Thank you, now back it up!

Thank you for your purchase of this software. Before you begin
setting it up, please take the time to make a duplicate copy of
both sides of your original disk. Place your original disk in a
safe place and use the backup disk for all further activities.
The following files should be on your main disk:

 supra 128.....loads system (must be on drive 8,0)
 supra.obj.....system ml (must be on drive 8,0)
 -bo..........system boot module (must be on drive 8,0)
 -ma..........system main module
 -me..........system message module
 -tr..........system transfer module
 -mi..........system miscellaneous module
 -sy..........system sysop module
 -ed..........system appendable editor module
 -ut..........system utilities module
 term plus.....terminal module

I hope you enjoy using my software. Many long hours have gone
into it, many refinements have been made, and doubtless many
more will be. I have tried to make it as powerful and easy to
use as possible.

NOTE : Throughout this documentation, the back arrow character,
       located next to your '1' key, appears as a <- and the up
        arrow key, located between the * and RESTORE, appears as ~ .

                     Configuring your BBS

Insert the backup disk and type: dload "supra config" (return).
When it has finished loading, insert the main disk and then RUN
 the program. After a short pause, you will see a menu with these
options:

(D)rive info
Edit message (B)ase data
(E)dit transfer base data
(C)reate/expand relative files
(T)ime/Base access
(M)isc info
(X) Text file accesses
Command (K)eys/levels
(N)ew user info
(R)ainbow string
(S)ave '<-config'
(L)earn carrier/ring type

(*) Restore <-users file

 Note : In most cases, pressing ESC will exit from the current input
prompt and return you to the main menu (or command submenu if you
weren't already there). The phrases "transfer base" and "transfer
directory" are used interchangeably. The word "drive" (as in
message drive, system modules drive, etc) is really the device
number of the disk drive being used for that purpose. When entering
drive (device) numbers, for dual drives and Lt. Kernal hard drives,
to specify drive 1, or a Logical Unit other than 0, type the device
number, comma, and then the LU (drive) number. EX: Enter 9 for
device 9/LU (drive) 0. Enter 8,1 for device 8/LU 1.

 D   allows you to set up which drive does what. You will be
          prompted to enter the drive # and drive command for the
          following drives:

       System modules :   holds the "-xx" module files (see Files)

       Game modules :   holds the "- xxx" files
                             and the "<-modules" file.
       Game modules files : holds all of the support files used by the
                             "- xxx" program files.
       Messages :   holds the message base message files.

       Email :   holds the "~email xxx" files.

       Text/Help files :   holds the text and help files (see Files)

       Misc :   holds the misc system files, such as log
                            on and log off screens, voting data files,
                            etc. (see Files)
       Users' file :   holds the relative "<-users" file.

 B   displays this submenu:

     (A)dd a base
     (D)elete a base
     (E)dit a base
     edit (I)nfo
     (L)evel accesses

     A   allows you to add a message base if you have less than 24.
          You will be prompted for the name.

     D   deletes a message base. You should only use this when
          setting up a new system. If you must while running a
          system, you should only remove the last base, and do this

ONLY when you are sure there are no message files for that
category on your disk. To be sure there aren't any, issue
the DOS command s:~mx* on your message drive. Where x is
the category (A,B, etc). That will erase all of the
messages for that base.

   E   prompts you for which base to edit and then lets you edit
         it's name.

   I   prompts you for the following information:

       Maximum number of messages (5-500)
      Maximum number of lines per message (5-200): 80 column
            users will only have half as many!

       Number of fast post messages (0-99): Normally when a
            message is posted, the low message is erased, the
            message data arrays are cycled and the new message
            is saved. However, if the total number of messages
            in the system is less than the maximum number PLUS
            the number of fast posts, the message being posted
            will be saved and that is all. The arrays will be
            cycled and the low message(s) erased after the user
            logs off. Thus, the system will appear faster while
            the user is online. NOTE : If using fast posts, the
            number of messages must NOT exceed the capacity of
            the drive being used for messages. Also be sure you
            have enough room for the extra messages.

   L   allows you to set the message base accesses. The bases
         will be listed and you will be prompted for the minimum
         level needed to access them. Enter RETURN for no change
         or ESC to quit. Type the number of the lowest level
         allowed to access the base listed. (3 would allow levels
         3,4,5,6,7,8 and 9 access)
         You must set each access level if any changes are made.

  E   Brings up this submenu:

   (A)dd a directory
   (D)elete a directory
   (E)dit a directory
   edit (I)nfo
   (L)evel accesses

   A   Add a directory: You may have up to a total of 24.
         You will pe prompted for the directory name, whether it
         is for uploads only, downloads only, or both uploads

and downloads, the drive # and drive command for the
drive on which the directory will exist.

D   Delete a transfer directory: This option should only be
used on the last directory, or the directory ID's of
all subsequent directories will be incorrect.

E   Edit directories: It will ask which directory you want
to edit. Features to edit are outlined in (A) above.

I   Info editor: You may edit these transfer parameters.

        Maximum number of downloads per call (1-50):
            This will not effect level 8 or level 9 users.

        Autorelease upload level (1-10):
            Uploads by persons whose level is lower than
            this value will not automatically be placed
            in the transfer directories. They must be
            placed there by someone with access to the
            Directory Utilities.

        Block ratio (1-999):
            Determines how many credit users will get for
            each block uploaded. (Example: with a ratio of
            2, 100 blocks uploaded yields 200 credits.)

