
DARKSTAR'88 BBS

300-2400 Baud MultiModular BBS System

Written by
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We don't Need NO Fancy Homes,
and We don't Need NO Cadillacs,
ALL We Need is a TelePhone,
'Cos We be ModeManiacs!

A. Leaver

INTRODUCTION

DarkStar'88 is the NEW MultiModular BBS from DarkStar Systems Software that will Astound YOU with its NeverEnding Opportunities for Expansion and Expression. This Magic is Accomplished through the Mysterious Use of External, User-Definable, System Access Modules, that can be Loaded from ANY of 255 Disk Drives. Certain Modules, like the Message Base, Feature Multiple SubBases, with Independantly Assigned Access Levels. Beyond this, the Possibility of ANY Further Expansion becomes Reality, through the ReGeneration Process of Module Cloning.

A Flash of Light - A Burst of Smoke - A ThunderClap - S H A Z A M !!!

That Solitary Message Module has NOW become an OnLine Adventure Base, a Great Debates Society, OR as Many Separate Bases as You can Imagine; Each with their Own Set of Multiple SubBases and SubTopics!

This Multiple Module Cloning Capability is a VERY Important Feature for those Operating Larger Systems, like us, on *Lt Kernal HardDrives* from *Xetec, Inc.* The Logical Unit Partitions (LU 0-9) are Supported, Allowing You a "Worlds WithIn Worlds" NetWork of Modules and SubBases. The use of ANY Particular System Access Module (SAM) is an Open Option Left to Your Discretion, which Allows Smaller Systems (1 or 2 1541s) to Succeed as a Full-Featured Board, although to a much Lesser Degree. This Open-Architecture Approach Allows Complete, Creative Control over Your BBS Environment! Commands, Prompts, Help Menus, and Screen Colors are easily Modifiable to Suit Your EVERY need. You NOW Stand Poised on the Threshold of the Greatest Imagineering Adventure Ever...

...The Challenge Of DarkStar'88!

WE HIGHLY RECOMMEND that YOU Take Time to READ THIS MANUAL THOROUGHLY, Before You Configure YOUR System! Developing this Objective OverView will Save Valuable Time, and is the Best Cure for Terminal Migraines!

DarkStar'88 Supports YOUR CHOICE of Three LogOn Display Modes

ASCII Display Mode: 40 Column MultiComputer Compatible
COLOR Display Mode: 40 Column DarkStar ColorGraphic Protocol
DUAL Display Modes: ASCII/COLOR Selectable ThroughOut LogOn

DarkStar'88 Also Features YOUR CHOICE of Five Operational Modes

Guest Mode: NonMembers May Browse, Application Optional
Validation Mode: Forced Application, Subsequent LogOff
Private Mode: NonMembers Denied Access, Immediate LogOff
Public Mode: Application, AutoValidation, Access Allowed
ShutDown Mode: ShutDown Notification, Subsequent LogOff

The DarkStar'88 System consists of The Main Core Program (The MCP), 4 Small System Configuration Files, and System Access Modules (SAMs). During the BootUp Sequence, The MCP is Loaded into Memory, Along with the System Configuration Files. Acting as Your Master Control Panel, The MCP handles ALL Low Level InPut/OutPut Routines with the Computer, as well as the System Exclusive Functions used by MOST of the SAMs. The MCP can be UpDated, to Include NEW Features AND/OR Enhancements, while Retaining Compatibilty with the Currently Available Modules. Additional Module Library Disks will be Created as Time Goes on.

THE MAIN CORE PROGRAM (The MCP)

The MCP is the Master Control Panel of *DarkStar'88*, and is Activated as Soon as Users LogOn to the System. From The MCP, a User can Access ANY of the 15 Resident Commands, or Enter ANY System Access Module.

The MCP is Capable of Storing Data for UpTo 50 SAMs at ANY One Time! The Bank Switching Modules Store Data for 255 Additional SAMs Each, Allowing ExtraOrdinary Expansion, and Near Endless Extension!

When One of the SAMs is Selected by a User, The MCP Loads that Module from Disk, Enabling NEW Features and Options. The Caller is then able to InterAct WithIn Specific Areas of Interest, while Still Retaining Direct Access to The MCP's 15 Resident Commands. Once ALL SAM Activity is Concluded, the Caller Exits, Returning to The MCP Environment.

SYSTEM ACCESS MODULES (SAMs)

SAMs are Individually Accessed Programs that will Allow You to Extend Your BBS, Beyond the Traditional Limits of a C-64's Available Memory, Ranging in Size to a Maximum of 79 Blocks.

SAMs have their Own Individual Commands that Operate Simultaneously with The MCP's 15 Resident Commands. The FILES Module, for Instance, Consists of 19 Individual Commands, that are Combined with The MCP's 15 Resident Commands, when a User is in that Area.

The Two Command Sets **MUST NEVER DUPLICATE** Command Word Definitions!!! The Resident Commands will **ALWAYS OverRide** the Individual Commands, should such a Discrepancy Occur!

SAMs may ALSO Contain a Wide Variety of Mandatory and Optional Files, such as, Title Screens, HelpFile Menus, SubBase Information Files, System Base Files for Storing Records and User Statistical Data, Optional UpLoad/DownLoad Logs, and High Scores.

LOCAL ACCESS MODULES

Some Modules Function WithOut Configuration Files, and System Files, using Neither Individual Commands, nor The MCP's Resident Commands. The COPIER Module is a LOCAL ACCESS Module meant for Local Use ONLY, that does NOT Support ANY Remote Capabilities, and will ONLY Function from the Computer KeyBoard that Operates the BBS.

The LOCAL ACCESS Modules Provide the SysOp with a Convenient Method of Accessing an Assortment of OnLine Editors and Utilities.

MODULE DEVELOPMENT

Suggestions or Ideas for Future System Implementations are Appreciated and will be given Our Careful Consideration. Those with Sufficient Technical Knowledge and Machine Language Programming Skill who Intend to Develop their Own Individualized Modules can Order the ForthComing Technical Reference Manual from Our Customer Support Bulletin Board by Early August, 1989. The System Supports 300-1200-2400 Baud LogOns, 24 Hours Daily. Call TERMINAL VELOCITY: 416-445-6788.

CUSTOM CHARACTER SETS

D-88.CHRS is the First of the 4 Mandatory System Configuration Files that The MCP Requires to Load *DarkStar'88*. This is a Distinct 17 Block Custom Character Set containing these 2 Standard Character Sets:

The UpperCase/Graphics Set
The Upper & Lower Case Set

Custom Character Sets can be Generated using ANY Standard Font Editor. Always Remember to Create BOTH Sets for Each NEW Character Set File, and that the UpperCase/Graphics Set MUST be the First One of the Pair.

The FONT CHANGE Program, ThoughtFully Included, Allows You to Combine Standard Character Set Pairs into NEW Custom Character Sets, and ALSO to Separate Custom Character Sets into Standard Character Set Pairs.

The Load Address for these Custom Character Sets does NOT have to be ANY Specific Value in Order to be used by the BBS.

The Custom Character Sets are Fully Transportable, and are Compatible in Every Way with the Earlier Releases of *DarkTerm* and *DarkStar CBBS*.

MODEM FILES

D-88.MODEM, the Second System Configuration File Accessed by The MCP, Governs ALL Communications to and from the Modem on Your BBS System. Implementing ANY Specific Modem File is as Easy as ReNAMing that File to *D-88.MODEM*, the System Default that Loads AutoMagically at BootUp!

DarkStar'88 Supports The Following Modems:

300 Baud: Commodore 1650 and Compatibles, Total TeleCommunications, Westridge, and Canada's Own Pocket 300 Modem.

1200 Baud: Commodore 1670 (Old AND New), GVC Super 1200, Pocket 1200, Hayes, and ANY Other 100% Hayes Compatible.

2400 Baud: GVC SuperModem 2400, and ANY Other Hayes Type Compatibles that Use the Standard AT Command Set.

Modem Files Ensure that *DarkStar'88* will be Compatible with as Many Different Modems as we are able to Support. Being External in Nature, they may be Freely Substituted in Order to Achieve Full Compatibility. In Addition, You can Design Your Own Modem Files if You have Moderate Programming Experience and a Knowledge of how Your Modem Operates. Although we have Provided the Source Code for ALL Current Modem Files on Disk for You, *The DarkStar'88 Technical Reference Manual* Describes in Detail how these are to be Written.

There are 3 Hayes Type Modem Files Supplied that Control the Baud Rate of Incoming Calls, as Follows:

HAYES 300-1200 ONLY: Allows ONLY 300 and 1200 Baud LogOns.

HAYES 1200-2400 ONLY: Allows ONLY 1200 and 2400 Baud LogOns.

HAYES 300-1200-2400: Allows 300, 1200 and 2400 Baud LogOns.

SYSTEM CONFIGURATION FILES

TEXT PROMPT FILES

D-88.TEXT is the Third System Configuration File, that will Contain ALL of the 82 Text Prompts for The MCP that the Users will See OnLine. Each Text String that a User Sees at ANY One Time is Called a Prompt. The MCP Allocates a Maximum Upper Limit of 24 Blocks of Free Memory for this User-Definable Text Prompt File.

Text Prompt Files are ALSO used the Same Way WithIn the SAMs, and Vary in Size According to the Number of Actual Prompts used by Each Module. WithIn Practical Limitations, Text Prompt Files are User-Definable, Allowing Full Customization to Reflect Your Chosen Theme.

The PROMPT EDITOR Program Allows You to Modify ALL Text Prompt Files. With this Program, You can Add Color, Expand ANY of the Text Prompts, and Completely Alter the User's Perspective of Your BBS. Source Code for ALL Text Prompt Files in use with **DarkStar'88**, is ALWAYS Provided in Case You want to use an Assembler to Create NEW Text Prompt Files.

NOTE: When the System is Operating in DUAL Mode Display, You MUST use a COLOR Text Prompt File AND a Standard ASCII Text Prompt File.

THE MCP CONFIGURATION

D-88.CONFIG is the Fourth (and the Final) System Configuration File, The MCP Requires During BootUp. The CONFIGURATION Program Allows You to ReDefine the D-88.CONFIG File, Your First Priority when Setting Up the BBS for the First Time. Configuring the SAMs is a Separate Process that Occurs as a Later Priority, as is Detailed Later in the Manual.

DISK DRIVE COMPATIBILITY

DarkStar'88 BBS is Intended for those Interested in Operating a Large, Expandable, AND Very Flexible BBS Program, Especially Designed to Meet the Needs of those Operating the Lt Kernal HardDrive, from Xetec, Inc.

Most Development was Accomplished using 1541 Disk Drives, but Testing and DeBugging was done with the Lt Kernal, SFD-1001, CBM 8250, 1541, 1571, & 1581 Disk Drives. **DarkStar'88** can Access UpTo 255 Disk Drives (or HardDrive Partitions), and Supports the Following Hardware:

Serial Disk Drives

Commodore 1541, 1541C, 1541-II, 1571, 1581, The Indus GT, Enhancer II, and ALL Other 1541 Compatibles.

NOTE: For 1581 Drives, DO NOT use Partitioned Directories.

Parallel (IEEE) Disk Drives

Commodore 2031, 2040, 4040, 8050, 8250, 9060, 9090, and SFD-1001. (BusCard II IEEE InterFace and C-128 Power Supply are Recommended)

You may use Virtually ANY Combination of Serial and Parallel Drives WithOut Conflict. However, at Least ONE 1541 is Required to Initiate the Fast ZipDos BootUp Sequence!

THE MASTER DISK

The *DarkStar'88* MASTER DISK Contains the Current Version of The MCP, and Several, Small Support Programs. We will First Concern OurSelves with the Following Files on the MASTER DISK:

DARKSTAR'88	- Loader for DarkStar'88
CONFIGURATION	- ReDefines Default MCP Configuration
D-88.CONFIG	- Default MCP Configuration
D-88.MODEM	- Default Modem File
D-88.TEXT	- Default Text Prompt File
D-88.CHR	- Default Custom Character Set
SYSTEM HELP	- HelpFile for The MCP Commands
EDITOR HELP	- HelpFile for the Line and Color Editors
MCP TEXT.A1	- PAL Source Code for the Text Prompt File
DEFINE USER	- BASIC Program to Configure User Editor
DEF.USER	- User Editor Configuration File
USER EDITOR	- User Base File Editor/Maker
PROMPT EDITOR	- MCP/SAM Text Prompt File Editor
FILE COPIER	- MultiDrive, MultiDevice Copier
FONT CHANGE	- Custom Character Set Converter
CONVERT USERLOG	- User Log File Expander
M88.1670	- 1670 Modem File
M88.HAYES 3-12	- Hayes and Compatibles 300-1200 Modem File
M88.HAYES 12-24	- Hayes and Compatibles 1200-2400 Modem File
M88.HAYES 3-24	- Hayes and Compatibles 300-2400 Modem File
M88.1650	- 1650/Pocket 300/Compatibles Modem File
M88.POCKET12	- Pocket 1200 Modem File
M88.TTEL	- Total TeleCommunications/Westridge Modem File

Under Each M88 Modem File, the PAL Source Code File is ALSO Provided for Your Convenient Examination. Several Custom Character Set Files are ALSO Included that may be Substituted in *DarkTerm* and *DarkStar'88*.

You should have a Minimum of at Least 2 Disk Drives Available to Run this BBS Program. Although You can Operate the BBS System on 1 Drive, Some Modules will NOT Operate on 1 Drive ONLY. Available Disk Space will be Your Major Concern, Enough is NEVER Enough for Long!

NOTE: *DarkStar'88* is Copy-Protected and Free of ANY Intentional Bugs, AND/OR "BackDoors"! Our Protection does NOT Knock the DriveHead, NOR OtherWise Mechanically Disturb the Disk Drive in ANY Way.

We Provide a Duplicate of the MASTER DISK on the Reverse Side, in the UnLikely Event that Some Catastrophic Accident Occurs!

If a Dog Chews Up Your MASTER DISK, or Aliens ZAP Your Original, Be Advised that You can Order a BackUp Copy by Simply Returning a Damaged Original, Together with Your UnFortunate Tale of Woe, and \$9.95 in American Funds, and we will, in Deepest Sympathy, Immediately DisPatch a Replacement Copy to You.

A Money Order, or Certified Cheque, Ensures that Your Sorrow, will be a Temporary Mourning ONLY, and the Light and Laughter will be ReKindled in Your Life, Once Again, with the Arrival of Our Quick Disk Resurrection Service.

THE BOOT DISK

When Loading *DarkStar'88*, You are Prompted to Insert the BOOT DISK, (in 1541 Format ONLY) Containing the 4 System Configuration Files:

D-88.CONFIG
D-88.MODEM
D-88.TEXT
D-88.CHRS

The MCP Requires these 4 Files, Immediately After Loading into Memory. Their Default File Names CAN NEVER be Changed, However their Contents are InterChangeable in the Following Way:

Format a Blank 1541 Disk, and Copy the 4 System Configuration Files from the MASTER DISK, to this Disk. You have NOW Created a BOOT DISK that Contains ALL of the BBS System Defaults that we have Provided. You may Freely Substitute Other Modem Files or Custom Character Sets as NEW Defaults. If You have a 2400 Modem, Delete the D-88.MODEM File, Copy M88.HAYES 3-24 to the BOOT DISK, ReNaming the File to D-88.MODEM.

DO NOT EVER MODIFY OR DELETE THE FILES ON YOUR MASTER DISK!

Copy ALL Files from the MASTER DISK to the BOOT DISK (NOT Including DARKSTAR'88, CONFIGURATION, or the '-----' Separators). ONLY Use the MASTER DISK for Loading the BBS or Configuration File. *DarkStar'88* uses Our Fast ZipDos Routines to Quickly Load BOTH The MCP and the 4 System Configuration Files. These FastLoad, ZipDos Routines are 1541 Compatible ONLY; Your BOOT DISK MUST be a 1541 or 1541-II.

THE SYSTEM DISK

The SYSTEM DISK is the Data Disk that You Create, Accessed OnLine, Containing ALL of The MCP's System Files. Although You can Support Several Drive Types with *DarkStar'88*, One of these MUST be Designated as the System Drive, and MUST Always Contain The MCP's System Files, in ANY Format, Including the Lt Kernal HardDrive Partition LU 0.

The System Disk Contains the Following System Files:

User Base File	(REL)
User Log File	(SEQ)
Chat Log File	(SEQ)
Validation Log File	(SEQ)
System Bulletins	(SEQ)
The MCP Commands HelpFile	(SEQ)
Color/ASCII Text Prompt Files	(PRG)

The System Files are Best Created on 1541 Disks, and then File Copied to ANY Other Drive Format You may use. This Provides a Fresh BackUp and an Easy Way to Perform OffLine Mods on Your Second Computer!

To Copy REL Files to SFD 1001s or 8250s DISABLE the Super Side Sector:

```
OPEN15,8,15:PRINT#15,"M-W"CHR$(164)CHR$(67)CHR$(1)CHR$(255):CLOSE15  
^ Substitute Your Disk Drive Device Number Here
```

SYSTEM LOG FILES

The User Log, Validation Log, and Chat Buffer File are ALL Referred to as System Log Files. Log Files are Initially Created by You to Contain the Introductory Text, which MUST NEVER EXCEED a Total of 1024 Bytes in Size or 4 Disk Blocks.

These System Log Files may be Created using the Color or Line Editors of *DarkStar'88/DarkTerm'88*. These Files MUST END with an AT SIGN (@) Followed by EXACTLY ONE CARRIAGE RETURN.

When a Command is Issued OnLine, to Read ANY of the System Log Files, the Introductory Text that You Created is Saved to a Temporary Buffer in Memory, ONLY 1024 Bytes in Size! The Introductory Text, Including the AT SIGN (@), and the RETURN Character, is Stored in this Area. ALL the Text Strings Following this Introductory Text are Considered to be Log Entries. The Log Entries are Read from Disk, and OutPut to the User Directly. They are NOT Appended to the Temporary Buffer.

After ALL Log Entries have been Displayed, or upon Aborting Display, Users who have Sufficient GROUP2 Access will be Asked Whether or NOT to Clear the System Log File that they have just Read.

If the Decision is YES; then that ENTIRE System Log File is Scratched, AND a NEW System Log File is ReCreated that will Include the Contents of the Temporary Buffer, Containing Your Introductory Text.

In this Fashion, You will ALWAYS RETAIN the Original Introductory Text After You Clear the Log Entries. This Introductory Text may be used to Enhance Your BBS in Many Different Ways such as:

Color/Graphics IntroScreens (COLOR or DUAL Display Modes)
Introduction Text Files (ALL Display Modes)
Policy Info/Commentaries (ALL Display Modes)

For Example, Consider the Following Introductory Text to the User Log:

```
=====
DarkStar'88 BBS - List Of Daily Users
=====
```

Users who Cut Carrier too Frequently
Rather than Logging Off Correctly
Face Reduced Access On This System!

Good Manners Make Good Friends!!!

```
=====
@[HIT RETURN]
```

NOTE: The AT SIGN (@) when Followed by EXACTLY ONE CARRIAGE RETURN, as Shown Above, ENDS the Introductory Text.

DO NOT Attempt to Add ANY More Text After the CARRIAGE RETURN.
Log Entries will be Added Immediately Following this Character.

TECHNICAL REFERENCES

There is a Major Reason why *DarkStar'88* is Modular in Design Concept:

To Allow Almost Endless System Expansion!

The Technical Reference Manual Provides You with Detailed Descriptions on Writing Your Own System Access Modules for use with *DarkStar'88*.

If You have Assembly Language Programming Experience, You can Write Your Own SAMs Quite Easily. the Technical Reference Manual Contains Descriptions on how The MCP and the SAMs Dependent Routines Function, a Full Memory Map, the GuideLines for Modifying the *DarkStar'88* BBS Operating Environment, Full Details on Writing Your Own Modem Files, Module Base File Structures, and Much More.

