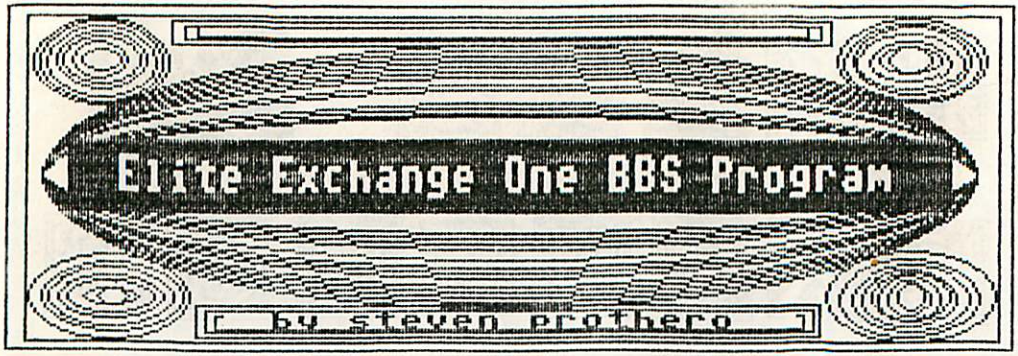
# ELITE EXCHANGE ONE

## BBS PROGRAM

by

STEVEN PROTHERO




Thanx for checking out the EX1-BBS program! Here is the latest version. Thanx to those who had to wait forever it seems for this book to arrive! I try and make the program first then the book next, then some games and utilities last. I really encourage you to work on a game or utility for EX1. I'll be more thaan happy to distribute it for you! It can be GREAT advertizment for U're BBS! Hey, while on that, send an AD for U're BBS and I will print it in the EX1-newzletter and in this EX1 instruction book, and also in my IF Journal.

Right now I have this crappy job doing complete slave factory work. It pays $4.35 an hour and is physically and mentaly lame and abusive. Ack! Well, I start school next year, so in the meantime, I think I can pump out ALOT of new EX1 programs. Keep in contact! Sometimes I will write to you and let U know when a MAJOR version is done. But just about every 2 weeks U can count on me having something new! So, depending on how often you wish to update, drop me a line or contact me on a board. Any time now the CRUEL WYNDS line will be going on 24 hours, so look for that info shortly. Xanth is now open 603-424-0221, 24 hours. U can also reach both EX1-HQ sysops on q-link, steve ex1 and shadoveavr.

Well, enuff from me! My handle is Iron Feather, I call many BBS's, I publish an anarchy computerists newsletter, like to travel, and maybe I'll visit you someday! I also like to trade warez and other BBS programs so I can get more ideas and routines. Ok, hope to hear from you....

-Steven Prothero aka Iron Feather

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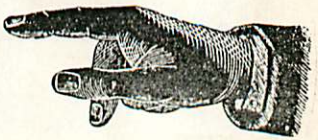

# Elite Exchange One BBS Program

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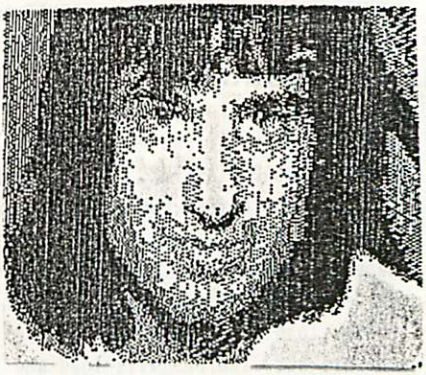


Iron Feather

Fig.9

## *** Just Starting Out ***

### What Do U Need To Run EX1

-One Commodore 64 or a 128 in C-64 mode.
-An auto-answer capable modem
-At least one disk drive
-a TV set or a Monitor
-Some clean, quality floppy disks
-Minimum of One telephone line!
-patience & creativity!

### *** Notice ***

I have tested the FASTLOAD and it will not work! Some folks have reported good luck with: jiffy-dos, warp speed, and AF5, and maybe some others, I recommend against using any fastload kinda cartridge!

### *** Read This Book ***

Before attempting to run EX1-BBS, please take the time to sit down and read thro this whole book. If U jump ahead of U'reself and guess at things, you may end up making deadly mistakes! So, carefully read this over, keep this handy, and continue to refer to this whenever there is a question. If you continue to experience trouble and just can't figure out the problem, please contact me PRONTO! I will try my best to help you out, and make your running of EX1 as smooth as possible!

### *** Making Back-Ups ***

The EX1-BBS can be copied using a regular old fashioned file copier. First thing U should do upon receiving the disk in the mail from me is MAKE a COPY! Put my disk in your house safe to keep it protected! Use a copy to run everything! Myself, I use fast hackem FAST COPY to copy my disks. To copy just the REL files over, for whatever reason, ONLY use the REL file copier I have supplied you with! Itz made especially for REL files... OK, for your system disk, you might want to back that up once a week. The worst thing to happen to the whole world is when a BBS loses its userlog and forces all users to re-log on as new...DON'T let that happen! Always take care of your disks!

### *** Loading The Programs ***

Ok, the first program to load is called the booter. Load "boot*",8,1. It will auto-run. You will have 6 options. To create the system disk and design the BBS pick LOAD START-UP. The start-up prg has many features and options THAT MUST be done before running a BBS! Use the start-up prg to define msg bases and etc. Once you have a system disk created, you should load the booter, have it load the EX1 ML's, the load the SPECS. If you have a 1764 RAM, define the ram unit. If you need to copy files to the RAM (or anywhere), have the booter load the IF-COPY utility. After the IF-COPY, load the booter back, or the ex1-bbs. The BBS will load and then ask you to insert the system disk. Do that, type RUN and you are basically on-line!

*** NOTE ***

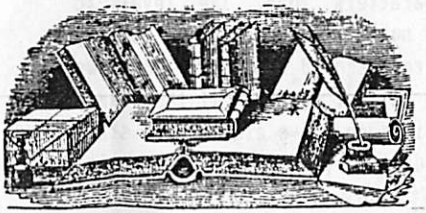
Some people will boot up the BBS or START-UP prg after using another prg or from GEOS, etc.. DON'T do that! Itz always better to turn off your computer, then back on, and then load up any EX1 program. This will insure that there is no junk left in memory from the last program ran that could possible crash or confuse the current prg. So try to make a point of always powerfailing the computer first!

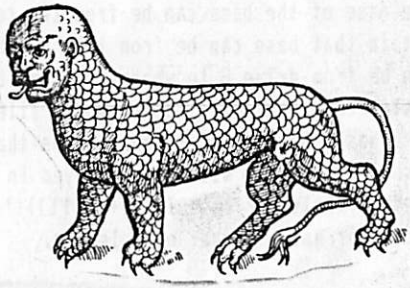
*** more notes ***

If you don't have any news files, turn that OFF, cuz it takes time to scan for the news files.

If you wish to make the system EVEN more personal, it can be done by sector editing the ex1-bbs program. Either use a memory editor or sector edit certain words and phrases. Don't edit the authors name or address or it will crash! If you don't have a RAM expander, then you don't need the file called ex1.d. Never use commas in the STATS!! The stats in the relative files are separated by commas, so if you have a stat with a comma, it will screw it all up. Ok, enuff of this stuff. If you ever have any problems or questions, read over the book, it may also help to review the booklet that came with version 185. If something does not work, experiment and try your best. Don't give up! I don't want frustrated people! I want happy people! Also, please write in any suggestions, comments, problems, etc, it helps me out, and I will try to respond promptly, so we can get you on-line quickly.

Anywayz, there are alot of BBS systems out there, alot of competition, I want to continue improving and working on EX1-BBS. I want the system to kick-ass, and become number one, lets do it together!!!





## MODEM STRINGS

AS you may have noticed, you may customize your modem string via the system stats. Pleze refer to your modem handbook for this. Some recommended settings are:

TCM-1200h: athx4vem0s0=1
1670: athx1m0v0s0=1
1670+: athx2vem0s0=1

What you want to enforce is numeric mode with echo off and full response set on. Modem speaker is optional, and of course auto-answer on first ring is desired usually.

*** Transfer Section ***
The transfer area of the BBS is for uploading and downloading of either program or sequential files. There are two protocols available :punter or xmodem. Multi-transfers are also available. Multi-transfer will allow the user to upload or download multiple files. This saves time, and is a favorite feature of many callers. The multi will subtract or add credits as does any transfer. Whenever an user downloads a file, it will be recorded in FEEDBACK, and the credits will be subtracted from his total credits. Whenever an user uploads a file, they will receive a credit for every block that was uploaded (plus any bonus credits according to the bonus ratio). To abort a transmission, hit the C= key. All transfers are aborted if a carrier loss happens. You may have upto nine transfer bases. When you run the start-up program, one option in the config is the transfer set-up. Choose that option to set-up the transfer bases. Even if you don't want any transfer bases, you must have that file on your disk, so have at least one base set-up.

The info for the transfers is saved in a file called /FILES. Here is an example of my /FILES :

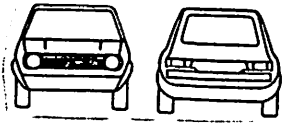
```
3
Text Files, 3,8,t+
Games,4,9,-
More Games,5,9,+
```

Ok, now what does that mean? ok the first number (3) means that there are three transfer bases. The lines following contain the names and other important info about each base. like this:
name of base, lvl to obtain this base, drive # for this base, base ID code

The name of the base can be from two to 20 characters long. The level to obtain that base can be from 1 to 9. The drive number that the base is on, can be from drive 8 to whatever...The base ID code should be a one or two letter code that will identify the files to be in that base. So if the games base has a base ID of -, that means that all files on drive eight that start with the letter - will be displayed in that directory. I recommend using these symbols for base ID's:+-£↑[])('!....Thats more than enuff...Pick from those, or use a number or a letter.

*** Message Bases ***
Ok, The message bases are optional feature, but you are required to have at least one msg base set-up. In the SPECS, one of the questions is HOW MANY MSG BASES? You must have at least ONE!!!! And that also means you must have the file called /BASES on the system disk. Use the msg base set-up feature in the start-up program to create your message bases. You may have upto 20 message bases. The info about the msgs bases is contained in the file called /BASES in this format.
# of msgs bases
name of base, drive#,number of msgs, text library status,sub-op, sub-op#

an example of my /BASES file:
2
Miscellany,8,13,0,if,1
Elite, 8,22,1,tarzan,2



Ok, the number of how many msg bases is the first figure, I have two. The next line contains the first msg base name 'Miscellany'. The next figure is the drive number the msg base is on .The next figure is the current number of messages in this base, there are 13. The next stat defines the state of the message base text library. 0=off 1=on. Since it is zero, that means miscellany text area is closed. As you can see, my Elite msg base has the text library open.