        Unlimited credits level (1-9):
            Users with levels equal to or higher than this
            value will have unlimited credits by default
            when assigned their level. (see User Editor.)

        Credit system (up, down1, down2 or down3):
             UP : The uploader only receives credits when
            the file is uploaded. Typical credit system.

             DOWN1 : No credits are awarded upon uploads in
            this system. The uploader gets credits when
            the file is downloaded only.

             DOWN2 : The uploader is awarded credits at the
            time of the upload and each time the file is
            downloaded, except the first.

             DOWN3 : The uploader is awarded credits at the
            time of the upload and each time the file is
            downloaded.
            Whenever credits are awarded, the number of
            credits is determined by the Block ratio.

300 baud prime time transfer hours :
                    Enter the starting hour and the ending hour
                    in 24 hour format. (Example: 1802 = 6pm-2am)
                    In the example, 300 baud users would not be
                    allowed access to transfers between the hours
                    of 6pm and 2am. If you enter 0000 then 300
                    baud transfers will be allowed at all times.

        L   Set access levels: This option allows you to set the
              default access for users by level. Each directory may
              have a minimum level which the user must be in order to
              access that directory. A user may be granted access to
              a directory through editing of their personal data even
              though their level is insufficient for default access.
              You must set each access level if any changes are made.

   C   will prompt you for the maximum number of users allowed on
              your system. You will be asked to insert your "<-users"
              file disk. The file will then be created (or expanded if
              it already exists) to the maximum number of users.
              NOTE: This option will also create "<-calls history" if
              you are using this feature. An approximate blocksize
              will be displayed for each relative file.

   T   Allows you to define default accesses and time allowed on
              per day for each level.

   M   Miscellaneous BBS parameters:

   Number of modules (0-999): This is the number of game or
              other extra "- xxx" programs allowed by your system. It
              has nothing to do with System Modules such as -ma.

   Number of caller log days : This allows you to set the number
              of caller log files that will be stored on your drive
              for your users to view.

   Time between calls : Levels 8-9 are not effected by this.

   Size of user log (12-64): Also determines your buffer size
              within the terminal module. (memory location is shared)

   Number of graffiti :(0-20) Displayed above the main prompt.

   Number of log on screens (0-999): Screens seen at logon.

   Number of log off screens (0-999): Screens seen at logoff.

   The Sysop's name : Enter a name for the BBS to use when it
              refers to the sysop during logons, chat paging and
              when you use the online stats editor.

   Modem init string : Allows you to define your init string.

Save User log : determines whether the system will save the
    user log as "<-user log" during midnight updates.

Calls history : Relative file to record user's activity. This
    file will be created along with the "<-users file."

Offhook : Using this feature will place your modem offhook when
    you use the offline menu and during midnight updates.
    (Will not work with the old, 3-dipswitch 1670's)

80-column users : Users may be allowed to use 80 columns.

Screen display : The BBS may be run in 40 or 80 columns. If in
    80-column mode, the system will run in fast mode at all
    times. In 40-column mode, the screen will blank whenever
    fast mode is invoked.

BBS restrictions : This will cycle through restrictions. None,
    members only, (new users not allowed) 1200/2400 baud only,
    2400 baud only, 2400 baud members only and Closed. If the
    bbs is closed, then when a user calls, the system will
    display the "<-bbs closed" file and then log them off.

X   Allows you to set the maximum text file number to be read
per user level.

K   Allows you to configure the command and level for each key.

N   Allows you to set the level and number of credits that new
users receive.

R   Allows you to create and test your rainbow string.

S   Saves configuration file (on drive 8,0) and exits program.

L   Learn carrier and ring type: NOTE: This option is necessary!
Follow the on-screen instructions for modem compatibility.

*   Allows you to restore a backed up "<-users" file.

   After you have configured your system, select the C to
   create your "<-users" and optional "<-calls history" file.
   Note that it is important to run through all of the options.

   When that is done select S to save your configuration and
   exit. You may now boot your BBS. The first time you boot
   the BBS you should go to the User Editor and edit user 1 ,
   placing your data in the file. The Sysop must be user one.

                        Booting the BBS

To boot the BBS, insert the main disk. and type: run"supra 128"
 (RETURN). A title screen will be displayed while the BBS is
loading. After some disk activity, you will be prompted to enter
the time (in 24 hour format) and the date.

Once this is done you will be asked whether you would like to
assemble the messages. You should do this if the BBS was not
shutdown via the <System shutdown> function (see Waiting for a
caller)

Assembling the messages may take some time, but it is necessary if
the "<-msg info" is not up-to-date with the message files on
disk. In other words, if any messages have been posted since the
last time the system was properly shutdown, you MUST assemble the
messages. While the messages are being assembled, the screen will
flash. This is just to let you know it's working and not dead.

The BBS has a quick-boot feature. To use it, hold down the ALT key
after pressing RETURN to run"supra 128" . After the title screen
is displayed, you will be asked to enter the time and date (you
don't need the slashes ' / ' normally required in the date). There
is no error checking for these input routines. Assuming you have
entered the data correctly, the system will boot in a fraction of
the time it would normally take. Bear in mind that you MUST have
a "<-msg info" file or the normal boot up procedure will be
followed. One more thing to note about this method of boot up,
you will not have your user log once the system is up and running.
You should also have you modem connected and turned on before
attempting to boot the system. Some routines in -ma are entirely
dependent on the presence and proper functioning of your modem.
Whenever your system boots, or returns to -ma from any of the
offline modules, your modem must be able to answer with the
correct response codes or your system will loop endlessly with
an incomplete waiting-for-calls screen while the system tries to
confirm the modem's presence. Exiting from the terminal module
will automatically hang up the modem. If you hit (RETURN) while
at the terminal main menu accidentally while calling out, you
will drop carrier and the connection will be lost.

