

BBBS

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COLLABORATORS

	<i>TITLE :</i> BBBBS	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
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<i>SIGNATURE</i>		

REVISION HISTORY

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Chapter 1

BBBBS

1.1 BaudBandit BBS - Table Of Contents

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To work correctly, this AmigaGuide document should be located in the main BBS directory along with the file "Product-Info" and the text directories "Information" and "BBS_TEXT".

1.2 BaudBandit BBS - Introduction

-- BaudBandit Bulletin Board System -- Command List
BBBBS is a collection of AReXX modules which control the communications program BaudBandit, turning it into a full featured BBS. Additional modules are included to allow local access by the sysop(s) and/or others. It will run on all Amigas (with sufficient RAM, see [Requirements](#)) and has been tested on all Amiga operating systems from 1.3 through 3.1.

Features:

Up to 99 file libraries with extended file descriptions.

Up to 99 fully threaded message conferences.
Number of users, files, messages, etc. are only limited by storage space.
Controlled file library and message conference access for users & sysops.
Interface to extra devices like CD-ROM & others, all treated as Read-Only.
Complete Email area including binary mail, and multiple forwarding.
User statistics including messages written, files ul/dled, time, etc.
rexxDoors sub-area, Grin_du_Jour, StarTrek, Wheel_Of_Fortune, much more!
Searches: Search users, file descriptions, or messages.
Online Text Editor: with Cut and Paste, Replace, and **Spellchecking** .
Selectable Auto-validation using Call Back Verify.
Separate multi-tasking module for **local sysop logon** .
User profiles, Polling_Place (a voting booth), background archiving.
Complete offline read/reply/upload/download module, **bbsQUICK.rexx** .
All reported bugs have been repaired. This may be bug-free software! ;-)
To see this BBS in operation, call Gramma's BBS

1.3 The QuickSort program

Written by Marvin Weinstein at SLAC, this is a quick sorting routine for ARexx. It is used a great deal within the BBBBS system.

1.4 QuickStart

To get an idea of how BBBBS looks, without the need for Baud Bandit, (you WILL need the ARexx and at least 1 MEG of RAM.)
Open a CLI (or Shell), and type the following;
CLI 1> CD RAM:
CLI 1> lha x BBBBSnn.lha ; <== the "nn" is the archive version.
CLI 1> COPY libs/#? LIBS: CLONE
CLI 1> assign BBS: RAM:
CLI 1> CD BBS:rexx
CLI 1> rx bbsLOCAL SETUP
This last command runs the sysop "LOCAL" version of the BBS in "SETUP" mode which creates any needed directories.
When it asks for your name enter "sysop".
When it asks for your password enter "password".
From that point on you will be seeing the BBS as the user sees it with the addition of all the super-sysop commands. Command List
Now, logoff, type "rx bbsLOCAL", but this time enter "test name", and

observe how a new user signs up. If your test user uploads no files, and writes no messages, (email is ok), there will be no record of his having been there after you sign on (as sysop again) and [K]ill "TEST_NAME". **bbsLOCAL.rexx** is almost exactly equal to BBBBS.baud with some obvious exceptions (upload and dload use the arp file requester), and "quick" logoff (no prompt for feedback). For single-purpose accesses, such as read/write email **bbsMail.rexx** , local uploading **bbsFile.rexx** , or offline play of rexxDoors **bbsDoors.rexx** please see **bbsMan.rexx** in the **Macros** section of this document.

1.5 disclaimer

Amiga is a registered trademark of Commodore Business Machines.
ARexx is a registered trademark of William S. Hawes.
BaudBandit is a registered trademark of Progressive Peripherals.
Neither Richard Stockton nor Gramma Software has any involvement or connection with ANY of these companies, and none of us are responsible for ANYTHING that might happen as a result of your use of this freely distributable BBBBS software.

1.6 distribute

The ARexx modudes in BBBBS are copyright 1990-94 **Richard Lee Stockton** , and ALL RIGHTS ARE RESERVED. In particular, commercial use of these programs requires a written agreement with the author. HOWEVER, these files may be freely distributed and used for non-commercial purposes AS LONG AS the copyright notices contained within the code remain intact.

1.7 author

To contact me for **Distribution** or just more information:

Richard Lee Stockton

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Mountlake Terrace, WA 98043-2009

Phones:

voice = 206-776-1253

FAX = 206-775-7573

BBS = 206-744-1254

Telecomm:

call the BBS number above and leave a [C]omment to sysop.

- OR - send Internet Mail to RLSTOCKTON@CUP.PORTAL.COM

- OR - send Email to RLStockton on PORTAL or BIX or GENIE

- OR - (if you MUST), my Compu-\$erve address is 71650,424

1.8 require

BBBBS Requirements: Assumes standard 1.3 or 2.0+ Amiga OS

(tested under OS from 1.3 through 3.1)

RAM: ~2.0 MEGS of RAM to run. 1.5 MEG without spellchecking.

Three software packages are required to run this BBS.

1. The latest BBBBSnn.lha archive.
2. ARexx. Included with Amiga OS 2.0 or better, or buy commercially.
3. The commercial communications program BaudBandit.

Commercial Software:

(I have *nothing* to do with these, except for using them.)

BaudBandit 1.50 - \$50 retail, \$15 from Gramma's BBS, 206-744-1254

ARexx 1.15 - \$50 retail, ~\$30 discounted (free with Amiga 2.0+ OS)

libraries (must be in your system Libs: drawer)

rexxsupport.library (V34.9 comes with ARexx 1.15)

rexxsyslib.library (V36.23 comes with ARexx 1.15)

NOTE: If you are unable to find BaudBandit at your dealers, call Gramma's BBS, 206-744-1254, and look in the [I]nformation area on the BBS for a textfile called "BaudBandit.ForSale".

Freely Distributable Software:

(not contained in the BBBBS archive)

commands (must be in your system C: drawer)

arc (freely distributable de-archivers...)

dms (look for these on Fred Fish or your local BBSes)

unzip

zoo

(contained in the BBBBS archive)

BBBBS<nn>.lha

libraries (must be in your system Libs: drawer)

arp.library (V39.1 by Charlie Heath & others.)

rexxmathlib.library (V1.3 by Willy Langeveld)

rexxarplib.library (V3.0 by Willy Langeveld)

screenshare.library (V1.52 comes with rexxarplib)

commands (must be in your system C: drawer)

lha (V1.38 included as self-extracting archive)

QuickSort (by Marvin Weinstein - ARexxQSort.lzh)

sound (by RLStockton, needed to play BBS Yell.snd)

boot (optional: warm-boots if BBBBS seems frozen)

rexxDoors (these are needed for opening and closing cookie, etc.)

Data (DIR)

Grins NOTE: There is a much larger data file available

Grin_du_jour.rexx

Moon.rexx

Time.rexx NOTE! Many other rexxDoors in BBDdoors<nn>.lha

rexx:

[Arexx programs](#)

1.9 External and Internal ARexx Macros

The following ARexx macros must be in your REXX: drawer

[Answer.baud](#) - if no BBBBS, answers and starts BBBBS.baud

[ArcALPHA.rexx](#) - archive custom alpha filelist

[ArcBrowse.rexx](#) - archive custom descriptions

[ArcMsgs.rexx](#) - archive selected message conferences

[baud.rexx](#) - turn BaudBandit screen ON/OFF

[BBBBS.baud](#) - MAIN BBS PROGRAM - MODEM

[BBBBSdemon.baud](#) - watches for problems

[bbsALPHA.rexx](#) - update online filelist archives

[bbsArcExt.rexx](#) - archive custom list of files

[bbsArcStop.rexx](#) - force halt to archiver(s)

[bbsCallBack.baud](#) - CallBack Verify module

[bbsDoors.rexx](#) - run rexxDoors from CLI

[bbsED.rexx](#) - text editor module

[bbsEditUser.rexx](#) - userfile editor module

[bbsExtDL.baud](#) - access non-BBS devices

[bbsFile.rexx](#) - files manager from CLI

[bbsFriends.rexx](#) - email aliases module

[bbsHOURLY.rexx](#) - keeps stats

[bbsKillUser.rexx](#) - delete user module

[bbsLOCAL.rexx](#) - MAIN BBS PROGRAM - CLI

[bbsLog99.rexx](#) - handle 99 line USER & QUICK logs

[bbsLOGOFF.baud](#) - run your own logoff program(s)

[bbsLOGOFF.rexx](#) - run your own local logoff program(s)

[bbsLOGON.baud](#) - run your own logon program(s)

[bbsLOGON.rexx](#) - run your own local logon program(s)

[bbsMail.rexx](#) - email module

[bbsMAINT.baud](#) - auto maintenance

[bbsMan.rexx](#) - BBS MANAGER LOCAL handler - CLI

bbsMsg.rexx - Read/Reply message conf module

bbsNewFile.rexx - (optional) backup new uploads

bbsNewUsers.rexx - new user validation module

bbsNumbers.rexx - daily compares Numbers dir with yesterday

bbsOther.rexx - show available other user info

bbsProfiles.rexx - handle user profiles area

bbsPOST.baud - handle user info display window

bbsQUICKIN.rexx - handles QUICKIN.lha files

bbsQUICKOUT.rexx - constructs QUICK_n.lha files

bbsREPORT.rexx - FileList and User reports in sysop email

bbsRestart.rexx - Used by BBBBSdemon.baud to try to restart BBBBS

bbsSlave.rexx - Used with FIDO or UUCP

bbsSortUsers.rexx - counts, sorts and makes "Lists/USERS"

bbsSounds.rexx - Sound control

bbsSpeak.rexx - Amiga Voice control

bbsSTATS.rexx - How many, how much, how often

bbsULDL.rexx - stats from the file descriptions

bbsUPDATE.rexx - auto-update to latest version

bbsUSER.rexx - stats from the user files

bbsWrite.rexx - write mail or message module

bbsXferStats.baud - handles ul/dl statistics

BuildALPHA.rexx - rebuild filelists

BumpLevels.baud - Online level increase

BumpTime.baud - Online time increase

ChangeUserName.rexx

Contents.rexx - Online archive contents display

EditUsers.rexx - Edit ALL users. DANGER!!

ForceChat.baud - Part of the CHAT mechanism

Increment.rexx - Increment numbers in AmigaDOS filecomment

Make_BrowseList.baud - Selector for the filelist archivers

OldEmail.rexx - Report email & emailfiles older than <date>

PhoneDupes.rexx - Find users with same phone number

Setup.rexx - Load all needed rexx libraries, start QuickSort

ShowHOURLY.rexx - Show hourly stats

ShowLog.baud - Display today's log on BaudBandit screen

TestArc.rexx - Test archive with proper tool (LhA, zoo, dms, etc.)