Each msg base has a text library, just like the main library. You may decide if each base library is open or closed. Remember 0=closed/off 1=open/on.... All bases start off as closed/off. If you wish to have The base open, you must either re-write the file with the new stat, or edit that stat. Ok, on the main text library, the files all start with the pre-fix of 't+'. Well, on the msg bases, the text library's will start with a pre-fix of 'space' then 'the msg base number'. The menu for that text base will be 'space' and 'base number' and 'menu'.....Lets see some examples:

Since my miscellany msg base has the text section closed there are NO text files for it.BUT, lets pretend it was open. The menu for that text base would be called " 1menu" and the files could be called " 1a"," 1b"," 1c",etc, notice that there is the SPACE then the base number, then whatever the name of the file is:a,b,c, or 1,2,3 or whatever you wish to call them. Now for more examples, the second msg base called ELITE has some text files, they would be like this: " 2menu" would tell what files are available for reading. The files would be :" 2a"," 2b"," 2c"," 2d"," 2e",etc,etc.... Notice, the space, then the base number, then the name of the file. So at that text base prompt to view file called " 2a" the user will input "a" and the system will look for a file called "a" but with the pre-fix of " 2" which is " 2a".....get that?? Ok the next figure is the SUB-OP name, must be 1-10 chars. The 1st stat is the sub-op's ID #. if U don't want a sub-op for that msg base, make the ID# be zero!

OK, each msg base will hold upto 20 messages, the system will rotate the msgs by deleting the earlier msgs. Thus when msg #21 is posted, the system will delete msg number 1.

You may have an introduction to each message base if you wish. The file should be titled exactly as the msg base is called in the file called BASES. For example, an intro to the Elite base would be a file called :"Elite". If a msg base was called "Hobbies" Then the intro would be called "Hobbies". Try and keep the message base titles below 16 characters long, then you will be able to use intro's for each base if desired.

## MSG BASE FORMAT

In the msg bases, you may allow a user to be a SUB-OP, which means they will have special access to that msg base, they can edit msgs, edit & create the msg base intro. Don't let a lozer be a sub-op!!! They also will recieve any feedback from the other users that post feedback from that msg base! Ok, creaate U're msg base file from the start-up prg, by default NO sub-ops are created. To create a sub-op, load the file called BASES into the editor, see the last two stats on each line? it should say up,0 right? Well, UP is the sub-ops name, and the zero is the sub-ops USER account number. If the number is zero, then that means no sub-op for that msg base! The name can be anything.

**** Sub- Prgs*******

EX1 can support upto 9 differ sub-prgs. You can use homemade or official EX1 sub programs. They are very easy to make and I suggest you try and make one! Folks around the usa have offered support by making some new sub-prgs. Kall or write for the latest sub-prgs available. Ok, the sub-prg info is kept in the file called /sub-list. Here is an example of mine.

```
2
Africa,3
Drink and Drown,4
```

The first line should display the amount of sub prgs. The following line shows the name of the sub-prg then the access level needed to access it. As you can see, it takes a level 3 or above to play my africa game, and callers with level 4 or above can play my drink and drown game. Ok, sub-prgs are OPTIONAL. Spec #861 holds the level ok to access ANY sub-prg, so if U set this to 99, then NOBODY can even access this area. SPEC #685 holds the drive number of where ALL the sub-prgs are kept, including the main EX1-BBS prg. IF you use the sub-prg feature YOU MUST have the main EX1-BBS program on the same drive as the sub-prgs!! The main ex1 program is called ex1/xxx-ii. xxx equals the version number and the ii equals your reg code. The prg is usually about 120 blox long. I highly recommend that you place the sub-prgs/ex1-bbs on the fastest drive you have, such as the 1764 RAM is PERFECT!

### *** waiting for a call ***

On the status line you should see:WAITING FOR A CALL, and below you should see how may bytes are free, and how many bytes are used. This is how many bytes in current memory, don't panic on these figures..I just put that there for phun..ok! The next line should say who the last caller was. The top should be flashing rainbovy Elite-Exchange-One..if itz not, then your computer is locked up, or something screwy is going on.....

If you log on, this is how the caller would see the system, except they can't see the top two lines where the STATUS line and the clock is going....If you have your system set up to allow only cg (gfx) users on-line, then they will have have to correctly enter the INST/DEL character at that prompt...if they fail, they will be disconnected, without seeing the bye msg, and the system will re-set and await for another call...this is a great way to keep the NON-commodore computers OFF of your BBS!! (unless they have a term program that can emulate C-64 gfx). After they have passed these tests, the system will display the randomly picked welcome screen, you may have none, or a max of 255 of these. If they are in ASCII mode and you have the ASCII welcome option turned on, then they will see only the file called "ascii". If that option is off, they will see the other picked welcome screen...THey can be any length, any way you wish! Go crazy! on my system, I have 9 welcome screens for it too choose from, so when a caller logs on, almost every time, he will get a differ screen! This keeps your BBS from going stale...so the system will display ONE randomly picked welcome screen on the log on, NEXT, the system will ask them for the USER NUMBER or if they are new,to enter NEW, they can enter either NEW or new, either in caps or not. If you have the WHO option on, it will list user log If they forget their user number, they can log on as NEW, and the system will then remind them of their user number(if they choose the same handle)...

After they have entered a valid user number, the BBS will then ask for a password.. the password will not be shown, it will be masked with $ symbols for security sake. If the password matches exactly, they are admitted to the system. If not, it will say LOG IN ERROR and let them try over, to a max of x tries, after that the system will disconnect them and re-set for the next caller. The x equals how may times you allow them to attemt logging in (SPEC#864)

### *** when they log-on****

After they have been cleared with the password, etc, and they are really on the system, here is what happens:

#1 The time & date that they officially LOG IN is now!

#2 If you have the STATUS file turned on for LOG-IN, the status file will now be displayed, here you should have their stats and some system info...remember,, this is only a SEQ text file, to display stats, use the MCI commands. Add grafix, color, etc to make it cool. If you have the status turned off, or there is no status file on the disk, the BBS will jump to the next step.

#3 Next, the system will check to see if this is a BACK to BACK call, it will compare their handle to the handle of the LAST caller (kept in system stats from sysop menu). If they match, AND IF their access level is below the level allowed to make back-to-back calls, the system will say "No repeat calls!" and then log them off. If this is not a repeat call, or if they have enuff access, they will goto the next step.

#4 The system will now check to see if the NEWS FILES are turned ON, if they are on, it will loop from NEWS 1 upto their level and display all new NEWS files that are found on the disk. If you have NEWS on, and their are no news files on the disk, it will waste time looking for nothing, so remember to shut them off when not used. An example, say I am level 6, I will be able to read news 1,news 2,news 3,news 4,news 5,news 6.....then it will move onto the next step..

#5 now the system will look for another file, its called the level notice. this can only be seen by that special level. Each level can have its own private message just for that level of users only. thus a level one user will only be able to read LEVEL 1, while a level 5 user will be able to read LEVEL 5 notice only, etc. If there is no level notice for the users level, no problem, they will never know, and the system will just jump to the next step. I recommend using a LEVEL 1 notice for the new users (if you have your new users be a level one), here you can welcome them to the BBS, tell them to leave feedback, or that their access is limited until you validate them, etc...So if you wish to get a notice out to only a certain level of users, this is great...

#6 If the user has an access level of 2 or above and is calling in at 300 baud, they will now be asked to push baud rate yes or no..This will allow them to speed up the baud rate to a max of 450..I recommend that they do at least try to push to 350 or 400 if the phone line is clear. It will speed up their transfers and file reading enuff to make this feature worth it! Compare transfer times in the TRANSFERS and you will see why! Almost all 300 baud modems can be safely pushed to 350...1200 baud callers will never even see this question, and if they try this option from the main menu, the system will ignore the request. 300 baud callers can also change their baud rate at the main menu, they have the option of 300 to 450 baud rate, or anything in between...

#7 Ok, now the system will check to see if you have the quotes feature turned off or on, if off, it will jump to the next step, so if you don't use the quotes file, please save time by turning this off. If its ON, the system will look for the quotes file, if not found it will print"PARTY!" and then go onto the next step. If the quotes file is on the disk, the system will display a randomly picked 4 line quote from the file called QUOTES. This file is

provided on the EX1-disk I sent you. It may be edited using the REL file editor also on that disk. Remember, if you don't use quotes, or don't have the file on your disk, just have this option turned OFF in the SPECS file.
#8 If the ATOMIC NOTE option is turned OFF, the system will now jump to the next step. If the option is ON, the system will display the file called /atomic note, which can be created by an user with high enuff access. Also, they will only see this file if they have high enuff access. I don't recommend that you allow new users to read or write this file for security reasons. What is the ATOMIC NOTE? its just basically a type of news file that users will see while entering the system that can be posted by other users, it can be used for any purpose. If you don't want users posting it, simply don't allow their access level to do that! If you don't wish to use this phun feature, just make the access lvl be a 10 (which is higher than the sysop)....
#9 The system will now say 'checking for e-mail', the system will now scan the disk looking for e-mail for the current user. The mail files are simply called MAIL x, the x is the users account number. So mail to user six would be called MAIL 5..If the system can not find any mail, it will say "e-mailbox is empty!" and the system will jump to the next step. If there IS mail on the disk, it will now display that to them. They also have the option of re-reading e-mail from the main menu. Once a user logs off, all the mail to them is auto-deleted. So if they didn't read their mail, they never will, cuz its history! When a user sends mail to another user, it will auto-create the mail file or if their is already one made, it will append the new mail onto the old mail, thus the user may have a bunch of mail waiting, but it will be contained in one seq text file. This saves space and titles in the directory.
#10 The system will now jump to the main menu prompt. If they are level one, the main menu will be displayed. This is too help the new users, since they might not even be able to find the menu..(which is done by hitting ? or the RETURN key)..
#11 Now they are in the actual BBS system, they will be at the MAIN MENU command prompt, and up above on your status line, you will see the users name (it may be garbled, don't worry)

### *** main menu commands ***

Here is a list and info on each main menu command. You will need to figure out how you will set up your menu(s) and list commands available for each level in whatever way you have your menu system set up. (huh?) Example: If you don't use the ATOMIC NOTE then why have it mentioned in the menu?? Also try and make the menu as colorful and creative , yet compact at the same time, cuz this file is read MANY times by the user, the user just wants to see what commands he can do, and quickly, not a bunch of BS, so don't have too huge of a main menu!

### *** ? main menu ***

Hit ? or hit the RETURN key at the main menu prompt to display the main menu file.

