distance call, and to make a better determination if the sysop should accept or not.
- The color selection process for menus and local chat colors has been changed. Instead of the older menu on menu method, I have written a procedure that creates a 16x16 color palette that shows all possible combinations of foreground and background colors. There are two menus that are displayed when you change some part of the menu screen, a sample menu or chat representation on the left and the color palette on the right. As you use the arrow keys to move the cursor around the palette the selected text changes to whatever color combination is currently under the block cursor. Thus you see instantly what

particular color combination looks like, especially when sele colors.

- If there is a need, I will add the ability to select the remo as well. The remote colors are currently fixed.
- Metacharacters have been changed into internal variables. Thi with the description of environmental variables. Bev complain the term was confusing. I hope Bev is less confused with this
- There is a new menu called List that will list all active nod _all_ it does. You can select someone to chat with via mouse letter on the far left corresponding to the task.
- The Options selection has been split out into a separate prog OPCONFIG.EXE. You can use this to directly edit the PHONE.INF Option selection is still on the menu bar, however, when you O you shell to OPConfig.
- OPhone will only list and select 16 active tasks, 0 through 1 inclusive. Any tasks outside this limit will not be seen.
- There is a Close selection that is supposed to close a select conversation. It's not working yet. Sorry.
- There is a new field in the Options/Files menu called Status supposed to be filed with the Opus status directory, where Op its active, lastuser, and chat files.
- There is a new command line switch, "server". Bring OPhone up Desqview partition _by itself_ and it will monitor the Opus s directory.
- There is a new internal variable, '\$S'. When encountered it i into the new Options/Files/Status dir field.

What's not quite right:

- If a caller polls you while OPhone is in server mode it will reflected on the server instance of OPhone.
- Selecting callers from the List menu may not work right. I do you're going to have to test it.
- This version is only good for chatting on multi-line single no systems. It will list network callers if the status dir point common status directory on a server, but server-based interli isn't ready.

- There is a selection in OPConfig called Test menus..., and un Test Rings, that shows a two-dimensional table of days and ti days run down the left side, and the time runs across the top hour increments. Because of requests from other users, I am a to provide a method of allowing multiple chat times in the sa The blocks indicate when chat is allowed in 30 minute increme example, from 11:00 to 11:30 am, etc. I have NOT completely c screen, so it does NOT work. What does work on this screen, i to play with it, are the arrow keys, the home and end keys, a space bar. Bascally if you press the space bar over a block i blank. Press the space bar over a blank and it turns back int If you want this type of granularity then by all means let me I will finish it.
- The swap toggle does not work. I have not had time to fully i the current version of Ralf Brown's SPAWNO spawn()... replace the swap is permanently ON.
- I have encountered a problem with running OPhone in a small w under DV. I have 386 system with DV 2.4, QEMM 6.0, and MS-DOS running on a Novell 2.2 server network. The problem is that i is running in a small window then the cursor leaves colored b the display as it is moved around. I can't repeat it on my ho which is like my work system except it is not networked and system. If I zoom to full screen on the work system then the disappears. I have no idea what is causing this problem. Any as to what might be wrong would be greatly appreciated.

What's fixed:

- If you do not answer a poll then VGA displays are properly re

What to test:

- Test the Send all nodes (broadcast) feature. Make sure that I opening all chat files for all active nodes in append mode wi enable. This feature should work on single node and network n
- Try pinging a user from the list menu and see what happens. I a problem, let me know through 363/3 or Bev Freed.

Let me know what you think of this. Is this a good start? What featu want me to add to the multiline chat module? Remember, this is a wor progress and will only come to completion with your clear, concise i

Thank you.