This Manual is Strictly Intended for the ADVANCED *DarkStar'88* SysOp, and Assumes that You are Experienced in Assembly Language Programming.

The Technical Reference Manual will be Available by Early August, 1989 at a Cost YET to be Determined.

For More Information, Contact Our Support BBS:

TERMINAL VELOCITY

The Luxury StarLiner

(416) 445-6788

24 Hours Daily

300 to 2400 Baud

DUAL Mode (ASCII or COLOR)

CONFIGURATION

After Creating Your BOOT DISK, Load the Program Named CONFIGURATION from the MASTER DISK. Because this Program uses Fast ZipDos Routines, it MUST be Loaded from the MASTER DISK on a 1541 or 1541-II.

NOTE: ALL the Self-Running Programs used with *DarkStar'88* will Support Device Independant Loading. This Means You can Load DARKSTAR'88, the CONFIGURATION, the TEXT PROMPT EDITOR, or ANY Other Program from ANY Device Number.

For Example, to Load the CONFIGURATION File from Device 10 in BASIC, Enter the Following:

```
LOAD"0:CONFIGURATION",10,1
```

ALL Self-Running Programs can Run from Drive 0 of an 8250 Dual Drive, but NOT Drive 1. ONLY The MCP and the Various OnLine SAMs can Operate from Multiple Drive Numbers.

Once You Load CONFIGURATION, You are Prompted to Insert the BOOT DISK, and Press RETURN. The File D-88.CONFIG will be Loaded into Memory.

From here, You may Alter ANY of the 73 Main Configuration Parameters. Although there is Always some Help Displayed Below the Parameter Line, we will Clarify the Usage of this SetUp Program.

Scrolling Forward and Backward through the 73 Parameters, is Possible using the CRSR UP and DOWN Keys. The Number at the Top of the Screen will Always Indicate Your Current Parameter Position.

The Main Configuration Parameters are Either Single Entry Parameters OR Multiple Entry Parameters, and Function as Follows:

SINGLE ENTRY PARAMETERS

Press RETURN to Change the Selected Parameter. The Current Value will Immediately Change, or be Deleted, Prompting You to Enter a NEW Value.

MULTIPLE ENTRY PARAMETERS

Hit RETURN to Enter the SubParameter Selection Mode.
The CRSR UP and DOWN Keys are used to Scroll the SubParameters.
The SPACE BAR is used to Change the Value of the Current SubParameter.
Hit RETURN to Exit the SubParameter Selection Mode.

ADDITIONAL CONFIGURATION COMMANDS

[L] Load, or ReLoad, the D-88.CONFIG File into Memory.
[S] Save and Replace the NEW D-88.CONFIG File, and Continue Editing.
[Q] Quit, or Abort WITHOUT Saving, and ReSet to Basic.

Each of the Main Configuration Parameters is Covered in Greater Detail in the Next 20 Pages or so. The Configuration Parameters Summary Chart is Included as a Quick Reference Guide. This is the Most Important Aspect of Your NEW System, Take Your Time...DON'T RUSH or GUESS!!!

THE CONFIGURATION PARAMETERS SUMMARY CHART

<u>Number</u>	<u>Configuration Parameter Description</u>	<u>Valid InPut/Entry Ranges</u>
1	Border Color	0-15
2	BackGround Color	0-15
3	ForeGround/Text Color	0-15
4	SysOp Name	A to Z () - . and SPACE
5	SysOp PassWord	UpTo 8 LowerCase Chars
6	System PassWord	UpTo 8 LowerCase Chars
7*	MCP Resident Commands	UpTo 8 Letters (A-Z ONLY)
8*	SAMs Entry Commands	UpTo 8 Letters (A-Z ONLY)
9*	SAMs Entry Levels	1-255 (GROUP1 Level)
10*	SAMs Logical Drive Numbers	1-255
11*	SAMs Status Flags	8 Y/N Flags (See Below)
12*	DriveTable Device Numbers	1-255
13*	DriveTable Drive #s/Partitions	0-9 (Single/Dual/Hard)
14	DriveTable Drive Types	NOT YET USED
15*	DriveTable Maximum File Counters	0-255
16*	System Calendar Master SetUp	SCROLL with CRSR KEYS
17*	Sys/Bull Read Access Levels	1-255 (GROUP1 Level)
18*	Sys/Bull Active Flags	Y = Bulletin Activated
19*	Sys/Bull AbortLocks	Y = AbortLock Enabled
20	MCP Logical Drive Number	1-255
21	Total Number of Drives/Partitions	1-255
22	Operation Mode	GST VAL PRV SHD PUB
23	NetWork Mode Enable Flag	NOT YET USED
24	NetWork Dial-In Times	NOT YET USED
25	NetWork Dial-Out Times	NOT YET USED
26	Maximum Number Of Users	2-350
27	Default Display Mode	COL ASC
28	Display Mode Lock	Y = Lock Display Mode
29	Date Display Mode	NUM or TXT
30	System PassWord Enable Flag	Y = Use System PassWord
31	OutPut Stop/Pause Key	0-255 (S = 083 in ASCII)
32	OutPut Continue Key	0-255 (C = 067 in ASCII)
33	OutPut Abort/Cancel Key	0-255 (A = 065 in ASCII)
34	OutPut Quit Continuous Mode Key	0-255 (Q = 081 in ASCII)
35	OutPut Left Bracket Character	0-255 ([= 091 in ASCII)
36	OutPut Right Bracket Character	0-255 (] = 093 in ASCII)
37	RSVP Line Limit	1-255 Lines
38	'More ?' Prompt Enable Flag	Y = Use 'More ?' Prompts
39*	Forced Editing Flags	SCROLL with CRSR KEYS
40	Connect Time Left Warning Flag	Y = Use Time Warnings

NOTE: Parameter 11 Status Flags are:

- (1) Y = EnABle SAM (2) Y = Use Intros (3) Y = ColorLock EnABle
 (4) Y = ASCIIILock (5) Y = SysOpLock (6) Y = Load Suppress
 (7) Not Yet Used, Set to [N] (8) Not Yet Used, Set to [N]

THE CONFIGURATION PARAMETERS SUMMARY CHART

<u>Number</u>	<u>Configuration Parameter Description</u>	<u>Valid InPut/Entry Ranges</u>
41	Connect Time Warning Threshold	2-255 Minutes
42	InPut/OutPut Delay Time	0 (or 1 for Lt Kernal)
43	KeyClick Enable Flag	Y = Audible KeyClicks
44	Guest User Status Flags	8 Y/N Flags
45	Guest User GROUP1 Level	1-255 (GROUP1 Level)
46	Guest User GROUP2 Level	1-255 (GROUP2 Level)
47*	Guest User LogOn Time Limit	SCROLL with CRSR KEYS
48	Show User Stats (At LogOn) Flag	Y = Show User Stats
49	DUAL Mode Display Enable Flag	Y = Enable DUAL Mode
50	System Files Protection Character	! (Recommended Default)
51	AbortLock ByPass Access	1-255 (GROUP2 Level)
52	EditLock OverRide/'More ?' Access	1-255 (GROUP2 Level)
53	Clear Daily User Log File	1-255 (GROUP2 Level)
54	SAMS Resident Command Access Level	1-255 (GROUP1 Level)
55	PASS Resident Command Access Level	1-255 (GROUP1 Level)
56	BAUD Resident Command Access Level	1-255 (GROUP1 Level)
57	CHAT Resident Command Access Level	1-255 (GROUP1 Level)
58	LOGS Resident Command Access Level	1-255 (GROUP1 Level)
59	FILE Resident Command Access Level	1-255 (GROUP1 Level)
60	LIST Resident Command Access Level	1-255 (GROUP1 Level)
61	Sys/Bull - Title Screen	0-16
62	Sys/Bull - LogOff Screen	0-16
63	Sys/Bull - Chat UnAvailable	0-16
64	Sys/Bull - Guest/New User	0-16
65*	Sys/Bull - Daily Assignments	SCROLL with CRSR KEYS
66	User Base File	15 Characters Maximum
67	User Log File	15 Characters Maximum
68	Candid Chat Buffer File	15 Characters Maximum
69	RSVP (Application) Log File	15 Characters Maximum
70+	MCP Resident Commands HelpFile	15 Characters Maximum
71+	MCP Text Prompt File	15 Characters Maximum
72+	SysBull Prefix	12 Characters Maximum
73	SAMs General Prefix	6 Characters Maximum

*** MULTIPLE ENTRY PARAMETERS:**

Hit RETURN to Enter the SubParameter Selection Mode.
 Use CRSR KEYS (UP/DOWN and LEFT/RIGHT) to Scroll SubParameters.
 Use THE SPACE BAR to Modify the Current SubParameter.
 Hit RETURN to Exit the Multiple Entry Parameter Mode.

+ DUAL DISPLAY MODE PARAMETERS:

When Operating in DUAL Display Mode, Certain File Pairs MUST EXIST.
 Use a 'D' when Specifying the First Character of these File Names.
 (The [!] is ALWAYS the Actual First Character of these File Names,
 on Disk, But Doesn't Need to be Entered WithIn these Definitions)
 This Character is Stripped and Converted to 'C' or 'A', by The MCP,
 Depending on which Mode (Color/ASCII) the User has Selected.

THE MAIN CONFIGURATION PARAMETERS

- [1] *DEFAULT BORDER COLOR* 0 - 15
[2] *DEFAULT BACKGROUND COLOR* 0 - 15
[3] *DEFAULT FOREGROUND/TEXT COLOR* 0 - 15

These Configuration Parameters Establish the Default Screen Colors that the BBS uses During the ReSet Sequence and Awaiting Call State.

ASCII Mode: These Settings ALSO Determine the Default Screen Colors that are used ThroughOut ALL Sections of the BBS.

COLOR Mode: These Settings ONLY Determine the Default Screen Colors Displayed During a ReSet Sequence and while Awaiting Call.

DUAL Modes: These Settings will Determine the Default Screen Colors Relating to the ASCII or Color Modes as Selected by Users.

LOCAL Mode: Altering Default Screen Colors OnLine in the LOCAL Mode, is ONLY Temporary in Nature, as these Settings Revert Back to their Defaults, During EACH LogOff/ReSet Sequence.

COLOR Keys: 0 = Black 4 = Purple 8 = Orange 12 = Cyan
1 = White 5 = Dark Green 9 = Brown 13 = Mid Gray
2 = Red 6 = Dark Blue 10 = Light Red 14 = Light Green
3 = Cyan 7 = Yellow 11 = Dark Gray 15 = Light Gray

- [4] *SYSOP NAME* A-Z SPACE () - .

The System Operator (SysOp) is ALWAYS Considered to be a Valid User, with the Unique Identification Number (ID) of 0. The Default Name, that is Recognized and Addressed by the System has been Set to SysOp.

You can Personalize this Parameter to Reflect Your Real Name or Alias, by Keeping Your SysOp Name to a MAXIMUM of 24 Characters in Length, Containing ONLY the Following 31 Valid User Name Characters:

Letters A to Z (Program AutoConverts LowerCase to UpperCase)
The SPACE BAR (You can Insert Spaces in ANY Position)
() - . (These Four Punctuation Characters ONLY)

- [5] *SYSOP PASSWORD* UpTo 8 LowerCase Chars

Your SysOp PassWord is Defined WithIn this Configuration Parameter, and may Consist of UpTo 8 LowerCase Characters of ANY Type.

- [6] *SYSTEM PASSWORD* UpTo 8 LowerCase Chars

When the System PassWord Mode has been Enabled, ALL Callers who LogOn MUST IMMEDIATELY Enter this System PassWord BEFORE they can Progress to the Normal LogOn Procedures. FAILURE to do so Correctly, Results in Sudden Caller Access Termination (SCAT).

This is an IDEAL Way to Limit and Control User Accesses when Operating a Private Access Security System!

The System PassWord may Total UpTo 8 LowerCase Characters of ANY Type. Configuration Parameter #30 Activates the System PassWord Mode.

THE MAIN CONFIGURATION PARAMETERS

[7] THE MCP RESIDENT COMMANDS

One Word - 8 Letter Max

The MCP's 15 Resident Commands can ALL be ReDefined to Characterize the Theme and Atmosphere of Your Bulletin Board! [CHAT] for Instance, can Become [HAIL] for the Hailing Frequency on a StarShip Theme Board, or Perhaps [AHOY] on a Buccaneer Theme Board!

The 15 Resident Command Definitions can Range UpTo 8 Characters Long, Containing the Letters A-Z ONLY. You CANNOT use ANY Other Characters!

As You CANNOT USE SPACES, Command Definitions MUST be ONE WORD ONLY! The CONFIGURATION Pads Shorter Resident Commands (Less than 8 Chars) with Colons [:] to Establish the Command Definition Length!

Hit RETURN to Enter the SubParameter Selection Mode. Use CRSR UP and DOWN Keys to Scroll through the 15 Resident Commands. Default Definitions are Displayed on the Left Hand Side of the Screen, and the Current NEW Definitions will be Displayed on the Right Side.

Hit SPACE BAR to Change a Default Definition. The Right Side Display will NOW be Totally Blank; the Cursor Awaiting Your NEW Definition. InPut Your NEW Resident Command Definition, then Hit RETURN.

If You would like to Clear or Disable ANY Particular Resident Command, InPut a String of 8 COLONS (:) Instead of the Alphabetical Characters. The Resident Command will then Cease to Exist WithIn Your BBS System.

The 15 Resident Commands In Order Are:

RSVP: Request System Validation/PassWord (Guest/New User Application)	
EXIT: Alternative LogOff Command	MODE: ASCII/COLOR Display Toggle
GOIN: LogOff With Confirmation	SAMS: Enable/Disable OnLine SAMS
CHAT: Activate SysOp Page Alarm	PASS: Change User/SysOp PassWord
EXAM: Examine Max Files Counter	READ: Read System Bulletins
GONE: LogOff WithOut Confirmation	DUST: Display User Statistics
HELP: Display The MCP HelpFile	TIME: Display Connect Time Status
LOGS: Read Daily LogOns Record	LIST: List Validated Users

[8] SAMS ENTRY COMMAND DEFINITIONS

One Word - 8 Letter Max

The MCP can Store Entry Command Definitions for UpTo 50 SAMS at Once. Entry Command Definitions are ONE WORD ONLY, UpTo 8 letters in Length, that Users InPut to Execute and Run the Various SAMS.

OnLine Commands to Access SAMS are Identical to what You Specify here as Entry Command Definitions. Remember to Include these when Creating Your MCP HelpFile!

Entry Command Definitions MUST be Defined in True Ascending Order, Starting at Position #1 and then Working UpWard in Consecutive Order.

You CANNOT use Colons [:] Between 2 Definitions (No Blanks Allowed), nor Duplicate ANY of the Existing Resident Command Definitions.

Entry Command Definitions that You Define here are NOT to be Confused with the SAMS General Prefix Defined in Configuration Parameter #73! .

[9] SAMs - SET ENTRY ACCESS LEVELS

1 - 255

Each Entry Command Definition Determined in Configuration Parameter #8 MUST be Assigned an Entry Access Level that Ranges from 1 to 255.

Entry Access Levels Scale User Access to the SAMs Based on Whatever Criteria You Decide to Establish. If Age was the Determining Factor, You could Create Adult Oriented SAMs that would be InAccessible to ANY of Your Younger Users. In LikeWise Fashion, You could Differentiate Between Male/Female or Anything Else You Decide as being Appropriate.

Unless the User's GROUP1 Access Level is Equal to, or Above, the Value You Specify here, ANY Entry to the Selected SAM will be Restricted. The GROUP1-3 User Access Levels are Detailed Later on in the Manual, and are Clarified in the USER EDITOR Section.

Although Values may Range from 1 - 255, it is Entirely YOUR Perogative to use ALL, or as Many, or as Few Entry Access Levels as You Deem Necessary, WithIn the Context of Your Particular Application.

This is the Point at which Creativity and Common Sense Come Together.

Although *DarkStar'88* may Provide a Vast Range of Possible OutComes, there are Certain Practical Limitations that are Sufficient for the Majority of OnLine Endeavors!

Careful Consideration is Needed when Establishing Entry Access Levels, to Achieve a Balance Between the Physical Size of Your Present System (In Total Blocks/MegaBytes) and the Depth and Degree of SubDivision that Logic Dictates.

[10] DEFINE SAMs RESIDENT DRIVES

1 - 255

DarkStar'88 uses from 1 to 255 Disk Drives. Each One of these Drives is Given a Logical Number from 1 to 255. This Number has Nothing to do with Actual Device Numbers or Drive/Partition Numbers. This Represents a Disk Drive that has been Previously Assigned a Logical Number.

For Example, a 1541 Disk Drive, a 1571, an SFD 1001, and a CMD 8250, could have Logical Drive Numbers Defined in the Following Manner:

<u>Logical Drive #</u>	<u>System Overview</u>
1	1541 - 8,0 System Disk, SAMs Default Resident Drive
2	1571 - 9,0 Color Message Base/Voting Section
3	SFD - 10,0 Color Bulletins/Art Galleries
4	8250 - 11,0 ASCII Message Base/Bulletin Base
5	8250 - 11,1 File Transfer Area - Up/DownLoading

NOTE: Actual Disk Drive Device Numbers and Drive/Partition Assignments are Defined in Configuration Parameters #12, #13, and #14.

Each SAM can Reside on its Own Disk Drive, or ALL can be on 1 Drive.

When Scrolling through Entry Levels, Logical Drives, or Status Flags, Each of the Entry Command Definitions from Configuration Parameter #8 will be Displayed OnScreen to Help Avoid Confusion.

[11] SET SAMs STATUS FLAGS

8 Y/N Flags

Each of the Entry Command Definitions in Configuration Parameter #8 MUST have their Own Individual Status Flags (Y/N Values) Assigned. Flags used in Configuration Parameters are Single or Multiple Entry, and Typically Consist of One or More 'Y's and 'N's.

Y = YES or ENABLED Status

N = NO or DISABLED Status

There are 8 Individual Status Flag Assignments for Each of the SAMs. ALL 8 Status Flags MUST be Assigned for Each of the SAMs You Define. From Left to Right, the 8 Status Flags are:

Flag 1: ACTIVATE/DEACTIVATE SAMs

[Y] Activates/Enables a SAM; [N] DeActivates/Disables a SAM. This will Allow You to PreDefine ALL the Entry Command Names and then Enable Individual SAMs at Your Earliest Convenience. The SAMs Resident Command will Allow You to Enable or Disable Individual SAMs while OnLine for Even Greater Convenience.

Flag 2: ACTIVATE/DEACTIVATE SAMs INTROFILES

[Y] Enables the SAMs IntroFile, a SEQ Text File that Displays Your Intro/Title Screen to the User before Entering the SAMs. IntroFiles MUST Reside on the Same Disk as the Individual SAMs and MUST be Named in the Following Format:

[Protection Character] + [Entry Command] + [.I]
[!] + [FILES] + [.I]

For Example: !FILES.I is the IntroFile for the 'FILES' SAM.

Flag 3: COLOR DISPLAY MODE ENTRYLOCK

Set to [Y] to Enable the Color Display Mode EntryLock. When Set to [Y], Users can ONLY Enter the SAM when Already in Color Display Mode on the BBS. This Allows You to Keep ASCII Users OUT of Color Specific SAMs, Saving BOTH the User, and the SysOp, Needless Incompatibility Frustrations.

Flag 4: ASCII DISPLAY MODE ENTRYLOCK

Set to [Y] to Enable the ASCII Display Mode EntryLock. Users MUST Already be in ASCII Display Mode to Enter the SAM. This is Provided for Convenience Rather than Real Necessity, as Color Users can Easily Access and Read ASCII Files WithOut Encountering ANY Difficulties.

Flag 5: SYSOP MODULE ENTRYLOCK

Set to [Y] to Lock Out ALL Users, Including High Level Users, from SysOp Oriented Local Access Modules.