Waiting for a caller

The waiting for caller screen displays while the BBS is waiting for
a caller. The information displayed on this screen is today's date,
the number of callers today, new users, messages posted, Email
letters sent, blocks uploaded, blocks downloaded, the last caller's
info (caller number, name and time online), the current time, the
BBS status (usually ready), and an idle timer (time elasped since
the last caller). Ten minutes after a user logs off, the "<-vars"
file will be saved. The status window will display "Saving" while
this occurs. The other information that can appear in the status
window deals with incoming calls (ring, connect, connect 1200 or
connect 2400).

While on the waiting for caller screen, you may access the offline
commands menu. Press ESC to do so. You may have to hold it for a
second; release it when you hear a bell.
You will see these options.

(*) Supra DOS
(~) User Editor
(;) Voting Booth Editor
(:) Change Time/Date
(=) View User Log

(U)tilities
(B)rowse E-Mail
(C)hat Message:xxxyyy
(E)rror Trapping On/Off
(F)unction Key Editor
(L)ocal Login
(M)odules: xxx
(O)ther Stats
(P)urge old E-Mail
(R)estrictions:xxxyyy
(S)ystem Shutdown
(T)erm Mode
(V)iew Crash Screen

The first five commands will be described in the section under Sysop command descriptions.

U   This option will send you into the Utility module. It prompts you with this menu:

(M)ailbox
(D)irectories

The mailbox option performs the same mail-read routines you would get if you were to log into the BBS. It provides all of the same commands and one additional V command that allows you to validate .

The directories performs the same functions as those found online under Directory utilities.

B   Provides an easy way to view the E-Mail of any user. You will be prompted for a user number.

C   Allows you to change the Chat Message that is displayed when a user is logging on.

E   Toggles the error trapping status on and off.
If error trapping is off, the RUN/STOP key will be enabled and all Basic programming errors will cause the program to stop. When error trapping is on the run/stop key has no effect, and all Basic errors are relayed to the Crash Screen. The program continues to run by going to line 30100, in which all arrays not used by the BBS itself should be cleared and deleted. Error trapping should be on at all times when the BBS is in operation. It should only be disabled for the purpose of testing new modules.

F   Will display this submenu:

(C)hange Key
(L)ist Keys
(S)ave Keys

 C   Prompts you for the key number (1-8) and then allows
       you to enter the new key definition.

 L   Lists current key definitions.

 S   Saves current function key definitions as "<-fkeys"
        on the misc. drive. This file is read in when you
       boot the BBS.

L   Local login to the system. There is an added feature at logoff
     when using this feature. If you lock the CAPS LOCK down before
     logging off, via normal or zip logoff, your name will not be
     stored as the last caller or added to the "<-caller log" file.
     The online time display of the last user will be accurate, but
     will have an asterisk at the end.
         (EX:10:35pm - 10:46pm*)

M   Allows you to change the number of modules on your system.
     This is useful when you are testing a new module, but don't
     want everyone to access it. NOTE : this is only a temporary
     change and is not stored in the "<-config" file.

O   Will only appear if the system has received any calls since
     the last midnight update. It displays the following info:

      Rings :   Number of times your line was called.

      Carriers :   Number of rings that answered carrier signal.

      Logins :   Successful remote accesses.

      Calls :   All logins, both local and remote.

      300 :   Number of 300 baud calls and the %.

      1200 :   Number of 1200 baud calls and the %.

      2400 :   Number of 2400 baud calls and the %.

      Local :   Number of local logins and % of total calls.

      New :   Number of new users and % of total calls.

      Distinct :   Number of individual users logins, not repeat
                     calls, and % of total calls.

      Mins Idle :   Minutes spent at waiting for calls screen, and
                     % of time in a day. (24*60=1440)

      Mins Busy :   Number of minutes used online and % of the day.

      Mins/Call :   Average number of minutes per call.
                        (Mins Busy / Calls)

      Missing :   Number of minutes unaccounted for, such as
                     down-time or offline time used.

P   This option allows you to remove any old letters (E-mail)
     from the drive. It will prompt you to enter a cut-off date
     and then it will check the date of each letter deleting any

letter it finds before the cut-off date.

 R   Will cycle through the system restrictions: NONE, members
      only (new users not allowed), 1200/2400 baud only, 1200/2400
      baud members only, 2400 baud only, 2400 baud members only
      and CLOSED. If the BBS is CLOSED when a user calls the
       "<-bbs closed" file will be displayed and he will be logged
      off. NOTE: As with `M|odules, this is only a temporary change.

 S   Will properly shut down the system. The "<-msg info" file
      and the "<-graffiti" file will be saved. The "<-vars"
       file will also be saved if necessary. You will then be in
      Basic. I recommend that you reset the computer after the
      system shutdown as Supra 128 modifies many memory locations
      and some very strange events can occur if you don't.

 T   Will put you in the BBS Term. This will take a few seconds
      to poke in the buffer ML. You will then be prompt to save
      the user log when you first enter the term, and asked to
      to re-load it when you leave. The term buffer will now
      occupy the same memory location of the user log.