*** f feedback ***

By hitting the letter f at the main prompt, the user will have the chance to leave a feedback message, only if they have access to do so, and if they amount of feedback alloved per call has not been exceeded. The msg they write will be stored in the seq file called /log, which only the sysops can see. They will have as many lines of text as the users level is TIMES 13, so a level one user can leave 13 lines of text, while a user level 5 can have 50 lines of text. The editor's max amount of lines at any time is 65. The user can only leave as many feedback msgs as you defined in the SPECS. Once they reach that limit, the system will ask them TO NOT ABUSE FEEDBACK and will not permit them to post anymore feedback. I recommend you set the limit to around three per call...Cuz you don't want lozers trying to waste your disk space! You may or may not want new users to leave any feedback, thats up to you. On my BBS, I allov nev users to leave feedback, and my max amount of feedbacks possible is 3, since their level is one, they have 13 lines, so thats a total of 39 possible lines they can leave..I only allov nev users 10 minutes on-line. Think security wise...If you don't want them leaving feedback, have that access level unable to leave feedback...

*** b baud push ***

Only level two and above, and callers using 300 baud can access this feature. This prevents new users from trying to mess with it. The system will check for the proper rate and will not allov any mistakes. Some systems will CRASH if they input an illegal rate (like 99e99), but MINE WON'T (hahahaha)!! Also, some systems screw up cuz users forget to change it back to 300 when they log off, thus the modem won't re-set back..NO problem on EX1-BBS, cuz it will auto-change back to 300 while it re-sets, thus no problem here! I REALLY recommend that you have 300 baud callers push it to 350 or 400, my experience with 1650 modems shows that 350 is just as clear as 300 in transfers & reading files,but the time difference will be a few mins saved. Compare a download time in the transfers at 300 baud, then at 400 baud, they are different! The download directory will automatically calculate by the actual baud rate at the moment, zo you can see what a difference it does make! If the phone line is noisy or they don't have a good terminal program they might not be able to use this feature..their stupidity,not yours!

*** s status ***

When a user hits the letter s at the main menu prompt (or at the transfer base command prompt), the system will display the STATUS seq text file if it is on the disk. You should have MCI commands in the text file, things like: how many blocks they have uploaded, downloaded, how many credits they have, time per call, etc..and any other useful info that they may find helpful. please review the list of MCI commands to see which ones to use, also be sure to check out by STATUS file on the disk I sent you, thats the file I use, you can use it also, or edit it, or at least look at it to see how I made it. The STATUS file is not required, the BBS will work fine with it, but itz a handy tool for the user, s I do recommend that you use it. If you don't want to use this file, just don't have it on the disk, and don't list the option on the menu, and if an user did try to use it, it would just jump back to the command prompt.

*** v version ***

When the user hits the letter v at the main menu prompt, the EX1-BBS copyright notice and contact address will be displayed, along with the current running version number. I plan on having new versions out at least every month, so this will let you keep track of what version you have up, and what other people are running, etc. This will allow the users to write me if they are ever interested in trying out the EX1-BBS. You may or may not have the version command listed in the main menu, thats up to you. Also, the same notice will be displayed on log off if you have that option turned on. You may use a sector editor or a memory editor to change lines or info in the EX1-BBS to make it personal for your system only, you are NOT allowed to give out any version, and oh yas, don't edit the version/address info, I have a checker that checks that for tampering! Ack!

*** e email ***

This is the electronic mail feature. This can be accessed from the main menu by hitting the letter e, it will then ask for the account number to send e-mail to. If you hit RETURN here, it will return back to the main menu. Enter the users account number, the system will check them out, and then allow you to enter the editor to send them mail. Only users who have the access level to e-mail will be alloved to use it, and also I recommend that if you let them access e-mail, let them access the user-list so they can see

who is on the system. Also, to avoid having a lozer user leave wicked amounts of e-mail to alot of users, you can set the limit of e-mails allowed. I usually allow a person to send only three e-mails per call, I don't want some fool sending mass amounts of e-mail and wasting my disk space. Once they have entered the account number to send E-mail to, the system will access the /stat 1 file to see if that account actually is in use, and if so, it will display that persons handle and ask if this is the right person yes or no? If say yes they will enter edit mode. All e-mail is private, only the sender knows what it is, and the person who gets it, other users can't read it. The sysop can of course watch or read it in sysop mode if there is a need for you to spy...If you ever delete someone in sysop mode, it will scan the disk and auto-delete their mail also, just so when a new-user logs in at that account, they won't get that old e-mail..

*** u userlisting ***

By hitting the letter u at the main menu the system will display a list of all users's handles who are registered on your system. If the account is empty or deleted, it will say NOBODY! The user can only see this listing if you give them access to use this command. All they see is an account number and the handle. If you have the extended userlist for area codes option turned ON, then it will also display the users telephone area code next to their handle. That feature is used for shoving off how many long distance callers you have (if you don't have any, then might want to leave that option off?) Who cares, its an option, you decide! Some sysops don't even want users seeing who else is on the system, so be careful who you let use this function. On my BBS, I let all users see the userlist except for new users.

### *** m msg bases ***

By hitting the letter m at the main menu commands prompt, the user will be able to access the message base system only if they have access to do so. I do NOT let New users access them at all! Also, if a user can't view any msg bases(set in his stats) then why let them access them also? DON'T! if they can't access individual msg sections, then don't let them access the whole function! For more info on the message bases, see the page about them.

### *** h help file ***

This is a SEQ text file library that can be displayed from the main menu command prompt by hitting the letter h. They can only view this area if their access level is equal or above what you defined it as in the SPECS file to access the help file. I use this area to post any important helpful hints and just general help items to the users. You may use this area for whatever you wish,or not even use it at all(by leaving it off your disk, or by having the access level be above any users level)...

### *** ! quick log off ***

Alright! At the main menu,or the transfer of msg base menu, if the user hits the ! key, the system will hang up on them, then save their stats to disk, and then re-set to await another call. This is for those super elite users who don't want to read the goodbye msg and just want to get off RIGHT NOW!

### *** g goodbye ***

Well, this is the other proper way to log off the system, by hitting the letter g at the main menu command prompt. First, the EX1-BBS copyright notice will be displayed if you have this option turned ON, next a bye msg will be displayed if there is one on the disk. Then the system will hang up on them, then update their stats, then re-set for the next caller. When you see the screen boarders flashing multi-colors, you know the modem is re-setting it self..Hopefully your callers will use either the g or ! command to log of the system, if they don't , and just hang up on you, don't panic! The system will detect that they have hung-up on you, will record this fact in the /log, just

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so you will know who is naughty & who is nice. Then it will go ahead and update their stats anyways, just as if they did log off properly. So NOTHING will crash or get lost, etc, so honestly, on EX1-BBS, hanging up is the same as saying goodbye! Its just rude to do that on a BBS, so always follow form, and log off the right way!

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### *** a atomic note ***

This feature is an option, so you may or may not decide to use it. if you decide to use it, the user can access it by hitting the letter a at the main menu command prompt (if they have access to the atomic note that is). The caller will see the atomic note when they log on (see WHEN THEY LOG IN). Once in the system, if they do enter the atomic note command, they will have a choice, post or read, read will display the current atomic note, and post will allow them to enter edit mode and make their own atomic note msg for others to view when they log in. I recommend that you don't let new users read or write this note. If you are limited on disk space or title space you might want to turn this feature off....

*** c chat ***

The user can page the sysop for a conference, if they have high enuff access and if you have that feature turned on. Some sysops don't like to chat with callers, or they might be too busy, so they can leave it off the main menu file, and also turn it off for all levels. If the user does have access, they can page you by hitting the letter c at the main menu prompt, then the system will ask them for one line of text REASON FOR CHAT? This will let you decide ahead of time if you should waste time chatting or not..Once they enter that line, the system will print PAGING..On their screen, they will see screen strobes and bells if they use CCGMS. If you don't want to chat with them ignore it. The BBS will stop display a CHAT seq file if there is one on the disk. Next, it will ask if they would like to leave some feedback..Use that CHAT msg to say something like "sorry I can't be here to chat, but pleze try later" or something...ok, if you DO want to chat with the user, just hit F3 and you will enter chat mode, and a gong will announce to them of your holy presence! to exit the chat mode, hit F1 again, make sure they are back at the main menu, and not stuck in sysop mode or anything!! Also, if you wish to chat with the user from a differ area, try hitting F3, that will enter you into CHAT mode from almost any area in the BBS. Some lozer users try to pester the SYSOP by hitting chat over and over to see if they can magically make you talk with them, well, you can set how many chat pages they can do in the SPECS stats. Once they have reached that limit, it will not page you anymore, and it will display the /relax file! Also, if you walk into the room and notice that the status line uptop says CHAT in red at the right corner then you know they tried to page you for a chat.

*** i info ***

If the user has access, they can hit i at the main menu and the system will look on the disk for a file called i+menu, if found, it will display it. You may use this if you wish, and it can be used for whatever info that you wish. Most systems use this to tell how the system is set up, how many drives you have, general info, the BBS rules, etc,etc. This is a librar area.

*** t transfers ***

Hey! To enter the transfer area, they user that has high enuff access can do so by hitting t at the main menu command prompt. Please see the TRANSFER section, on how to set that area up correctly. I recommend that you DON'T let new users access this are at all!! If you don't want a transfer section, just close this off for all levels. The Transfer area is for those users who wish to upload or download seq or prg files...

*** l library ***

If the user has access to the library area, they can reach it by hitting l at the main menu prompt. This is an optional feature. If you decide to use this, experiment, cuz there are many ways to organize it. Either have one library menu, or have the menu be one file, or have sub-menus, etc..The possibilities are limitless, and you may have thousands of texts on display here (limited to your own drive space) See the LIBRARY section on how to set this feature up.

*** r re-read email ***

ok, this feature can be used by all callers, from the main menu hit the letter r, and the system will scan for electonic e-mail just as it did when the user logged on. This feature allows them to re-read the e-mail.

*** * scribble ***

This phun feature is also an option. If the user has access, they can enter this feature by hitting * (astrick) at the main menu. The system will then display the seq text file called scribble, and then asks the user if they would like to input one line of text. The line that they input will be appended onto the end of the scribble file. The user can read this file as many times as they wish, but may only post a line once per call. Also, that line will be posted on the /log file to let you know who and what they said.

*** p password change ***

If the user has access to this feature, they can change their passvord by hitting the letter p at the main menu. They will be asked if they would like the system to make a pass for them,if they say yes, the system will pick a randomly generated 8 character word. Or if they say no, they can input a 4 to 8 letters in upper or lover case. Remember that uppercase and lowercase ARE different! The system generated passwords are great, cuz nobody can ever guess them! BUT, they are also hard for the user to remember them! Some sysops don't allow users to change their own password, and ask the users to leave feedback and let the sysop do it.