Flag 6: MODULE LOADING PROMPT SUPPRESSION

Set to [Y] to Suppress a Local Access Module from Displaying the "Module NOW Loading" Prompt.

Flag 7 and 8: NOT CURRENTLY USED

Set Both of these Status Flags to [N].

THE MAIN CONFIGURATION PARAMETERS

[12] DRIVETABLE DEVICE NUMBERS

1 - 255 Logical Drives

The DriveTable Contains 255 Logical Drive Entries that The MCP uses to Address ALL of the Disk Drives You Intend to Operate on Your BBS. Each of these Logical Drive Entries, MUST be Assigned a Device Number. For Instance, if You have Two 1541 Drives (Device Numbers 8 and 9), You would Define Logical Drive #1 as having a Device Number of 8, Logical Drive #2 as Device Number 9, and Logical Drives #3-255 as 8. You MUST Assign EACH Logical Drive, Starting at #1 and Ending at #255. DO NOT USE NonExistant Device Numbers. Unused Logical Drives are Best Defined as Above with DUPLICATE Device Numbers. This will Prevent You from Accidentally Attempting to Access NonExistant HardWare.

[13] DRIVETABLE DRIVE #s/PARTITIONS

0 - 9

Each Logical Drive Entry MUST Also have a Drive #/Partition Defined, Ranging from 0 to 9 for Each Drive as Follows:

Single Drives: For Each 1541, 1571, 1581, SFD 1001, Indus GT, 2031, Specify the Drive # as 0 ONLY.

Dual Drives: Each 4040, 8050, or 8250, has TWO Drive #s to Define, and these are Specified as Either Drive #0 OR Drive #1. For Example, an 8250 HardWired to Device Number 11, would Necessitate the use of 2 Logical Device Entries, Both Defined as 11, in Configuration Parameter #12. In Configuration Parameter #13, One Corresponding Logical Drive Entry is Set to #0, the Other to #1.

HardDrives: The Lt Kernal HardDrive System from Xetec, Inc. may be Partitioned into 10 User Definable Logical Units (LUs), Ranging from LU 0 to LU 9. This Effectively Splits Up the Lt Kernal into as Many as 10 Separate Disk Drives. Specify these Drive #s as Values Ranging from 0 to 9. For Example, a Fully Partitioned Lt Kernal HardDrive, Device Number 9, is Handled just like a Dual Drive, EXCEPT that 10 Logical Drive Entries MUST be used!

[14] DRIVE TYPES

NOT YET USED

These 4 Flags will be used to Allow The MCP to Handle New Drive Types. As they are NOT Yet Used, Set these Flags to [N].

[15] DRIVETABLE MAXIMUM FILE COUNTERS

0 - 255

The MCP can Keep Track of the Maximum Number of Directory File Entries that can be Physically Written to Each Disk Drive on Your BBS System. Set this Value to 0 to Disable the Counter Function for ANY Specific Logical Drive where this Feature is NOT Needed, like the Lt Kernal LUs that Each Contain 4,000 Directory Entries.

1541/1571/2031/4040 = 144 Files MAXIMUM (OR 0 to Disable)
8050/8250/SFD 1001s = 224 Files MAXIMUM (OR 0 to Disable)
1581 (NO Partition) = 255 Files MAXIMUM (OR 0 to Disable)

NEVER EXCEED the Upper Limit of Directory Entries for Your Disk Drive!

THE MAIN CONFIGURATION PARAMETERS

[16] SYSTEM CALENDAR MASTER SETUP

Scroll with CRSR Keys

The Date/Time Displays Exist in Numerical OR Textual Display Format, as Determined by You in Configuration Parameter #29.

If You Decide to use the Numerical Display Format, then You may Skip the System Calendar Master SetUp Entirely, as it is NOT Required.

Using a Textual Display Format, You MUST SetUp a NEW System Calendar. This Consists of Defining the Starting Day of the Month (Mon - Sun), for 24 Consecutive Calendar Months (JAN1 to DEC1 and JAN2 to DEC2). The First Year is Usually the Current Year Followed by the Year After. This Default SetUp has been Adjusted to Cover the Years 1989 and 1990.

Hit RETURN to Enter the SubParameter Selection Mode.

Use CRSR UP and DOWN Keys to Scroll through the 24 Calendar Months.

Use CRSR LEFT and RIGHT Keys to Change the Starting Day of the Month.

Hit RETURN to Exit when Finished the Master SetUp.

[17] SYSTEM BULLETINS READ ACCESS LEVELS

1 - 255 GROUP 1 Levels

UpTo 16 System Bulletins may be Incorporated (32 in DUAL Display Mode, as Each Exists TWICE, Once as an ASCII File and Once as a COLOR File). They are Optional, and are Created by You to Reflect Your Imagination. READ Access Levels are Independantly Assigned Ranging from 1 to 255. Users whose GROUP1 Access Levels are Below the Values Specified here, CANNOT Read those Particular High Level/Restricted System Bulletins, NOR will they be made Aware that they Even Exist at ALL on the System.

System Bulletins Generally Fall into Two Categories:

DIRECT ACCESS BULLETINS

READ1 to READ4

<i>Opening Title Screen</i>	Level 1 Default
<i>Ending LogOff Screen</i>	Level 1 Default
<i>Chat UnAvailable Screen</i>	Level 1 Default
<i>Guest/New User Screen</i>	Level 1 Default

The 4 Direct Access Bulletins (8 in DUAL Display Mode) are Presented AutoMagically by The MCP in the Key Situations their Names Suggest. Users ReRead Direct Access Bulletins Via the [READ] Resident Command.

We Suggest using the First Four Assignment Positions for these Files (See Configuration Parameters #61 to 64), and Read Access Levels of 1, so that they will be Displayed to Guest Users and Lower Level Users.

READ ONLY BULLETINS

READ5 to READ16

UpTo 12 READ ONLY Bulletins (24 in DUAL Mode Display) Allow the Users to View Additional System Bulletins, Via the [READ] Resident Command. We Suggest the Following Optional uses:

<i>BBS Policy</i>	<i>ColorEditor Help</i>	<i>Command Syntax Help</i>
<i>Daily Message</i>	<i>General Information</i>	<i>Major UpComing Events</i>
<i>Sports Calendar</i>	<i>Top User's Award</i>	<i>Concerts and Dances</i>
<i>Hit Parade</i>	<i>CoSysOp's Corner</i>	<i>Local Computer Stores</i>

THE MAIN CONFIGURATION PARAMETERS

[18] SYSTEM BULLETINS ACTIVE FLAGS

Y = Bulletin Activated

Press RETURN to Enter the SubParameter Selection Mode
Use CRSR UP/DOWN to Scroll the 16 System Bulletin Assignment Positions
Use the SPACE BAR to Toggle Between Y/N Options for Specific Flags
Press RETURN, when Finished, to Exit the SubParameter Selection Mode

Y = Bulletin Activated
N = Bulletin DeActivated

You do NOT have to use ALL 16 System Bulletins. If You ONLY Intend to Incorporate a Title Screen, a LogOff Screen, and 1 Daily Bulletin, You Need ONLY Activate 3 System Bulletins.

They may Freely Reside in ANY of the 16 Available Bulletin Positions, it does NOT Matter which 3 You use.

When the Active Flag is Set to [Y], then that Current System Bulletin is Activated. The System Bulletin Files should be on the System Drive. If NOT, The MCP will Simply Abort the File Display.

[19] SYSTEM BULLETINS ABORTLOCK FLAGS

Y = AbortLock Enabled

Press RETURN to Enter the SubParameter Selection Mode
Use CRSR UP/DOWN to Scroll the 16 System Bulletin Assignment Positions
Use the SPACE BAR to Toggle Between Y/N Options for Specific Flags
Press RETURN, when Finished, to Exit the SubParameter Selection Mode

Y = AbortLock Enabled
N = AbortLock Disabled

These Flags Determine Whether or NOT a System Bulletin is AbortLocked. When Enabled, Users CANNOT Abort those Particular System Bulletins, However they Still Retain the Stop/Pause and Continue OutPut Controls. The Abort Key Command is Simply Ignored.

Configuration Parameter #51 Determines the GROUP2 Access Level Value that OverRides this AbortLock Feature. See Configuration Parameter #51 for Further Details.

A Good Example of where to Implement this AbortLock Feature would be in the Guest/New User Direct Access System Bulletin.

[20] The MCP LOGICAL DRIVE NUMBER

1 - 255

This Logical Drive Number Assignment Determines where the SYSTEM Drive that Contains ALL of The MCP System Files is to be Located. This Value MUST be One of the Existing Logical Drive Entries that You Determined in Configuration Parameter #12. You CANNOT use a Non-Existant Drive, as these Files MUST be Accessed by The MCP. Values Range from 1 - 255.

[21] TOTAL NUMBER OF DRIVES/PARTITIONS

1 - 255

This Value is the Total Number of Logical Drives/HardDrive Partitions that You have Established in the Configuration Parameters #12 and #13 DriveTable Assignments. Values Range from 1 to 255.

THE MAIN CONFIGURATION PARAMETERS

[22] SYSTEM OPERATION MODE

GST VAL PRV SHT PUB

DarkStar'88 Features Your Choice of 5 Operational Modes:

GST - Guest Mode
VAL - Validation Mode
PRV - Private Mode
SHT - ShutDown Mode
PUB - Public Mode

GUEST MODE

Users who LogOn, who are NOT Validated Members in the User Base File are Given Guest Status. The Privileges a Guest User Enjoys, are Based on Access Level Assignments for The MCP, and for Each Individual SAM. A Guest User is Given the Name that they Entered at the LogOn Prompt, and a Unique ID# of 999, as well as Certain PreDefined Access Levels, Time Status, etc. See Configuration Parameters #44 to 47.

VALIDATION MODE

In this Mode, Non-Members are Automatically Directed to the RSVP Mode, where they MUST Complete a Request for a System Validation/PassWord. Once the Application is Finished, the Non-Member is Forced to LogOff, and their RSVP Text is Stored in the Validation Log File.

PRIVATE MODE

In this Mode, Non-Members Face Immediate LogOff. There is Absolutely NO ACCESS Allowed at ALL, and NO Provisions for Validation Requests. This is a High-Security, By Invitation Only, Exclusive Mode.

SHUTDOWN MODE

This Mode Brings ALL Activity on Your BBS to a Total Stop, when Making System Repairs. The ONLY Active Drive Needed here is the SYSTEM Drive. After Users Read the Opening Bulletin (System Out-Of-Service Message), they are Forced to LogOff, then the System ReSets for the Next Caller.

PUBLIC MODE

In this Mode, Non-Members are Given Immediate Access, Provided that there is Enough Room in the User Base File to Accomodate 1 More User. Access Levels are Controlled by Configuration Parameters #44 to 47. A NEW User is Assigned the First Available ID# Counting from ID #1. After the AutoValidation Process, they Function as Normal Users.

[23] NETWORK MODE ENABLE FLAG

Not Yet Used (Set to N)

[24] NETWORK DIAL-IN TIMES

Not Yet Used (Set to N)

[25] NETWORK DIAL-OUT TIMES

Not Yet Used (Set to N)

Since NetWorking is Still Under Development, and NOT Yet Implemented, You should Leave this Option Disabled for NOW. NetWorking in ItSelf will Require a Special NetWork Module, for the Users, and BBS Systems that will Communicate with Each Other. The NetWorking System Module will be Released as Part of a Future Module Library Disk.

THE MAIN CONFIGURATION PARAMETERS

[26] MAXIMUM NUMBER OF USERS

2 - 350

DarkStar'88 Supports UpTo 350 Users, Including the SysOp (User ID #0). ID Numbers can Range from 0 to 349. When Creating Your User Base File with the USER EDITOR, the RELative File Created will Contain Exactly the Same Number of Records as there are Maximum Users. If You Change this Value at Some Later Date, You MUST ReCreate the User Base File, ReEntering ALL Current Users. The Default Value is Set for 350 Users, and will Create a User Base File that is 59 Blocks in Length.

[27] DEFAULT DISPLAY MODE

COL or ASC

This Configuration Parameter Determines which of the 2 Display Modes will be Operational WhenEver the Users First LogOn to Your BBS System.

When Set to COL, the System will Default to COLOR Mode.

When Set to ASC, the System will Default to ASCII mode.

[28] DISPLAY MODE LOCK

Y = Display Mode Locked

If this Flag is Set to [Y], the Default Display Mode that You Defined in Configuration Parameter #27 will be Locked-In ThroughOut Your BBS. The [DUAL] Resident Command in The MCP will ALSO be Rendered Inactive, thus Users are Locked-In to Either the COLOR or ASCII Display ONLY, WithOut ANY Way to Toggle Between them.

If this Flag is Set to [N], Users may Toggle the Display Modes OnLine by using the [MODE] Resident Command. This is the Recommended Setting for those who Choose to Operate in the DUAL Display Mode.

[29] DATE DISPLAY MODE

NUM or TXT

When Set to NUM for Numerical Display Mode, the Date will be Presented in the Following 24 Hour Military Format:

DD-MM-YY HH:MM

DD = Day, MM = Month, YY = Year, HH = Hour, and MM = Minute

For Example: 23-12-88 20:45 is December 23, 1988, 8:45 PM

When Set to TXT for Textual Display Mode, the Date will be Presented in the Following 24 Hour Military Format:

DDD MMM DD/YY HH:MM

DDD = DAY TEXT (Mon Tue Wed Thu Fri Sat Sun)

MMM = MONTH TEXT (Jan Feb Mar Apr May Jun Jul Aug Sep Oct Nov Dec)

DD = Day, YY = Year, HH = Hour, and MM = Minute

For Example: Wed Dec 23/88 00:03 is December 23, 1988, 12:03 AM

[30] SYSTEM PASSWORD ENABLE FLAG

Y = Use System PassWord

Setting this Flag to [Y] Activates the System PassWord Enabled Mode, and a Value of [N] Deactivates it. See Configuration Parameter #6.

THE MAIN CONFIGURATION PARAMETERS

- [31] OUTPUT STOP/PAUSE KEY 0 - 255 (S = 083 ASCII)
- [32] OUTPUT CONTINUE KEY 0 - 255 (C = 067 ASCII)
- [33] OUTPUT ABORT/CANCEL KEY 0 - 255 (A = 065 ASCII)
- [34] OUTPUT QUIT CONTINUOUS MODE KEY 0 - 255 (Q = 081 ASCII)

When a Text File (Message, Bulletin etc) is being Displayed to a User, Long Listings may Scroll too Quickly for the User to Read Comfortably. The BBS System will Generally Allow the use of 4 OutPut Control Keys.

The Character Values are Defined in ASCII Numerical Equivalent Format. Thus, if You Type PRINT ASC("S") in BASIC, You get the Value of 083, which is the Default Value for the Stop/Pause Key [S] Listed Above.

Although You are Free to ReDefine Each of these OutPut Control Keys, we STRONGLY RECOMMEND using the Following Defaults:

- [S] to Stop/Pause the Display Temporarily (ASC=083)
- [C] to Continue the Display when Paused (ASC=067)
- [A] to Abort/Cancel the Display at Anytime (ASC=065)
- [Q] to Quit Continuous Display Mode (ASC=081)

In Most Cases, The MCP Allows Either Abort Key [A] or [Q] to be used. Some of the SAMs use the [Q] Key to Abort Commands in a Different Way than the Standard [A] Key. This is Detailed in Specific SAM Sections.

- [35] OUTPUT LEFT BRACKET CHARACTER 0 - 255 ([= 091 ASCII)
- [36] OUTPUT RIGHT BRACKET CHARACTER 0 - 255 (] = 093 ASCII)

These Bracket Characters are used ThroughOut the System to Enclose Numbers or Items of Special Significance, such as the User ID Numbers. We have Provided the Square Bracket Characters as the System Defaults, But You may Choose to use Round or Angular Bracket Characters Instead.

- (= 040 ASCII < = 060 ASCII [= 091 ASCII (Default)
-) = 041 ASCII > = 062 ASCII] = 093 ASCII (Default)

- [37] RSVP LINE LIMIT UpTo 255 Lines of Text

This Setting will Determine the Number of Lines of ASCII Text a User can InPut when Completing a Request for System Validation/PassWord. Values can Range from 2 to 255 Lines of Text.

- [38] 'MORE ?' PROMPT ENABLE FLAG Y = Use 'More ?' Prompts

The Text File Displays are Read through a Central Routine in The MCP, that can Pause OutPut WhenEver a Stop Control Character, AT SIGN (@), is Encountered WithIn the File. WhenEver this Flag is Set to a [Y], the AT SIGN (@) Causes the OutPut to Stop, Reacting in 1 of 2 Ways:

ASCII Mode: The 'More ?' Prompt is Displayed, Users can then Press [Y] or RETURN to Continue, OR [N] to Abort the Display.

COLOR Mode: Cursor ColorFlashes Quickly, Users Hit RETURN to Continue.

When this Flag is Set to [N], the 'More ?' Prompt Feature is Disabled, and the AT SIGN (@) is Treated as ANY Other Normal Character.

THE MAIN CONFIGURATION PARAMETERS

[39] FORCED EDITLOCK STATUS FLAGS

Scroll with CRSR Keys

There are 4 Possible Values for these Status Flags:

- [NA] Forced EditLock Disabled, LINE Editor Default (DUAL Display)
- [NC] Forced EditLock Disabled, COLOR Editor Default (DUAL Display)
- [YA] Forced EditLock Enabled, LINE Editor ONLY (ASCII Display)
- [YC] Forced EditLock Enabled, COLOR Editor ONLY (COLOR Display)

Use the CRSR UP and DOWN Keys to Toggle the First Flag to [Y] or [N]. This EditLock Status Flag Toggles the Forced EditLock Mode ON and OFF.

Use the CRSR LEFT/RIGHT Keys to Toggle the Second Flag to [Y] or [N]. This Editor Status Flag Identifies which Editor is in use (Locked-In) ThroughOut the System, WhenEver the Forced EditLock Mode is Enabled. See Configuration Parameter #52 to Determine EditLock OverRide Level. This Flag will have Utterly NO Influence when Set to [N] (Disabled), as Users will be Prompted to Choose Either the LINE or COLOR Editor.

[40] TIME LEFT WARNIUG FLAG

Y = Warnings Enabled

When Set to [Y], Users are Warned that they ONLY have a Certain Amount of Connect Time Remaining, in Minutes. This Time Left Warning Appears Automatically at Most of the Major Prompts.

When Set to [N], the Time Left Warnings are Disabled.

[41] TIME LEFT WARNING THRESHOLD

2 - 255 Minutes

The Threshold Value is Always the Connect Time Remaining, in Minutes, that will Trigger the Time Left Warnings to be Displayed to the User.

The Recommended Default Value of [2] Displays the Time Left Warnings to ALL the Users Before Each NEW Prompt is Displayed, Once 2 Minutes of Connect Time Remaining is Reached.

[42] INPUT/OUTPUT DELAY TIME

Leave This Value At 0

This Jiffy Timing Value (1/60 Second) is used to Cause Delays Between the Time it would Normally take Modem Communications (RS232) to Stop and Disk Access to Begin.

Under Most Circumstances, the InPut/OutPut Delay Time is Disabled by Entering a Value of [0].

This Configuration Parameter is Incorporated as a Possible Solution for Users who may Encounter HardWare Difficulties with their Systems Due to the use of NonStandard Modems, IEEE InterFaces, or Disk Drives.

This Delay Time should be Set to [1] for Xetec Lt Kernal HardDrives.

[43] KEYCLICK ENABLE FLAG

Y = Audible KeyClicks

Hit RETURN to Change/Toggle the KeyClick Enable Flag to [Y] or [N]. A Value of [Y] Enables Audible KeyClicks when Typing on the KeyBoard. A Value of [N] Disables this Feature for Silent Running.