ToggleNoise.rexx - Toggle sounds/voice ON/OFF

1.10 organize

- BBBBS Organization -

BBBBS looks in your s: directory for the file "CONFIG.BBS" which sets all preferences including the device where the BBS files are located.

(if S:CONFIG.BBS is not found, BBBBS looks for BBS:BBS_TEXT/CONFIG.BBS and if THIS file is not found, BBBBS will give up and quit).

Within this device, the BBS may use 99 file & 99 message directories.

The sysop controls the names and numbers these directories by editing the files "Lists/Libraries" and "Lists/Conferences".

Users may have access levels between 0 (new user) and 99 (super-sysop).

The lowest sysop level (gets to edit filenotes, maybe edit messages depending on level) defaults to 80. Level 99 (and only level 99!) is allowed to open a remote Shell and the power to edit ANY file remotely.

Uload/Dload access is limited to libraries & conferences at or below the user's level. A sysop may also exclude certain directories from a user by editing the **user's datafile** line 21, indicating excluded file libraries by name and excluded message conferences by number.

The first 101 file numbers are reserved.

1-99 - Individual alphabetical filelist for that number library.

100 - Full alphabetical filelist sorted by library.

101 - Full alphabetical filelist.

Files 1-99 are created as needed.

Files 100 and 101 are activated by editing bbsALPHA.rexx.

If you DON'T want either or both of these files;

- 1) delete the name line(s) in bbaALPHA.rexx.
- 2) Start BBBBS.baud or bbsLOCAL.rexx and then [K]ill the files from the BBS [B]rowse menu.

BBS System File Directories:

'Sysops' = Holds files for sysop review.

'Information' = User viewable files. 'I' from the Main Menu.

'Scratch' = temporary editor files, etc. For debugging.

'BBS_HELP' = Command summary files, according to level.

'rexxDoors' = rexx doorway programs

Grin_du_Jour.rexx = 'one-liner' humor

Moon.rexx = the phase of the moon

Time.rexx = the time in words

rexxDoors/Data/Grins = data for 'Grin_du_Jour.rexx'

...other rexxDoors available in "BBDoors.lha"

'BBS_TEXT' = Text (mostly) files used by the BBS.

'FileNotes' = A dir of dirs. Each dir corresponding to a file library. Within each, a file description of the corresponding file in the library.

Written by BBBBS.baud, but editable.

'BBS_LIBS' = Up to 99 file libraries. You select the names of these by editing the file 'BBS:Lists/Libraries'.

The BBS sees them by name.

'BBS_MSGS' = Up to 99 message conferences. You select the names of these by editing the file

'BBS:Lists/Conferences', but the BBS sees them as MSG1 thru MSG99.

'Lists' = System lists and lists needed by bbsREXX.

Libraries = see example for proper format

Conferences = see example for proper format

Files = THIS FILE IS WRITTEN BY BBBBS.baud.

Under normal circumstances it should NOT be edited by humans. format: 'filenum dirname filename'

Files.ALPHA = written by BBBBS.baud

Courtesy = List of VIP usernames. A new user on this list is given immediate access.

That name is then removed from this list.

Excuses = list of randomly selected reasons why the sysop cannot CHAT right now.

CD_Exclude = list of excluded access paths on Cd(s).

*** Following dirs contain files written by BBBBS.baud. DO NOT EDIT! ***

'Numbers' = LastFile, LastMail, LastMessage1, etc.

Also a dir called "Hourly" that contains data for the "average minutes of use per hour" graph.

'Usage' = Monthly files. Counts hours of modem usage.

'Logs' = Daily files. Tracks user, time, mail or message activity, uploads/downloads, internal errors, etc.

Built in log-readers for sysops.

'EMailFiles' = Private files left attached to EMail.

'EMail' = Private mail between users.

'Users' = User files.

1.11 setup

Follow these steps to set up your own BaudBandit BBS..

1. Do Initial Setup (assumes that bbspath is "BBS:")
 - a. CD to BBS: ; the directory to de-archive the bbs into
 - b. Lha x BBBBSnn.lha ; extract respecting original paths
 - c. COPY BBS:rexx/QuickSort C: ; ARexx QuickSort
 - d. COPY BBS:C/#? C: ; Sound and other C: type programs
 - e. COPY BBS:S/#? S: ; Bandit.Keys, Bandit.Config
 - f. COPY BBS:BBS_TEXT/CONFIG.BBS S: ; or leave alone if BBS: is assigned
 - g. COPY BBS:rexx/#? REXX: ; NOTE: 660K of rexx programs!
 - h. COPY BBS:libs/#? LIBS: ; needed PD libraries

2. Make sure that "C:DATE" returns the correct time and date. The BBS needs to know the correct time and date for many of its routines.

3. Use a Text editor to edit the following lists. These lists can be changed or edited anytime. The libraries may be re-ordered at any time, but the message conferences can only be added to, not re-shuffled. That is, once you associate a message conference title with its number, and messages are actually written to that conference, you **MUST** keep that same number associated with that conference title. (This is because messages are kept in MSG1, MSG2, etc. while files are kept in directories created with the title that YOU give it. Note: No spaces are allowed in titles). You may change the CONFERENCE title, but the old messages in that conference will still refer to the old title. It is possible to change a LIBRARY title, but you also have to rename the directory, and update all references to the old dir (which can be quite a few!), so I advise against it. Use care in all title selections and save yourself future problems with re-naming.

- a. BBS:Lists/Conferences (message conference names)
- b. BBS:Lists/Libraries (file library names)

Note: If you wish to review uploaded files before public posting, you need to be certain that the highest possible non-sysop directory is called "Sysops", as this is where new uploads will be saved.

- c. BBS:Lists/Courtesy (these names receive INSTANT validation)
 - d. BBS:Lists/Excuses (good reasons why the sysop can't chat right now)
 - e. BBS:Lists/CD_Exclude (paths to be excluded by bbsExtDL.baud)
4. Use a Text editor to edit **S:CONFIG.BBS** to your preferences.

IMPORTANT! Test your "c:info" from the CLI with your "info-compatible" device name to make sure that the blocks free amount is being returned.

Note that if line 30 of the config is 1, the BBS stays "up" all the time, which means the CONFIG.BBS and the various Lists are not reloaded each call. To exit resident (in order to restart and reload the lists), use SHIFT-F2 from BaudBandit to setclip BBS_QUIT=QUIT. It may take up to two minutes for BBBBS to notice that it is supposed to stop before it will actually halt the rexx process. Watch for the blue dot to disappear from the upper right part of the BaudBandit titlebar.

Changing the default SYSOP name

5. Use the Text editor on the **textfiles** to be read by the user.
6. You may also wish to edit the **default user files** in the BBS_TEXT drawer, but I suggest leaving them alone until you gain a better understanding of the BBS system.
7. Start the **LOCAL BBS** by typing "rx bbsLOCAL SETUP". Enter "sysop" (or the name you changed it to) when asked to enter your name, then enter "password" when asked for a password. This will construct the directories you specified in BBS:Lists/Libraries, (if they don't already exist).. likewise, the message conferences will be constructed, if needed. You will then enter the bbs _AS IF_ it were running from the modem, although Baud Bandit is not needed at all.
8. Select "Y" to edit your personal data. CHANGE YOUR PASSWORD!!
9. Read BBBBS.COMMANDS file in [I]nformation for general command information, and take a look around the board. Try out some things a user would try.
10. Use "G" to logoff which will rewrite your user file.
11. Start BaudBandit. Check BB's Macro display. The important thing here is to make sure that "\mAnswer.baud" is in "RING" portion of BB's configuration. **Modem Information**
12. If you have RAM to spare, give yourself a large capture buffer in BaudBandit, especially if you will be debugging. You can use BB's review buffer to study what the user did, in what order, and what happened. I have mine set to about 150k..
13. To set up the BBS to start automatically in the background, add these lines to your startup-sequence:
(assumes that BaudBandit is in the BBS: drawer)
assign rexx: dh0:rexx ; Edit dh0:rexx to YOUR rexx drawer.
rx setup
BBS:BB ; Edit this to YOUR BaudBandit path
WaitForPort BAUD
;rx Baud OFF ; uncomment this line to close BB's screen after startup

```
run rx "ADDRESS BAUD;Send '\mBBBBS.baud'"
```

14. You may also wish to install BBDdoorsnn.lha (extra rexxDoors for BBBBS), SpellBBS.lzh (the spell-checker), and TODAY.lha ("today in history" program). Also note that many BBBBS sysops have written various alterations, rexxDoors, sysop-help programs, and more. Search your BBS for the keyword "BBBBS".

15. At last, nothing left to do but sit back and wait for callers, and soon become beloved sysop to billions of users... ;-)

1.12 Changing the default SYSOP name...

If you want the default sysop name to be something other than "SYSOP", just use the Change Name function in bbsMan.rexx, BBBBS.baud, or bbsLOCAL.rexx, then do steps "a" and "b" below.

You can also do it totally "by hand", but it gets a little messy.

Follow all the instructions below.

- a. The name should be in all caps with the "_" character substituted for spaces. (ie, RICHARD_LEE_STOCKTON on line 2 of S:CONFIG.BBS).
- b. Then, put "SYSOP" in the exclusion list to make sure no one else can use "SYSOP" as their user name. (line 3 of S:CONFIG.BBS)
- c. Delete the file "Users" in the "Lists" drawer of the BBS.
- d. Rename the directory BBS:Email/SYSOP to BBS:Email/<YOUR_SYSOP_NAME>
- e. and BBS:EmailFiles/SYSOP to BBS:EmailFiles/<YOUR_SYSOP_NAME>
- f. Finally, Rename BBS:Users/SYSOP to BBS:Users/<YOUR_SYSOP_NAME>

Although this process could be done at any time, it would be wise to decide early what your sysop name will be to keep the old name from showing up as a file uploader or a message writer elsewhere on the BBS.

1.13 modem

Modem setup for BBBBS...

2400 baud (and below) operation:

Handshake should be set to "NONE" (otherwise CTRL-S can hang the BBS).

AutoBaud should be set to "ON" and the baud rate to the same value you have set in BBS:BBS/CONFIG as the Maximum baudrate.

9600 baud (and above) operation:

Handshake should be set to "7-Wire" (soemtimes called "RTS/CTS").

AutoBaud should be set to "OFF" and the baud rate set to the maximum "terminal-to-modem" baudrate (19200 max for less than 68020 cpu, and 38400 for 68030 and above).