 V   Will only appear if the system has experienced any errors
      in Basic. The screen at the time of the crash will be
      displayed and you will be asked if you would like to clear
      the crash screen. If you answer yes the crash screen will be
      eliminated so that you will know if another error occurs.
      If you do not clear the crash screen, it will remain for
      future reference, assuming another error does not occur and
      overwrite the previous screen.

While on the waiting for callers screen, you may also press ALT to
send a carrier. This is useful if you have someone on the line and
want to allow them to log on without releasing the line.

                    While a Caller is Online

At the main prompt, you can edit the user currently online.
Press the HELP key to enter the editor. You will then be allowed
to edit the user's real access level, (stored in the "<-users"
file), temporary level, (only active while user is online during
the current call), time left for this call, credits, graffiti,
modules and download privaledges. You can also change whether the
BBS is in local mode or not. This is useful when a user is online
and you want to use a sysop feature without them seeing what you
are up to. Just temporarily change their level, type a Y when
prompt for local and text will not be input from or output to the
modem. Be sure to change them back when you are done.

Also at the main prompt, press CTRL/HELP to create a false
SYSTEM ERROR message. This will throw a user off the system

by sending a crash message which leads them to believe that they
lost carrier due to a system error and not sysop malice.

During any input prompt, you can press ESC to break into Chat mode.
Pressing Line Feed exits Chat mode. When you exit Chat mode, the
user's time online is restored to it's setting when Chat mode was
entered so that the user does not lose any time. If you do not
WANT the time to be restored, use SHFT/LINEFEED to exit Chat mode.

There is a Shutup mode toggled by the ALT key. The screen will
flash green to indicate active and red to indicate inactive.
When active, modem input is ignored. Also, you can toggle the
screen output speed between normal and 'modem speed'. This is
done by pressing the NO SCROLL key. The screen will flash red for
normal speed and green for 'modem speed'. When 'modem speed' is in
use, you screen display will appear as if it were being received
over the modem. NOTE : This will only be effective when a user has
called in. (not for local logins)

                    Sysop command descriptions

This section will describe the seven system maintenance/utility
commands. The first five are available from the offline commands
menu. The sixth command (directory utilities) can be accessed
online with the / command. This option is also available offline
using the U command from the offline command menu. (see waiting
for a caller)

The seventh command is the online commands menu.

                          Supra DOS

This command is a DOS wedge/utility. You will see a CP/M style
prompt with the active drive number and a >.(EX:8> means you are
accessing drive 8) From here you may enter a disk command. (` to
view the drive error status) Several addiional commands are
available via Supra DOS. Enter $ to view the disk directory.
Pattern matching is supported.

DOS quick list:

` - read error channel

$ - disk directory (pattern matching allowed)

n - format disk (not allowed from remote)

s - scratch file(s) (not allowed from remote)

c - copy file (c0:new file=old file)

r - rename file (r0:new name=old name)

Supra DOS quick list:

f - read file

p - print file

- transfer directory drive

% - display transfer directory

: - message editor

; - append to message editor

* - file utilities

Enter f:filename to read a file.
    (EX:8>f:<-vars to read the "<-vars" file)

To print a file, enter p:filename . Your printer
    should be configured as device 4.

 To change drives , enter the device number.
    (EX:8>9 to change to drive 9)

You may optionally send a DOS command by entering : after the
device number.
    (EX:8>9:$ will change to drive 9 and then display the
    directory).

To change to a different LU (or drive for dual drives), enter a
comma and then the LU or drive.
    (EX:8>8,4 to change to LU 4)

The prompt will then appear as 8,4> you may optionally exclude the
8 and just type ,4 to change to that LU on the current drive, note
that excluding the device number is not an option at a
source/target device prompt.

You can also change to a different LU/drive with the $, f and p
commands. Just specify the new LU directory after the command.
    (EX:8,3>f3:<-vars)

Enter # . and then a directory specifier to change to the drive of
a transfer directory.
     (EX:8>#A for directory A)

Supra DOS will make that directory's drive active, and also issue
the drive command if there is one.

The #x directory change can be used at the ICT utilities chain
prompt and also at the source/target device # prompts, however the
"#" is not necessary at the source/target prompt.
     (EX:Source device #a would change to the drive or directory A;
     see Copying files)

Enter % and then a directory specifier to change to that directory
and also display the "~dir x" directory file.
     (EX:8>%a for ~dir A)

Enter * to access the file utilities. You will see the following
prompt: Command? (?=list)   Press ? for this list:

(C)opy files
C(O)nvert files
(S)cratch files
(R)ename files
(L)ist files
(I)CT utilities
(W)elcome messages

After selecting the function you want (see below), you will be
prompted for the source device # and command (press RETURN for
the currently active drive), and if you selected copy, you will
also be prompted for the target device # and command. Next you
will be asked for the directory pattern. The source files matching
the pattern will then be listed and you will have these
options: Yes No All Start Quit

 Y   Selects the file for the function you choose above.
 N   Skips to the next file.
 S   Exits the directory query with your file selctions intact.
 Q   aborts back to the > prompt.
 A   selects all of the files from the current one to the end of
     the directory.
     (saves you the trouble of typing Y for each file).

When the end of the directory is reached, or you press S, the files you selected will be listed and you will be asked to confirm.

C   copies the files you selected. If there is already a file on the destination drive with the same name as the file being copied, you will be given these options: Delete Skip Rename Abort?