THE MAIN CONFIGURATION PARAMETERS

[44] GUEST/NEW USER STATUS FLAGS

8 Y/N Status Flags

Public Mode: These Status Flags are Assigned to ALL NEW Users.

Guest Mode : These Status Flags are Assigned to ALL Guest Users.

These are the Same Status Flag Assignments that Govern Normal Users; their Descriptions and Values, from Left to Right, are as Follows:

Position 1 - DELETED USER FLAG: ALWAYS Set to [N], so Guests/NEW Users are NOT Treated as Deleted Users.

Position 2 - FUTURE EXPANSIONS: ALWAYS Set to [N]. Currently UnUsed.

Position 3 - FUTURE EXPANSIONS: ALWAYS Set to [N]. Currently UnUsed.

Position 4 - BLACKLISTING FLAG: ALWAYS Set to [N]. When Set to [Y] the User is Deemed to be BlackListed or Suspended.

Position 5 - TRANSFER PROTOCOL: Set to [Y] for XModem CRC ProtoCol or to [N] for Punter Transfer ProtoCol. This Status Flag Defines a Transfer ProtoCol to Initially Load with a SAM, that uses the File Transfer Routines (EG - FILES Module).

Position 6 - NEW USER LOG MARK: This Flag Identifies Callers as being either a Normal or a NEW User. In Guest Mode, this Flag has NO Bearing. In Public Mode, NEW Users are LogMarked, with Asterisks (*) by their Names in the Daily User Log. Set this Flag to [Y] to Enable this Public Mode Feature.

Position 7 - UNLIMITED CONNECT: Set to [Y] to Give Guests/NEW Users an Infinite LogOn, OverRiding the LogOn Time Limit Value Established by You. See Configuration Parameter #47. For Guests/NEW Users, this Flag is NORMALLY Set to [N].

Position 8 - DAILY TIME LIMITS: Set to [Y] to Enable Daily Limits. A Daily Time Limit Allows the Users to LogOn Frequently WithIn the 24 Hour Period, as Long as the Total Time Used in ALL LogOns does NOT Exceed the Daily Time Limit Value. Once a NEW Day has Begun, Time Used Values ReSet to 0. Access is Declined Once a User's Daily Time has Expired.

NOTE: When the Position 7 and 8 Flags are BOTH Set to a Value of [N], Users have NEITHER UnLimited Connect Time NOR Daily Time Limits, Allowing Consecutive Accesses with a LogOn Time Limit per LogOn.

[45] GUEST/NEW USER GROUP1 ACCESS LEVELS

1 - 255 Access Levels

GROUP1 Access Levels Apply to Resident Commands, SAM Entry Commands, and the General Access Levels Associated with Messages and Bulletins. UpTo 255 Access Levels, Allow a Greater Scaling Factor for Commands. MOST of the User Oriented Commands SHOULD BE Assigned Values BELOW 25, and the SysOp Oriented Commands SHOULD BE Assigned Values ABOVE 250. 255 Levels are Possible; for Most, 10 or 20 Levels will be Enough.

Our BBS uses ONLY 3 Access Levels: 1 for Guest Users, 25 for Members, and 255 for SysOp.

THE MAIN CONFIGURATION PARAMETERS

[46] GUEST/NEW USER GROUP2 ACCESS LEVELS 0 - 255 Access Levels

For Guests/NEW Users, GROUP2 Access Levels should ALWAYS BE SET TO 0.

GROUP2 Levels Control Access to Special Features and SysOp Options. For Example, Reading the Daily User Log (With [LOGS] Resident Command) is a GROUP1 Assignment, Usually Set to 1, Accessible to ALL Users. The SysOp Option that Clears the User Log, After it has been Read, Requires a GROUP2 Assignment, Usually set to 250 (The Default Value), and is ONLY Available to the SysOp, CoSysOps, and Higher Level Users.

The GROUP1, 2, and 3 Access Levels do NOT InterAct with One Another. Each Applies to Different System Accesses used with *DarkStar'88*.

[47] GUEST/NEW USER LOGON TIME LIMIT Scroll With CRSR Keys

Press RETURN to Change the Guest/User LogOn Time Limit Values. Use the CRSR UP and DOWN Keys to Scroll through the Minute Values. Use the CRSR RIGHT Key to Advance Forward through the Hour Values. Values Range from 1 Minute (0:01) UpTo 3 Hours and 59 Minutes (3:59). Set Whatever Value is Appropriate to You. Press RETURN when Finished.

[48] DISPLAY USER STATS (At LogOn) FLAG Y = Display User Stats

Set this to [Y] to AutoInvoke the [DUST] Resident Command at LogOn. This Displays the User's Accumulated Statistics to Date Every LogOn. Set to [N] to Disable.

[49] DUAL MODE DISPLAY ENABLE FLAG Y = Enables DUAL Mode

When Set to [Y], BOTH the COLOR and ASCII Display Modes are Regarded as 2 Completely Separate, Distinct Systems for Users to InterAct with. The MCP Text Prompt File, the Main HelpFile, and ALL System Bulletins MUST Exist as BOTH a COLOR File and an ASCII File on the System Disk. See Configuration Parameters #70 to 72.

DarkStar'88 Operates in COLOR and ASCII Display Modes Simultaneously. The [DUAL] Resident Command lets Users Toggle Display Modes Anytime. At LogOn, Users MUST Choose Between the COLOR or ASCII Display Modes.

Although the Individual SAMs do NOT have a DUAL Display Mode Capacity, they may be Easily Cloned, to Create Separate COLOR and ASCII Modules. This Way, You can have Several, Completely Separate, Individualized, Messages Bases, Bulletin Bases, etc.

[50] SYSTEM FILES PROTECTION CHARACTER ! (Recommended Default)

The System Files Protection Character is Definable, Providing Security for ALL System Files. The User Base, User Log, HelpFiles, SAM Files, and Associated SubOrdinate Files, ALL Begin with this Character.

General Files, such as the UpLoad or DownLoad Files, do NOT Require the System Files Protection Character. Therefore, it is Better to Pick ANY Character that does NOT Conflict with Possible UpLoad FileNames.

The Exclamation Mark (!) is the Default Character that we Recommend.

THE MAIN CONFIGURATION PARAMETERS

[51] ABORTLOCK OVERRIDE LEVEL 1 - 255 (GROUP2 Level)

A User's GROUP2 Access Level Status MUST be Equal to, or Higher than, the Level Set here, in Order to OverRide a System Bulletin AbortLock. See Configuration Parameter #19.

For Example, if an Opening/Title Page System Bulletin is AbortLocked, then BOTH of the Abort Keys (See Configuration Parameters #33 and 34) are Disabled, unless that User's GROUP2 Access Level is Greater than, or Equal to this AbortLock OverRide Level.

If You Set a Value of 25 for the AbortLock OverRide, then ONLY Users with GROUP2 Access Level Assignments Above 24, will be able to Abort the Opening/Title Page.

[52] EDITLOCK OVERRIDE/'MORE ?' ACCESS 1 - 255 (GROUP2 Level)

If a User's GROUP2 Access Level Status is Greater than, or Equal to, the Value Specified here, then the User will be able to:

Choose Either the COLOR or ASCII Editor (EditLock OverRide)
Use the AT SIGN (@) WithIn BOTH Editors ('More ?' Access)

If the 'More ?' Feature is Disabled (See Configuration Parameter #38), then the AT SIGN (@) is Allowed for ALL Users. This Assignment Value then ONLY Applies to EditLock OverRide. This Restriction was Necessary to Prevent Users from Inserting Redundant Break Points in Text Files.

[53] CLEAR DAILY USER LOG FILE 1 - 255 (GROUP2 Level)

If a User's GROUP2 Access Level Status is Greater than, or Equal to, this Value, then they can Clear the Daily User Log After Reading it.

- | | |
|---|------------------------|
| [54] SAMS RESIDENT COMMAND ACCESS LEVEL | 1 - 255 (GROUP1 Level) |
| [55] PASS RESIDENT COMMAND ACCESS LEVEL | 1 - 255 (GROUP1 Level) |
| [56] BAUD RESIDENT COMMAND ACCESS LEVEL | 1 - 255 (GROUP1 Level) |
| [57] CHAT RESIDENT COMMAND ACCESS LEVEL | 1 - 255 (GROUP1 Level) |
| [58] LOGS RESIDENT COMMAND ACCESS LEVEL | 1 - 255 (GROUP1 Level) |
| [59] EXAM RESIDENT COMMAND ACCESS LEVEL | 1 - 255 (GROUP1 Level) |
| [60] LIST RESIDENT COMMAND ACCESS LEVEL | 1 - 255 (GROUP1 Level) |

Configuration Parameters #54 to 60 are the ONLY MCP Resident Commands that have Access Level Assignments. The Remaining 8 Resident Commands are Accessible to ALL Users, Regardless of their GROUP1 Access Level. See The MCP Resident Commands for Descriptions.

- | | |
|---|--------------------------|
| [61] SYSBULL NUMBER - OPENING/TITLE SCREEN | 0 - 16 (Default Value 1) |
| [62] SYSBULL NUMBER - ENDING/LOGOFF SCREEN | 0 - 16 (Default Value 2) |
| [63] SYSBULL NUMBER - CHAT UNAVAILABLE INFO | 0 - 16 (Default Value 3) |
| [64] SYSBULL NUMBER - GUEST/NEW USER INFO | 0 - 16 (Default Value 4) |

Configuration Parameters #61 to 64 Assign the System Bulletin Numbers for the Direct Access Bulletins. Default Values Above are RECOMMENDED.

Entering a Value of 0 will Totally Disable ANY Direct Access Bulletin. See Configuration Parameters #17 to 19 for System Bulletin SetUp.

THE MAIN CONFIGURATION PARAMETERS

[65] SYSTEM BULLETINS DAILY ASSIGNMENTS

Scroll With CRSR Keys

UpTo 16 Daily Bulletins may be Displayed to the User, After Completing the LogOn Procedure, and Before Arriving at the Main Command Prompt.

Press RETURN to Change these Daily Assignments.

Use CRSR UP and DOWN Keys to Scroll the 16 Daily Bulletin Assignments. Use CRSR LEFT and RIGHT Keys to Scroll the 16 System Bulletin Numbers. Press RETURN when You are Finished the Daily Bulletin Assignments.

The Daily Bulletins are Always Displayed in Ascending Numerical Order from 1 to 16. If You have Chosen to Utilize ONLY 1 Daily Bulletin, Assign the Desired System Bulletin Number to Daily Bulletin Number 1, and Enter [0] in the 15 Remaining Daily Bulletin Assignment Positions.

If You use ALL 16 Daily Bulletins, NO Direct Access System Bulletins, (Opening/Title, Ending/LogOff, Chat UnAvailable, or Guest/New User) can be Utilized, as You have a Maximum Limit of 16 System Bulletins.

Suggestions for the Daily Bulletins Include:

<i>A General Daily Bulletin</i>	Accessible to ALL Users and Guests.
<i>A Special Daily Bulletin</i>	AbortLocked for 'MUST READ' Info.
<i>A Restricted Daily Bulletin</i>	Reserved for High Level Users ONLY.

[66] USER BASE FILENAME

15 Characters Maximum

The User Base File (RELative File) Contains ALL of the User Records. Press RETURN to Define the User Base FileName (Default - USERS). You may use a Maximum of 15 Characters for User Base FileNames.

NOTE: The Protection Character '!' (See Configuration Parameter #50) Used as the First Character of ALL *DarkStar'88* System FileNames, is Automatically Added, thus the Default Name - USERS, Appears on Disk with the FileName of '!USERS'.

[67] DAILY USER LOG FILENAME

15 Characters Maximum

The Daily User Log (SEQuential File) Contains a Record of ALL LogOns, by ALL Users, and is Automatically UpDated After Each User LogOff. Press RETURN to Define the Daily User Log FileName (Default - DAILY). You may use a Maximum of 15 Characters for Daily User Log FileNames.

[68] CANDID CHAT MODE BUFFER FILENAME

15 Characters Maximum

DarkStar'88 ALSO Features a Candid Chat Mode Buffer that is 76 Blocks, 19,000 Bytes in Length. While You are Engaged in CHAT Mode Activity, OnLine LOCAL Mode Commands can Buffer Capture Current Conversations.

When the Buffer is Full, or You are Done Conversing, You can Append the Buffer to this Candid Chat Mode Buffer File (SEQuential File). This Process of Buffer Capturing and Saving is Completely Invisible to the Users. Usage of the Candid Chat Mode Buffer File is Optional.

Press RETURN to Define the Candid Buffer FileName (Default - CANDID). You may use UpTo 15 Characters for Candid Chat Mode Buffer FileNames.

THE MAIN CONFIGURATION PARAMETERS

[69] RSVP LOG FILENAME

15 Characters Maximum

The RSVP Log File (SEquential File) Stores System Validation Requests from Non-Members, when You are Running the System in Validation Mode. If You Choose to Operate in Either the Guest Mode or the Public Mode, ANY User, Or Non-Member, using the [RSVP] Resident Command will have their Text InPut Appended to this File. The RSVP Log File is Displayed as a Continual ChronoLogical RePlay of ALL System Validation Requests.

Press RETURN to Define the RSVP Log FileName (Default - RSVP). You may use a Maximum of 15 Characters for RSVP Log FileNames.

[70] The MCP HELPFILE FILENAME

15 Characters Maximum

The MCP HelpFile should: Explain how ALL 15 Resident Commands Operate, Contain a Detailed List of ALL of the Current SAMs Entry Commands, and Provide ANY Supplementary Information or User Support/Assistance.

The SYSTEM HELP File, on the MASTER DISK, Contains a Fairly Detailed Description of a Typical System SetUp as a Guide to Creating Your Own. Press RETURN to Define The MCP HelpFile FileName (Default - DHELP). (COLOR Mode ONLY, Define as CHELP; ASCII Mode ONLY, Define as AHELP)

If You Operate in DUAL Display Mode (See Configuration Parameter #49), then You MUST Create an ASCII and a COLOR HelpFile (SEquential Files). You need ONLY Specify, One FileName for BOTH of these MCP HelpFiles. The First Character of the FileName (After the Protection Character!), is Automatically Changed to 'C' for COLOR or 'A' for ASCII by the MCP. The Default FileName Defined is DHELP, where 'D' Stands for DUAL Mode. The MCP Substitutes 'C' when Read in COLOR Mode or 'A' in ASCII Mode.

Save these 2 Files on the SYSTEM DISK as: !CHELP (For COLOR Mode)
!AHELP (For ASCII Mode)

[71] The MCP TEXT PROMPTS FILENAME

15 Characters Maximum

This File Contains the 82 Text Prompt Strings Displayed by The MCP. The Default Text Prompt File, Provided on the BOOT DISK, is D-88.TEXT. If Operating in COLOR or ASCII Display Mode ONLY, Ignore this Section, as You do NOT Need to Include a Text Prompt File on the System Disk. The Default Text Prompt File will be Loaded Automatically by The MCP, During the BootUp Sequence, Remaining Memory Resident at ALL Times.

When Operating in DUAL Display Mode, Users Determine the Display Mode (COLOR or ASCII) at LogOn, and then the Appropriate Text Prompt File is Loaded into Memory. The [DUAL] Resident Command, WhenEver Executed, ALSO Toggles the COLOR or ASCII Text Prompt File (ThroughOut LogOn). This Means that You MUST Create 2 Totally Separate Text Prompt Files (One for COLOR, One for ASCII), Neither of which can Exceed 24 Blocks. Press RETURN to Define The MCP Text Prompt FileName (Default - DTEXT).

The Default FileName is DTEXT, where the 'D' Stands for DUAL Mode. The MCP Substitutes a 'C' for COLOR Mode or an 'A' for ASCII Mode.

Save these 2 Files on the SYSTEM DISK as: !CTEXT (For COLOR Mode)
!ATEXT (For ASCII Mode)

THE MAIN CONFIGURATION PARAMETERS

[72] SYSTEM BULLETINS PREFIX ASSIGNMENT

12 Characters Maximum

The System Bulletins Prefix Assignment can be UpTo 12 Characters Long. Hit RETURN to Assign the System Bulletins Prefix (Default = DBULL).

When using DUAL Display Mode, Each System Bulletin MUST Exist TWICE, ONCE in COLOR and ONCE in ASCII, for a Maximum of 32 System Bulletins, that MUST Always Exist on the SYSTEM DISK in the Following Format:

```
[Protection Character] + [Prefix] + [Period] + [Bulletin Number]
[      !      ] + [DBULL] + [ . ] + [ 01 - 16 ]
```

The Default Prefix is DBULL, where 'D' Stands for DUAL Display Mode. The MCP Substitutes a 'C' for COLOR Mode, or an 'A' for ASCII Mode.

Save Actual DUAL Mode Bulletins as: !CBULL.## (For COLOR Files)
!ABULL.## (For ASCII Files)
Where ## = 01 - 16 for SysBulls
OR ## = 00 for SysBull List

When Running in COLOR or ASCII Mode ONLY, Change the Prefix to SBULL, where 'S' Stands for SINGLE Display Mode. The 16 System Bulletin Files MUST Always Exist ONCE on the SYSTEM DISK in the Following Format:

```
[Protection Character] + [Prefix] + [Period] + [Bulletin Number]
[      !      ] + [SBULL] + [ . ] + [ 01 - 16 ]
```

Save Actual SINGLE Mode Bulletins as: !SBULL.## (COLOR or ASCII File)
Where ## = 01 - 16 for SysBulls.
OR ## = 00 for SysBull List

[73] SAMs GENERAL PREFIX ASSIGNMENT

6 Characters Maximum

Press RETURN to Assign the SAMs General Prefix (System Default = SAM). ALL SAMs are Assigned Entry Commands (See Configuration Parameter #8), that are Incorporated in their Actual FileNames on Disk, as Follows:

```
[Protection Character] + [Prefix] + [Period] + [Entry Command]
[      !      ] + [ SAM ] + [ . ] + [ NAMES ]
```

Save Actual SAMs Files as: !SAM.NAMES (Where NAMES = Entry Commands)

The SAMs General Prefix can be ONLY 6 Characters Long, as the Period, Protection Character, and Entry Command Fill Up the Other 10 Spaces. ONLY the SAMs Program Files ThemSelves, MUST have this General Prefix; SAMs Intro, Help, and Support Files have their Own Unique Definitions, Assigned using Individual SAMs Configuration Programs.

FINAL OBSERVATIONS

When You have Finished ALL of the Configuration Parameter Assignments or Your Current Session, Use the [S] Command to Save these Changes, or Your Current Position, to Your BOOT DISK.

NEVER Change the D-88.CONFIG File on Your MASTER DISK.

Once the Original Configuration is Lost, you CANNOT ReConstruct it

THE MCP 15 RESIDENT COMMANDS

This Section Describes the 15 MCP Resident Commands that are Generally Accessible at ALL Times. SAMs will Allow Access to Most, if NOT ALL of these Commands while the User is WithIn Specific Modules.

<i>RSVP</i>	<i>CHAT</i>	<i>HELP</i>	<i>SAMS</i>	<i>DUST</i>
<i>EXIT</i>	<i>EXAM</i>	<i>LOGS</i>	<i>PASS</i>	<i>TIME</i>
<i>GOIN</i>	<i>GONE</i>	<i>MODE</i>	<i>READ</i>	<i>LIST</i>

[RSVP] REQUEST SYSTEM VALIDATION/PASSWORD

This Command Allows Guest Users to Apply for Access to Your System, and Normal Users can use this Command to Leave FeedBack to the SysOp.

If at Least 50 Blocks are Free on the SYSTEM DISK, Users can Enter their Application or FeedBack, using the ASCII Text Line Editor ONLY. When Finished, the Text is then Appended to the Current RSVP Log File, with the User's Name, ID Number, and Date. This File can be Read ONLY from the System Module using the [L:V] Command.

[EXIT] ALTERNATE LOGOFF COMMAND

This Command is an Alternate LogOff Command, Replacing the Original Low Speed Baud Rate Command that was Eliminated to Allow Enough Room for the NEW 2400 Baud Routines. This Command may be Disabled.