*** @ ascii/cg mode ***

ok, whenever I talk about cg or gfx I am talking about the commodore characters (petascii). And regular ASCII is refering to the reverse, what IBMs and apple computers use. At the main menu if you hit the character @, the system will toggle between ascii and cg mode. You may want to have ASCII users have their own welcome msg and own level, so they can see a plain menu. Remember, ascii users can not see color or graphics like we cool commodore people can!

*** + sub prgs ***

If the user has access, by hitting the character + at the main menu, the system enter the sub-program area.

** ok now ***

Thats a run down on the main menu commands so far. Log on your system and practice and test out each one to see-how they work exactly! Decide what features you wish to use and which ones you don't want to use, and what levels can access what. Have phun!

*** logging in new user ***

At the USER NUMBER prompt at the log in, if the caller inputs new the system will branch off to the new-user mode. If you don't want any new-users, you can turn off this area by changing the SPEC#827 for the new user area to be CLOSED instead of OPEN(see the system specs section). If the area is closed, the BBS will display the /closed file if you have one and will log them off.

If the new user area is open, they will first view a seq text file called NEW if it is on the disk. Use that file to welcome the new user to the BBS, and explain some important rules to join, or whatever. If you don't need this file, just delete it. Next, the system will ask for the users ALIAS (which means handle or nick-name). They can enter from 4 to 20 letters. Then the system will check for duplication,and find an empty account. If there is already that name being used on the BBS, it will tell them so and what Account number it is at...if there is no such name being used, and the name is of proper length and clear of bad syntax, the system will open an account for that user. The next question:have the system create a password yes or no? if they say no, they can enter their own 4 to 8 character password (remember that uppercase and lowercase are different!). If they said yes, the system will create a random lettered password for them. The system will now pause so they can write it down,(cuz alot of users assume they will just remember it hahaha). The next question is for their phone-number, in the format:xxx-xxx-xxxx. The BBS will only accept that in that kind of format, the answer will be saved in their stats. The next question is what is the users REAL NAME? The answer can be from 4 to 20 letters long, and will also be stored in the users stats. Next it will ask for CITY and STATE for the location STAT.After all this info is taken, it will ask if it is correct (in case they made a mistake), if they say NO, it will repeat all that over. IF yes, it will now record it all. Ok, the NEXT step in them registering is the optional application area. You may have 1 to 9 possible applications for them to fill out. Use the MCI £rB to get a line of text. U caan have upto 100 questions! The answers will be saved in the /log or in /mail depending on SPEC#857. I have a simple sample to show you on my system disk. But I recomaend that you change that to something more unique. In this file you will ask more questions of a more personal nature, like the users age, address, latest warez, favorite color, or whatever you think is important. you may have NO questions, or upto 100 max. If they hang up now, they will not be properly registered, so you may wish to delete their account. Ok, after they have finished with the application, the system will jump back to the LOG IN area. They now have an account number and a password, so they can now log in and check things out. I don't recommend that you let the new users have much access or time. On my system I use the level notice to explain some rules, and then ask them to leave more feedback to introduce themselves to me. I also explain that they only have a few minutes to leave it, and that I will validate them in 24 hours, etc,etc. I have my new users be at level one, with only 10 mins, and NO access to any features except feedback and chat! You must carefully decide what you want them to access and how long you want them on. This is how many systems are pranked, by the fake new user, so expect that! Remember, that until you have validated this new user, they might be a fake! It is safer to NOT trust the new user than to trust them at all! I recommend that you voice validate all of your users within 24 hours to make sure that's who is really calling.

## *** SPECS and MEMORY ***

Ok! My favorite section! The SPECS file is simply a SEQ text file that is created from the start-up program, it contains the unique info that you entered in the CONFIG STATS part of the start-up program. You can view or edit this with a seq file editor or with the start-up prg. What happens: the booter loads the machine lang. routines into memory, then reads the info from SPECS and pokes each value into a place in memory. If there is an illegal value in SPECS, the booter will error out and stop. Be very careful with these values! Once you have the BBS running, you may edit the values in memory with the poke/peek feature. For a permanent change, use the start-up prg to edit the SPECS file. Here they all are:

| | | |
|---|---|---|
| 679 | Month (1-12) | 7 |
| 680 | date (1-31) | 23 |
| 681 | year (88-99) | 88 |
| 682 | New User Access Level (1-9) | 1 1 |
| 683 | Drive# that the system file are on | 8 8 |
| 684 | Level Ok to access sub-prgs (1-9) | 9 10 |
| 685 | Drive number that sub-prgs are on | 8 10 |
| 686 | Unused (make it zero) | 0 |
| 687 | Lvl exempt from CREDIT system (1-9) | 5 8 |
| 688 | display STATUS file on log in?(0=no,1=yes) | 1 1 |
| 689 | Display version info on log off(0=no,1=yes) | 1 1 |
| 690 | Number of Dsik Drives (1-255) | 3 3 |
| 691 | Allow 1200 baud callers only?(0=no,1=yes) | 0 0 |
| 692 | Number of seconds for the modem to re-set,pause | 3 3 |
| 693 | Time Limit for new users (in mins) (1-255) | 10 15 |
| 694 | IDLE time allowed in mins (1-255) | 4 4 |
| 695 | Lvl ok for back to back calls (1-9) | 3 2 |
| 696 | SYSTEM FUNCTION (# of chats) leave this as ZERO!! | 0 |
| 697 | Level to access Remote Sysop (1-9) | 8 8 |
| 698 | SYSTEM FUNCTION (starting) leave this as ZERO!! | 0 |
| 699 | Modem use hayes AT commands?(0=no,1=yes) | 1 1 |
| 700 | Number of welcome screens on log in (0-255) | 5 9 |
| 701 | Transfer File Descriptions (0=off,1=on) | 0 0 |
| 702 | SYSTEM FUNCTION (scribble) leave this as ZERO!! | 0 |
| 703 | Disk Drive that TEXT files are on (8-255) | 9 10 |
| 704 | Access for Lvl zero (leave as zero) | 0 0 |
| 705 | Total Access for lvl 1 | 6 7 |
| 706 | Total Access for lvl 2 | 6 79 |
| 707 | Total Access for lvl 3 | 15 143 |
| 708 | Total Access for lvl 4 | 31 255 |
| 709 | Total Access for lvl 5 | 29 255 |
| 710 | Total Access for lvl 6 | 63 255 |
| 711 | Total Access for lvl 7 | 239 255 |
| 712 | Total Access for lvl 8 | 255 255 |
| 713 | Total Access for lvl 9 | 255 255 |
| 714 | lvl ok to access scribble | 4 3 |

| | | |
|---|---|---|
| 715 | Re-run every x mins (0-255,0=off) | 0 0 |
| 716 | PARTY MODE!! (0=off,1=on) screen strobe! | 0 0 |
| 717 | SYSTEM FUNCTION (user's account #) leave this ZERO!! | 0 |
| 718 | Max # of e-mails allowed per call | 3 7 |
| 719 | News Files (0=off,1=on) | 0 0 |
| 720 | Lvl to send e-mail | 3 2 |
| 721 | Atomic note (0=off,1=on) | 1 1 |
| 722 | Max # of feedbacks allowed per call (1-255). | 4 5 |
| 723 | Modem speaker sound (0=off,1=on) | 0 0 |
| 724 | SYSTEM FUNCTION (# of e-mails written) leave as ZERO!! | 0 |
| 725 | Lvl ok to use MCI commands (1-9) | 4 4 |
| 726 | SYSTEM FUNCTION(clock info) leave this as ZERO!! | 0 |
| 727 | Allow only CG users on-line? (0=no,1=yes) | 1 0 |
| 728 | Lvl ok to change password | 3 8 |
| 729 | Lvl ok to read HELP file | 2 4 |
| 730 | SYSTEM FUNCTION(0=punter,1=xmodem) leave this as ZERO!! | 0 |
| 731 | Warez Scanner (0=off,1=on) | 0 0 |
| 732 | Carrier Detect Value (0 or 16) | 16 16 |
| 733 | Number of message bases (1-20) MUST BE ONE or ABOVE! | 5 5 |
| 734 | Ask FEEDBACK on log off?(0=no,1=yes) | 1 1 |
| 735 | List are codes on user-listing (0=no,1=yes) | 1 1 |
| 736 | Lvl 1 will see menu # (1-9) | 1 1 |
| 737 | Lvl 2 will see menu # (1-9) | 2 2 |
| 738 | Lvl 3 will see menu # (1-9) | 3 3 |
| 739 | Lvl 4 will see menu # (1-9) | 3 4 |
| 740 | Lvl 5 will see menu # (1-9) | 3 5 |
| 741 | Lvl 6 will see menu # (1-9) | 3 6 |
| 742 | Lvl 7 will see menu # (1-9) | 3 7 |
| 743 | Lvl 8 will see menu # (1-9) | 8 8 |
| 744 | Lvl 9 will see menu # (1-9) | 8 9 |
| 745 | Un-used (leave as zero) lvl ok to edit files 9 | 0 |
| 746 | Un-used (leave as zero) | 0 |
| 747 | Quote of the day (0=off,1=on) | 1 0 |
| 748 | Lvl ok to access multi-punter | 5 4 |
| 749 | Max number of CHATS allowed per call | 3 5 |
| 750 | ASCII welcome? (0=off,1=on) | 1 1 |
| 751 | SYSTEM FUNCTION (file reader code) | 0 |
| 752 | SYSTEM FUNCTION (0=ascii,1=cg) | 0 |
| 753 | SYSTEM FUNCTION (seq file char) | 0 |
| 754 | SYSTEM FUNCTION (modem i/o 0=off, 1=on) | 0 |
| 755 | Crash light (red boarder) 0=ok | 0 |
| 756 | LVL ok edit User Stats (1-9) | 9 9 |
| 757 | LVL ok for Disk Commands (dos) (1-9) | 9 8 |
| 758 | LVL ok to READ ANY seq file (1-9) | 9 9 |
| 759 | LVL ok edit system stats | 9 9 |
| 760 | LVL ok to set time & date | 9 8 |