    D   will delete the OLD file from the destination drive and try to copy the NEW file again.
    S   skips this file and goes to the next file to be copied.
    R   allows you to rename the NEW file.
    A   aborts back to the > prompt.

If there is a disk error when creating the new file, it will be displayed and you will be prompted: Retry Skip Abort?

    R   will attempt to create the file again.
    S   skips to the next file.
    A   aborts back to the > prompt.

After all the files have been copied, you will be given the option to convert the new files and also if you want to scratch the original files (see below for more information on the functions).

O   will prompt you: P refix D eprefix C hange prefix?

    P   Asks you for the prefix character. Valid prefix characters are "<-" , "~" and the directory specifiers (A,B, etc). The prefix character you entered will then be added to the beginning of the filenames.
    D   Strips the leading character from the filenames.
    C   Prompts you for the prefix character, as with P. The file prefixes will then be changed.

S   Scratches the files you selected. If an error is encountered you will be prompted: Retry Skip Abort?

    R   Will attempt to scratch the file again.
    S   Skips to the next file.
    A   aborts back to the > prompt.

R   lists the old filenames and prompts you for the new filenames. If there is a disk error while trying to rename a file, you are prompted: Retry Skip Abort

    R   will prompt you for a new name again.
    S   skips to the next file.

A   aborts back to the > prompt.

L   lists each of the files to the screen.

I   accesses the ICT utilities. If you own an ICT hard drive and
     an REU, there are four more utilities for you. After pressing
     I, you will be presented with these options:

     (C)opy files
     Find (M)ax file size/free space
     C(O)mpress chains
     (S)can upload space

      C   allows you to copy files from one partition to another.
            This is very similar to the normal copy command, except
            that the copying is done in two passes. You will be
            prompted for the source and target partitions. After
            selecting the files to copy (see Copying files above),
            the files will be copied from the source partition to the
            REU. Then the files will be copied from the REU to the
            target partition. Next, the REU will be purged of the
            files. Finally, you will have the usual post copy options
            (converting & scratching).

      M   requests the chain command and then gives you the
            maximum space for a file, and the total blocks free of
            that partition.

      O   allows you to free up front partitions in your chains.
            This is particularly useful with transfers, as the ICT
            does not do partitioning like "REAL" hard drives do.
            Anyway, you will be prompted for the number of chains to
            compress (1-30), the starting and ending partitions of
            those chains, the minimum and maximum length files to
            move, and finally whether to validate the partitions when
            done compressing. The program will do the rest.
            I recommend you do this once a month or so, just log on,
            do whatever and then let it go to work. If you have
            several large partitions, it may take a while.

      S   prompts you for All Range or One transfer directory to
            scan (Range/One directory selection are the same as with
            the Scan files command; see the help files for more
            information). The directory names and their max file
            size/free space will be displayed.

```
  W          Accesses the welcome message editor. When you enter you
           will be given this menu.

           ( N )otice                <-notice
            ( L )evel notice          <-notice 1-9
            ( M ) level messages     <-message 1-9
            ( E ) news files          <-news 1-9

           Each of these options (except for Notice) will display
           a title list from 1-9 and after your selection this
           submenu will be displayed:

           ( D )ate:00/00/00
           ( A )bortable:yes
           ( T )itle:xxx xxx
           ( E )dit file
           ( R )emove file


           From here you can set the date, select if you want the
           file abortable by the users and title the message. After
           this you can edit your message.

           For more information on these files and their function
           look under the section of Misc drives.
```

The last two Supra DOS additions have to do with file editing.
To use them, enter : or ; and then the filename
     (EX: 8>:filename)

The : command allows you to create/edit files on whatever drive you
happen to be on at the time you issue the command.

The ; command will append to a file. The maximum number of lines
in the DOS message editor is 300 (150 if using 80 columns).

                         User editor

(A)ccess edit
(B)ackup file
Edit (D)ata
(E)dit user
(I)ncrease high user #
Build (K)eyed users file
(L)ist user
(M)ulti-select
(P)rint users
(Q)uick list

Edit (S)tats
(V)alidate

 A   allows you to edit the message/transfer base accesses user
      has. You will see a prompt with the accesses the user has.
      (EX:Toggle? (AB E)) You can now select which bases the user
      has access to by pressing the specifier (letter) of that
      base (EX:If you pressed A and C at the above prompt, the
      resulting accesses would be:(BC E))

 B   will prompt you for the destination drive and filename, and
      then backs up the "<-users" file. (To restore the "<-users"
      file, use the "SUPRA CONFIG" program. See Configuring the BBS)

 D   lets you edit a user's real name, street address, city, state,
      zip code and phone number.

 E   allows you to edit a user's name, number, password,level, time
      left, credits, graffiti privaledges, module privaledges and
      download privaledges. To delete a user, enter * as the handle.
      You will be asked to confirm. Valid levels are 0 to 9.

      Level 0 is a special "deleted" level. If a user has level 0,
      the next time he calls, the   "<-message 0"   file will be
      displayed and his account will be deleted.

      When editing the number of credits, you can toggle unlimited
      credits with * and also enter + xxx or - xxx to add or subtract
      credits. (EX:The user has 250 credits, enter +150 and he will
      then have 400)

 I   allows you to increase the highest user number in use.
      It is useful if a NEW user logged on, but for some reason,
      such as a power failure, the "<-vars" file didn't get saved.