[GOIN] LOGOFF SYSTEM WITH CONFIRMATION

[GONE] LOGOFF SYSTEM WITHOUT CONFIRMATION

[GOIN] and [GONE] are System LogOff Commands. With the [GOIN] Command, Users are Asked "Are You Sure? [Y/N]", but with the [GONE] Command, the LogOff Sequence is Irreversibly Set into Motion.

[CHAT] ACTIVATE THE SYSOP BELL PAGER

If the CHAT Flag has been Disabled through the LOCAL Mode [C] Command, the CHAT UnAvailable Prompt, or a Defined SysBull, will be Displayed. If the CHAT Flag is Enabled, ALL Users with Sufficient Access Levels, may Page the SysOp. If Your Monitor's Volume is Audible, You will Hear a Pager Bell (UpTo 30 Sec). If UnAnswered, the CHAT UnAvailable Prompt or a SysBull will be Displayed. Chat Mode may be Invoked at ANY Time, Except During the File Transfers, by Holding the Commodore Key [C=], Control Key [CTRL], and ANY Alpha OR Numeric Key at the SAME TIME.

You may NOW Chat Via KeyBoard, using ANY LOCAL Mode Feature, Including the Candid Chat Buffer. Connect Time STOPS and Carrier Loss Detection is Disabled, Allowing You to "GO VOICE" WithOut the System ReSetting. Thus You can ReConnect Carriers and Users Resume where they Left Off.

Chat Mode Causes ALL Open Files to CLOSE, but CANNOT be Invoked while Data is being Written to a File, Until that File is Properly Closed. To Exit from Chat, Hold the [SHIFT], [CTRL], and ANY AlphaNumeric Key at the SAME TIME. You ALWAYS Return to the Main Command Prompt, Except when Chat Mode is Invoked BEFORE a User Completes the LogOn Sequence. In this Case, the User is Returned to the "Enter Your Name/ID Prompt".

[EXAM] EXAMINE OR RESET MAXIMUM FILE COUNTER
(EXAM, EXAMO, EXAM#,))

This Command is used to Examine or ReSet the Maximum File Counter List that Tracks the Number of Files Existing on Each Drive in Your System, so that ANY NEW Files Added, will NOT Exceed the Directory Entry Limit of Your Drives. You can Disable the File Counter List for ANY Drives by Setting the Directory Entry Limit to a Value of 0, for Disk Drives or HardDrive Partitions Containing More than a 255 File Entry Limit. You can Set ALL Limits to 0 to Disable this Feature Entirely.

Although Considered a SysOp Command, it does NOT Affect Your Drives by Writing to them, Therefore it is Safe for CoSysOps to use.

EXAM This ReSets the File Counters for Each Drive on Your System. Each Directory is Scanned, and the Total Number of File Entries is Retrieved, Except Drives that have this Feature Disabled.

EXAMO This will Display a Status Report for ALL Drives on Your System. The Numbers in the Left Column Reflect the System Drive Numbers and the Numbers to the Right are the Total Files on that Drive. A Blank Entry Means the File Counter is Disabled for that Drive. If ALL the File Counters have been Disabled, then this Command will have NO Useful Purpose, and should be Disabled Entirely.

EXAM# This ReSets the File Counter for a Specific Drive on Your System in the Following Way: [EXAM5] ReCounts Files on System Drive 5. Substitute ANY Valid Drive Number for the # Sign in the Command, 1 - 255 Maximum.

NOTE: Most Commands that Add or Delete Files, Automatically Maintain the Internal File Counters. The ONLY Exception is when You Swap Disks while the System is Running OnLine. In this Case, You Need to ReSet the File Counters for the Drives Affected.

[HELP] DISPLAY THE MCP/SAMs HELPFILES
(HELP, HELP:SAM)

This Command will Display the HelpFile for the MCP or ANY of the SAMs, Currently Installed on Your System. The Advantage of this Help Command is that You can Get Help for ANY of the SAMs or The MCP from Virtually ANY Point on Your System, Except for Certain Local Access Modules.

HELP This Command, by ItSelf, ALWAYS Displays The MCP HelpFile, Either from the Main Command Prompt OR from ANY of the SAMs.

HELP:SAM This Command will Display the HelpFile for ANY Specific SAMs from ANY Point on the System. Thus You can Enter [HELP:FILES] to Display the File Section HelpFile from The MCP Main Prompt or Even while Currently in the Bulletin or Message Module. Substitute the Module Entry Command for 'SAM' in the Command.

NOTE: Users with Insufficient SAMs Entry Access, CANNOT Read the SAMs Associated HelpFile. If ASCII or ColorLocked, the SAMs HelpFile can ONLY be Read WhenEver the User is in the Appropriate Display Mode.

[LOGS] READ THE DAILY LOGONS RECORD

This Command will Display the Daily LogOns Record. This Log File has Each Entry Stored in a Very Compact Format. Each Log Entry will be only 10 Bytes Long for Normal Users, or 25 Bytes Long for Guest Users. This Means that for Every 25 Normal Users who LogOff the BBS System, the User Log will be Expanded by Slightly Less than 1 Full Disk Block. For a Moderate System that has About 30 Callers per Day, a User Log of 100 Blocks will Last Over 3 Months WithOut Needing to be Cleared.

Because this Log File is Compressed, it CANNOT be Read by a Standard SEquential Text File Reader like the [R] Command in the System Module. A Program Called "CONVERT USERLOG" on the MASTER DISK can DeCompress UserLog Files, Saving them to Disk in a Readable and Printable Form.

When a User Reads this LogFile, the Introduction You have Created will be Displayed, Followed by a Date Header and that Day's Log Entries. Each Log Entry Displayed will have the Following Format:

<i>LogOn Time</i>	<i>Completion Flag</i>	<i>LogOff Time</i>	<i>User ID</i>	<i>Status Flag</i>	<i>User Name</i>
-----------------------	----------------------------	------------------------	--------------------	------------------------	----------------------

Here is a Sample of a Daily Log File (Minus Your Intro, of Course)

UserLog Date: Mar 01/89

```
1343-1357 319 *JOHN DOE
1359-1435 000 *SYSOP
1443-1445 216 JIM SMITH
1448/1451 999 JACK FROST
```

To Keep Entries WithIn a 40 Character Line, the LogOn and LogOff Times are Displayed WithOut Colons; Separated with a Minus Sign [-] when Callers LogOff Properly, or a Slash Mark [/] when Callers Cut Carrier.

The Status Flag Before User Names, Remains Blank for 300 Baud Callers, Displays an Asterisk [*] for 1200 Baud Callers, or [!] for 2400 Baud.

Users with Sufficient GROUP2 Access are Prompted to Clear the UserLog After it has been Read. For Normal Users, this Prompt does NOT Occur.

[MODE] ASCII/COLOR DISPLAY MODE TOGGLE

This Command, if DUAL Display Mode is Enabled, Allows Users to Switch Between ASCII and COLOR Display Modes and their Associated Text Files. This Command is InOperative when Using Single Display Mode.

[SAMS] ONLINE MODULE ACTIVATION/DEACTIVATION

This Command Allows You to Enable or Disable ANY of the SAMs OnLine. To Enable a SAM, Enter SAMS + MODULE ENTRY COMMAND, ie [SAMS+FILES]. To Disable a SAM, Enter SAMS - MODULE ENTRY COMMAND, ie [SAMS-FILES].

NOTE: When a SAM is Disabled, Users Including the SysOp, can NEITHER Access the Module, NOR its Related HelpFile. The Purpose of this Command is for Temporary OnLine Module ShutDowns & Restorations.

[PASS] USER'S PERSONAL PASSWORD CHANGE

This Command Allows Users, and SysOp, to Change PassWords at ANY Time. Upon Entering this Command, they are Prompted to InPut a New PassWord. Due to the System's PassWord Echo Security, Users will see Asterisks, Rather than their InPut, and will be Prompted to ReEnter the PassWord Once Again as Confirmation.

NOTE: This Command Changes the User Records in Memory, Until the Users LogOff, then the User Record on Disk is UpDated. If You Choose to Assign User PassWords, this Command should be Disabled.

[READ] LIST OR READ SYSTEM BULLETINS
(READ, READ1, READ4, READ16, etc)

The READ Command, by ItSelf, Lists ALL System Bulletins, by Displaying a Menu. The Default Name is !ABULL.00 for ASCII - !CBULL.00 for COLOR.

The READ Command when Followed by a SysBull Number Ranging from 1 - 16 Allows Users to Read ANY of the 16 System Bulletins that are Active.

If You have Assigned High Access Levels to System Bulletins, a User with Insufficient Access CANNOT Read them. In Addition, the AbortLock Applies to this Command, as it does for Direct Access System Bulletins like the Title Screen or Guest/NEW User InfoScreen.

[DUST] DISPLAY USER STATISTICS

This Command, which is Accessible by ALL Users, Including Guests, will Display the Following User Statistics:

1. User Name and ID Number
2. Caller Number on the System so Far
3. GROUP1 Access Level Value
4. GROUP2 Access Level Value
5. GROUP3 Access Level Value
6. User Class (NEW, Normal, Guest)
7. Time Status (Daily, Normal, Unlimited)
8. Time Limit (in Minutes)
9. Total LogOns to the System so Far (0-65,535)
10. Total Time Used on the System so Far (0-16,777,215 Minutes)
11. Additional User Statistics (when used from WithIn SAMs ONLY)
12. Additional User Statistics (when used from WithIn SAMs ONLY)

NOTE: For the SysOp, Items 9 and 10 are NOT used, NOR are they Shown.

The [DUST] Command ALSO Displays ADDITIONAL User Statistics when used WithIn Certain SAMs. For Instance, if the User should Invoke [DUST] from WithIn the FILES Module, then that User will See Items 11 and 12, which will Reflect the Total Number of his User UpLoads and DownLoads on the System to Date, or his Current Balance, if Credit System used.

The Total Time Used Value Shown in Item 10 Works Out to Approximately 32 Years of LogOn Time Before the Counter Rolls Over. A User would have to LogOn 6 Times a Day, EVERY Day for this Same 32 Year Period, Before Item 9 Rolls Over to 0.

[TIME] DISPLAY CURRENT TIME STATUS

This Command Displays the Current Time and Date, the User's System Connect Time, and the User's Actual Connect Time.

The Actual Connect Time Used is Stored in the User Records on Disk, Item 10 of the [DUST] Command. The System Connect Time is the Amount of Time that has been Currently Expended by the User in Relation to their User Time Limit.

As Chat Mode Activity, ALL Module Loading, SubBase SetUp Routines, Message and Bulletin Writing, and the UpLoading of Files can Suspend the System Connect Timer, the Value Shown is Going to be Lower than the Value Shown for the Actual Connect Time (Time Used VS Time Spent). This Time Crediting System Encourages More Active User Participation.

[LIST] LIST VALIDATED SYSTEM USERS

(LIST, LIST50, LIST:JOHN, LIST:JOHN*, LIST50:C, LIST50:JOHN*)

This Command Scans the User Base File and Displays the Validated Users of Your BBS, Showing the Total Number of Users, Including the SysOp, who is UnListed, and Each User According to the Format Selected.

Each System User's ID Number and Name will be Displayed, Followed by the Day, Month, and Year of their Most Recent LogOn.

An Asterisk Appearing Next to ANY User's Name, will Indicate to You that the NEW USER Status Flag has been Set in their User Record.

WhenEver the Greater than Symbol (>) Appears Next to ANY User's Name, this Means that the BLACKLIST FLAG has been Set in their User Record, Temporarily Suspending or Denying their Access to the System.

LIST This will Display ALL Validated Users on Your System.

LIST# This will Display ALL Users FROM the Number Entered OnWards. Thus [LIST100] Displays Users FROM 100-349, where # = 1-349.

LIST:\$ This Displays ALL Users BEGINNING with Your Search String. Thus [LIST:A] Displays ALL Users whose Names BEGIN with 'A', and [LIST:JOHN] Displays Users whose Names BEGIN with JOHN. Substitute Your Search String for the [\$].

LIST:\$* This Displays Users whose Names CONTAIN Your Search String. Thus [LIST:JOHN*] Displays Users with JOHN in their Names, such as: JOHN DOE, SAINT JOHN, DAN JOHNSON, etc.

LIST#:\$ This Combination Displays Users FROM a Certain Number OnWards whose Names BEGIN with WhatEver Search String You Specified. Thus [LIST100:JOHN] will Display ALL Users FROM 100 OnWards, whose Names BEGIN with JOHN, such as JOHN DOE and JOHNNY RED.

LIST#:\$* This Combination Displays Users FROM a Certain Number OnWards whose Names CONTAIN WhatEver Search String You Specified. Thus [LIST100:JOHN*] will Display ALL Users FROM 100 OnWards, with JOHN in their Names, such as JOHN DOE and PETER JOHNSON.

THE ASCII TEXT LINE EDITOR

The ASCII Text Line Editor is the First of 2 Editors that *DarkStar'88* Provides for User Written Text Files. The Line Editor can Accommodate UpTo 255 Lines of Text InPut of 40 Characters per Line, and Supports Text Buffer Continuity so that Users can Write Text Files Larger than 255 Lines by Saving their Text Block, then Continuing their InPut, which will then be Appended to the End of the First Text Block.

ANY Function using the Line Editor, Limits the Amount of Text that can be Entered at Once, such as The MCP [RSVP] Command, or the [W] Command in the Message and Bulletin Modules, and is PRESET by the SysOp.

The Line Editor Allows FreeForm Entry of Text. Line Numbers are NOT Shown for 2 Reasons. First, by NOT Echoing Line Numbers, Users can NOW Simply Buffer Transmit ANY PreWritten Text File, using the [T] Option in the Buffer Commands Menu of *DarkTerm'88*. The Second Reason is that Users will See their InPut, as it will be Displayed when ReadBack.

The Line Editor Supports 40 Column WordWrap. When Users Attempt to Write a Line of More than 39 Characters in Length, the Line Editor will Break ANY Word that OverWrites the RightHand Edge of the Screen. The Entire Word that would have Normally been Broken, will Turn Over from the Current Line, to the Beginning of the Next Line. WordWrap will Handle ANY Words UpTo a Full 37 Characters in Length.

If a User does NOT use the WordWrap, they MUST Press the RETURN Key at the End of Each Line. As *DarkStar'88* is Designed to Provide Support for 40 Column C-64s, Users of ANY Other Types of 80 Column Computers, may be Best Advised to use the WordWrap, as the Format of their Text will then be Converted to 40 Columns for C-64 Users to Read.

Entering the Line Editor, Users are Advised of the Text Entry Limit, and are Prompted to Select WordWrap Mode. After Making this Decision, Users Proceed to Text Entry Mode, where their InPut Continues Until the Text Buffer is Filled or they Enter RETURN on an Empty Line to End their InPut Session. In Order to Enter a Blank Line WithIn their Text, it is Necessary to InPut a SPACE Character Followed by a RETURN Key.

Users will then be Prompted to Choose One of 9 Possible Edit Options.

- [A] Abort this Text Entry Session
- [C] Continue InPut from where You Left Off
- [D] Delete a Range of Lines
- [E] Edit a Range of Lines
- [I] Insert Blank Lines
- [L] List a Range of Lines
- [R] Read/Review a Range of Lines
- [S] Save InPut and Exit Editor
- [W] Toggle WordWrap ON/OFF
- [?] Display OnLine Summary of Commands

[A] **ABORT TEXT ENTRY SESSION:** This Command will Allow ANY of the Users to Quit the Line Editor WithOut Saving ANY of their InPut.

[C] **CONTINUE INPUT:** Allows Users to Continue WhereEver they Left Off, Displaying their Current Line Number. This Command CANNOT be used if the Text Buffer has Already been Filled to Capacity.

[D] DELETE LINE RANGE: This Deletes a Range of Lines as follows:
Dx Deletes ANY Specific Line, where X = Desired Line Number
D-x Deletes ALL Lines UpTo and Including X
Dx- Deletes ALL Lines from X OnWards
Dx-y Deletes ALL Lines from X to Y (Starting and Ending Range)
D- Deletes ALL Lines in the Current Text Buffer

[E] EDIT LINE RANGE: This Edits a Range of Lines as Follows:
Ex Edit from ANY Specific Line, where X = Starting Line Number.
 The Line Number and Content of the Starting Line is Shown.
 Enter the NEW Text for that Line Directly Under the Old Line.
 Press RETURN when Done, and the Next Line to Edit is Shown.
 You may Continue to Edit as Many Lines as You Deem Necessary.
 Enter RETURN by ItSelf to Cancel Editing Lines at ANY Time.

[I] INSERT BLANK LINES: This Inserts Blank Lines as Follows:
Ix Insert 1 Blank Line BEFORE a Specific Line (X = Line Number)
Ix-y Insert Multiple Blank Lines BEFORE ANY Specific Line Number.
 X is the Line Number that Blank Lines are Inserted BEFORE,
 and Y is a Number that MUST be Greater than X, but Less than
 the Total Number of Lines Left in the Current Text Buffer.
 The Formula $Y - X + 1 = \text{Total Number of Lines to be Inserted}$.
 I40-50 Inserts 11 Lines BEFORE Line 40 ($50 - 40 + 1 = 11$).

The Number of Lines to Insert CANNOT Exceed the Lines Left in
 the Text Buffer. You CANNOT Insert 25 Blank Lines if you have
 Already Entered 40 Lines in a 50 Line Maximum Text Buffer.
 The Most You could Insert would be 10. Also, You CANNOT use
 I45-55 if You have a 50 Line Limited Text Buffer, as a Value
 of 55 would Exceed the Maximum Number of Lines by 5.

[L] LIST LINE RANGE: List Range of Line Numbers and Text as Follows:
L Lists ALL Lines in the Text Buffer
Lx Lists ANY Specific Line Number (X = Desired Line Number)
L-x Lists ALL Lines UpTo and Including X
Lx- Lists ALL Lines from X OnWards
Lx-y Lists ALL Lines from X to Y (Starting and Ending Range)

[R] READ/REVIEW LINE RANGE: Read a Line Range, WithOut Line Numbers.
R Reads ALL Lines in the Text Buffer
Rx Reads ANY Specific Line Number (X = Desired Line Number)
R-x Reads ALL Lines UpTo and Including X
Rx- Reads ALL Lines from X OnWards
Rx-y Reads ALL Lines from X to Y (Starting and Ending Range)

[S] SAVE TEXT: After Text Saves, You may Continue Editing a NEW Buffer
 if Disk Space Remains. The [RSVP] Command Allows ONLY 1 Buffer Use
 and the [E] Command of the System Module has its Own Append Mode.

[W] WORDWRAP TOGGLE: Enables or Disables the WordWrap Function.

[?] DISPLAY ONLINE COMMAND SUMMARY: Provides a Line Editor Option Menu
 from The MCP Text Prompts. The EDITOR HELP File on the MASTER DISK
 can be made a System Bulletin to Provide Detailed Information.

NOTE: Hit RETURN on a Blank Line to Exit to the Edit Options Prompt.

THE COLOR/GRAPHICS EDITOR

The Color Editor can ONLY be used while in the BBS COLOR Display Mode, or the Color Editor Mode of *DarkTerm'88*. It can Accept PreWritten Color Messages that are Buffer Transmitted, by using the [T] Command of the Buffer Options Menu of *DarkTerm'88*, and Allows Users to Create Color/Graphic Messages OnLine. Users Connect Time Stops in Edit Mode.

Upon Entering the Color/Graphics Editor, a Maximum Edit Buffer Size is Displayed, Ranging UpTo 10,240 Bytes (UpTo 40 Disk Blocks of Text). Hit RETURN to Begin Editing, and [RUN/STOP] or [CTRL C] to End InPut. In Edit Mode, ANY Key Combinations on the Keyboard, Except RUN/STOP, are Valid InPut to the Color Editor, Including ALL Graphic Characters.