| | | | |
|---|---|---|---|
| 761 | LVL of to READ & KILL /log (feedback) | 9 | 9 |
| 762 | LVL of to WRITE a seq file | 9 | 8 |
| 763 | LVL ok PEEK/POKE memory | 9 | 9 |
| 764 | LVL ok to JUMP-START (re-log in) | 9 | 8 |
| 765 | LVL ok to post NEWS FILES | 7 | 8 |
| 766 | WHO=userlist at log-in(0=off,1=on) | 1 | 1 |
| 767 | SYSTEM FUNCTION: leave zero | 0 | |
| 820 | modem spec 3=1200 5=2400 | 3 | 3 |
| 821 | Check modem for re-set (0=off,1=on) | 1 | 1 |
| 822 | Uploads (0=off, 1=on) | 0 | 1 |
| 823 | Downloads (0=off, 1=on) | 0 | 1 |
| 824 | SYSTEM FUNCTION (user posta msg) | 0 | |
| 825 | Require NEW-USER PASSWORD (0=off,1=on) | 0 | 0 |
| 826 | Complete PHONE # on log-in? (0=off,1=on) | 1 | 1 |
| 827 | NEW-User AREA (0=closed, 1=open) | 1 | 1 |
| 828 | Bonus Credit Ratio (0-5) for UDz | 1 | 1 |
| 829 | LVL ok to get Bonus Credit Ratio | 4 | 6 |
| 830 | LVL ok to access the BBS (1-9) | 1 | 1 |
| 831 | SYSTEM FUNCTION: make zero Ram=49or168 | 0 | 168 |
| 832 | SYSTEM FUNCTION: make zero Ram=234or2 | 0 | 2 |
| 833 | Transfer Intro's (each base) 0=off 1=on | 0 | 0 |
| 834 | LVL of to READ & WRITE Intro Scam | 4 | 4 |
| 835 | SYSTEM FUNCTION (lgth of seq line) | 0 | |
| 836 | SYSTEM FUNCTION: FOR status | 0 | |
| 837 | SYSTEM FUNCTION: 1=linefeeds | 0 | |
| 838 | SYSTEM FUNCTION: leave zero | 0 | |
| 839 | LVL ok to get credits for posting a msg | 4 | 3 |
| 840 | SYSTEM FUNCTION: cursor column | 0 | |
| 841 | SYSTEM FUNCTION: cursor line | 0 | |
| 842 | Blanking 0=no, 1=till f-key or ring, 2=till f-key | 0 | 0 |
| 843 | Drive # for personal directory | 8 | 9 |
| 844 | LVL to access personal dir. | 5 | 3 |
| 845 | Drive # for help files | 9 | 10 |
| 846 | Drive # for info files | 8 | 10 |
| 847 | drive # for msg-base text librarys | 8 | 10 |
| 848 | # of credits per line for post msg bonus | 2 | 1 |
| 849 | Transfer section intro 0=off 1=on | 1 | 0 |
| 850 | # of random bye screens (0-255) | 3 | 1 |
| 851 | Scribble displayed on log-on? (0=no, 1=yas) | 1 | 1 |
| 852 | display users handle in scribble/one liners? 0=no 1=yes | 1 | 0 |
| 853 | drive # for wanted files | 8 | 10 |
| 854 | SYSTEM FUNCTION: zero | 0 | |
| 855 | SYSTEM FUNCTION: 0=chat 1=term | 0 | |
| 856 | mailbox notices /empty, /itz mail (0=off 1=on) | 1 | 1 |
| 857 | User# who reads app answers (0=/log) | 0 | 0 |
| 858 | # of application files (0=none) | 3 | 2 |
| 859 | auto-greets for new user? (0=no 1=sure) | 1 | 0 |
| 860 | use the /connect msg (0=no or drive # its on) | 9 | 8 |

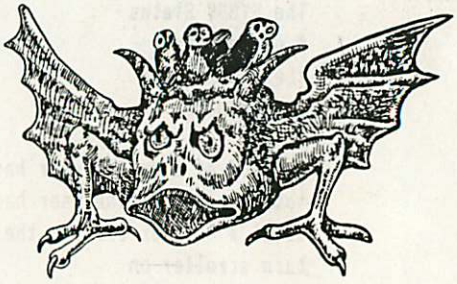
| | | |
|---|---|---|
| 861 | LVL ok to access the sub-prgs area (1-9) | 4 10 |
| 862 | SYSTEM FUNCTION: 0=re-set 2=main menu | 0 |
| 863 | SYSTEM FUNCTION: delete key | 0 |
| 864 | # of attempts to log-in before hang-up | 3 3 |
| 865 | # of random chat screens (0-255) | 1 1 |
| 866 | SYSTEM FUNCTION: wordwrap (1=no) | 0 |
| 867 | Drive # welcome screens on | 8 8 |
| 868 | Drive # all status screens on | 9 8 |
| 869 | drive # news files are on | 9 8 |
| 870 | drive # level files on | 8 8 |
| 871 | drive # all menu's on | 8 8 |
| 872 | drive # chat & relax screens on | 9 8 |
| 873 | SYSTEM FUNCTION: ctrl-y escape lvl | 9 9 |
| 874 | Drive # for bye and /1200 screens | 8 8 |
| 875 | Drive # for /quotes file | 8 8 |
| 876 | Drive # for macros file | 8 8 |
| 877 | LVL ok to access order library | 1 10 |
| 878 | Drive # for order library | 8 10 |
| 879 | Drive # for:/thanx,mailbox notices,msg & trans intros | 9 8 |
| 880 | drive # for ex1.xmo & ex1.punter | 9 8 |
| 881 | drive # for:/new,/app news,/closed,/app x | 9 9 |

890 Ascci codefor passcover
892 - sos msg off=0 on=1

*** The Total access for the LEVELs ***

The total access for each level (1-9) can be calculated by using the handy level calculator in the START-UP program. Or by hand using these tables:

READ INFO FILE :1
Access Chat :2
Allow Feedback :4
Access msg bases :8
Access Transfers :16
Post atomic note :32
Access Library :64
View User-list :128



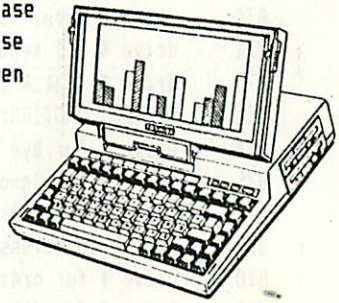
Add the number to turn on the feature, add zero to have the feature turned off for that level.. I recommend you to use the nice level calculator in the START-UP program rather than by hand...

*** MCI Commands ***

These special commands can be embedded in any of the SEQ text files, They are GREAT for the STATUS file, and anywhere else that you wish to use them! Practice to see what each one is, and think about who you want to be able to use them on your system, some people will let their users use them, while some sysops like to keep the secret MCI Magic to themselves!

To activate the MCI command you must start off with the £ symbol.

| THE MCI CODE | THE RESULT |
|---|---|
| £t0 | prints the current date |
| £t1 | prints the klock routine |
| £t2 | prints the Time |
| £t3 | prints the mins left this call |
| £t4 | prints the users baud rate |
| £t5 | prints chr$(142) jump to uppercase |
| £t6 | prints chr$(14) jump to lowercase |
| £t7 | prints chr$(147) clear the screen |
| £t8 | brief pause |
| £t9 | press * to continue |
| £u0 | prints users handle |
| £u1 | prints users phone number |
| £u2 | prints users access lvl |
| £u3 | prints users password |
| £u4 | prints users REAL NAME |
| £u5 | prints users total number of visits |
| £u6 | prints users time limit this call (mins) |
| £u7 | prints last date the user called |
| £s0 | total number of users registered so far |
| £s1 | total number of blox that have been transfered thro BBS |
| £s2 | total number of calls the BBS has received |
| £s3 | the ultima password |
| £s4 | Modem string |
| £s5 | The SYSOP Status |
| £s6 | # of feedback |
| £s7 | the SYSOPs name |
| £s8 | system name |
| £d1 | total # of blox the user has downloaded |
| £d2 | total # of blox the user has uploaded |
| £d3 | total # of blox credits the user has |
| £c0 | turn scroller on |
| £ | turn scroller off |
| £c1 | print color bar |
| £c2 | hit any key routine |
| £c3 | [a]bort [c]ont routine |
| £c4 | # of transfer bases for the user |
| £c5 | current transfer protocol |
| £c6 | # of new msgs posted |
| £c7 | # of msgs bases user can access |
| £c8 | wait for line of input |



eg- c c n t a b o r t

Well,thats a listing of the MCI commands that are used so far. Many more hopefully in the future. If you have any suggestions, let me know!!

## *** User Stats ***

This function will allow you to read and adjust existing users status. When the prompt asks for ACCOUNT: simply enter the users account number you wish to view or edit. Or hit RETURN to go back to the sysop menu. If you entered a valid account number, it will load that persons status.

1]USER NAME: must be under 20 characters

2]Phone Number:this is the users phone number in the format of xxx-xxx-xxxx, this will be auto-filled in when they register as a NEW USER.

3]Access LVL: either zero for ACCOUNT on HOLD or 1 thro 9..with lvl 1 usually being a new user, and lvl 9 usually being the sysop.

4]Password: this is the users password to enter the system. Remember that uppercase & lowercase ARE differ characters!

5]Users Name:this is the users REAL name, should be 20 or less characters

6]number of visits: this is a total number of calls that this user has ever called the BBS. Every time he calls, this number will auto-increase itself by one..

7]time limit: this is the MAX allowed time in minutes allowed on the BBS by this user, I recommend 30 to 60 mins is usually cool..

8]Last date on: this is the last date that this caller called.

9]Blox downloaded:total number of blocks the user has ever downloaded to the BBS.

10]Blox uploaded:total number of blocks the user has ever uploaded to the BBS.

11]Blox Credits: Total number of credits the user has. This will keep the users from leeching the UDz..This is a total of his blocks uploaded and his bonus credits earned (if any), all that minus the blox downloaded.

12]The msg-base stats. A bunch of +++ or numbers, see msg-stat edit for more info.

13]Number of msgs the user has posted. Letz you keep track of how productive they are!

14]Location. Should be CITY/STATE. The city should be short, and the state should be 2 chars.

## *** User Edit Stats ***

Enter the number from 1 to 14 to change a stat, NEVER use commas in any of the stats!!! Also, NEVER leave a stat empty!

To delete the user from the BBS, simply enter the † key and hit return, the BBS will now record † symbol as his name, and that account will be called NOBODY until it is replaced by the next new user who calls.

Once you are done editing the users stats, type s for save, then RETURN. The next prompt will allow you to save this info at a differ account. To save at the same account number, just RETURN.

It will say 'updating stats...'..Be sure to do this, otherwise you have not saved his new stats, and you have wasted your time!

If you wish to EDIT the stats of the user while he is actually on-line, you can, simply, edit them, save them, and then MAKE THEM RE-LOG IN!! (via the re-log in command from SYSOP menu). WHY? Cuz, when they log off, it will save the stats in memory, and wipe out anything you just saved, so by saving them, and having them re-log in, they will load the new stats into memory and also gain whatever new access you have just given them...