I have used Practical Peripherals modems and the setup strings are:

9600SA AT &F M0 &C1 &D3 S95=47 &W

14400FXSA AT &F M0 W1 &C1 &D3 &T5 S0=0 S37=11 S95=47 S118=2 &W

&F = start with factory defaults

M0 = turn speaker off [optional]

W1 = enable progress messages

&C1 = track DCD

&D3 = monitor DTR and reset to power up conditions

&T5 = disable remote testing [optional]

S0=0 = disable the modem internal auto-answer <== REQUIRED!

S37=11 = highest modem to modem rate is 14400

S95=47 = all progress messages and modem-modem speed report

S118=2 = LCD display 2 seconds per line of info. [optional]

&W = save to modem RAM so ATZ will recall these settings

OTHER MODEM SETUP STRINGS:

SupraFAXmodem V.32bis 14.4k (thanks, Bob Hatton)

AT&F2 M W2 S110=3 #CID=1 &W

Another SupraFAX V.32bis setup (thanks, John Ruckart)

B1 E1 L2 M0 N1 Q0 T V1 W2 X4 Y0 %C1 %E0 %G1 \N3 &C1 &D2 &K3 &Q5 &R0 &S0

&X0 &Y0 S00:000 S01:000 S02:043 S03:013 S04:010 S05:008 S06:002 S07:050

S08:002 S09:006 S10:014 S11:095 S12:050 S18:000 S23:063 S25:005 S26:001

S36:007 S37:000 S38:020 S40:087 S46:138 S48:007 S91:000 S95:000 S109:062

S110:002

US Robotics HST Dual Standard 14.4k (thanks, Matt English)

AT&A3&B1&C1&D2&G0&H1&I0&K3&M4&N0&P0&R2&S0&T5&Y1&W

Zoom V.32bis faxmodem, 14.4k (thanks, Panagiotis Govotsos)

AT&fm0w1&c1&d3&t5s37=11s95=47&w

These may or may not work for you, but at least it's a place to start.

Note that you only have to give this command once, then the "ATZ"s that BBBBS sends will reset your modem to this default.

There are Bandit.Config files provided for both 9600/14400 and 2400.

If you make any changes remember to save them.

NOTE! Your modem MUST be set so that you can see verbose responses from your modem on your BB screen (ie, RING, CONNECT 9600/ARQ (or whatever), NO CARRIER, OK, etc). THIS IS THE MOST COMMON MISTAKE THAT WOULD-BE SYSOPS SEEM TO MAKE! Also, baudrates reported by the modem should be the modem-to-modem baudrate. Correct BBS operation depends on these messages.

1.14 userdataformat

1. name:
2. street:
3. city, st zip:
4. phone:
5. password: (only visible by user and super-sysop)
6. protocol:
7. lines per page:
8. Preferences
9. Computer:
10. Interests:
11. Time: <nn> minutes per call, <nn> calls per day, <nn> more times today
12. first date on: datestamp timestamp
13. last date on: datestamp timestamp
14. upload: <nn> files <nn> bytes day month year
15. download: <nn> files <nn> bytes day month year
16. lastfile: lastfile datestamp timestamp
17. rtio/eml: dl/ul_ratio email_written last_email_read_(sysop_only)
18. winnings: <nn>
19. time on: <nn> days <nn> hours <nn> minutes in <nn> calls.
20. level: <nn>
21. exclude list: msg conf by number, file lib by name, space separated
22. msg_read: MSG1 MSG2 MSG3 ... MSG<last> (-1 in MSGslot = conference OFF)
23. msg_writ: MSG1 etc.
24. msg_mark: MSGdirnum/MSGnum MSGdirnum/MSGnum... (conf msgs TO this user)
25. used to temporarily store filelist to be downloaded.
26. QUICK exclude list (files excluded from bbsQUICKOUT archives)
27. List of CBV numbers attempted by this user (if any).

Default data for New Users is stored in BBS_TEXT/DEF.NEW_USER

Default data for Courtesy List Users is stored in BBS_TEXT/DEF.COURTESY

Only lines 6-22 of these files are used, the rest are ignored.

Default data for Members is stored in BBS_TEXT/DEF.MEMBER

Only lines 11, 20, 21 and 22 of this file is used, the rest are ignored.

1.15 User datafile, line 8, Preferences

User preferences are entered on line 8 as a space separated list.

If the option-word is on line 8, that option is ON.

A blank line 8 means all options are OFF.

CLEAR - clears screen between pages.

COLOR - turns ANSI color codes ON.

MENU - combines all main commands into 1 menu.

MENUS - splits main commands into 3 menus.

PHONE - makes user phone number public.

QUICK - activates offline options. See [bbsQUICK.DOC](#)

STREET - makes user street address public.

TERSE - skips some of the logon procedures.

1.16 BaudBandit Function Keys

Note that if called from BB with a user online, these macros will not take effect if the user is waiting at a menu. You can press return yourself to force the macro if it looks like the user is sleeping

- Function Keys -

F1 - ForceChat.baud - Forces user into chat at next prompt.

F2 - Twit.baud - TWIT-KEY, forces logoff of current user at next prompt.

F3 - BumpTime.baud - Opens a requester allowing you to set this users maximum time in minutes for this session. It will take effect at the next prompt. This is a temporary change, this session only.

F4 - BumpMember.baud - Member values are taken from "BBS_TEXT/DEF.MEMBER". Takes effect at the next prompt. This change is saved to the users data file. It is permanent.

F5 - BumpLevels.baud - Opens a requester allowing you to set the level and/or upload to download ration for this user. It will take effect at the next prompt. This change is permanently saved to the users data file.

F6 - Close Function Key Help Window

F7 - ShowLog.baud - Displays today's log on BB's screen, BBS running or not.

F8 - An inline macro to fetch the clip "BBS_totalusage" and display monthly usage in hours and minutes.

F9 - Baud.rexx OFF - Turns BaudBandit's screen off (improves speed). While the screen is off THE CAPTURE BUFFER STAYS OPEN! This means you can leave the screen off for fastest response, then, when the modem tells you the user has logged off, turn the screen on again (from CLI

"rx Baud") and read the review buffer (SHIFT-HELP).

F10 - Opens a Function Key Help Screen on BaudBandits screen. F6 to close.

- SHIFTED Function keys -

S1 - Starts up BBBBS.baud.

WARNING! Don't start BBBBS while it is already running in this BB!

S2 - Sets the "UnLoad" flag.

BBBBS will exit after the current call, or within 60 seconds.

S3 - UnSets the UnLoad flag (in case you change your mind)

S4 - Toggles BBBBS sounds and voice ON/OFF.

S5 - Opens a window on BaudBandit that lists the background archive processes currently running, by username and type of process, and allows aborting any or all of them.

S6 - Set the modem "off-hook". Users see busy signal.

S7 - Reset modem to "on-hook" (hangup).

S8 - Display total RAM available on the screen, chip+fast.

S9 - Close the editor buffer a user opens to write messages, etc.

S10 - Enter message to be sent to current user at first opportunity.

1.17 answer.baud

Answer.baud - If BBBBS.baud is not already running when a "RING" appears on BaudBandit's screen, Answer.baud answers and, if successful, starts up BBBBS.baud.

*** For BBBBS only! No use from CLI or Shell! ***

1.18 arcalpha.rexx

ArcALPHA.rexx - handles background archiving of the Files.ALPHA list for individuals. (used by [Make_BrowseList.baud](#))

*** For BBBBS only! No use from CLI or Shell! ***

1.19 arcbrowse.rexx

ArcBrowse.rexx - handles background archiving of full descriptions for individuals. (used by [Make_BrowseList.baud](#))

*** For BBBBS only! No use from CLI or Shell! ***

1.20 arcmsgs.rexx

ArcMsgs.rexx - Archives new (or selected) messages from the conference area using Lha (or your selected archiver. See line 33 of **CONFIG.BBS**).

This is done as a background process using the AREXX port, and the resulting archive left as email with an attached file.

*** For BBBBS only! No use from CLI or Shell! ***

1.21 baud.rexx

baud.rexx - toggles BaudBandit's screen ON or OFF.

1.22 bbbbs.baud

BBBBS.baud - the main BBS program.

1.23 bbbbsdemon.baud

BBBBSdemon.baud - Runs independently of BBBBS.baud and looks for a condition where there is no user online, but BBBBS hasn't reset, and tries to fix it. If it fails to fix it after a few tries then c:boot is run. If c:boot does not exist, the demon runs "c:hi" which tries to halt all currently running rexx programs.

1.24 bbsalpha.rexx

bbsALPHA.rexx - Controls the archiving of the alpha filelist. If a name and path is given for an arcfile, "Lists/Files.ALPHA" will be archived into it using the archiver in the config file.

*** For internal macro use only! No use from CLI or Shell! ***

1.25 bbsarcext.rexx

bbsArcExt.rexx - takes a username and a list of files as arguments and places the archive in the user's EmailFiles.

1.26 bbsarcstop.rexx

bbsArcSTOP.rexx - Display running background archiver processes and allow abort of any or all. From BaudBandit (SHIFT-F5) or CLI.

Note! This macro may not remove all traces of the aborted process.

It will try it's best, but it may miss deleting some incomplete files. No harm, just wasted space. Check the "EmailFiles" dirs or just run [OldEmail.rexx](#) if you think you have a problem.

1.27 bbscallback.baud

bbsCallBack.baud - Handles auto-validation for local callers.

*** For internal macro use only! No use from CLI or Shell! ***

1.28 bbsdoors.rexx

bbsDoors.rexx - Use rexxDoors offline without loading bbsLOCAL.rexx

As of version 8.3 bbsDoors.rexx is a module used by BBBBS, LOCAL, and bbsMan. It may still be used as a stand-alone Doors frontend.

CLIORShell> rx bbsDoors

1.29 bbsed.rexx

bbsEd.rexx - module for editing text

*** For internal macro use only! No use from CLI or Shell! ***

1.30 bbsedituser.rexx

bbsEditUser.rexx - Allows user to edit her configuration, change her address, phone number, etc. and to set the "last message read" for all conferences.

*** For internal macro use only! No use from CLI or Shell! ***

1.31 bbsextdl.baud

bbsExtDL.baud - Allows access to CD-ROM drives, extra floppies, harddrives, partitions, or just assigned areas to be treated as "Read-Only" devices.

Enter a space separated device list on line 10 of [CONFIG.BBS](#) .

Devices on this list are handled separately from the rest of the

BBS file libraries, and do not have filenotes, unless they are referenced using [links](#) .

This is the macro that is called from BBBBS.baud or bbsLOCAL.rexx.