You should Always Follow this GuideLine when Writing Color Text Files. First, SetUp the Screen Colors You are going to use for Your Message, using the F1, F3, and F5 Keys, so that as a User Reads Your Text File, the Screen Colors of his Term, Reflect the Colors of Your Text File. Then You Enter a Clear Screen Character [CLR] to Position the Cursor in the Home Position. With this Done, You can NOW Begin InPut.

NOTE: ALL Users with Sufficient GROUP2 Access can use the AT SIGN (@) to Insert Stop Points in Text Files, Provided that You Enabled the 'More ?' Prompt Flag in The MCP Configuration. If Disabled, the AT SIGN (@) Becomes just Another Valid InPut Character.

Be Careful NOT to Insert Clear Screen Characters, where the Screen would Clear; Before the User could Read the Contents of the Text File. The [CTRL W] Programmable Delay Sequence can be used to Provide Delays Prior to Screen Clearing, as an Alternative to the AT SIGN (@).

Exiting Edit Mode, [RUN/STOP] or [CTRL C], You are Given 3 Options:

[R] READ/RESUME: Allows Users to Read their InPut and Resume Editing. [S] will Stop/Pause the OutPut Display, [C] will Continue Display, and [A] will Abort the Display. Entering [Q] During the Read Mode, Clears the Edit Buffer from the Point that it was Entered OnWards, and Returns to the Edit Mode, Allowing a Continuation of InPut.

[S] SAVE: This Allows Users to Save their Current Edit Buffer to Disk.

[A] ABORT: This Allows Users to Cancel their InPut and Exit Edit Mode.

While Editing, the DELEte Key will Remove the Last Character Entered in the Edit Buffer. Repeated use Gradually DELEtes ALL the Characters Entered, Including Control/Function Keys, Color Assignments, and Other NonPrinting Characters, in the Reverse Order that they were Entered. After Massive DELEting, Hit the RUN/STOP Key, then [R] to Read/Resume, in Order to Confirm Your Actual Position in the Edit Buffer.

In Order to ADD DELEte Characters TO the Edit Buffer, it is Necessary to Enter the [CTRL D] Key Combinations. This Feature is Quite Useful when Creating Color/Graphic Movie Files. Thus You can have Dialogue Between 2 Characters WithOut ReDrawing the Entire Screen Each Time.

NOTE: Users Connect Time STOPS while Actually in the Edit Buffer Mode. Time Credited Editing is Intended to Encourage ALL of Your Users to Participate, WithOut using ANY of their Connect Time.

SET THE CURSOR COLORS: Press ANY One of the 16 Color Key Combinations, CTRL 1 to 8 or C= 1 to 8, to Set Cursor Colors.
SET THE BORDER COLORS: Press F1, then ANY of the Above 16 Color Keys.
SET BACKGROUND COLORS: Press F3, then ANY of the Above 16 Color Keys.
SET FOREGROUND COLORS: Press F5, then ANY of the Above 16 Color Keys to Set the Color of ALL Characters OnScreen.

CLR Key: Clears Screen AND Positions Cursor at Top Left of Screen.
HOME Key: Positions the Cursor at the Top Left of the Screen ONLY.
4 CRSR Keys: CRSR UP, CRSR DOWN, CRSR LEFT, and CRSR RIGHT will Allow Full Cursor Movement, and are Added to the Edit Buffer. *DarkStar'88* Allows the Screen to Scroll Both UP and DOWN.
RETURN Key: Clears the Rest of the Current Line. Hit the HOME Key, then Hold RETURN to Clear the Screen from Top to Bottom. This is a Very Simple, but Striking, Buffered Effect.
INS Key: Inserts Blank Spaces into the Current Cursor's Position, Shifting ALL Characters to the Right, and Off the Screen.
DEL Key: Deletes InPut Stepping BackWard through Buffer.

CONTROL [CTRL] KEY FUNCTIONS AND DEFINITIONS

Control Functions are Invoked by Holding the CTRL Key while Pressing ANY of the Control Characters Listed Below. Do NOT Include the SPACES.

[CTRL B] This Toggles MultiDirectional Scrolling. Use the 4 CRSR Keys to Move the Entire Screen Display in ANY One of 4 Directions. Press ANY Other Key, or [CTRL B] Again, to Disable this Mode. While Scrolling, the Cursor Remains Positioned where it is.

[CTRL C] Exit Edit Mode to Edit Options Mode.

[CTRL D] Add Delete Characters to the Buffer.

[CTRL G] This Adds an Audible Gong/Bell Tone to the Edit Buffer.

[CTRL H] Switch to Upper & LowerCase Mode (Left Graphic Keys ONLY).

[CTRL I] Switch to UPPERCASE/GRAPHIC Mode (FULL KeyBoard Graphics).

[CTRL L] An Alternate Clear Screen Command for ASCII and Color Modes.

[CTRL V] This Moves the Cursor to ANY Point on the Screen Instantly. The Format is a 5 Character Sequence that Looks like this: CTRL V + Column Number [01 to 40] + Row Number [01 to 23]. The String MUST be 5 Characters in Length. Therefore, to Move to Column 2, Row 8, Enter [CTRL V0208]. ANY Invalid Sequences like Column or Row TOO Large, or String Length NOT 5 Digits, will Cause the VectorGraphic Plotting Function to be Aborted.

[CTRL W] This Sets a Wait Delay from 1 to 9 Seconds, that can be used to Pause OutPut WithOut Resorting to the OutPut Control Keys. Thus [CTRL W9] Sets a Wait Delay of 9 Seconds. Longer Delays can be Programmed by Invoking [CTRL W] as Often as Necessary. Pressing AND Holding ANY Key will Abort the Wait Delay Timer. The Wait Delay Factor is the SAME for 300 or 1200 Baud Users.

[CTRL 9] To Enable the Inverse Video Character Display (Reverse ON).

[CTRL 0] To Disable the Inverse Video Character Display (Reverse OFF).

THE PROMPT EDITOR

The Prompt Editor Allows You to Personalize The MCP Text Prompt File or ANY SAMs Text Prompt File, in ANY Prompt Order, in ASCII or Color.

After Loading the Program, You should Enter a Device and Drive Number. Typically, for a 1541, You would Enter: 8,0. The Lt Kernal HardDrive is ALSO Supported, thus You can Assign LUs: 8,x (where X = 0 to 9). For DUAL Drives, X = 0 or 1. Device Numbers can Range from 4 to 63. This Program Loads from, and Saves to, ANY Device and Drive Number.

Next, You MUST Enter a Source Text File; D-88.TEXT, OR SAMs .TXT Files are Valid, as are the SAMs OnLine External Text Prompt .T Files.

The First Status Line: Displays the [R] Row and [C] Column Indicators of the Current Cursor Position, for Precise Editing of Color Prompts.

The Second Status Line: Displays the Following 4 Indicators:

- [S] Total Size in Bytes of the Prompt File Currently being Edited. NEVER Exceed the Maximum Specified Size Limit of a Text File.
- [P] Total Number of Actual Text Prompts in the Current Text File.
- [I] Total Number of Characters InPut, Editing Current Text Prompt. NEVER Exceed the 2048 Bytes Maximum Size of ANY Single Prompt.
- [C] The Current Prompt File Position Indicator. (You are Here!)

ALL of the Prompt Numbers Begin with 0, NOT 1. Thus, the 82 Prompts Comprising The MCP Text Prompt File, Range from 0 to 81 Inclusive.

Enter a Number to View a Prompt. After the Text Display, the Cursor ColorFlashes; Hit RETURN to Enter Edit Mode or RUN/STOP to ByPass. If You Hit RETURN in Error, and do NOT want to Edit the Chosen Prompt, Press the RUN/STOP Key BEFORE Entering ANY Characters into the Buffer. The Prompt Editor Functions just like the Color/Graphics Text Editor. Hit the RUN/STOP Key to Exit Edit Mode, to this Editor Options Menu:

- [A] Aborts Your Current InPut Buffer, MUST ReSelect Prompt Number.
- [S] Saves Your Current InPut Buffer to the OverAll Memory Buffer.
- [R] Reviews and Allows You to ReSume Your Current InPut Buffer. The SPACEBAR will Pause and Continue the OutPut Display.

OTHER MAIN PROMPT OPTIONS

- [L] Load a SEQuential File into the InPut Buffer. This will Allow You to use Graphic Screens Created with the BLACK MAGIC Graphic Editor in Your Text Prompt File as Long as they do NOT Exceed 2048 Bytes.
- [X] Extract from a Previous Prompt File. Enter the Source FileName. At the FROM PROMPT #: Enter the Source Prompt Number to Extract At the TO PROMPT #: Enter the Target Prompt Number to Insert.
- [N] Load a NEW Prompt File into the OverAll Buffer Memory.
- [S] Save, and Continue, the Current Text File. (OverAll Buffer Memory)
- [Q] Quit the Prompt Editor Program and ReSet to Basic.
- [D] Assign a NEW Source AND/OR Target Device and Drive Number.

THE MCP TEXT PROMPT FILE

The MCP Text Prompt File, D-88.TEXT, Contains 82 Text Prompts in ALL. These Prompts MUST NEVER Exceed a Maximum File Size of 6,144 Bytes.

This is a Short Summary of the 82 Text Prompts, and where they Appear.

- [*] Asterisks Denote where Screen Colors should be Set.
- [+] Do NOT End these Prompts with a RETURN Key Character.
- [-] Do NOT Begin these Prompts with a RETURN Key Character.
- [?] These Prompts Require Users to Answer a Yes/No Question.

- | | |
|---|---|
| *00+ LogOn Prompt that Asks for ASCII (1) or COLOR Mode (2) | 41+ Time Left Warning |
| 01? Ask User for LineFeeds | 42? Clear User Log? |
| 02+ Ask for System PassWord | 43- Time Unit (Minutes, Microns) |
| *03+ LogOn At: Time and Date | 44+ LogOff At: Time and Date |
| 04+ Ask User for Name/ID Number | 45+ LogOff Connected Time: Actual |
| 05? Ask if Caller is a NEW User | 46 Please DisConnect Now |
| 06 Notify Daily Time Limit Used | *47 Chat Mode Entry Prompt |
| 07+ Previous LogOn: Date | *48 Chat Mode Exit Prompt |
| 08+ Ask User for PassWord | 49+ Enter NEW PassWord |
| 09 Notify User Application Saved | 50+ ReEnter NEW PassWord |
| 10+ Ask NEW User to Enter their 1 to 8 Character PassWord | 51 PassWord Change Successful |
| 11? Asks if User InPut was O.K. | 52+ Current Time: Time and Date |
| *12+ Main MCP Command Prompt | 53+ System Connect Time: System |
| 13 This Prompt Shown when User Hits RETURN at Main Prompt | 54+ Actual Connect Time: Actual |
| 14 SAM is Loading Prompt | 55 SysOp NOT Available for Chat |
| 15 SAM is InActive Prompt | 56 Paging SysOp for Chat |
| 16 SAM is ColorLocked Prompt | 57 Notify 'SysOp Won't Answer' |
| 17+ Line (1) or Color (2) Editor | 58+ Initial DUST Prompt |
| 18+ Displays Line Editor Maximum | 59+ DUST Caller Number Prompt |
| 19? Ask User to Enable WordWrap | 60+ DUST GROUP1 Level Prompt |
| 20 Line Editor Entry Prompt | 61+ DUST GROUP2 Level Prompt |
| 21 Notify that Edit Buffer Full | 62+ DUST GROUP3 Level Prompt |
| *22+ Line Editor Command Prompt | 63+ DUST User Class Prompt |
| 23? Ask User to Continue Editing | 64+ User Class Definition - Normal |
| 24 Notify that WordWrap Toggled | 65+ User Class Definition - NEW |
| 25 Line Editor Command Summary | 66+ User Class Definition - Guest |
| 26+ Show Color Editor Capacity | 67+ DUST User Time Status Prompt |
| 27 Color Editor Entry Prompt | 68+ User Time Status - Daily |
| *28+ Color Editor Command Prompt | 69+ User Time Status - Normal |
| 29 Color Editor Help Summary | 70+ User Time Status - UnLimited |
| 30 Notify Buffer is being Saved | 71+ DUST User Time Limit |
| 31- NO! Response to Question | 72+ DUST Total Systems LogOns |
| 32- YES! Response to Question | 73+ DUST Total System Usage Time |
| 33 Notify InValid Command Syntax | 74+ LIST Total Number of Users |
| 34- Displayed Instead of the BlackListed User's Name | 75 LIST Header Line |
| 35 Non-Recoverable Disk Error | 76 Notify File List ReSetting |
| 36 Access Denied Prompt | 77 Notify NOT Enough Disk Space |
| 37? Continue Reading MORE? Text | 78 RSVP Application Command and Information Needed OutLine |
| 38 User Time Limit Expired | 79+ LOGS Command Daily Usage Date Header: Date |
| 39 InActivity LogOff Message | 80 Notify the Users that The MCP Text Prompts are NOW Loading |
| 40? Are You Sure? (Confirmation) | 81 Notify a User that they are Temporarily BlackListed |

THE USER EDITOR

The *DarkStar'88* USER EDITOR Consists of 3 Files on the MASTER DISK that MUST First be Copied to your BOOT DISK:

DEFINE USER
DEF.USER
USER EDITOR

The DEFINE USER Program is a Small Editor Program that will PreDefine a Default User Record. When Adding Quite a Few Users to Your System (when First Creating the System), the Default Info will Save you Time, Rather than Adjusting Each User's Status Values in the User Editor.

The DEFINE USER Program is Loaded as Follows:

```
LOAD"DEFINE USER",8,1
```

Simply Type RUN and the DEF.USER File will be Automatically Loaded into Memory.

The Program will then Prompt You to Enter the Following Values:

USER STATUS: Each of the 7 Status Flags is Set to [Y] to Enable them, or [N] to Disable them. Reading Left to Right, they Control:

Position 1 & 2 - N = Reserved Use (Set Both to a Value of N)
Position 3 - N = Regular User (Y = BlackListed User)
Position 4 - N = Default Protocol is Punter (Y = Xmodem)
Position 5 - N = User Classed as 'NORMAL' (Y = NEW User)
Position 6 - Y = User has Unlimited Connect Time
Position 7 - Y = User has a Daily Time Limit

USER GROUP1 ACCESS LEVEL (1 - 255)

USER GROUP2 ACCESS LEVEL (0 - 255)

USER GROUP3 ACCESS LEVEL (0 - 255)

The Possible Values for Each of the three GROUP Access Levels Range from 1 - 255 (255 is SysOp Access, and NOT Advised)

USER TIME LIMIT (0 - 239 Minutes)

Contains the Value that Corresponds to the User's Time Limit. Time Limits Range from 0 to 239 Minutes (3 Hours, 59 Minutes).

LAST LOGON - DAY (1 - 31)

LAST LOGON - MONTH (1 - 12)

LAST LOGON - YEAR (0 - 99)

LAST LOGON - HOUR (0 - 23)

LAST LOGON - MINUTE (0 - 59)

The Last 5 Prompt Statements are for the Current Date and Time. DAY is a Value from 1 to 31, MONTH is a Value from 1 to 12, YEAR is a Value from 0 to 99, HOUR is a Value from 0 to 23, and MINUTE is a Value from 0 to 59.

After Entering these Values, the File DEF.USER will then be ReCreated, Saving a NEW Default User Record to Your BOOT DISK.

Although the use of the DEFINE USER Program is NOT Mandatory, the File DEF.USER, MUST Exist on the Same Disk as the USER EDITOR Program.

ENTERING THE USER EDITOR

To Load the USER EDITOR, Type LOAD"0:USER EDITOR",8 (or Device 4 - 63) Type RUN; and then the User Editor will AutoLoad the DEF.USER File. Once the File is Loaded, You will be Prompted to Insert the BOOT DISK. If You have Already Copied the 3 User Editor Files to the BOOT Disk, Press RETURN, and then the File D-88.CONFIG will AutoLoad into Memory. The Upper Right Screen Displays the Maximum Number of Users [M:350].

If You have NOT yet Created the User Base File, You MUST do so NOW, with the [F] FORMAT USER BASE FILE Option, Listed Below.

USER EDITOR COMMAND OPTIONS

- [F] **FORMAT USER BASE FILE:** Define MCP Configuration Parameters First. This will Create or Replace Your User Base File (RElative File). Be Patient, as this Process will take Several Minutes to Complete. **NOTE:** You CANNOT Alter the User Base File Size, so You MUST Create a NEW User Base File ANYTIME You Change the Number of Users.
- [S] **SEARCH:** This Command Searches the User Base for a Particular User. Enter the User Name, the User Record is Displayed when Found.
- [E] **NEXT EMPTY:** This Command Locates the Next Empty Position where You can Enter a New User Record, Moving Ahead in True Ascending Order from the Current ID Number You are Presently Positioned at. **NOTE:** The Search does NOT Necessarily Begin from ID #1.
- [M] **MODIFY:** This Modifies the Statistics of the Current User Shown. An Inverse Video HighLight Bar Appears Over the Top Statistic. Use the CRSR UP and DOWN Keys to Move the Bar Over Each Option. Press RETURN to Change the Current User Statistic HighLighted. Press RUN/STOP when You are Done Modifying the Current User.

USER NAME: 5 - 24 Characters Consisting of the Letters A to Z, Minus Sign [-], Period [.] , Open Parentheseis [(], Closing Parentheses [)], and the SPACE [] Character. These are the ONLY Valid User Name Characters.

PASSWORD: 1 - 8 Printable Characters Consisting of A - Z, 0 - 9, and Punctuation, EXCEPT UPPERCASE A - Z.

LAST LOGON: The Time and Date of the User's Last System Access. Press RETURN to Display and Change the Following:

[H] HOUR Enter a Value of 0 to 23
[M] MINUTE Enter a Value of 0 to 59
[D] DAY Enter a Value of 1 to 31
[M] MONTH Enter a Value of 1 to 12
[Y] YEAR Enter a Value of 0 to 99

TIME LIMIT: Time Limits Vary from 1 Minute to 3 Hours, 59 Minutes. Press RETURN to Display and Change the Following:

[H] HOUR Enter a Value of 0 to 3
[M] MINUTE Enter a Value of 0 to 59

TIME USED: The User's Daily Connect Time Elapsed on the System. For Users with Unlimited Time or NO Daily Time Limit, this Value is Cleared Every LogOn. Daily Time Limited Users have this Value Written to their User Records at LogOff. If they LogOn Later the Same Day, and this Value is Equal to, or Greater than their Time Limit, then Access will be Denied Until the Following Day. This Value Automatically ReSets to 0 at Midnight. Hit RETURN to Display and Change the Following:

[H] HOUR Enter a Value of 0 - 3
 [M] MINUTE Enter a Value of 0 - 59

GROUP LVLS: *DarkStar'88* uses 3 Different GROUP Access Levels. GROUP1 Levels (1 to 255) Control the Following:

MCP Resident Commands and SAM Commands
 SAM Entry Access Commands to Enter the Modules
 READ Access Levels that Users Provide to the BBS

GROUP2 Levels (0 - 255) SysOp/CoSysOp Functions, Control Special Assignment Areas on the BBS such as:

Clearing the Daily User Log
 Reading/Clearing the Application Log
 Selective Deletion of Messages (Beyond AutoCycle)
 User Validations/Deletions/Status Changes
 Changing Module Descriptions/Levels/Deletions
 AND Numerous Other SysOp/CoSysOp Activities

Because Each Assignment can have a Value that Ranges from 0 to 255, You can Scale SysOp Related Functions, so that Some CoSysOps have More Access than Others, and Some can be Reserved for You, the SysOp ONLY. Assign a Value of 0 for ALL Normal Users on Your BBS.