### *** MSG EDIT ***

You have complete control over what msg bases a user has access to read & post. Also you can see what msgs he has read, and this keeps track of msgs already read, zo when joe user logs back on, he can quickly tell how many new msgs by just reading the NEW ones.

When you edit the msg stats for a user, it will read the titles of the msg bases, then display either a 3 digit number or a +++ sign. A +++ sign means that the user has NO access, or even knows about that msg base. If the msg base has a 3 digit code, that just tells what the highest msg is that he has read so far! It must ALWAYS be three characters!!! Can range from 000 to 999, once you get a thousand msgs that you have cycled thro, be sure to re-set to 000 on that base for all users...

Once you have edited the msg stats, hit return, u'll be back in the user edit mode. Now be sure and SAVE the stats, otherwise all that you have just changed either in the user stats, or the msg stats will not be recorded!!

### *** Disk Commands ***

Here you enter the disk drive number that you wish to access. Either drive 8 or any extra drives that you may have hooked up. Next, the DOS> prompt will show, EX1 now has opened a command channel to that drive.. so enter any DOS command from here,

i initialize drive
c0:newfile=0:oldfile (make a copy of a file)
s0:filename(scratch a file)
r0:nevname=0:oldname (rename a file)
v0 (validate a disk, do this once a day to every drive!!)

Please validate your disks daily, this helps to organize the disk directory, removes any wasted space on the disk, and will alert you of any errors on the disk!

For a more detailed guide to using DISK DOS, pleze refer to the disk drive guide or owners booklet...

Another feature(but not a real DOS command) is that you can read the disk directory...just hit $ and return at the DOS> prompt, it will now display the disk directory..to abort the reading, simply hit space key..

To exit the DOS commands, just hit RETURN key at the DOS> prompt...

### *** Read a SEQ File ***

Just enter the file name, and at the next prompt, enter the disk drive number the file is on...(8 is the default if you screw up) Now you can read any SEQ file on any disk at machine lang. speed! Wowza! Hit space to abort reading, hit any other key to pause, and then any key to resume reading...

If you are in SYSOP mode while after reading the file, it will ask if you would like to scratch the file from the disk...only a y for yes will allow it to be scratched (deleted)....

## *** System Stats ***

This function will allow you to quickly read & adjust the simple system stats..but be careful before changing anything!!

1]Number of users-This number will auto-update, this is the number of actual users existing on the system at the present time...No need for you to ever really mess with this STAT..the BBS will always increase this when needed,etc.

2]blox thro EX1-this is the total number of blocks that have been downloaded and uploaded by all of your callers...If this number gets too huge, start it back at one..the main reason I have this phun stat, is so you can have this displayed somewhere using MCI commands, for example in my status on log in, it says"Total number of blox that have passed thro my modem is:"xxxx and xxxx=this stat! that number is displayed via an MCI command, itz kinda a show off deal!

3]# of calls-total number of calls that the BBS has received in itz whole history of being on-line. This will show how popular the system really is!

4]ultima sysop pass-this is for future use. Please leave this stat as "ok"

5]modem string-this is the modem command string to define the modem.Use the start up prg to define this. Be careful! If you have the wrong modem string here, the BBS will be unable to answer,connect, and hang up correctly!

6]sysop status-this can be any expression between two to 10 letters long..this is un-important. Here you can be personal or phunny! some examples are: BUSY, IN, OUT, HAPPY, AT A PARTY!, etc,etc, you can change it every day to fit your mood, ain't that just swell???

7]future stat: just say ok here 8]SYSOP NAME-Enter the sysops name, from 2 to 15 letters long. This is great to use with MCI commands!

9]SYSTEM NAME-Enter the BBS name, KEEP IT SHORT, if the name of U're BBS is long, then abbreviate!

10]New-User pass: If you have SPEC#825 ON, then the new-users will need to know this to log on as new!

11]future stat: put ok here.

12]LAST CALLER: this is the last callers handle to the BBS.

13]future stat: put ok here.

14]future stat: put ok here.

Update the record by hitting s to save the changes!! or too leave as they were, hit RETURN key to return back. **NOTE:NEVER use commas in any of the STATS (unless itz phun to crash your own system?) Also, keep all the stats brief!

## *** list users ***

This will list in numerical order, all of the current users on the BBS, if the account has been deleted, it will show a NOBODY for that account. Also, if you have the AREA CODES feature turned on, it will display the users telephone area code next to their handle, this is used to show off how many long distance callers you have!

### *** time set ***

When you first booted up the BBS, with the BOOTER program, before the system went on-line, remember setting the time and date? Well, this is the same routine, use this to set the time and date...HOUR: use the regular 12 hour clock system NOT military time!! when it asks for AM or PM, enter either am or pm..on MIN: enter the actual minute (0-59), and MONTH: enter the month number (1-12)..7=july, etc... DATE: enter the current date number (1-31) and YEAR: enter the last two digits of the current year (88-99) **If you think you goofed up, simply do it again, it will replace the old values every time you do it, so you can change this info anytime you want.. Once your done, you will notice that the clock will be going, and the date will auto increase.....so, all you have to do is change it when the month changes, and if the year changes!!

### *** read feedback (/log) ***

This is a very important file! Don't worry if you forgot to put this on the disk, the BBS will create it if itz not there! This file serves many purposes.. it will save all kindz of info about the users, and their activity. Try and read this daily, and scratch it daily, it grows quickly!! The /log file will contain: any feedback msgs that the users may leave t the sysop, a log of commands that they entered at the main menu prompt, also the time & date they called and logged off, the baud they logged off under, and the translation mode (either GFX or ASCII), it will also display the line of scribble if any they posted, and will say LOST CARRIER if they hung up on the system instead of logging off properly. It will also let you know what files they uploaded and downloaded (if any)....ALSO: when a new user registers, all the questions they answered from the application will be saved in either the /log or a mail file depending on what you have for SPEC#857. Also, if you have any text files that allow the users to append one-line comments too, this will be shown here, zo you will know exactly who said what.....

### *** make a file ***

You have two options: CREATE or APPEND

create- make a seq text file from start..up to 100 lines max.

append- appends onto the end of an already existing seq text file another 100 lines....

You will be asked the FILENAME, (2-16 chars.) and the disk drive to SAVE the file on...

**NOTE:if you enter a filename of a file already existing on the disk, and you are CREATING a new file with that name, it will replace the old file..so take care what you are doing!!

### *** peek and poke ***

This option will allow you to quickly view and change values in memory! The new value must range from 0-255, zo don't poke something over 255 unless you enjoy errors? For a chart of all the memory locations, see the memory chart in the back of this book. Remember, if you view a location, and don't wish to change it, be sure and enter that number BACK, other wise it will enter a 0 (zero) into that location!!!

### *** re-log in ***

This is a great feature, but don't abuse it! this will create a un-returnable gosub! Anywayz, say you have an user on-line, and you wish to change their stats, you would hit F1, USER STAT, change the stats(and save them), then hit F1, LOG-IN the BBS , it will return the user BACK to the RE-LOG IN prompt!! Now, they can log back in, and load in the new stats that you just changed! This is great for validating new users, or changing users status while they are on-line.....happiness!

### *** mini-term ***

This can only be entered from the keyboard location, not by a remote sysop, so don't worry about that. This i just a SMALL quick term mode so you can call out to other systems. Hit F2 to enter the EX1-mini term mode. Its really easy to use. Test it out to see what I mean. Use the hayes atdt phone# or atdp phone# to dial out.

## The F-KEYS

F1 sysop/local option menu
F2 Mini-term
F3 CHAT mode
F4 Load & run a PROGRAM file
F5 Quik SYSOP local log-in
F6 Toggle Modem I/O
F7 for future use
F8 Log User OFF & re-set

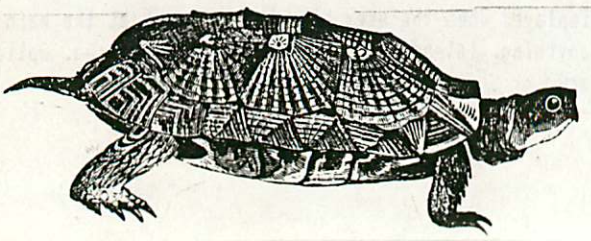
Ok, the F1 menu has a few options, #1 is for you to log on local as a caller would see the BBS. #2 will bring you right to the EDIT USER STATUS for a quik editing session. #3 force-on, will turn the carrier on, and wait for a connection, this is great for turning a voice call into a carrier when wanted. #4 will VALIDATE all your disk drives, this will take a long time, but should be done once a week!

## NEWS FILEZ

news files must be created from the EX1-main menu command 6. each news file has the date & time recorded, so when a user logs on, they will only see NEW news files, rather than see the same news file everyday. EX1 compares the news-file date to the date that the user called in last time.

## USER STATS

ok, when U finish editing an users stats, it will say default account number to save at hit return to save at the same number, or enter a new number to save the account else where. Be sure to have the USER STATUS file on the system disk!



*** What are these files?? ***
Ok, I will explain what each file does and if it is required and how to use it. Remember these files all start with that back-slash symbol! (Except text files in the libraries).

*** /stat 1 ***
relative file that stores the users regular stats. has 8 records per field. can be edited with the REL file editor if needed. The system stats from the sysop menu are stored in field number one.

*** /stat 2 ***
relative file that stores six records for each user. First is the users total blox D'ed. Next, total number of blox they UP'ed, next is total number of credits they have.
Stores the msg base info for each user. Keeps track of how many msgs they have read so far.

*** /quotes ***
Relative file with 50 fields, each field has 4 records. So each record holds one line of the quote. Each quote is 4 lines, each line is 40 characters long. Edit these with the REL file editor.This file is optional.

*** /chat x ***
Seq file that is viewed after the person has pages the sysop and if the sysop does not respond. Use this for advising them of why U're not chatting (like busy or something). Optional.
You may have from none to 255 random /chat screens.

*** /1200 ***
If the system is set up to allow only 1200 baud callers on, then if a 300 baud caller connects, this file will be displayed. Explain to them in this file how lame they are. Optional.

*** /bye x ***
This file will be displayed when a user logs off the BBS with the goodbye command. Use this to say goodbye, or please call back, or for whatever you wish. Optional.
You may haave none or upto 255 random goodbye screens.

*** h+menu ***
This is displayed when the user hits the letter h at the main menu. Can be used for anything. Intended for use as a help file area. Optional. This is a text library.

*** w+menu ***
This will be displayed when the user hits the letter w at the transfer menu. Use this file to ask for any files you need, or what kind of files you expect to be uploaded,etc. Optional. This is a text library area. It can be cool to hav all U're users WANTs lists in this library area.

*** /atomic note ***
This file will be created by the BBS itself when someone posts an atomic note. Kind of like a news file that users can post their own news on. Optional.