 K   will appear if the "<-users" file drive is a Lt. Kernal hard
      drive. It will build a KEY file called "<-keyed users"
      of the user names and numbers. Use this option if you add or
      delete any users via the User editor, and also to create it
      in the first place. It is self maintaining in that new users
      are added automatically, and any level 0 deleted people will
      be removed from the KEY file also. This file is then used
      when a users log on by entering their names or when new
      users enter the name they will be using.

      A user's name will be found in less than 2 seconds, and an

account for a new user will be found in about 4 seconds,
regardless of the number of users you have.

NOTE: If you find the system not allowing any new users due
to no accounts available,(even though there are more available
accounts) this would mean that the KEY file is FULL and needs
to be re-built. Refer to your Lt. Kernal manual if you run
into any problems building your KEY file.

L   will prompt you for the user to list, and then list all
   of his data.

M   brings up this submenu:

   (C)alls:x to xxxxx
   (D)ate:MM/DD/YY
   (L)evel:x to x
   (N)umber:x to xxxxx
   (V)iew/edit

    C   allows you to set the range of the number of calls a user
        must have made to be selected.(EX:10 to 20 fo users who
        who have called at least 10, but no more than 20 times)

    D   sets the cut-off date.(EX:04/15/91 for users who have
        called on or before May 15, 1991)

    L   allows you to set the range of levels the user must be
        within. (EX:4 to 6 for users with a level of 4, 5 or 6)

    N   specifies the starting and ending users for the search.

    V   will search the user file for user's who fall within the
        requirements. You will then be prompted:
        Edit Validate Access Delete?

        E   allows you to edit each of the users as if you had
            specified edit from the main menu with each users'

number. If you do not edit a user, you will be
given the option of aborting the multi-edit early.

V   requests a level and then validates the users as if
you choose the validate command with the ,d option.
(see below.)

A   will allow you to edit the accesses' of the
selected users as if you had opted to access edit
each of the users separately. If you don't edit a
user, you may abort early as with multi-edit.

D   asks you to confirm, and if so will delete the
selected users.

P   Prompts you for the starting and ending users. Then prints
the users' number, name, password, level, last call date,
# of calls, # of posts and # of credits.

Q   is a quick-list function. It requests a starting user and
then lists the users' numbers, names, levels and last call
dates. Whereas L lists only one user in detail, Q will list
many users briefly.

S   allows you to edit a user's stats: protocol, block size,
last call date, # of calls, # of messages, # of uploads,
# of downloads, last message read, # of columns,
screen length, file desc/upload toggle and graffiti toggle.

V   allows you to quickly change a user's level, privaledges and
accesses without having to change them separately. Just type
the user's number, comma, the level you want him to have (and
optionally ,d) He will be given that level, graffiti, module
and download privaledges and his time reset. The , d will
default the user's accesses and reset his unlimited credits
status. (EX:1,9 to validate user 1 to level 9)

Voting editor

```
( A )dd a booth
( D )elete a booth
( E )dit a booth
```

 A   allows you to add a voting booth. You may have up to 20
       booths. You will be prompted for the topic. Then you will be
       asked to enter the question and choices. You do not need to
       include a list of choices in your question, as the software
       does this automatically. Enter the choices, one per line.

 D   you will be prompted to select a booth to delete, and asked
       to confirm.
       (if there is only one it will automatically be selected)

 E   you will be prompted for which booth to edit. (if there is
       only one it will automatically be selected) You may then edit
       the topic. Next, the current question and choices will be
       read into memory and you will be allowed to edit them.
       After you have finished editing, you will be asked if you
       want to nullify the ballots. If you answer yes, the current
       votes will be erased, otherwise they will be left intact.

                         Change time/date

Use this command to change the system time and date.
It is identical to the prompt when rebooting the system.

                         View user log

The system user log will be listed. If this command is used
online, the current user's log will also be listed.

Directory utilities

(A)ssemble directory
(E)dit descriptions
(V)iew descriptions
(M)anipulate directory

 A   will update the "~dir x" file. (x is the directory prefix)
      This is useful if you have added files to one of the transfer
      directories. You will be prompt for the directory to be
      assembled.

 E   will prompted you as with the download command. (see the BBS
      help files for more information) Each description will then be
      read in and you will be allowed to edit it. If a description
      is not found, you will be asked if you are the uploader. If
      so, your name and user number (or rather, those of the user
      who is currently online) are stored as the uploader of the
      file. If you answer "No" it will prompt you for a name and an
      ID number. Pressing RETURN will enter "??? (?)"

 V   Allows you to view the descriptions of the files available
      for the users to download along with "free space" available.

 M   will prompt you for the directory to manipulate, then allow
      you to edit it. The commands available here are:

(A)bort
(C)hange date
(D)elete
(L)ist
(M)ove
(P)urge old/low access
(R)ename
(S)ave
(T)oggle status

 A   exits without making any changes.

C   allows you to change a file's release date.

D   prompts you for the file numbers to delete and then deletes
     them from the directory file. (they aren't actually deleted
     from disk until you save)

L   prompts you for the starting file number and then lists the
     directory.

M   requests the file number and the new position, and then moves
     the file to the new position, adjusting the positions of the
     other files as necessary.

P   prompts you for the cut-off date and minimum number of acceses
     It checks the dates of the files and then checks accesses of
     any files with dates equal to or earlier than the cut-off date
     if the number of accesses is less than or equal to the minimum
     or the file has no description, it will be deleted.