GROUP3 Levels (0 - 255) Control SAM SubBase Access, and are ONLY Assigned in SAMs Individual SetUp Files. These Levels are NEVER used by The MCP in ANY Way, and Change when Entering and Exiting Specific SAMs. Assign a Value of 0 for ALL USERS on Your BBS.

STAT FLAGS: There are 7 Status Flags that Control User Access. From Left to Right, these Y/N Status Flags are:

Position 1 & 2: N = NOT Used, MUST Be Value of N
Position 3: N = Normal Access, Y = BlackListed
Position 4: N = Use Punter ProtoCol, Y = XModem
Position 5: N = Normal User Class, Y = NEW User
Position 6: N = Normal Time Limit, Y = Unlimited
Position 7: Y = Daily Time Limit, N = No Limit

THE USER EDITOR

TOTAL LOGONS: The Total Accumulated Number of User LogOns to Date, can Range AnyWhere from 0 to 65,535 LogOns Maximum. Approximately 30 Years at 6 LogOns per Day.

TOTAL USAGE: This is the Total Accumulated Number of Minutes, that the User has Spent on Your BBS System to Date. The Actual Connect Time Used is Added to this Value, and Stored, EVERY Time the Users LogOff Your System. Total Usage Time can Range UpTo 16,777,215 Minutes. Approximately 32 Continuous Years of Connect Time.

- [C] **CLEAR:** Clears/Deletes a User from the Current ID Position Shown, Substituting a Blank Default User Record from the DEF.USER File.
- [T] **TRANSFER:** This Transfers a User from One ID Position to Another. The Source User Record Moves to the NEW ID Position You Specify, and the OLD ID Position is Restored to its Blank Default State.
- [N] **NEW ID POSITION:** Use this Command to Quickly Move to ANY Specific User ID Position in the User Base File.
- [R] **READ:** This Command Reads the User Records from the User Base File. The 2 Counter Indicators, at the Top Right Corner of the Screen, will Display the Following:

[U] The Current Number of Validated Users on the System

[M] The Maximum OverAll Number of User Record ID Positions

NOTE: The User Editor Program Expects to Read the User Base File, from the Same Drive that You used, to Boot the User Editor.

If your SYSTEM DISK is on a HardDrive, or a Parallel Drive, Use the FILE COPIER to Copy these Files to that Disk Drive:

DEFINE USER

DEF.USER

USER EDITOR

- [W] **WRITE:** This Command Writes the User Records Back to Disk.
- [+] **NEXT ID POSITION:** This Command Displays the Next Highest User ID. Hold [+] to Continually Advance User ID Positions (Fast ForWard).
- [-] **PREVIOUS ID POSITION:** This Command Displays the Previous User ID. Hold [-] to Continually ReTrace User ID Positions (Fast BackWard).
- [P] **PRINTER:** This Command will Provide a PrintOut of the User Records. Your Printer should be Device 4, with a Secondary Address of 8. Make Sure to Set Your Paper to the Top of the Page, as the Listing will Automatically PageBreak, Based on a 66 Line per Page Grid.
- [Q] **QUIT PROGRAM:** Although this is NOT Displayed in the OnScreen Menu, Use this Command to Quit the User Editor and ReSet to BASIC.

NOTE: ALWAYS Remember to Use the [W] Write Command to Update the User Records BEFORE Exiting the User Editor Program.

THE FILE COPIER

The FILE COPIER Program is a Generic Copier that Copies from ANY Type of Disk Drive to ANY Other Type of Disk Drive. Because this Copier Allows for Multiple Drive Numbers, You can Copy Files from Partition to Partition on the Lt Kernal HardDrive, or to ANY Other Disk Drive.

This FILE COPIER Program is a 2 Drive MultiCopier ONLY, that Reads and Writes Block by Block, so that Files of ANY Size can be Handled. This Copier will ALSO Copy RELative Files of ANY Size, Block by Block.

NOTE: When Copying RELative Files to SFD-1001s or 8250s, First Disable the Super Side Sector Mode with the Following Basic Program:

```
10 OPEN15,x,15:REM X IS DEVICE NUMBER OF THE DESTINATION DRIVE
20 PRINT#15,"M-W"CHR$(164)CHR$(67)CHR$(1)CHR$(255)
30 CLOSE15
```

LOAD"FILE COPIER",x,1 (where X = Device 4 to 63) and RUN the Program. The FILE COPIER Program can be Installed on ANY Type of Disk Drive.

The Top Part of the Screen will be used as an OnScreen Buffer Display, that Shows the Current File Block or, in the Case of RELative Files, the Current Record being Copied.

The Middle Part of the Screen Shows the 4 Status Indicators Displaying the Record Length of ANY RELative File being Copied, the Record Count as Each Record is Copied, the Number of Files Remaining to be Copied, and the Number of Blocks Left to be Copied. For Non-RELative Files, the 'REC COUNT' Indicator Counts the Number of Blocks being Copied.

The Middle Part of the Screen Display will ALSO Contain a Status Line and an Option Input Line, that will ONLY Appear when it is Necessary.

THE FILE COPIER COMMANDS (Lower Screen Display)

[F1] SOURCE DEVICE NUMBER: 4 to 63, Default Set to 8

[F3] SOURCE DRIVE NUMBER: 0 Single, 0 to 1 DUAL, 0 to 9 Lt Kernal

[F5] TARGET DEVICE NUMBER: 4 to 63, Default Set to 9

[F7] TARGET DRIVE NUMBER: 0 Single, 0 to 1 DUAL, 0 to 9 Lt Kernal

[D] DOS WEDGE: At the Command Prompt, Enter One of the Following:

[S] Assigns the DOS Wedge TO the SOURCE Device/Drive.

[D] Assigns the DOS Wedge TO the DESTINATION Device/Drive.

[\$] This will Display the Disk Directory.

[SPACEBAR] will Pause and Continue the Display.

[RUN/STOP] will Abort the Directory Display.

[RETURN] To Exit the DOS Wedge, Hit RETURN at the Command Prompt.

Other than these 4 Special Commands, Enter the DOS Wedge Commands as You would from BASIC or ANY Other DOS Wedge.

For Example, the Command 'Rx:NEW NAME=OLD NAME' ReNames a File on the Current Disk Drive, where X = Drive Number - See Above.

[C] **COPY FILES:** The [C] Command will Commence the File Copying Mode. At First, the Source and Target Drives will BOTH be Initialized. A DOS Error #21 will be Displayed if You Forget to Insert a Disk, or if the Destination Disk You have Inserted, is NOT Formatted. Hit RETURN to Get Back to the 'Select Option or Q to Quit' Mode. If Your Target Disk is UnFormatted, then Select the [D] DOS Wedge and Format Your Disk. See DOS Wedge Example on the Previous Page.

NOTE: LockUps Occur when trying to Initialize NonExistant Drives;
BE SURE to Assign the Correct Source and Destination Drives.

Next, the Option Input Line (the Middle of the Screen) Prompts You to InPut a File Pattern. Hit RETURN to Load the Entire Directory, or Enter a Search String, Including the DOS WildCards [?] and [*].

Next, the Disk Directory is Read into the Selection Option Memory, and You then Proceed to the Selection Options Screen.

MAIN SELECTION COMMAND DEFINITIONS

[F1] **ABORT:** Abort Current Directory, Return to Main Screen.
[F3] **RESTART:** Clear ALL Selections, ReSelect File Entries Again.
[F5] **TOGGLE:** Toggle ALL Directory Entries, Reversing the State of Current Directory, Selecting UnSelected Files, and DeSelecting Selected Files. Selected Entries are ALWAYS HighLighted with a Reverse Bar.
[F7] **BEGIN:** Start the Copy Process, Returning to Main Screen, Activating the Copy Buffer Display and Indicators.
[CRSR UP/DOWN]: Scroll through the Directory File Entries.
[SPACEBAR]: Selects/DeSelects a File Entry (Toggles a File).

SELECTION STATUS INDICATORS

[FILES] Total Number of File Entries on the Current Disk.
[SELECT] Total Number of Selected File Entries.
[BLOCKS] Block Totals of Selected File Entries.

As You Select or DeSelect Files, the Selection Status Indicators Change to Reflect the Total Number of Files, and Blocks Selected.

During the Copying Process, the Current FileName, Type, and Size is Displayed in the Option Input Line. The PRG, SEQ, and USR Files are Copied Block by Block. The Copy Buffer Display will Change as Each Block is Copied, as will the Copy Status Indicators.

When Copying ANY RELative Files, the Source File will be Scanned to Determine the Record Length, and the Total Number of Records. This First Step Creates the RELative File on the Destination Drive to the EXACT File Size BEFORE the Copying Process Even Commences. When Done, the File is Copied Record by Record Until Finished.

[S] **SCRATCH FILES:** This Command Initiates the MultiFile Scratch Mode. Select Either the [S] Source or [D] Destination Drive, and Follow the Selection Commands and Indicators, as in the [C] Copy Mode.
[F7] Begins the File Scratching Process, Once Selections are Done.

SETTING UP YOUR SYSTEM

This Section Describes how to SetUp Your NEW *DarkStar'88* BBS System, Given the Knowledge from Reading the Previous Sections of this Manual.

1. Copy ALL Files from the MASTER DISK to a 1541 Formatted BOOT DISK, Except DARKSTAR'88 and CONFIGURATION which Load from MASTER DISK. This BOOT DISK MUST ALWAYS Contain these 4 Files:

D-88.CONFIG: The MCP Configuration Parameter Settings
D-88.TEXT: The MCP Default Text Prompt File
D-88.MODEM: The Default Modem Driver File
D-88.CHRS: The Default Custom Character Set

You can Copy these Files, Except DARKSTAR'88 and CONFIGURATION, to an IEEE Parallel Drive, or Even the Xetec Lt Kernal HardDrive, as Long as You Place them on Drive 0 or HardDrive Partition 0.

NOTE: Although You can use the Support Programs from Other Drives, the BOOT DISK is STILL the 1541 Disk, You First Created.

2. Delete *D-88.MODEM*, on the BOOT DISK, *NEVER ALTER THE MASTER DISK*. ReName 1 of the 5 Modem Files Provided, to *D-88.MODEM*. Make Sure You ReName the Modem File that is 100% Compatible with Your Modem.
3. LOAD the CONFIGURATION Program from the MASTER DISK, Insert Your BOOT DISK and Configure Your System. The NEW Values will be Saved to the *D-88.CONFIG* File on Your BOOT DISK.
4. Format Another BLANK 1541 Disk, This will be the SYSTEM DISK.
5. Modify the MCP Text Prompt File, Using the PROMPT EDITOR Program. If You are Operating in DUAL Display Mode, Create BOTH an ASCII and a COLOR Text Prompt File, Saving Both to Your SYSTEM DISK.
6. Use the DEFINE USER Program to Create a NEW DEF.USER Default File.
7. LOAD and RUN the USER EDITOR Program. Use the [F] Format Option to Create a User Base File (Relative File) on Your SYSTEM DISK. Enter ANY/ALL Users You wish to Add to Your System, at this Time, and Use the [W] Write Command to UpDate the User Base File.
8. Create these 3 LOG FILES on Your SYSTEM DISK:

!RSVP: The RSVP Application Log File
!DAILY: The Daily User Log File
!CANDID: The Candid Chat Mode Log File)

Create these by using the ASCII Text Line Editor of *DarkTerm'88*. The ASCII Editor MUST be used when Operating in DUAL Display Mode, or the ASCII Display Mode, as the ASCII Users CANNOT Properly READ Color Intros! Use the Color Editor ONLY when Operating the System, in Color Display Mode Exclusively.

REMEMBER: When Creating Your Introductory Text, to END Your InPut with the AT SIGN (@) Followed by 1 Carriage RETURN ONLY.

9. Create Your MCP HelpFile on the SYSTEM DISK. You should NOT Copy the SYSTEM HELP File to the SYSTEM DISK, as this SYSTEM HELP File is for Your Reference ONLY, and uses the Default System Commands. When using the DUAL Display Mode, ReCreate BOTH an ASCII HelpFile and a COLOR HelpFile and Save Both to the SYSTEM DISK.
10. Create and Save ANY System Bulletins Defined to the SYSTEM DISK. When using the DUAL Display Mode, Create ASCII and COLOR Versions of EACH System Bulletin, and Save them ALL to Your SYSTEM DISK. After this Step, ALL the Necessary Files are on the SYSTEM DISK.
11. For NOW, Leave Out the SAMs, and Test Out how The MCP Operates. Once Satisfied, SetUp and Configure ALL SAMs You are going to use. The Procedure is Fully Detailed in the Second Part of this Manual.

LOADING THE DARKSTAR'88 SYSTEM

LOAD and RUN the DARKSTAR'88 BootUp Program from Your MASTER DISK. This Program is Copy-Protected, and MUST ALWAYS be Loaded from a 1541 or a 1541-II Disk Drive. The MASTER DISK is Duplicated on Both Sides, with Side 2 having been SLIGHTLY ALTERED, to Load from Disk Drives that are Aligned Outside of the Normal Range. If Side 1 does NOT Load from Your Disk Drive, try the Second Side. The Program will NOT Load when Your Disk Drive is TOO Far Out of Proper Alignment.

This BootUp Disk Drive MUST be Connected to Your BBS System Computer, Even if You are NOT going to use the Drive as Part of Your System.

Use LOAD"0:*",x,1 - where X = the Disk Device Number of the Disk Drive You are Loading the Program from. The Disk Drive Task Light will Blink Rapidly ThroughOut the Program Load. If EveryThing Operates Correctly, You will See the *DarkStar'88* Title Screen in a Few Seconds.

The Lower Screen Prompts You to Enter these Current Date/Time Values:

DAY: Enter a Value of 1 to 31
MONTH: Enter a Value of 1 to 12
YEAR: Enter a Value of 0 to 99
HOURL: Enter a Value of 0 to 23 (0 = MidNight, 23 = 11 PM)
MINUTE: Enter a Value of 0 to 59

After these are Entered, the Rest of the Program Loads into Memory. You are Prompted to Insert Your BOOT DISK. Do so Now, and Hit RETURN. The 4 MCP Parameter Files Quickly Load into Memory, the Screen Clears, and You are Prompted to Insert ALL BBS Disks into their Proper Drives. Remember to REMOVE Your BOOT Disk after Loading, then Hit RETURN.

The Screen will NOW Display the BBS Program's Initial SetUp Sequence, Reading the User Base File Records into Memory. Each DOT [.] Displayed Represents 1 User Record that has been Read from Disk. Then The MCP, ReSets the Maximum File Counters for ALL Disk Drives on Your System, Ignoring those Drives for which this Feature has been Disabled.

After this, the Modem ReSet Routines will Initiate, the Screen Colors will Assume Your Assigned MCP Values, the Status Lines will Activate, and the System will Proceed to the "WAITING FOR A CALL" State.

LOGGING ONTO THE SYSTEM

When a User Calls into Your System, they Initiate the LogOn Process. You can Perform the LogOn Process Locally by Pressing Either:

SHIFT-RETURN: For 300 Baud LogOn
RETURN: For 1200 Baud LogOn
UP ARROW: For 2400 Baud LogOn

NOTE: Most of the Hayes Compatible Modems will NOT Perform Correctly, if You LogOn the System WithOut a Carrier Signal being Present. This is Due to the Fact that the Modem will be in Command State, and ANY Character Strings that may ALSO be Valid Command Strings (like ATE, ATX, etc) will Cause the Modem's Internal Registers to Change. To get Around this, the Modem InPut/OutPut Routines are Automatically Suppressed when Performing a Local LogOn. Thus the [D] Carrier Loss Detect, and [M] Modem InPut/OutPut Status Indicators in the Center of the Bottom Status Line will be Shown in Inverse Video WhenEver You LogOn Locally. This Results in VERY FAST Local LogOns (Approx 4800 Baud).

From Here on, the BBS Accepts InPut and Sends OutPut to You Locally, InterActing EXACTLY as it would for ALL Remote Users of the BBS.

The First Prompt is to Select EITHER the ASCII or COLOR Display Mode. Enter [1] to LogOn in ASCII Mode, or [2] to LogOn in COLOR Mode.

If the DISPLAY MODE LOCK Flag, in The MCP Configuration, is Enabled, then the User MUST LogOn in the Display Mode You Defined as a Default, Entering RETURN to LogOn to the System (Single Display Mode ONLY).

NOTE: Change the First Text Prompt to SomeThing like 'Press RETURN...' if You are Operating in Single Display Mode.

If the User Selects the ASCII Display Mode, they will Next be Prompted Whether or NOT to Engage the LineFeeds. Should the User Reply [Y] Yes, then ALL RETURN Characters will be Converted to RETURN Plus LineFeeds, Before being Sent to the Modem. In COLOR Mode, this Option is Skipped.

NOTE: When the SYSTEM PASSWORD has been Enabled, the User MUST Enter the Password at this Prompt BEFORE Hitting RETURN, [1], or [2]. Failure to Enter the Correct PassWord at this Time will Result in Sudden Caller Access Termination or SCAT for Short!

Next, an Opening Bulletin is Displayed, if Assigned. If NOT, this Step is Skipped. The Cursor ColorFlashes to Denote the End of the File. [CTRL F] Disables the ColorFlashing, when Buffer Capturing Files.

Next, the Date of LogOn is Displayed, Followed by the SignOn Prompt. If the Caller is a Member of the System, they have 3 tries to SignOn Correctly, Entering their Name, or ID Number, and Personal PassWord.

If the Caller is NOT a Member of the System, then the Final OutCome of their LogOn Attempt will Vary According to the Operational Mode of the System. There are 5 System Operation Modes that are Covered on the Following Page.

[PRV] *PRIVATE MODE*: NonMember is Shown the NEW User File, if Assigned, then is DisConnected from the System.

[VAL] *VALIDATION MODE*: NonMember is Shown the Assigned NEW User File, Placed in the [RSVP] Application Mode, where they may Fill Out an Application for Access, and After Saving their Application, DisConnects them from the System.

[GST] *GUEST MODE*: NonMember is Shown the NEW User File, if Assigned, and then is Accorded Guest Access Privileges, as Defined by You.

[PUB] *PUBLIC MODE*: NonMember is Shown the NEW User File, if Assigned, then is Prompted to Enter a PassWord. They are then Validated, if there is Room on the System. If NOT, they are DisConnected.

[SHT] *SHUTDOWN MODE*: Displays Your BBS DOWN File, then Forces LogOff.

NOTE: There are 3 Cases when Members are Denied Access to the System:

- [1] If the User has been BlackListed.
- [2] If the User has Used ALL of their Daily Connect Time.
- [3] If the System is in ShutDown Mode.

After Users LogOn, the Status Lines Change to Show the User's Record. If You have Activated ANY System Bulletins, then they are Displayed in Order, from 1 to 16.

If the DISPLAY USER STATISTICS FLAG is Enabled, then User Statistics will be Displayed Next.

After ALL of this, Users will Proceed to The MCP Main Command Prompt, where they may Enter an MCP Resident Command, or a SAMs Entry Command.

MULTIPLE COMMAND CHAINING

From ANY Command InPut Prompt on the System, the User has the Option of Combining Several Commands at Once, Executing them ALL in Sequence. To Chain Command Strings Together, Each of them MUST be Separated with a Semi-Colon [;] Character. ALL Command InPut Prompts on the System, can Accept ANY Chain Strings of UpTo 255 Characters in Length at Once. You can Enter as Many Commands as this Allows.

Consider the Following Sequence of Events:

1. Enter Your User Name or ID Number at LogOn.
2. Enter Your User PassWord.
3. Execute the [LOGS] Command to Read the Daily User Log.
4. Execute the [DUST] Command to Display Your Current Statistics.
5. Execute the [TIME] Command to Display Your Current Time Status.
6. Enter [HELP] to Display the Main HelpFile.

You can Chain ALL of the Above at the LogOn Prompt by Entering:

JOHN DOE;PassWord;LOGS;DUST;TIME;HELP;

The System will Execute Each of these Commands in the Order Indicated!