*** /scribble! ***
This file will contain the one-liners that are inputted from the users.It is like a collection of grafitti. optional.

*** t+menu ***
This is the file that will be read when the user enters the library section. Use this as a menu for the rest of the library, or whatever. Optional.

*** /ascii ***
This is the file that ascii callers will view when they log in, instead of the random welcomes. keep this file simple, no gfx. Optional.

*** /warez ***
This file is used by the warez scanner in the transfer section. Have this be a list of all the programs that you own. Have them all in small letters, and a RETURN after each title. Also, do not have any blank lines in this file. This file CAN'T be created with the file maker in sysop mode!!!(cuz it adds blank lines after every file). Optional.

*** /welcome x ***
ok, you can have no welcome screens,or you can have one, or upto 255 of them! wowza! This is what happens: The caller will only see one welcome screen per call, the system will pick at random, which welcome screen to display, that way your BBS will always look new and exciting! On my system, I have about nine welcome screens so far. So the system will randomly choose a number between one and nine, and then show that welcome screen. Say you want three welcome screens, they would be called this:
welcome 1
welcome 2
welcome 3
ok, now thats easy to figure out! Optional.

*** /news 1 ***
Ok, this file will be seen by all users with a lvl 1 and above.
*** /news 2 ***
this file will be seen by users with a level 2 and above.

*** /news 3 ***
this file will be seen by users with a level 3 and above.

OK, as you can see from those, thats how the news files work, the system will let the user see ALL the news files that his level equals or is above. there can be news for each level,or none, or a few, etc..each news file is optional. If the system can't find it, it will move on.

---

*** /level 1 ***
Only level one users can see this file. Use this to tell them special news or info for their eyes only. Optional.

*** /level 2 ***
Only level two users can see this file. Use this to tell them special info,etc. Optional.

*** /level 3 ***
Ok,hopefully you can see how these level notices are working. Each level can have its own level notice. Each level can ONLY see their level notice. Use them all, a few, none, etc..Optional. If the system can't find this file, it will move on. This is displayed when they are entering the system. Level notices can be used from level 1 to level 9.....

*** /mail 1 ***
ok, this is a mail file, the number after the file is the users account number, so that means this file is mail for user number one. Mail for user number 60 would be called /mail 60....Ok, the e-mail feature in the BBS will create these mail files, and when each person logs off, they will be deleted.

*** /menu 1 ***
ok, now this might be confusing, so listen closely. On EX1-BBS you may have one menu (have it shared between all the levels) or have a few menus shared between certain levels, or have 9 menus, one for each level. You need to decide how you want to do this.On my system, I have four menus. Level one has its own called /menu 1. Then level 2 has its own menu called /menu 2, then level 3 has its own menu called /menu 3. Now, since level 4-7 on my system can do the same commands as level 3, I have them share the level 3 menu....Then for level 8 and 9, I have them share /menu 8. Got that? If you are low on space, have just one menu called /menu 1, and then for the SPECS, when it asks for lvl menu, put that each lvl will refer to /menu 1. OK, so you can tailor the menu system the way you wish! ALL, a few , or just one...Make them however you wish. Also, you might want to make a special plain menu just for ascii users, and have the ascii users be all the same level, so they can see just a plain menu..while CG users can have their own colorful menu's...just experiment..On the disk I sent you, you will find a few menu's included that I use....

*** /empty ***
File displayed if the user has NO MAIL and spec#856 is ON. optional.

*** /itz mail ***
File displayed if the user has MAIL and spec#865 is ON. Optional.

*** i+menu ***
Text file library area. If user has proper access, used for info library. Optional

*** o+menu ***
Text file library area. If user has proper access, used for ORDERING info. Optional.

*** /relax ***
File shown if number of chat pages is exceeded. optional.

*** /transfer ***
File shown when user enters transfer area and if spec#849 is ON. Optional.

*** transfer base intros ***
each transfer base can have itz own intro text file. The file must be the same as the name of the base. optional. and spec #833 must be ON.

*** /transmenu ***
This is the transfer base menu.

*** /thanx ***
This file is displayed after the user uploads A file. optional.

*** /closed ***
This file is displayed if the new user area is closed aand the user is a new user. optional.

*** /greets ***
This file should contain a pre-made generic greeting. If spec#859 is ON the system will copy this file to the /mail file for the new user.optional.

*** /app news ***
This file should be used to discuss and list what applications file are used for. For example,, I tell my users to pick #1 for locals, and #2 for Elite users, etc..optional

*** /app x ****
The actuall application file. x can be from 1 to 9. optional.

*** /sos ***
This file will be displayed on the sysop screen while waiting for a call. Optional.

*** /msg-menu ***
This is the msg base menu. Kinda important.

*** /sub-list ***
This holds the data for the sub-prgs very importan if this option is on. See sub-prg part for details.

*** /s-menu ***
This is the menu (descriptions) of the sub-prgs available. Important.

*** /macros ***
This file holds the data to the macros displayed on the cmd prompts. optional.

*** /files and /bases ***
extremly important files!!! Must be on the system disk! Make these with the start-up prg.

*** /connect ***
Seq file displayed when modem FIRST connects! optional.

*** /mode ***
File shown when a person does not have enuff access to enter the BBS acording to SPEC#830. optional.

*** /intro scam ***
File displayed on log-in to those with proper level. Short 1-3 lines msg. caan be written by those with proper level by logging off the long way. Optional

*** /status ***
This will be displayed when the user hits the letter s from the main menu or from the transfer menu prompt. This file should have info telling the user how many credits the have, their time limit, sysop status, etc,etc,use the MCI commands in this file!! Optional.

*** /u-status ***
This file is used when U edit an users status. Use MCI cmds to display their stats. kinda important.

*** /system status ***
This file is used to display the system status when U edit them. Kinda important.

*** Main Library Area ***
Ok, this is an optional feature. If you wish to use this feature, you may have from one to unlimited number of text files displayed here. You can have one major text menu, or many sub-menus, etc,etc. The main text menu is read when the user hits the letter l at the main menu prompt, the name of that file should be "t+menu". The files that can be displayed from the library prompt should all start with the pre-fix "t+". So you could have the files in numeric order llike this: "t+1","t+2","t+3", etc, or in alpha order:"t+a","t+b","t+c",etc. Or any mixture really! If you would loke the user to input a line after reading the file, name the file with a ! symbol after it, example:"t+1!", after reading that file, the user may input one line to be appended onto the end. If you wish to have the user input a whole paragraph, just add the symbol ↑ after the name, thus, "t+1↑" would ask the user to input more than one line.

The library can be used to display text files, BBS lists, etc, and with the two extra features (!,↑) you can now have on-line story, or user made BBS lists, comments after each file, etc,etc.....

---

## The Macro's

The macros are one-liners that appear randomly above the main menu command prompt. Right now, you may have upto nine differ macros. They aare stored in the file called /macros. The file is kept on drive defined in SPEC#876. These are for phun, and optional. If you don't want any, don't have the file. Also U can use just a few. Make sure the first line of the file contains the number of macros in the file.

## warez scanner

I have re-done the warez scanner routine. Have a SEQ file called /warez, with a listing of all your games & file U have. don't have any blank lines and have them all in small letters. This can now be accessed from the transfer menu by hitting ↑ key.

## The Editor

The editor now has word-wrap! It can be toggled on/off by CTRL-W. I have noticed some sloppy editor problems. I'll be working on that in the next version.

---

## The Commands

| | |
|---|---|
| a | atomic note |
| b | baud rate change |
| c | chat |
| d | disk dos |
| e | e-mail |
| f | feedback |
| g | goodbye |
| h | help library |
| i | info iibrary |
| j | jump start (re-log in) |
| k | view system klock |
| l | main library |
| m | message base area |
| n | notes (/log) |
| o | order info library |
| p | password change |
| r | re-read e-mail |
| s | status |
| t | transfer area |
| u | user list |
| v | version |
| 1 | user edit |
| 2 | read a seq file |
| 3 | poke/peek memory |
| 4 | ex1 stat edit |
| 5 | set time& date |
| 6 | post news file |
| 7 | edit a seq file |
| + | sub-prgs area |
| ! | quick log-off |

## Future Modz and Suggestions

Here are a few things being worked on by myself or others.I ask you to pleze write me a letter with all suggestions you would like to see in EX1, or any problems or limitations you have found in EX1 so I can fix them! Here they go: Auto-validation sub-prg, IBM ANSI translation, ML Bell, file descripts, ultima pass, warez-net sub-prg, mass e-mail, user weed utility, printer utility, bbs lister sub-prg, leech file, top 10, rainbow mode, guess last caller, events, system pass, auto-chat, big-gulp sub-prg, trivia sub-prg, e-mail prgs to personal directory, read a seq file in the transfers, art library, better NEWS, voting booth, read a quote, caller log, phreak database, fancy userlisting, faster input, 40 or 80col, CTRL-Y for instant escape, and oh yas, bring back party mode, cuz itz gone in this version!

# NOTES

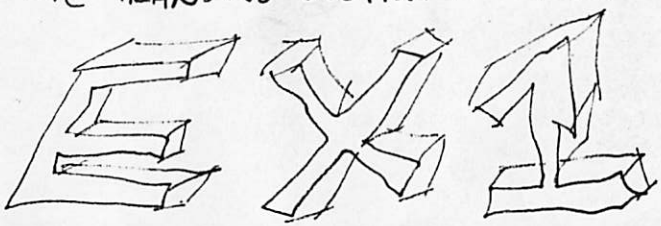
NOTICE

## X-TRA LATE NOTES

VER 2.81 f

Remember: exl.xmo and exl.punter must be on a system disk somewhere!
Must be ON DRIVE SPEC#(880).

These are the xmodem and punter ML Routines. they Load whenever the transfer section is used.




TWO LATE NOTES

SEND ME YOUR BBS #

Future World EXL — (215) 759-6854
24 hours

AND
THE FLYING STABLE (505) 479-4721
8pm-8AM

HAVE PHUN!

STEVEN PROTHERO

Send me your BBS
AD so I CAN put
IT Right Here. Free!

# EX1 RULES

SEND ME an AD for YOUR BBS!!!