R   prompts you for the file number and the new name. Enter *
     for the name and you will be asked if you want to restore
     it's original name.

S   saves the new directory. This will erase any files that were
     deleted and do any necessary renaming. You can edit as much as
     you want; if you make a mistake, just abort instead of saving.

T   prompts you as with delete. Locked files will become unlocked
     and unlocked files will become locked. Locked files can only
     be seen by users who have access to Directory utilities.
     (a locked file has a * after it's file number)

                        Offline commands

This command allows you to access the offline commands menu while
online. Not all of the commands will be available (for obvious
reasons.) The available online commands are:

     (B)rowse Email
     (C)hat msg:xxxyyy
     (E)rror trapping:ON/OFF

```
    ( F )unction key editor
    ( M )odules:xxx
    ( O )ther stats


 NOTE :  If the user online has called in,  (not a local login)
neither the  E  nor  F  will appear. (see Waiting for a caller)


                        Sysop specials



Logging on : The number of minutes a user must wait between back to
back calls does not affect level 8 and 9 users.



Email : When reading mail, users with access to Supra DOS will have
the ability to print the current letter and store the current
letter as the "~misc message" (see Message editor below). Level
9 users will have the ability to toggle the mail notification
status. Next to the letter x indicator, there will be a * if the
sender wanted to be notified when the mail was read. You can
toggle this on and off by pressing *.



Reading messages : Users with access to Supra DOS will be allowed
to scratch messages regardless of who posted them.



Transfers : If a user has a level of 8 or 9, the maximum number of
downloads per call does not affect them. Users with access to
Supra DOS may upload and download to any directory regardless
of whether it is upload only or download only. Enter  *  as the
filename to upload the "~misc message" (stored on the misc drive).
This file can then be merged into the message editor (see Message
editor below.) Anyone can use this option, but it's not documented
in the help files.



Scan files : Users with access to Directory Utilities will have the
option to scan locked files only.
(if autorelease level is higher than 1)



Message editor : Users with access to Supra DOS or who have uploaded
a "~misc message" will have an additional editor command:  (/m) erge
misc message. (or (/m)erge file if the user has DOS access)
For the misc message, issuing this command will merge the
```

")misc message" file into the message editor. For the general file
merge, a drive #, drive command and filename will be requested.
If you have entered the message editor via Supra DOS and you are
merging from the same drive as the active DOS drive, you can not
enter a drive command.

Supra Files

The following is a list of the files used by Supra 128, their
function and any special information pertaining to them.

Misc drive

Files with a * after the name are created by you with the message
editor or a word processor. There are example files on your Supra
128 diskette, those files are marked with a +. Brackets indicate
optional parameters. NOTE: If a user zip logs on, only the
 "<-notice" and "<-notice x" files will be displayed, if present.

 <-log on nn (.) *+: where nn is the number of the log on message,
    and (.) is an optional character to specify a C/G screen.
    You can have a different file for C/G and ASCII log on files,
    log off files and menus. To do so, put a . at the end of the
    filename. (EX:<-log on 1)

    If you are NOT using an LtK, be sure that the C/G file is
    before the ASCII file in the directory. The log on message is
    displayed after a user has connected to the system.

 <-log off nn (.) *+: see above for nn & (.). The log off message is
    displayed if a user logs off normally (not via zip log off.)

 <-menu n (.) *+: menu for level n. See above for the optional (.).

 <-notice *: this file is displayed after the user has entered his
    password. It is only displayed if the user has called on or
    before the day it was written. For more information on this
    file, "<-notice n", "<-message n", and "<-news n", refer to
    the Welcome message editor under Supra DOS.

 <-notice n *: where n is a number from 1 to 9. These files are
    seperate notices for each level. They have the same format
    as the <-notice.

<-message n *: where n is a number from 0 to 9. These are
   displayed after the notice, except for the message 0 which
   is displayed for level 0 users. (see User editor)

<-news n *: where n is from 1 to 9. The news bulletins are
   displayed after the level message. You must number them
   sequentially. If a news file isn't found, it assumes there
   aren't any more.
        (EX:You have news files 1, 2 and 4. 1 and 2 will be
   displayed, but 3 isn't found, so it is assumed that
   no more exist)

<-new user msg *: this file is displayed before a new user enters
   any data.

<-application *+: this file should contain the application
   questions for new users. It is displayed after the user is
   prompted for his real world data (real name, address, etc.)
   Each line of the file is read in and displayed. If the last
   character on a line is *, Supra 128 will wait for user input.
   The lines that require input will be sent to user 1 in Email.

<-new users rules *: this file is displayed after a new user has
   filled out the application.

<-expected users *: if you are expecting a user to log on and
   want him to be instantly validated, put his name in this file
   with the level you want him to have. When he logs on
   (assuming he entered the same name as you have in the file),
   the system will validate him as with the validate command in
   the User editor. NOTE: Names MUST be entered in lower case.
        EX:The file contains: 4test user
                               8co-sysop

   When Test User logs on as new, he will be given level 4, all
   privaledges and default accesses for that level, the same will
   happen with Co-sysop, except he will be given level 8.

<-system info *+: this file is displayed when a user selects the
   system information command from the main prompt.
   NOTE: You must leave the ordering information in this
   file on where to purchase Supra 128.

<-sysop out 1 *+: this file is displayed if a user tries to chat
   and you don't answer.

<-sysop out 2 *+: displayed when a user selects chat from the main
   prompt and the chat page is already on.