*** For internal macro use only! No use from CLI or Shell! ***

1.32 bbsfile.rexx

bbsFile.rexx - LOCAL file maintenance. Fast, easy, low memory-use.

This is a MUCH faster way to deal with files than using bbsLOCAL.rexx.

As of version 8.3 you can also browse and edit file descriptions, move, rename, and/or delete files. Used as a subroutine by bbsMan.rexx, but may also still be used as a stand-alone file manager.

CLIORShell> rx bbsFile

1.33 bbsfriends.rexx

bbsFriends.rexx - John Ruckart's email aliases editor. See the online help file for more information about this feature.

1.34 bbshourly.rexx

bbsHourly.rexx - gathers stats for graphic display of average minutes of use hour by hour. Stats are only kept for complete LOGINs.

*** For internal macro use only! No use from CLI or Shell! ***

1.35 bbskilluser.rexx

bbsKillUser.rexx - module to delete user from system

CLIORShell> bbsKillUser [username]

1.36 bbslocal.rexx

bbsLOCAL.rexx - This is a multi-tasking (within limits, see below) rexx program that you as the sysop may run from a Shell or CLI. In most ways it is just like the regular BBS program, so you see what your users see.

However, it is not connected to BaudBandit in any way, and in fact, does not use the serial port (or your modem) at all. Upload and download functions are transmuted into copy (with the arp requester), and some functions are left out (like the check for DCD, etc.). It DOES look at the same data that BBBBS.baud looks at, and reasonable care must be taken

not to add files to the file libraries while a user is also adding a file to the libraries. Likewise, don't write EMail while the user is writing email, and don't write messages while the user is writing messages IN THE SAME CONFERENCE (messages CAN be written in different conference at the same time, one by user, one by sysop).

The SETUP keyword need only be used when either "Lists/Libraries" or "Lists/Conferences" lists have changed.

```
CLLorShell> rx bbsLOCAL SETUP
```

Copying Files Directly Into the Libraries

1.37 bbslog99.rexx

bbsLog99.rexx - module maintains the "99 line" logs like "Logs/Numbers.log", "Logs/QUICK.log", and "Usage/USER.LOG".

*** For internal macro use only! No use from CLI or Shell! ***

1.38 bbslogoff.baud

bbsLOGOFF.baud - Runs just before user logs off BBBBS (before GOODBYE text).

You can have your own ARExx (or whatever) routines run here.

bbsLOGOFF.rexx - Does the same, but for bbsLOCAL

```
/* $VER: bbsLOGOFF.baud 5.9 (31.5.93)
```

For any program that requires IO,

```
IF EXISTS('rexx:SAY_something.rexx') THEN
```

```
CALL SAY_something.rexx(name level)
```

To have a routine return immediately, use

```
IF EXISTS('rexx:do_something_clever.rexx') THEN
```

```
ADDRESS AREXX do_something_clever.rexx name level
```

```
*/
```

```
PARSE ARG name level elapsed_time_this_call .
```

```
/* bbsLOGOFF.baud */
```

1.39 bbslogon.baud

bbsLOGON.baud - Runs right after the password is entered using BBBBS.

You can have your own ARExx (or whatever) routines run here.

bbsLOGON.rexx - Does the same (if it exists), for bbsLOCAL

```
/* $VER: bbsLOGON.baud 6.6 (17.12.93)
```

For any program that requires IO,

```
IF EXISTS('rexx:SAY_something.rexx') THEN
CALL SAY_something.rexx(name level)
To have a routine return immediately, use
IF EXISTS('rexx:do_something_clever.rexx') THEN
ADDRESS AREXX do_something_clever.rexx name level
*/
CR='0D'x
PARSE ARG name level .
/* do stuff here */
/* EXIT 1 will force logoff of BBBBS */
EXIT 0
/* bbsLOGON.baud */
```

1.40 bbsmail.rexx

bbsMail.rexx - Read/Write email with optional attached file. This is a MUCH faster way to deal with email than using bbsLOCAL.rexx. As of version 8.3 this is a module used by BBBBS, LOCAL, and bbsMan. But it can still be used as a stand-alone mail handler.

```
CLIORShell> rx bbsMail
```

1.41 bbsmaint.baud

bbsMaint.baud - Runs if the current messages online exceed the maximum set in "CONFIG.BBS". Deletes the oldest messages that don't have the "SaveMe!" flag set (2 exclamation points as the first 2 characters).

*** For internal macro use only! No use from CLI or Shell! ***

1.42 bbsman.rexx

bbsMan.rexx - BBBBS Manager - Offline sysop functions - Use this instead of bbsLOCAL.rexx to take care of BBS maintenance using a minimum of RAM. It uses several sub-programs to handle Doors, EMail, Files, Messages, and Users.

Really just a frontend for various sysop maintenance programs.

The command layout looks like this;

1. Doors - **bbsDoors.rexx**
2. Files
 1. Add/Browse/Edit Files - **bbsFile.rexx**

2. Start File Usage Report - **bbsREPORT.rexx**
3. External Devices - **bbsExtDL.baud**
3. Info
 1. Daily log - Logs/log.YYYYMMDD - the daily logs
 2. Numbers log - Logs/Numbers.log - error log
 3. QUICK log - Logs/QUICK.log - QUICKINs & QUICKOUTs
 4. USER log - Usage/USER.LOG - simple user log
 5. Information - Read files in the Information directory
 6. Scratch: - Read files in the Scratch directory
 7. RAM: - Read files in RAM:
 8. Hourly Usage - **ShowHourly.rexx**
 9. BBS Statistics - **bbsSTATS.rexx**
4. Mail
 1. To, From, Write - **bbsMail.rexx**
5. Messages
 1. Archive, Read, Reply, Search - **bbsMsg.rexx**
6. Users
 1. User Info - **bbsOther.rexx**
 2. Profiles - **bbsProfiles.rexx**
 3. Friends List - **bbsFriends.rexx**
 4. Edit User (or set conf) - **bbsEditUser.rexx**
 5. New Users - **bbsNewUsers.rexx**
 6. Change UserName - **ChangeUserName.rexx**
 7. Start Inactive Users Report - **bbsREPORT.rexx**
 8. Kill A User - **bbsKillUser.rexx**

1.43 bbsmsg.rexx

bbsMsg.rexx - module handles public message conferences. This is a MUCH faster way to deal with messages than using bbsLOCAL.rexx. As of version 8.3 this is a module used by BBBBS, LOCAL, and bbsMan. But it can still be used as a stand-alone message handler.

```
CLIORShell> rx bbsMail
```

1.44 bbsnewfile.rexx

bbsNewFile.rexx - If activated, automatically makes an archive copy of each file uploaded to the BBS and sets the archive bit of the file in the library. TO ACTIVATE this feature, put bbsNewFile.rexx into a text editor and replace "NO_DIR:" with a valid pathname.

*** For internal macro use only! No use from CLI or Shell! ***

1.45 bbsnewusers.rexx

bbsNewUsers.rexx - module allows sysop to process new users

*** For internal macro use only! No use from CLI or Shell! ***

1.46 bbsnumbers.rexx

bbsNumbers.rexx - compares yesterdays "Numbers" directory with todays looking for numbers SMALLER that they were (which should not happen) and if it finds any problems, sends info to "Logs/Numbers.log".

This macro is run once a day around 3:00am.

*** For internal macro use only! No use from CLI or Shell! ***

1.47 bbsother.rexx

bbsOther.rexx - module used to display info about other users.

*** For internal macro use only! No use from CLI or Shell! ***

1.48 bbsprofiles.rexx

bbsProfiles.rexx - module to handle the user profiles area

*** For internal macro use only! No use from CLI or Shell! ***

1.49 bbspost.baud

bbsPOST.baud - controls what displays in the user info display window

*** For internal macro use only! No use from CLI or Shell! ***

1.50 bbsquickin.rexx

bbsQUICKIN.rexx - Processes QUICKIN.lha archive uploaded by user. The Super-Sysop can copy her/his QUICKIN.lha file by hand to his/her EmailFiles drawer and then type "rx bbsQUICKIN" in a CLI/Shell to process as if it had been uploaded by the super-sysop.

1.51 bbsquickout.rexx

bbsQUICKOUT.rexx - Constructs archive of latest BBS activity for the use of bbsQUICK.rexx. The sysop can just type "rx bbsQUICKOUT" in a CLI/Shell and a QUICKOUT archive will be constructed using his/her current file and message counters.

1.52 bbsreport.rexx

bbsREPORT.rexx - Constructs a report of inactive users and/or files and saves it as email to sysop. NOTE: If "VIP_USER" appears on the user-data line that contains the excluded libraries, that user will be excluded from the list of inactive users. If a file report is requested, the file libs will be counted and searched for possible problems. You may also set a minimum filesize when counting "least popular" (least downloaded) files. This entire report is run as a background process thru the AREXX port and the resulting archive left as email.

This report can be called by a sysop from either BBBBS.baud or bbsLOCAL.rexx by using the [O]ther command, and selecting [R]eport.

It may also be called from the CLI, or from **bbsMan.rexx**

USAGE: rx bbsREPORT <name> [USERS] [FILES [minimum_bytes]]

The following example will make a filereport on all files and also list the least popular files larger than 200,000 bytes. The report will then be saved as email in RICHARD_STOCKTON's email drawer. By editing the first few lines of bbsREPORT.rexx, you may change the number of old, unpopular files shown on the list (default is 100). You may also set the number of days that a file must be online before showing up as "unpopular" (default is 30 days). Since the keyword "USERS" does not appear on this command line, this report will not include information about users.

```
CLlorShell> rx bbsREPORT RICHARD_STOCKTON FILES 200000
```

1.53 bbsrestart.rexx

bbsRestart.rexx - Used by BBBBSdemon.baud to try to restart BBBBS.

*** For internal macro use only! No use from CLI or Shell! ***

1.54 bbsslave.rexx

This macro should be called by an external process (like TrapDoor). It tells BBBBS to come back online after being disabled by the BBS_SLAVE **clip**.

ARGS: <baudrate> ; BBBBS needs to know the baudrate of the connection

```
/* bbsSLAVE.rexx 6.6 (17.12.93) */
```

```
ARG rate .
```

```
CALL OPENPORT('BBS_SLAVE')
```

```
IF DATATYPE(rate,'W') THEN
DO
CALL SETCLIP('BBS_SLAVE_RATE',rate)
ADDRESS BBBBS 'START'
t=WAITPKT('BBS_SLAVE')
DO i=1
p=GETPKT('BBS_SLAVE')
IF p='0000 0000'x THEN LEAVE i
t=REPLY(p,0)
END
END
EXIT 0
/* bbsSLAVE.rexx */
```

1.55 bbsortusers.rexx

bbsSortUsers.rexx - counts users, sorts and creates "Lists/USERS"

*** For internal macro use only! No use from CLI or Shell! ***

1.56 bbsounds.rexx

bbsSounds.rexx - Controls how sounds will be heard. Which sounds are heard is controlled by the sound files you put in the **Sounds** dir.