300/1200
BAUD

24 HOURS

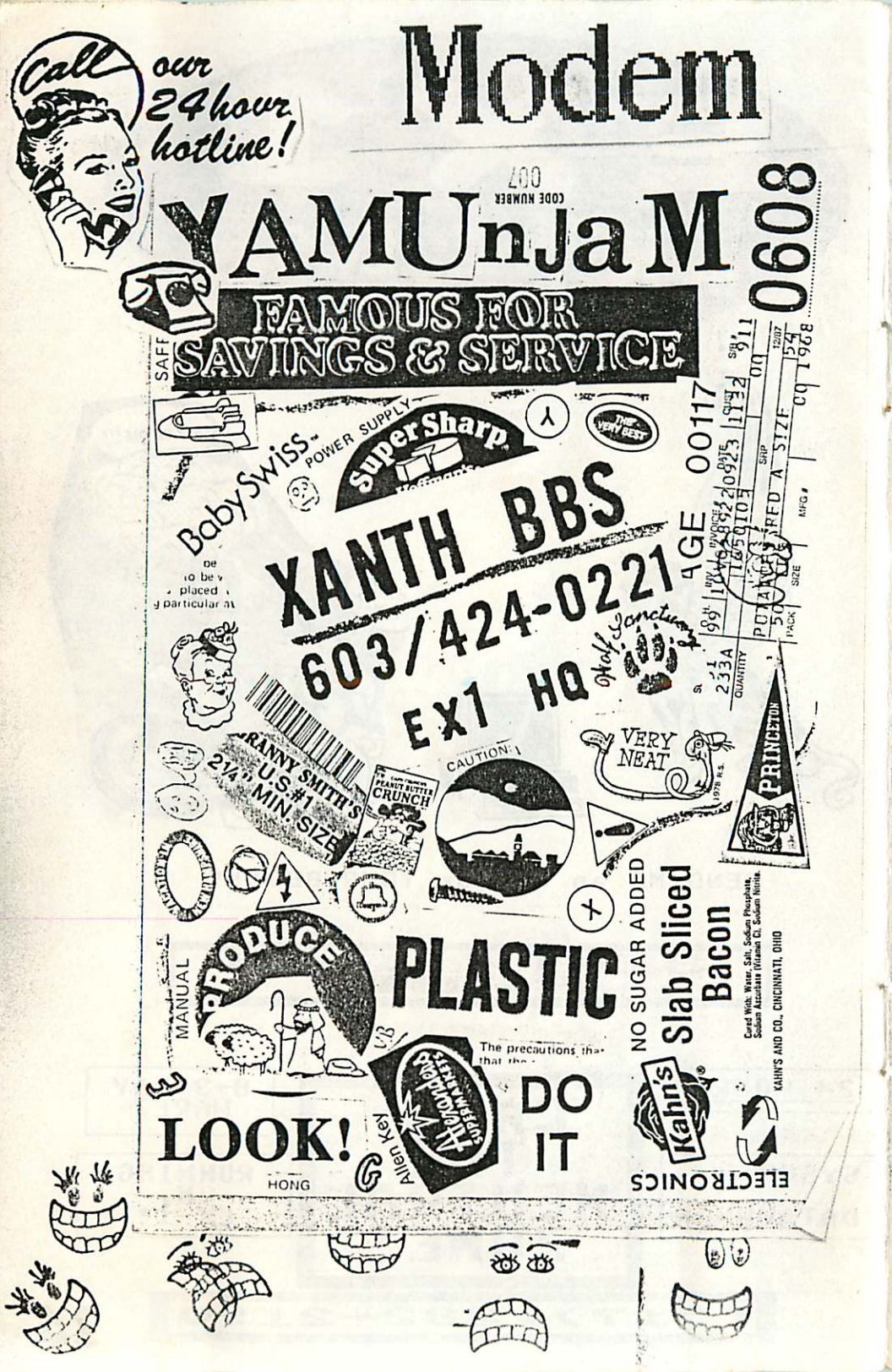
SYSOP:
DATAUHMAN

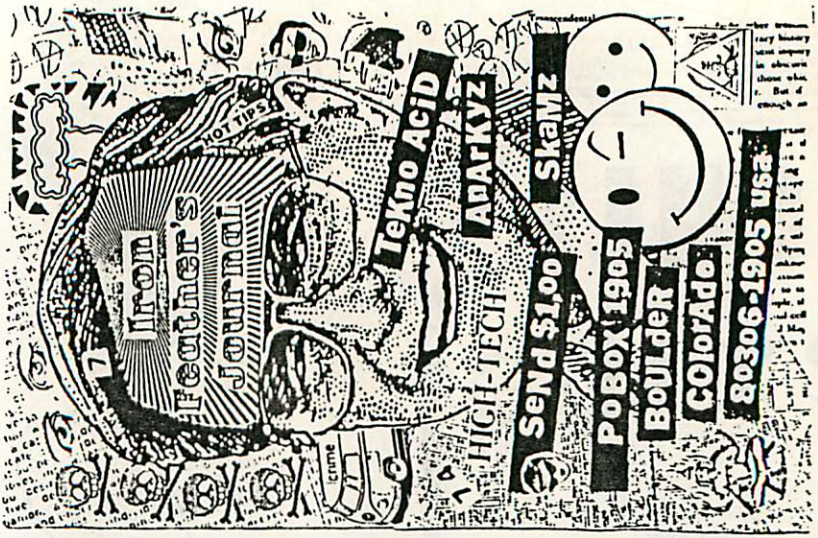
CALL,
THE
NEUTRAL
ZONE!

0-3 DAY
WAREZ

RUNNING
ON
EX-1!

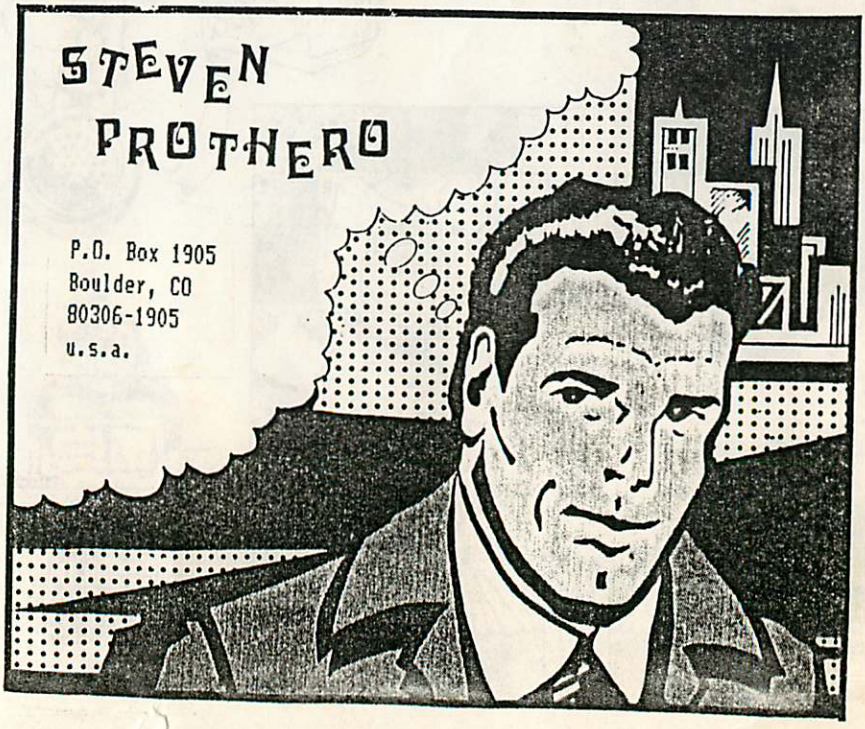
<517>/882-2190


Call our 24 hour hotline!
Modem
YAMUnJaM
CODE NUMBER
007
0608
FAMOUS FOR SAVINGS & SERVICE
SAFE
BabySwiss
POWER SUPPLY
SuperSharp
THE VERY BEST
XANTH BBS
603/424-0221
EX1 HQ
Half Sanctum
AGE 00117
QUANTITY
PACK
SIZE
MFG #
SRP
CUST
SRP
12/07
GRANNY SMITH'S U.S.#1 2¼" MIN. SIZE
PEANUT BUTTER CRUNCH
CAUTION
VERY NEAT
PRINCETON
PRODUCE
MANUAL
PLASTIC
NO SUGAR ADDED
Slab Sliced Bacon
Cured With: Water, Salt, Sodium Phosphate, Sodium Ascorbate (Vitamin C), Sodium Nitrite.
KAHN'S AND CO., CINCINNATI, OHIO
The precautions that
DO IT
LOOK!
Allen Key
Hendrix SUPERMARKETS
Kahn's
ELECTRONICS
HONG

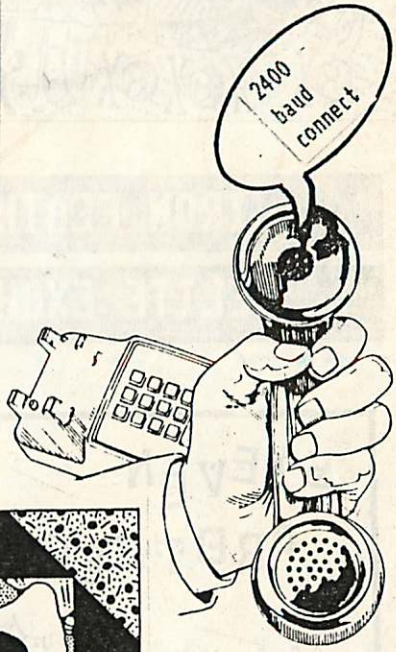
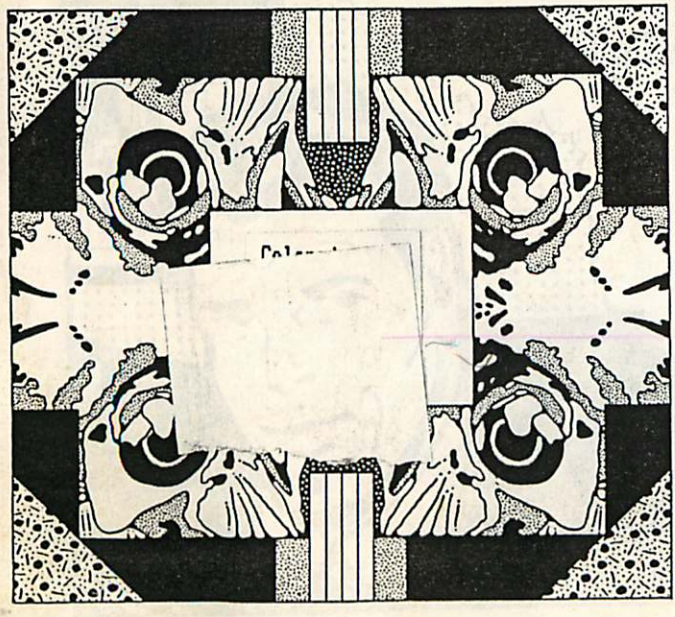



# IRON FEATHER JOURNAL

## ELITE EXCHANGE ONE BBS



CALL
exihq
Xanth BBS
603/424-0221
24 Hours
300/1200 Baud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