<-upload msg *+: this file is displayed right after a user selects
   the Upload main command.

<-bbs closed *: message displayed when a user calls and the BBS
    restrictions are set to CLOSED (see Waiting for a caller).

<-vars : contains important system data (caller #, today's stats,
    last caller and the highest user number).

<-top 5 users : data for the top 5 users command.

<-top 5 days : data for the top 5 days command.

<-vote topics : list of the voting booth topics.

<-v boothx : where x is a character from A to T. Contains the
    question and choices for booth x.

<-v ballotsx : where x is a character from A to T. Contains the
    ballots for voting booth x.

<-graffiti : contains the graffiti messages.

<-msg info : data for the message base messages.

<-bbs list.x : where x is "L" or "N" (for local or national list).
    These files are used by the BBS listings main command.

<-user log : this is the user log which is saved at midnight, if
    you have that option enabled.

<-caller log x : where x is the number of the caller log day.
    This is the file displayed when a user selects the Caller log
    command (from the misc submenu). 1=today, 2=yesterday etc.

                    Message drive

~mxnnnn (nnnn)
     Where x is a message base specifier, the first nnnn is the
    message number, and the optional nnnn is the message number
    that this one is a reply to.

                Text/Help files drive

The text/help files should be in the format "~xxxx nnn" (where xxxx
is "text" or "help" and nnnn is the file number). The text/help
menus are file 0 ("~text 0" and "~help 0"). If the user goes to the
text/help files and the "~xxxx 0" file is not found, it is assumed
that there aren't any files.

System modules drive

This drive should have the "-ma", "-me", "-tr", "-mi", "-sy",
"-ut", "-ed" and "term plus".

                        Program modules drive

This drive holds the "- xxx" files and also the "<-modules" file.
    "<-modules" should be a list of the modules; it is displayed
    when a user enters ? at the select module prompt).

                        Modem init string

In the config program, under the misc info, you are prompted to
enter a modem init string. If your modem allows you to emulate
a 1670 or a Hayes modem, set it to emulate a Hayes modem.

For 1670 compatibles, enter atx1s0=1 .

For Hayes compatible 1200 baud modems, enter atx1s0=0 .

For 2400 baud modems, use * and enter *ats7=15s10=1m0 .
Or you can use just the * , and before you put your 2400 baud
modem online, load up a term and enter the following commands.
(press RETURN after each command)

at&f
at&d2
at&c1
at&s0
ats0=0
atx3 (or atx1)
atm0
at&w

                Notes on using a Ram Expansion Unit

The REU can be used as any drive with Supra 128. It is set up as device 15. I suggest you use it only as a module drive, for your system and program or game modules. It is too volatile to be used for the other drives. Included on the BBS disk are four programs pertaining to REU use. They are "ramboot" , "ram reboot/save" , "ram reboot" and "ramdos.obj" .

Use "ramboot" whenever you need to initialize the REU, such as when the computer has just been turned on. Use "ram reboot/save" to reinstall RamDOS and also replace any modules you might have changed (see below) and "ram reboot" just to reinstall RamDOS.

In the "ramboot" program, if you have any program modules, change line 70 to read:
    70 DATA # of modules ,<-modules,*
    Replace ~~~ that with the number of modules you have.
    (EX:70 DATA 5,<-modules,*   for "- 1","- 2","- 3","- 4","- 5",
    <-modules,*)

To use the reboot/save program, LOAD it and then LIST line 40.
Enter the names of the modules to put into the REU like this:
xxxx for a "- xxxx" file and n for a "- n" file.
    (EX:40 DATA ma,tr,2,*   for "-ma", "-tr" and "- 2")

                    Notes on using an ICT hard drive

To ensure reliable use with the ICT hard drive, I suggest that all of your chains contain at least 2 partitions. Using only one partition (except for H1) has not proven to be a good idea from experience. When using the Supra DOS file utilities, if you plan on scratching, converting or renaming, you should always enter a drive command when it prompts you for one, regardless of whether you have already selected the chain you want to work with. This is so the BBS will know that the drive is an ICT and work more reliably with it.

                    Notes on using a 1571 as two 1541's

Not all of us are fortunate enough to have a hard drive. In fact, some may be running on only one 1571. To make the best of this situation, use the 1571 as two 1541s (u0>h0 and u0>h1).

First, set the drive to 1541 mode.

Type open15,8,15,"u0>m0":close15

Now insert a disk to be used and format it as a normal 1541 disk.

Next type   open15,8,15,"u0>h1":close15

Now format the back side of your diskette.

    DO NOT FLIP THE DISK ! !

The u0>h1 command told the 1571 to use the back side of the disk.
Copy your files onto both sides of the disk.
    (u0>h0 accesses the front side)

Once this is done, reconfigure the BBS (via SUPRA CONFIG)
to set up the drives using the drive commands as follows:
For the normal side, enter the disk command u0>m1.
For the 'flip' side enter u0>h1.
Save the new configuration.

Now load "-bo" and add line 226:

    226 if i$ = "u0>h1" then open 15,d,15,"u0>m0" : close15
    (The spaces are not necessary and may be ignored when
    entering the line)

Make sure you have a backup copy of the "-bo" and then scratch the
old file and save the new one.

What this mod does, is sets the drive to be in 1571 (fast) mode
when using the front side, and into 1541 (slow) mode when using
the back. Thus you will want to put the modules on the
front side and all the data files on the back.

z