You can edit this file to change relative volumes, repeats, etc.

1.57 bbspeak.rexx

bbsSpeak.rexx - Controls what the Amiga voice says.

You can edit this file, if you wish.

1.58 bbsstats.rexx

bbsSTATS.rexx - Gathers and displays lots of statistics about the BBS.

*** For internal macro use only! No use from CLI or Shell! ***

1.59 bbsuldl.rexx

bbsULDL.rexx - Reads the CURRENT file library descriptions and writes statistics to "Information/STATS.ULDL". This will happen automatically once a day if STATS.ULDL exists! To disable this function, just delete or rename "Information/STATS.ULDL".

You may set of list of directories (or directory/file combinations) to exclude from the "most popular" list by editing bbsULDL.rexx itself.

This may be useful if there are popular files which you don't want ALL of your users to be aware of.

CLIORShell> rx bbsULDL ? ; will display usage

1.60 bbsupdate.rexx

bbsUPDATE.rexx 8.0 - Renumbers first 101 files for use with the new file system in BBBBS version 8.0

NOTE: This macro may do more things in the future, if required.

1.61 bbsuser.rexx

bbsUSER.rexx - Reads the CURRENT userfiles and writes statistics to "Information/STATS.USER". This will happen automatically once a day if STATS.USER exists! To disable this function, just delete or rename "Information/STATS.USER".

CLIORShell> rx bbsUSER ? ; will display usage

1.62 bbswrite.rexx

bbsWrite.rexx - Create a new message or email. Used by many other macros.

*** For internal macro use only! No use from CLI or Shell! ***

1.63 bbsxferstats.baud

bbsXferStats.baud - Updates system upload and download stats. Keeps totals for Files and Bytes uploaded or downloaded.

*** For internal macro use only! No use from CLI or Shell! ***

1.64 buildalpha.rexx

- RUN THIS IF YOU HAVE PROBLEMS WITH YOUR FILELISTS -

BuildALPHA.rexx - rebuilds the file & alpha lists from the ground up. BBBBS should preferably not be running so that a user won't upload in the middle of your rebuild and overwrite the list. While BuildALPHA is actually writing new filelists, a clip is set to prevent uploading by an online user. After buildALPHA.rexx is finished, the clip is cleared, and uploading is once again permitted.

BuildALPHA.rexx may take a while. 1400 files=15 mins on 68000 Amiga.

ARGS:

NOFILEBUILD - Only builds the alpha list. This makes it a little bit faster if you are SURE that the "Lists/Files" file is correct.

COLLECT - Make a file description for any files found in the libraries that don't already have a description. If these files have anything in their comment fields, that info is used to make up the KeyWords part of the file description, and, if it doesn't all fit there, in the long description part.

EXAMPLE: rx BuildALPHA COLLECT

Will rebuild the filelists adding any files that don't have descriptions to the lists, and making simple file descriptions.

NOTE: You may NOT use both flags at once.

1.65 bumplevels.baud

BumpLevels.baud - BB: Called by F5 to change online user level.

This macro will only inform the user of the change if the change gives the user a higher level.

*** For BBBBS only! No use from CLI or Shell! ***

1.66 bumptime.baud

BumpTime.baud - BB: Called by F3 to change online user session time.

This macro will only inform the user of the change if the change gives the user more time.

*** For BBBBS only! No use from CLI or Shell! ***

1.67 changeusername.rexx

ChangeUserName.rexx - To change the user name "HACK_MASTER", from a CLI enter "rx ChangeUserName HACK_MASTER". Just press return to use his/her real name, or enter the new name. UserFile, Email and EmailFiles will be updated. This function may also be accessed from within BBBBS by sysops using the ";" command.

1.68 contents.rexx

Contents.rexx - Display the contents of an archived file (.arc .dms .lha .lzh .zip .zoo) assuming appropriate c: programs.

1.69 editusers.rexx

EditUsers.rexx - WARNING! For ARExx knowledgeable only! This macro can change the data in all your user files. Study the macro carefully before attempting to actually use it. You have been warned.

1.70 forcechat.baud

ForceChat.baud - From BB: Called by F2. Puts BBS into chat mode.
*** For BBBBS only! No use from CLI or Shell! ***

1.71 increment.rexx

Increment.rexx - Increment numbers in AmigaDOS filecomment. Used by bbsDoors.rexx and other macros to update the number of "reads" of a rexxDoor, Information file, etc.

1.72 make_browselist.baud

MakeBrowseList.baud - Archives user selected file descriptions using Lha (or your selected archiver. See line 33 of **CONFIG.BBS**). This is done as a background process using the AREXX port, and the resulting archive left as email with an attached file. Because large libraries of full descriptions can take a long time to archive, the sysop may limit the total number of libraries that can be archived at one time, by editing the MAX_LIBS_FULL value.
*** For BBBBS only! No use from CLI or Shell! ***

1.73 oldemail.rexx

OldEmail.rexx - Run from CLI to list Email (and emailfiles) older than a given number of days. Output may be redirected to a file. The sysop is also given the chance to delete each selected email or emailfile.

ARGS: <days> [DELETE]

EXAMPLE: rx OldEmail 90

will report all email and emailfiles that are more than 90 days old.

The DELETE keyword causes the old email to be displayed, then your approval is required for EACH deletion of email or files.

1.74 phonedupes.rexx

PhoneDupes.rexx - compare all user phone numbers and show duplicates.

1.75 setup.rexx

Setup.rexx - preloads all needed libraries and starts [QuickSort](#) . This macro should (ideally) be run from within your startup sequence before BBBBS is started.

CLlorShell> rx setup

1.76 showhourly.rexx

ShowHOURLY.rexx - Compiles hourly data into a graph and displays it.

1.77 showlog.baud

ShowLog.baud - displays the current log in the BaudBandit screen. Use the review buffer controls to see all of it. (in BB: called by F7)

1.78 testarc.rexx

TestArc.rexx - uses various archive tools (lha, zoo, arc, dms, etc.) to test new uploads. New tools can be added (or old ones deleted) from the macro itself, if changes are required.

1.79 togglenoise.rexx

ToggleNoise.rexx - Toggles BBBBS sounds and voice ON/OFF from CLI or from BaudBandit (SHIFT-F4)

1.80 rexxdoors

rexxDoors:

Almost ANY rexx program that uses NO GRAPHICS OTHER THAN CHARACTERS can be easily made into a rexxDoors program. Just add these lines at the top:

```
CR="0D"x
SIGNAL ON BREAK_C
SIGNAL ON BREAK_E
```

and these lines at the bottom, just before the main RETURN or EXIT:

```
BREAK_C:
BREAK_E:
/* <-- might put "SetClip('BBS_winnings',winnings)" routine here */
EXIT;
```

and lastly, search the text for all instances of "SAY" and add "\CR" to the END of each SAY command.

SAY 'Here we go.' becomes SAY 'Here we go.'CR or SAY 'Here we go.'\\CR

If you want the rexxDoor to check for a disconnect, you can call the following subroutine periodically, ie, IF checkdcd() THEN SIGNAL BREAK_C

```
checkdcd:
```

```
IF ADDRESS(~='BAUD' THEN RETURN 0
dcd
IF RC=0 THEN RETURN 1
RETURN 0
```

Any "PULL" commands in the rexx script will take input from the user, and any "SAY" commands will be sent out the modem.

All rexxDoors programs are sent the user name and his data as the command argument. ie,

```
doorprogram.rexx(name winnings Cash_or_seconds colorflag seconds_left)
```

If cash_or_seconds=0, then we are playing for play-money cash (which is remembered from session to session). If cash_or_seconds>0 then the user is playing for the seconds remaining in this session. There is no requirement that the rexxDoors program use ANY of these arguments. If the rexxDoors program should return a "winnings" amount, it should do a "CALL SETCLIP('BBS_winnings',winnings)" before it returns.

rexxDoors can also connect non-rexx programs to the BBS.

1. Program must output ONLY to the CLI. (no graphics, no windows, etc.)
2. Then write a little program like this and put it in rexxDoors. Note that in this example, the Dungeon files have been put in a drawer within the rexxDoors drawer, rexxDoors/Data. This location is arbitrary.

```

-----cut-here-----
/* Dungeon.rexx - starts up AmigaDungeon with redirects */
LF='0A'x
CR='0D'x
bbspath=GETCLIP('BBS_path')
PARSE ARG name winnings flag colorflag .
/* give any addition information needed by the user */
SAY CR
SAY 'Your terminal should add a carriage-return to each received linefeed.'CR
SAY CR
SAY ' No carriage-returns are generated by Dungeon!'CR
SAY CR
SAY 'Enter INFO for general game information. Enter HELP for help and hints.'CR
SAY CR
SAY ' Loading... Please wait for prompt character > to appear.'CR
SAY CR
/* point this macro at the Dungeons drawer so that Dungeon can find its data */
/* This may or may not be necessary for your particular application. */
CALL PRAGMA('D',bbspath'rexxDoors/Data')
/* Run the game, redirecting input and output to the console (BaudBandit) */
ADDRESS COMMAND 'CD' bbspath'rexxDoors/Data'LF'dungeon <*>'
EXIT;
/* end of Dungeon.rexx */

```

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

NOTE! There is no practical way to abort this kind of door once it is started, so beware of users who abuse their time limits!

1.81 rexxspell

REXXSPELL:

To use RxSpell (SpellBBS.lzh) with BBBBS, simply set the proper path and turn on spellchecking in CONFIG.BBS. You must have plenty of RAM to use spellchecking as it may use 300k-500k all by itself. On the other hand, it's fairly fast once it is all been loaded.

1.82 ratios

RATIO:

Download/Upload Ratio: User data line 17, Word 1 - 0=DISABLED

Example: A ratio of 5 means user will be refused downloading if

DownloadBytes divided by UploadBytes exceeds 5.0,

and bbs_preferences has Down/Upload Ratios set to ON (1).

1.83 filelists

FILE LISTS:

If you feel you really **MUST** get in there and futz around with a file, remember this. Changes in a file or filenote can effect 5 different files (at least). The file itself (say, "BBS_LIBS/Text/MyPoem.lzh"), the filenote ("FileNotes/Text/MyPoem.lzh"), the general filelist (this file, "Lists/Files", is VERY important to the system!), the alphabetical list ("Lists/Files.ALPHA"), and the upload counter ("Numbers/LastFile").

It is best to do file maintenance from within the BBS and let the software worry about what files need changing and rearranging.

1.84 links

LINKS:

To add a file to the libraries that will be located somewhere other than the normal BBS_LIBS...

1. "Point" BBBBS at the appropriate library by entering the library number (BBBBS will try to show new files. When it is thru, the current library will be the one you picked).
2. Attempt to edit a filenote using the "%" command, and the name of the file you wish to add. When asked if this file is "on another device?" answer "Y" and enter the FULL path and filename for the file. This "link" is stored in the filecomment of the description.
3. Now this file will be treated as if it is in the libraries, stats will be kept on it, etc., but it will be downloaded from the link path.

You can also move a file already in the BBS_LIBS to another device.

Handy when the only way to expand your BBS is to purchase a second HD, or perhaps redirect some of the filelist to be downloaded from a CD-ROM, external floppy, etc.

1. move the file, but not the filenote.
2. use the C:FileNote command to enter the new path to the old file in the comment field of the file description. Use the *full* name, ie
C:FileNote BBS:FileNotes/Text/Thisfile.lha "HD2:Overflow/Text/Thisfile.lha"

Note that the file report will tell you to compare files and filenotes in that directory, but won't list a filename, as it does for files that don't have filenotes yet. Just ignore it.

1.85 birthdays

BIRTHDAYS:

Each user is supposed (but not required) to enter his birthday when filling out the application for membership. This is used in computing the age of the average BBS user. In addition, if the user calls BBBBS on his birthday, she will see a simple birthday greeting. If a textfile called "BBS_TEXT/BIRTHDAY" exists, that file will also be displayed.

1.86 sounds

SOUNDS:

Some people with newer Amigas have been having trouble with BaudBandit's Beep command not working and causing the BBS to hang, so I have removed all of these commands as of BBBBS version 5.9 and replaced them sounds. Line 28 of CONFIG.BBS now controls whether all sounds are on/off, not just the YELL sound.

The following sounds are called by BBBBS. You may substitute your own sounds instead, just rename them to one of the choices below. You can disable an individual sound simply by renaming, moving, or deleting it.

ALERT - This sound should be short (if you use it) as it may be sounded several times depending on `bbsSounds.rexx` .

NOTE: As of 6.0 this sound MAY be replaced by specific sounds for TFAIL, LOST, TIMEOUT, and/or ATZ_FAIL.

ATZ_FAIL - Sounds if ATZ does not return "OK". (modem is inoperative).

CBV - Sounds as Call Back Verify starts to call back.

DOWNLOAD - Sounds as the dl starts.

FEEDBACK - Sounds whenever email (or a message) is written to sysop.

INFO - Sounds when the Information area is entered.

JUMP - Sounds when the rexxDoors area is entered.

LOGOFF - Sounds after user data is saved for the last time.

LOGON - Sounds right after password is accepted.

LOST - Sounds if CARRIER is LOST.

MESSAGE - Sounds when the editor is entered (Uses FEEDBACK if to sysop)

NEW_FILE - Sounds when a new file is completely uploaded and checked.

NEW_USER - Sounds when new user replies [Y]es, she wants to register.

TFAIL - Sounds if a transfer fails (upload or download).

UPLOAD - Sounds as the upload starts.

TIMEOUT - Sounds when user is logged off due to inactivity.

YELL - Sounds on "!" command from menu. "!" also triggers voice, so this sound needs to be fairly small and short.

All sounds are played by "Sound", which should be in your C: directory.

The syntax used is "c:run >nil: c:sound <soundfile>", so you'll need to have "run" in your C: directory too. You can edit [bbsSounds.rexx](#) to add effects to the sounds played, or substitute other sounds.

You can also turn off BOTH Sounds and Speach by setting a clip from CLI.

```
rxset BBS_NOISE OFF
```

Note that the clip and command must be in ALL CAPS.

If you want a sound to occur when the modems first CONNECT, enter

```
DCDHi \m"c:run >nil: c:sound <soundfile>"
```

in BaudBandit's config file (in the DCDHi field). Replace <soundfile> with the FULL PATH to your chosen soundfile. Note that my experience has been that DCDLow usually happens too close to the LOGOFF sound to be of much use.

1.87 trapdoor

TRAPDOOR/UUCP:

New for 6.6 and pretty much untested. Let me know how it goes.

==== STILL UNTESTED AS OF VERSION 7.5!! ISN'T ANYONE USING THIS?? ====

1. Set the [rexx-clip](#) "BBS_SLAVE" to 1, you can do this from a CLI or in your startup-sequence, like this; rxset BBS_SLAVE 1

2. Now, (after [setting-up](#)), run BaudBandit and then [BBBBS.baud](#) .

When BBBBS is fully loaded, it will see the clip and release the serial device until the port "BBBBS" receives a message.

3. To send the "startup" message to the BBS, you need to run the program [bbsSLAVE.rexx](#) and tell it the baudrate of the modem-to-modem conection.

For TrapDoor in SPAWN mode: BBSCommand "rx bbsSLAVE %B"

1.88 BBS messages and other textfiles

[Once-A-Day Messages](#)

[Default User files](#)

[Custom ANSI Menus](#)

-- Textfiles seen when entering a specific area --

[File Libraries](#)

[Message Conferences](#)

[Menu Command Text](#)

-- Miscellaneous textfiles --

BBS_TEXT/NEW_USER_NAME "Email Name" instructions for new users.

BBS_TEXT/NEW message to new users.

BBS_TEXT/YELL Yell (request for chat with sysop) voice script.

BBS_TEXT/PROFILES displayed when entering profiles area.

BBS_TEXT/EXT_INFO displayed when entering "+" area.

BBS_TEXT/CBV_INFO displayed when starting CallBack Verification.

Information/SYSTEM_INFO Show your hardware setup for view by users.

The following email textfiles should be just the body of the message.

The Email header will be written by the BBS.

BBS_TEXT/EMAIL_WELCOME Default New User Welcome EMail text.

BBS_TEXT/SUBJ.<subject> prewritten email for sysop use.

1.89 Once-A-Day Messages

BBS_TEXT/HELLO

this is the title message, seen by every caller, user or not.

You will need to load this file in a good text editor to see

how the ANSI commands are done.

BBS_TEXT/WELCOME

Displayed for every user once a day.

BBS_TEXT/WELCOME.<day>

Displayed for every user once on <day>.

Example; WELCOME.Fri will display only on Fridays.

BBS_TEXT/WELCOME.<mmdd>

Displayed for every user once on <mmdd>.

Example: WELCOME.1224 will display only on Christmas Eve.

BBS_TEXT/UNTIL.<yyyymmdd>

Displayed for every user once a day until <yyyymmdd>.

After that date the file will be automatically deleted.

Example: UNTIL.19940917 displays through 17 Sep 1994, & then is deleted.

BBS_TEXT/LEVEL.<low-high>

Displayed once a day for user levels <low> to <high>

Examples: LEVEL.20-99 will display for users with levels from 20 to 99

LEVEL.0-0 will only display for level zero users (new users).

BBS_TEXT/BAUD.<baudrate>

Displayed once a day for users logged on at <baudrate>.

Example: BAUD.14400 only displays for 14400 baud users.

BBS_TEXT/GOODBYE

last textfile the user sees.

NOTE: With the exception of HELLO, all these files may have ANSI/ASCII alternatives. Add the suffix ".0" for ASCII, ".1" for ANSI. This ".1" suffix will be tried if the word COLOR is in userfile line 8, ".0" if not.

Examples:

BBS_TEXT/WELCOME.1 - the fancy ANSI color welcome.

BBS_TEXT/WELCOME.0 - ASCII text welcome (no color or cursor moves).

If the appropriately suffixed file is not found, the default is used;

BBS_TEXT/WELCOME - normal "everybody sees it" welcome.

1.90 Default user settings

User Data Format

BBS_TEXT/DEF.NEW_USER

lines 6 through 22 are used.

BBS_TEXT/DEF.CBV

only lines 11, 20 and 21 are used.

BBS_TEXT/DEF.MEMBER

only lines 11, 20 and 21 are used.

BBS_TEXT/DEF.COURTESY

lines 6 through 22 are used.

Kill/Resurrect a User

1.91 File Library Info Files

The sysop may attach a textfile that is read whenever the user enters a given file library. These files are optional.

To edit the file, enter the "Browse One Library" menu. When the library is selected, sysops are given the option to edit the file.

Users who have TERSE in their user options (line 8) will skip these files.

1.92 Public Message Conference Info Files

The sysop may attach a textfile that is read whenever the user enters a given public message conference. These files are optional.

To edit the file, enter the "Post" menu. When the conference is selected, sysops are given the chance to edit the file.

Users who have TERSE in their user options (line 8) will skip these files.

1.93 Text Files Attached To Menu Commands

The sysop may attach a textfile that is read whenever the user enters a given 1-letter command from the main menus(s). These files are optional.

NOTE! THIS IS THE ONLY PLACE YOU'LL FIND THIS DOCUMENTED!

 To edit the file, enter the command followed by EDIT. For example, to edit the textfile displayed when a user selects "[J]ump to rexxDoors", enter J EDIT". To edit the [I]nformation textfile, enter "i edit".

This command only works for sysops.

Users who have TERSE in their user options (line 8) will skip these files.

1.94 Fancy ANSI (or whatever) Custom Menus

In response to many requests, BBBBS now supports some menus as files.

All such files must reside in the BBS_TEXT drawer, and be named using the following conventions;

BBS_TEXT/MENU_[menuname].[colorflag]

For example, the main "3-in-one" menu would have two versions,

BBS_TEXT/MENU_ALL.0 - simple ASCII (no colors, no formatting)

BBS_TEXT/MENU_ALL.1 - ANSI color menu

Likewise, the "new user" menu would be;

BBS_TEXT/MENU_NEW.0 and BBS_TEXT/MENU_NEW.1

Don't forget the users who choose to use separate menus, ie;

BBS_TEXT/MENU_MAIN.1 and .0

BBS_TEXT/MENU_MSG.1 and .0

BBS_TEXT/MENU_FILE.1 and .0

If the needed menu file does not exist, the standard menu is displayed.

NOTE! These files are the only textfiles used by the BBS that don't get a Carraige Return (ASCII char 13) appended to each line. Instead, the file is sent directly to the modem. Be sure that your menu files are correctly formatted, especially if you have non-Amiga users. Most good ANSI editors have an option that takes care of this for you (set it to CR/LF), but remember that this also applies to any non-ANSI menu textfiles.

1.95 bbsquick.rexx

--- bbsQUICK.rexx ---

What is it? Requirements

Why do I need it? Activation

What WON'T it do? Using bbsQUICK

Will I Be Arrested? Sysop Extras

bbsQUICK.REVISION

1.96 qwhat

>> What is it?

bbsQUICK.rexx is an offline read/reply/upload/download module for the BaudBandit BBS system. With it, you can download a "QUICKOUT" archive containing all new BBS activity, logoff, and do your BBS work offline, have a "QUICKIN" archive made of your responses and requests, and simply upload that archive to the BBS. The archiver used is LhA.

NOTE: THIS PROGRAM ONLY WORKS FOR BBBBS BBS USERS!

No other BBS formats are supported by this software.

1.97 qwhy

>> Why do I need it?

If you call long distance to one or more BBBBS systems, the QUICK procedures can save you time and phone charges. Since the archiving and de-archiving are handled by the BBS, you don't have to be online while the work is being done. Your time online with the BBS can be limited to the time it takes to upload your replies and file requests, plus the time to download new activity. Since most of these files are straight ASCII text, LhA typically will reduce their size by 70%, so the upload/download transfer times are usually short (and cheap!). There is also a case to be made that more people can make use of a BBS when offline handlers are used, and therefore their use should be encouraged.

If you are a sysop, there are certain "batch" operations (renaming or deleting, for example) that are more efficiently done from a list as opposed to doing it one file at a time from within the BBS.

Finally, users don't feel so "under the gun" when they are allowed to deal with BBS matters offline in their own time.

1.98 Requirements

>> Requirements

bbsQUICK is written in ARexx and so requires the standard ARexx libraries and command files. In addition, it makes extensive use of the rexxarplib.library (thanks once again to Willy Langeveld!) which itself needs some freely distributable libraries.

In addition the ARexx command files, the following are REQUIRED!

rexx:bbsQUICK.rexx ; GUI to handle QUICK archives
rexx:Palette.rexx ; Module to change colors for QUICK
libs:rexxsyslib.library ; 36.23 (1.15) comes with ARexx
libs:rexxsupport.library ; 34.9 (1.15) comes with ARexx
libs:rexxarplib.library ; 3.0 by Willy Langeveld, on many BBSes
libs:screenshare.library ; 1.52 comes with rexxarplib
libs:rexxmathlib.library ; 1.3 by Willy Langeveld, on many BBSes
libs:arp.library ; 39.1 (1.3) available on most BBSes
C:LhA ; at least version 1.38, on most BBSes
C:join ; standard Amiga 'C' command
C:delete ; standard Amiga 'C' command

Note that the PD libraries are included in the BBBBS archive, as is the bbsQUICK archive, but the bbsQUICK archive itself does not include all required libraries. People who download only the bbsQUICK archive may download "BBLibs.lha" from the "Libraries" file-library on Gramma's BBS.

1.99 Activation

To activate the QUICK processes, enter "QUICK" at the main menu and answer "Y" to add the keyword "QUICK" to your user option preferences. (or you may enter "Y" to edit Your user options and edit line 8). The next time you call you will be prompted concerning the various QUICK options. You may elect to start the process and remain online (you will be signaled when the archive is ready), or logoff and call back later.

1.100 Using bbsQUICK

>> Using bbsQUICK.rexx

1. Request and download a QUICK_n.lha archive from your favorite BBBBS.
2. From Shell or CLI type, rx bbsQUICK
3. bbsQUICK will prompt you to enter your path preferences. There is a help screen to explain the purposes of the various paths. You may also alter the colors of bbsQUICK's 4-color custom screen using my PD ARexx color requester. If you save these preferences to S:bbsQUICK.prefs (which is the default), the next time you run bbsQUICK you will not be required to go thru the preference setting process again.
4. A file requester will ask for the location of your QUICK_ archive.
5. Once it has a QUICK_ file, bbsQUICK will uncrunch it and organize the various data files within (for example, all email from one person will

be joined together in one file for more coherent reading). Be patient, depending on the size of the data, this might take a few minutes.

6. There are 6 "modes" in bbsQUICK; "Notices", "Email", "Messages", "Conferences", "FileList", and "Libraries". There are a large number of menu choices for each mode in addition to clickable gadgets for the most used functions. Almost all commands have keyboard shortcuts.

Notices: The welcome and goodbye messages from the BBS including any special day notices, new Information files, BBS stats, etc.

If you are a sysop of the BBS, you will also find info about the system devices, ram, and rexx clips here.

Email: Use the Next and Previous commands to navigate through each item of email. Use "Write" to reply to the current letter, (or write a new letter by just changing the addressee).

Messages: Use the Next and Previous commands to navigate through the Public Message Conferences. To reply to a message, use the "Write" command and enter the original message number.

Conferences: Displays the list of available public message conferences. Use "Write" to post a new message.

FileList: The browselist (long file descriptions) with the latest files on top. "Download" prompts for a file number and places it on the File_Requests list.

If you are a sysop of the BBS, you can also delete a file or change it's name, library, keywords, and/or uploader.

Libraries: Displays the list of available public file libraries. You may upload from here, entering the same kind of file description you would enter in BBBBS. You will be prompted for the filename by file requester.

7. WAIT! until just before you are ready to call the BBS (because sometimes you have some last minute messages to send!-) and then run bbsQUICK again (you DID make your upload path preference somewhere other than RAM:, right? Of course you did!-) Select a BBBBS and then select "Archive" from the Project menu and note the name of the archive.

8. Call the BBS. Soon after you enter your password you will be prompted concerning your QUICK options. You may edit your QUICK exclude list, start a new QUICKOUT archive if one is not already waiting, upload your QUICKIN.lha file (don't worry about it having a different name, the BBS will rename the upload to QUICKIN.lha). Then, if a QUICKOUT file (QUICK_nnnn.lha) is ready, you will be given the chance to download it. If the archive is not ready, you may either stay online until it is ready, or logoff and call back later to pick it up. If you ask for a QUICKOUT archive at least once every 2-4 weeks, it should take less than 10 minutes to make the archive, even on a 68000 Amiga. One or two minutes is more likely, especially on faster machines.

1.101 Remote Extras For Sysops

>> Remote Extras For Sysops

If you have sysop level at a given BBS, you will be able to do several other things with the QUICKIN.lha file. Although bbsQUICK.rexx does not give you a GUI for it, you can use DiskMaster or Opus or some such to create additional directories within your QUICKIN archive. The easiest way is to make the needed directories right in the OUT/BBSname drawer within your upload directory, and after you have copied all your updated files, use bbsQUICK.rexx to archive everything. There is, however, nothing keeping you from adding the data later as long as you maintain the proper directory structure. The supported directories for simple updating are; "Information", "BBS_TEXT", "rexxDoors", "REXX", "C", and "S". Files in these directories will simply be copied to the Information, BBS_TEXT, or rexxDoors (rexxDoors/Data is also copied) dirs on the BBS, or to the system REXX:, C:, or S: dirs respectively. In addition, there is a "special" directory, "Super", which is only allowed to carry one file, "Super.rexx". If this macro is found when the QUICKIN archive is processed, and the user has super-sysop (level 99) status, "Super/Super.rexx" will be executed. Note that REALLY TERRIBLE THINGS can happen if the Super-Sysop is not VERY, VERY careful. Debug your Super.rexx THOROUGHLY before uploading! Note that if the user does NOT have sysop status all these files and directories will simply be ignored when bbsQUICKIN.rexx finds them.

bbsQUICK.rexx DOES allow the sysop to do some file library management by allowing deletes, renames, change of uploader, and library moves. Again, without sysop status, file-change instructions are ignored.

1.102 Amazing!

Wow! What WON'T this wonder of the universe do?

It can't access the rexxDoors area.

It can't download from External devices (like the Fred Fish CD).

It can't use the Profiles section.

It can't search for ANYTHING.

It can't chat with the sysop. ;-)

1.103 Legalities

>> Legal crap

bbsQUICK.rexx is copyright 1993 Richard Lee Stockton, all rights are reserved. HOWEVER, these files may be freely distributed and used in non-commercial applications as long as the copyright notices remain.

For any COMMERCIAL use, please contact me FIRST for approval:

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1.104 S:CONFIG.BBS

Here is an example of the config file line by line. DON'T put the line numbers in your config, there are just here for quick reference.

Put the CONFIG.BBS file in your S: directory.

You can find an example in the BBS_TEXT dir of the BBBBS archive.

Ln# Example_Data /* notes */

-
1. Your Name Here BBS /* bbs name */
 2. SYSOP /* **Changing SYSOP name** */
 3. SYSOP NEW /* names new users are NOT allowed (as many as you want) */
 4. DF0: /* must be an 'info' compatible device name for BBS:, try from CLI */
 5. 79 /* greater than this level = SYSOP status */
 6. BBS: /* bbs path. path to Lists, Email, FileNotes, Logs, etc.*/
 7. BBS:BBS_MSGS /* conference path. Path to the message base */
 8. BBS:BBS_LIBS /* library path. Path to file base (notes are in bbspath) */
 9. BBS:Spell /* spellpath only used if **Spell Check** flag is on (below) */
 10. CD0: CD1: /* extra device list (unavailable devices will be ignored) */
 11. 1000 /* max conference msgs before purging oldest with bbsMAINT.baud */
 12. 100000 /* min bytes available to still allow uploading */
 13. 300 /* seconds at prompt with no activity before hangup */
 14. 600 /* seconds for new user to enter his data (600=10 mins) */
 15. 2400 /* maximum baudrate to set your modem */
 16. 1 /* Grin at start. NOTE: lines 16-29 & 36-40 are 0=OFF or 1=ON */
 17. 1 /* Grin at end */
-

18. 0 /* 'log' sent to printer (PRT:) as well as logfile */
 19. 0 /* Upload/Download ratios. */
 20. 0 /* **Spell Check** */
 21. 0 /* Uploaded files must be approved by SYSOP */
 22. 0 /* Auto-validation (set to new user level) */
 23. 1 /* report new users to sysop */
 24. 1 /* report new files to sysop */
 25. 0 /* Use BBS:Scratch instead of RAM:Scratch (for de-bugging) */
 26. 1 /* uploads by user extend current session time (free uploads) */
 27. 1 /* open workbench window to display current user */
 28. 0 /* Sounds off. 1=No sound effects are used by BBBBS, 0=sounds ON */
 29. 1 /* Move Email to sysop's email drawer instead of just deleting */
 30. 200000 /* Minimum RAM needed to continue Resident mode. 0=Non-resident */
 31. 3 /* calls per day per user */
 32. .lha /* archive extension. Blank defaults to .lzh */
 33. lha >ram:junk -2a m /* arccom. Blank defaults to lharc >ram:junk -m m */
 34. 3 /* Left edge of WorkBench user window (window is 632 pixels wide) */
 35. 14 /* Top of WorkBench user window (window is 66 pixels tall) */
 36. 1 /* "busywait" blinks curser during searches, etc. */
 37. 1 /* Call Back Verification. */
 38. 1 /* Speak User name at logon. */
 39. 0 /* sysop appears in Usage/USER.LOG (shown with "V" command) */
 40. 10 /* set NEWUSER to last file & <10> msgs/conf. blank=OFF */
 41. 0 /* min minutes between calls by same user. (after 50% time used) */
 42. 000 FEF 79F FAC D7F DD7 CCF 7FA /* Screen Dimmer Prefs (see below) */
 43. 1 /* Show user's real name in Other User Info display */
 /* This file is parsed BY LINE! Don't change the order or BOOM! */
 /* EndOfCall Screen Dimmer (line 42 above): 0=OFF, 1=ScreenToBack(), */
 /* 2=Screen OFF (shrink), 8 RGB values = dim BB screen after logoff */
 /* then, after "CONNECT", set BB back to this color set */

1.105 Adding Files To The Libraries

*** Five methods to add files to the file libraries ***

METHOD 1:

Run **bbsFile.rexx** . This is a simple, easy to use, one file at a time, local uploader. It checks the filelists for dupes, and allows you to enter file descriptions. As of version 8.3, you can also use it to Browse through the file descriptions, edit, rename, move, delete, etc.

METHOD 2:

Run **bbsQUICK.rexx** and make an archive of your uploads (and messages). Then use the **bbsQUICKIN** routine take care of putting them in the libraries. Just copy your quickin archive, named "QUICKIN.LHA", to the sysop's EmailFiles directory, and "rx **bbsQUICKIN** " to process it.

METHOD 3:

Run **bbsLOCAL** and use the Upload command. The arp file requester will appear so you can copy the files into the correct libraries.

METHOD 4:

First copy the files to the correct libraries. Then run **bbsLOCAL** (or **bbsFile.rexx** in Browse mode, or call in and use **BBBBS.baud**) and edit (in this case, create) the file description using the "%" sysop command. (You must first "CD" to the proper directory by entering just the library number at the main menu prompt). When BBBBS sees that this note has been created, it adds the file to the other system filelists, and increments the count in "Numbers/LastFile". You will enter a note just as if you uploaded the file.

BEWARE! METHOD 4 and 5 do not check for duplicate files! Check first.

METHOD 5:

First copy ALL the files to the correct libraries. Then run the rexx program **BuildALPHA.rexx** with the keyword "COLLECT". **BuildALPHA** will then take care of adding the files to the filelists AUTOMAGICALLY!

In addition, if any of the new files have text in their filecomment field, the first 32 chars will be used as the KeyWords entry in the BBBBS long description. If the comment has more than 32 chars, the entire line will also be echoed in the long file description.

BuildALPHA will ask if you want to clear the comment field after using it in this way. Usually the answer should be "yes".

```
From_CLI_or_Shell> rx BuildALPHA.rexx COLLECT
```

This final method is the easiest, especially with a large group of files, but it is also the least satisfactory in that it creates (at best) sparse notes for your file descriptions, and you must do the checking for dupes before you copy the files.

1.106 Using the ARexx ClipList with BBBBS

-- Using the ARexx ClipList with BBBBS --

BaudBandit BBS uses the ARexx cliplist extensively to pass messages to and from asynch tasks, and set "global" variables and flags. To view

the cliplist from a CLI or Shell, use the "rxset" command.

CLIorShell> rxset ; displays the current cliplist

CLIorShell> rxset BBS_QUIT QUIT ; set the BBS_QUIT clip to "QUIT"

CLIorShell> rxset BBS_QUIT ; clears the clip BBS_QUIT

These are the clips you will see most often. This is far from a complete list, but covers the commonest, and more importantly, includes ALL the clips useful for a sysop to look at or attempt to control. Some of these clips can be very powerful stuff (especially the BBS_interpret clip), so BE VERY CAREFUL! Most of the following is just "For Your Information".

Clips You Might CLEAR

Clips You Might SET

Clips You Should NEVER TOUCH!

1.107 Clips You Might Set

These are clips you might actually set to make something happen (or not happen) within BBBBS. Think about the possible results of your action very carefully before setting or clearing any clip.

BBS_COMMAND="B" ; try to close the editor buffer externally (SHIFT-F9)

BBS_COMMAND="L" ; level upgrade (triggered by F5 in BaudBandit)

BBS_COMMAND="M" ; validate (triggered by F4 in BaudBandit)

BBS_COMMAND="R" ; raise ul/dl ratio (triggered by F5 in BaudBandit)

BBS_COMMAND="T" ; raise time for current session (F3 in BaudBandit)

BBS_COMMAND="V" ; validate a user who used Call Back Verify

BBS_frompath=? ; This path is used (and set) by bbsLOCAL and bbsFile to the path you are using to locally upload files to the BBS.

BBS_interpret=?... ; BBBBS will INTERPRET the clip as if it were a line of code contained in BBBBS.baud. BEWARE! This can be very dangerous.

BBS_localfiles=1|2 ; 1=working, 2=tells BBBBS.baud to reload filelists

BBS_localusers=1|2 ; 1=working, 2=tells BBBBS.baud to reload userlist

BBS_mainfiles=1|2 ; 1=working, 2=tells bbsLOCAL.rexx to reload filelists

BBS_mainusers=1|2 ; 1=working, 2=tells bbsLOCAL.rexx to reload userlist

BBS_NOISE=OFF ; turns off sounds and voice.

BBS_QUIT=QUIT ; forces BBBBS to unload as soon as possible (SHIFT-F2)

BBS_RESET=non-blank ; forces BBBBS to reset. Reloads config and everything.

BBS_SLAVE=1 ; used to signal BBBBS that another process wants access to the serial port. Forces BB to release the serial.device and wait for a message sent to port "BBBBS" before restarting.

See [bbsSLAVE.rexx](#) for more details.

BBS_topath=? ; This path is used (and set) by bbsLOCAL and bbsFile to the path you are using to locally download files from the BBS.

1.108 Clips You Might Clear

These are clips you might clear, but probably shouldn't set.

BBS_disconnect=?... ; last user to disconnect

BBS_door=?... ; tells bbsLOCAL or bbsDoors which rexxDoor BBBBS is currently running. This stops collisions between data files.

BBS_FULLCALL=?.. ; name and time of last user using more than 50% of his available time for a single call. Used if line 41 in the CONFIG.BBS file is greater than zero.

BBS_level=<num> ; current user's level. Note! This clip is used as a flag since it is cleared at logoff. If BBS_level holds a number, and the modem is on hook, BBBBSdemon.baud will assume BBBBS has crashed and attempt to reset.

BBS_localdoor=?... ; tells BBBBS which rexxDoor is running locally

BBS_maint=? ; message conference maintenance is in progress

BBS_prevcaller=?... ; The next-to-the-last caller

BBS_STATS=ON ; Keeps more than one STATS process from running.

If you find that your STATS lists are not updating, this clip may be stuck ON, (possibly from running out of memory while compiling).

Free up some memory, clear the clip, and let the process try again.

1.109 Clips You Should NEVER TOUCH!

These clips are used by various macros within BBBBS. It may be dangerous to alter them. They are listed here "For Your Information" only.

BBS_ALPHA=<name> ; used by background archivers

BBS_baud=<num> ; maximum baudrate of system (from CONFIG.BBS)

BBS_BROWSE=<name> ; used by background archivers

BBS_lastcaller=?... ; last (or current) caller

BBS_libpath=?... ; path to the BBS public file libraries

BBS_msgpath=?... ; path to the BBS public message conferences

BBS_path=?... ; path to the general BBS area

BBS_SLAVE_RATE=<n> ; set by bbsSLAVE.rexx

BBS_Sounding=?... ; keeps voice and sounds from collision

BBS_totalusage=<hours> <mins> ; used by various stats macros

BBS_userlogoff=?... ; timestamp of last user logoff

BBS_version=?... ; BBBBS version string

BBS_winnings=?... ; used by some rexxDoors

1.110 Deleting a user from the system...

- BBS Metaphysics - Killing a User - Resurrecting a User -

From the menu(s), a sysop may kill a user with the "K" command. This will ordinarily delete the users data from the system. But, if the directory "Morgue" exists in the BBS area, the killed userfiles will be copied there instead. This comes in handy when an old user moves back into the neighborhood, etc. Just copy (or move) the userfile back into the "Users" directory, and delete the "Lists/Users" file to force a rebuild. If BBBBS is running, you can force it to reload (or rebuild, if necessary) the userlist by setting the **ARexx clip** "BBS_localusers" to "2".

As of version 8.3, old users whose files have been placed in the Morgue can resurrect themselves when they logon as new users again.

```
CLLorShell> rxset BBS_localusers 2
```

1.111 Automatic letters to users...

Sysops can enter a keyword in the Subject field of Email to trigger automatic loading of a file in the BBS_TEXT directory named SUBJ.<subject>. For example, if the sysop types "Games" as the first word in the Subject line of email, and the textfile "BBS_TEXT/SUBJ.Games" is used as the body of the email.

This works using **BBBBS.baud** , **bbsLOCAL.rexx** , or **bbsMail.rexx** .

1.112 Random Notes...

*** Various extra notes, hidden command methods, and other ruminations ***

1. "D" is the menu default. Users may just type a file number (or group of filenumbers) at the main menu(s) without putting the "D" in front, IF the first number is greater than 99 (otherwise it would be taken as a library number).
 2. If BaudBandit's screen becomes corrupted, possibly with the alternate character set, or some VT-codes changing the visible screen size, you can usually reset it just by using RIGHT-AMIGA-W to reset BaudBandit's screen. If that fails, try shrinking (iconizing) BaudBandit and then re-opening it.
 3. You CANNOT call out on BaudBandit while BBBBS is running in resident mode, even if no caller is online. BBBBS monitors the BaudBandit screen for input so calling out just confuses everything. SHUT DOWN BBBBS (SHIFT-F2) before using BaudBandit to call out.
 4. You are encouraged to alter the code as you will. If your changes work well, please send **me** a copy for possible inclusion in the next version.
-

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