There are a Few System Prompts that Require Single HOT-KEY Responses (ANY Prompt Requiring [Y] Yes or [N] No Responses). The Command Buffer Converts Semi-Colons to RETURNS. Consider the Following Command Chain:

```
GOIN;N;LIST;
```

The [GOIN] Command is Executed, Prompting the User for a Y/N Response, to Confirm LogOff. As [N] in the Command Chain is a HOT-KEY Character, Hitting RETURN is NOT NECESSARY to Execute it. Thus the Semi-Colon [;] that Appears AFTER the [N] in the Above Command Chain is NOT Required. It Forces a RETURN Character to be Entered at the NEXT Command Prompt, Causing this Prompt to Execute a NULL Command, NEEDLESSLY. After this, the [LIST] Command, Next in the Command Chain, is Executed.

To Avoid this, DO NOT Input Semi-Colons After ANY HOT-KEY Characters. Instead, just Enter the Text for the Next Command in Your Sequence. Thus the Correct Way to Enter the Above Command Chain is:

```
GOIN;NLIST;
```

Command Chaining is a Feature Intended for the Advanced User who likes to Take ShortCuts and Save Time by Entering Several Commands at Once.

COMMAND OVERFLOW

Command OverFlow is Another Limitation that You should be Aware of. If a User, Entering a 1-8 Character PassWord, with the [PASS] Command, Enters MORE than the 8 Characters, the Extra Characters are Considered to be MORE Commands in the Command Chain.

That is, if You OverFlow ANY Command, the Extra Characters are Treated as the Next Command(s) to be Executed. For Example, if the User Enters MYPASSWORD, then ONLY MYPASSWO, will be used. The Extra Characters RD will be Interpreted as Another Command for the System to Execute.

SYSTEM LOGOFFS

System LogOffs may Occur in Several Ways as Follows:

<i>GOIN Command:</i>	LogOff With Confirmation, LogOff Bulletin Shown.
<i>GONE Command:</i>	LogOff WithOut Confirmation, LogOff Bulletin Shown.
<i>EXIT Command:</i>	LogOff Immediately - No User Record UpDates (SysOp).
<i>Timed LogOff:</i>	The User's Daily/LogOn Connect Timer has Expired.
<i>Death LogOff:</i>	NO InPut for 2 Minutes Activates DeadMan Mechanism.
<i>Local LogOff:</i>	SysOp Invokes LogOff through LOCAL MODE.
<i>NoSig LogOff:</i>	Carrier Signal Loss Detected, System ReSets.
<i>Black LogOff:</i>	User has their BlackListed Flag Enabled.
<i>Sorry LogOff:</i>	Sorry NonMembers UnWelcome in Private Mode.
<i>Valid LogOff:</i>	After RSVP Application in VALIDATION Mode.
<i>NotUp LogOff:</i>	After Reading ShutDown Notice in SHUTDOWN Mode.
<i>NoIDs LogOff:</i>	NO Room Left to Add NEW User in PUBLIC Mode.
<i>NoSAM LogOff:</i>	System ReSet After Loading NonExistant Defined SAM.

The User Base File, Daily User Log File, and Total Number of Callers, are UpDates; the Screen Colors ReSet to their Defaults, and the System ReSets to the WAITING FOR A CALL Mode, During the System ReSet Period.

THE 3 MODES OF INPUT ON DARKSTAR'88

1. Any InPut Entered by the User is Echoed as UPPERCASE Characters, but Stored as LowerCase Characters. Because Most InPut is Converted to LowerCase, Many Items in Parameter Files, like User PassWords, MUST be in LowerCase.
2. Characters are Echoed and then Stored EXACTLY as they were Entered. For Example, When a User Enters a Message Subject, the Characters, BOTH Upper and LowerCase, are Stored Exactly as Originally InPut. InPut in the ASCII Text Line Editor is a Variation of this Mode.
3. Characters are Echoed as Asterisks [*]. This PassWord Security Mode is the Third Mode of InPut. Characters are Converted to LowerCase and Stored, but Each Character that would Normally be Transmitted, or Displayed to the Screen, is Shown Instead, as an Asterisk [*].

NOTE: There is an InPut Mode (Files SAM, After a File Transfer) that Requires the User to Hit RETURN to Proceed. This Mode TIMES OUT, Awaiting InPut, and if NO User InPut is Entered After 1 Minute, Enters RETURN on its Own, Proceeding to the Main Files Prompt. If the User CUTS Carrier, the System ReSets AFTER this TIME OUT.

THE 3 MODES OF OUTPUT ON DARKSTAR'88

1. SEQuential Text Files are Directed Through this First OutPut Mode, Allowing Callers to use the OutPut Control Keys to Pause, Continue, and Abort OutPut. Reading Messages, Bulletins, HelpFiles, User Log, and Listing the Validated Users, are Examples of Controlled OutPut.
2. In this Mode, ANY Text that is OutPut CANNOT be Aborted or Paused. Most Text Prompts that are Short in Nature are OutPut in this Way. A User MUST See these Prompts, Unless they CUT the Carrier Signal.
3. This Last Mode Operates like Mode 2, Except that the Character Data will be OutPut, Even if the User Intentionally CUTS Carrier Signal. An Example of this would be the Prompts that Occur, After the User Enters [GONE] to LogOff the System. The Prompts are Still OutPut, Even when the User CUTS Carrier Signal PreMaturely.

DARKSTAR'88 ERROR TRAPPING

The MCP will NEVER Allow the System to Crash, if it can be Avoided. Read Errors, NO Disk in Drive, UnFormatted Disk, & Device NOT Present, are ReCoverable. In Case of NonReCoverable Errors, Writing to a Disk, or Reading and Writing to a RELative File, a Prompt Notifies the User that a FATAL DISK ERROR has Occured, and when the User Hits RETURN, ALL OPEN Files will Close, and the User Returns to the Main Prompt.

SAMs have a Much Harder Time Handling ReCoverable Disk Errors, Due to the Complexity of Some of their Commands. Some ReCoverable Disk Errors will Cause the User to Return Immediately to The MCP Command Prompt, Regardless of where they Started Out.

Generally Speaking, this will Maintain a Degree of System Continuity, in Spite of the More Common OverSights, and Physical Media Defects.

THE LOCAL MODE

The 2 Status Lines at the Bottom of the System Screen look like this:

319:JOHN DOE :025:000:010 (The First Status Line)
13:12 1:10 1:45 L:ACDM:DUNXR-- R:01 C:01 (The Second Status Line)

THE FIRST STATUS LINE: From Left to Right, Indicates the Following:

319 The Current User's ID Number (999 for Guest Users)
NAME The Current User's Full Name or Alias (UpTo 24 Characters)
025 The Current User's GROUP1 Access Level (SAMs Entry Levels)
000 The Current User's GROUP2 Access Level (SysOp Assignments)
010 The Current User's GROUP3 Access Level (SubBase Accesses)

THE SECOND STATUS LINE: From Left to Right, Indicates the Following:

13:12 The Current System Time (1.12 PM - 24 Hour Military Time)
1:10 The Current User's Connect Time Used (1 Hour, 10 Minutes)
1:45 The Current User's Connect Time Limit (1 Hour, 45 Minutes)

NOTE: The Blinking Colon [:] that Separates the Hours and Minutes in the SYSTEM TIME and TIME USED Indicators, Means the Clock is Running. WhenEver Time is Suspended, Writing a Message, or While in Chat Mode, the Colon [:] Stops Blinking.

L: LOCAL MODE Status Flag: WhenEver this Indicator is Displayed in Inverse Video, then the LOCAL Mode is Active.

A: ASCII/COLOR Status Flag: WhenEver this Indicator is Displayed in Inverse Video, the BBS System is in the COLOR Display Mode. When Normal, the System is in the ASCII Display Mode.

C: CHAT MODE Status Flag: WhenEver this Indicator is Displayed in Inverse Video, the Chat Pager is Toggled OFF, so that You are UnAvailable to Chat, Displaying Chat Unavailable Bulletin.

D: CARRIER DETECT Status Flag: When Displayed in Inverse Video, (When Using RETURN or SHIFT-RETURN to LogOn the System Locally) the System DOES NOT ReSet when a Carrier Signal Loss Occurs. This Status Flag should ALWAYS be ReSet to the Normal Display when ReConnecting Users to the System After "Voice Chats".

M: MODEM SUPPRESSION Status Flag: When this Indicator is Displayed in Inverse Video, ALL InPut and OutPut to the Modem is Ignored, This Allows the System to Run at Full Speed for Local LogOns. This Flag MUST be Inversed for Modems using Hayes Command Sets, to Avoid Changing the State of the Modem's Internal Registers. (Text Strings are MisInterpreted as AT Commands by the Modem)

THE USER STATUS FLAG INDICATORS

D: DAILY TIME LIMIT: YES if Inversed, NO if Normal
U: UNLIMITED TIME: YES if Inversed, NO if Normal
N: NEW USER FLAG: YES if Inversed. NO if Normal
X: TRANSFER PROTOCOL: XModem if Inversed, Punter if Normal
R: BLACKLIST FLAG: NO Access if Inversed, Regular if Normal
--: NULL INDICATORS: NOT Used - NO Defined Purpose Yet

ENGAGING THE LOCAL MODE

DarkStar'88 Features a LOCAL Mode that can Operate while the System is OnLine with a User. This Mode Runs in the 'BackGround' of the System, Invisible to the User on the Remote End. You can Perform LOCAL Mode Operations ANY Time and Place, EXCEPT During Certain Disk Operations.

Press SHIFT and RUN/STOP Together to Enable OR Disable the LOCAL Mode. The [L] Indicator in the Second Status Line Changes to Inverse Video. You will NOW be able to Execute ANY of the Functions Listed Below. When in LOCAL Mode, ONLY LOCAL Functions are Active. You CANNOT InPut Commands to the BBS. Only Users can Continue to InterAct with the BBS while You are Performing ANY LOCAL Mode Functions.

NON-LOCAL MODE COMMANDS

[UP ARROW]: Local LogOn to the System at 2400 Baud
[RETURN]: Local LogOn to the System at 1200 Baud
[SHIFT-RETURN]: Local LogOn to the System at 300 Baud
[SHIFT-STOP]: Enter OR Exit the LOCAL Mode (Toggle)

CHAT MODE KEY COMBINATIONS

ENTER CHAT: Hold [CMD] + [CTRL] + [AlphaNumeric Key] or [SPACE]
(CMD is the Commodore Logo Key)
EXIT CHAT: Hold [SHIFT] + [CTRL] + [AlphaNumeric Key] or [SPACE]

LOCAL MODE COMMANDS REFERENCE GUIDE

[X]: Forced User LogOff
[U]: UpDate/ReWrite User Record
[SHIFT-U]: UpDate User GROUP3 SubBase Access
[L]: Increase User Time Limit
[SHIFT-L]: Decrease User Time Limit
[T]: Increase User Connect Time
[SHIFT-T]: Decrease User Connect Time
[C]: Toggle Chat Availability
[D]: Toggle Carrier Loss Detect
[M]: Toggle Modem Suppression
[SHIFT-RETURN]: Toggle System Display Mode
[1-7]: Toggle User Status Flags
[SHIFT-1]: Increase User GROUP1 Access Level
[SHIFT-2]: Increase User GROUP2 Access Level
[SHIFT-3]: Increase User GROUP3 Access Level
[CTRL-1]: Decrease User GROUP1 Access Level
[CTRL-2]: Decrease User GROUP2 Access Level
[CTRL-3]: Decrease User GROUP3 Access Level
[S]: Change User to SysOp
[SHIFT-4]: Cut Carrier Signal
[SHIFT-5]: ReSet Modem Routine
[SHIFT-6]: Force Answer Mode
[SHIFT-7]: Change Border Color
[SHIFT-8]: Change BackGround Color
[SHIFT-9]: Change ForeGround Color
[B]: Open/Close Chat Buffer (from LOCAL Mode ONLY)
[SHIFT-B]: Save Chat Buffer (from LOCAL Mode ONLY)

THE LOCAL MODE COMMANDS

[X] FORCED LOGOFF: This Immediately Disconnects the User from the BBS.

[U] UPDATE USER RECORD: This Writes a User Record in Memory, to Disk, Including ALL Changes made with Various LOCAL Mode Commands.

NOTE: User Records are Memory Resident, & NOT Affected by The MCP. Whenever Users LogOff the System, the User Record is Written to the User Base File. The ONLY Change made to this Record is the Date of their Last LogOn, Most Currently Completed. As the Users LogOn, their User Record is Copied to Memory, Containing their User Status and Current Statistics.

LOCAL Mode Commands can Change the User Record in Memory. [SHIFT-1] will Raise the GROUP1 Access Level of the User, in Memory ONLY, and Upon LogOff Reverts to its Normal Value.

[SHIFT-U] UPDATE USER SUBBASE LEVEL: Writes Users GROUP3 Access Level Assignment Changes, to the Base File of the SAM that they are in.

NOTE: This is Ignored for SAMs that have NO SubBase Configuration.

[L] INCREASE or [SHIFT-L] DECREASE USER TIME LIMIT: For Each Key Press the User's Time Limit will be Increased or Decreased by 1 Minute, Accommodating RollOvers that Affect the Hour Indicator.

[T] INCREASE or [SHIFT-T] DECREASE CONNECT TIME: For Each Key Press a User's Connect Time will be Increased or Decreased by 1 Minute. Can be Used to Reward or Penalize a User OnLine from LOCAL Mode.

[C] TOGGLE CHAT AVAILABILITY: When Status Line Indicator is Inversed, You are UnAvailable for Chatting. When Normal, You are Available.

[SHIFT-RETURN] TOGGLE ASCII/COLOR DISPLAY MODE: When the Status Line Indicator is in Inverse Video, the COLOR Display Mode is Active.

When Normal, the ASCII Display Mode is Active. This LOCAL Command Allows You to Toggle Between the 2 Display Mode States.

NOTE: In DUAL Display Mode, Alters ONLY the State and Indicator, But DOES NOT Ever Load the Appropriate Text Prompt File. Exercise CAUTION to Avoid Mode/Text Prompt MisMatches.

[1] [2] [3] [4] [5] [6] [7] TOGGLE USER STATUS FLAGS: The Digits 1 - 7 Enable OR Disable ANY of 7 User Status Flags in the Status Line.

NOTE: Digits 6 and 7 do NOT Currently have ANY Defined Function as they Relate to the NULL [-] Status Flag Indicators.

[SHIFT-1] INCREASE or [CTRL-1] DECREASE USER GROUP1 ACCESS LEVEL:

[SHIFT-2] INCREASE or [CTRL-2] DECREASE USER GROUP2 ACCESS LEVEL:

[SHIFT-3] INCREASE or [CTRL-3] DECREASE USER GROUP3 ACCESS LEVEL:

Each Usage of the ABOVE Local Commands will Increase OR Decrease the User's GROUP Access Levels by a Value of 1. Full Descriptions of GROUP Access Levels are Detailed in the USER EDITOR Section.

THE LOCAL MODE

[S] SYSOP EMULATION MODE: When using this Command, the Current Status of ANY User that is OnLine is Totally LOST, as the User's Record is Replaced by the SysOp's User Record. The User Name is Replaced by the SysOp's Name in the Status Line, as are Record Assignments. The ID Number Changes to 0, and the GROUP1, 2, & 3 Access Levels ALL Change to 255 with UnLimited Time, Converting the Current User into the SysOp. The User OnLine is NOW Recognized as the SYSOP.

NOTE: DON'T FORGET to ReLog the User on, when Done with this Mode, as the Current User, that is OnLine, has TOTAL SYSTEM ACCESS and can Wreak Major Havoc, if Left UnAttended. **BE WARNED!!!**

[SHIFT-4] CUT CARRIER: This Command Calls a Routine in the Modem File, that Terminates the Carrier Signal, DisConnecting the OnLine User. If the Carrier Loss Detect Flag is Enabled, the System will ReSet.

[SHIFT-5] RESET MODEM: This Command Calls the Main Modem ReSet Routine in the Modem File, that is used During the BBS SetUp Procedures, when the Internal Register States of the Modem has been Altered. Generally, this LOCAL Command ONLY Works with Modems that Support the Hayes AT Command Set. You can ONLY Invoke this ReSet Routine when the Modem is in Command State. NO Carrier Signal Present.

[SHIFT-6] FORCED ANSWER MODE: This Command Calls a Modem File Routine that Forces the Modem to Answer, Allowing ANY User to ReConnect to the System, After a "Voice" Chat.

NOTE: With Hayes AT Command Modems, the User MUST Execute an ATD BEFORE You Execute this Command. If the ReConnection Fails, then Manually Enter an ATD, and have the User Enter an ATA. Some Non-Hayes Modems (1660) ALSO Require this Approach.

[SHIFT-7] CHANGE BORDER COLORS: Each Key Press Cycles the Colors.

[SHIFT-8] CHANGE BACKGROUND COLORS: Each Key Press Cycles the Colors.

[SHIFT-9] CHANGE FOREGROUND COLORS: Each Key Press Cycles the Colors.

NOTE: When the System ReSets, the Screen Colors will be Restored to their Default Values. ANY Changes, are ONLY Temporary in Nature, and Revert Back During the LogOff System ReSet.

[B] TOGGLE CANDID CHAT BUFFER: When in CHAT Mode, this LOCAL Command Opens and Closes the Candid Chat Buffer, Allowing You to Record ALL Interesting Conversational Dialogues with ANY OnLine Users. An OnScreen Message is Displayed to Advise You the Buffer is Open. This Candid Chat Buffer can Hold UpTo 19,456 Characters at Once.

NOTE: You MUST be in LOCAL Mode to Toggle this Buffer ON and OFF, BUT You MUST Exit LOCAL Mode to Chat with the OnLine User.

[SHIFT-B] SAVE CANDID CHAT BUFFER: This LOCAL Command will Save/Append the Current Candid Chat Buffer to the Default Log File "!CANDID". This Command DOES NOT Work when the Candid Chat Buffer is Empty.

NOTE: LOCAL MODE is Accessible while the BBS is "WAITING FOR A CALL".

INTRODUCTION

DarkStar'88 Consists of a Main Core Program (The MCP) that Functions as a TeleCommunications Operating Shell, Controlling ALL of the SAMS, Contained on the MODULE DISK. This Second Part of the Manual Describes Each of the Individual System Access Modules (SAMS) that are Provided.

SYSTEM ACCESS MODULES (SAMS)

SAMS are Small External Programs, Ranging from 1 to 79 Blocks in Size, Accessed OnLine by The MCP; Each Usually Consisting of the Following:

- Individual Set of Commands
- Individual Text Prompts
- Individual Support Files

Once a SAM is Configured, it can then Reside on 1 of the Disk Drives on Your System. ONLY 1 SAM is Accessed by The MCP at ANY Time.

MODULE CLONING

Most SAMS may be Cloned as Many Times as You wish. Each Clone can have a Different Set of Commands, Text Prompts, Files, and Configuration. For Example, You can have a Message Module for the Color Display Mode, and a Separate Message Module for the ASCII Display Mode, Each having its Own Unique Entry Access Command (MS for the Color Message Section and MM for the ASCII Message Module). Each can have Different Options, and Each may Contain a Different Number of SubBases. As Module Cloning Consumes Disk Space, this Feature is Provided for Larger BBS Systems.

MODULE CHAINING

Some SAMS may Chain Other Files into Memory, when More than 79 Blocks are Required. The SAM is Split into Smaller Programs and then Loaded into Separate Areas of Memory. The *DarkTerm'88* Link Module is Chained, using UpTo 135 Blocks of Memory at Once, the Maximum Chain Limit.

BANK SWITCHING MODULE

The MCP can ONLY Support 50 SAMS at Once in Memory. If You want to use More than 50 SAMS on the System, You MUST use a BANK SWITCHING MODULE.

A BANK SWITCHING MODULE is NOT Presently Included on the MODULE DISK, but will be Provided on the MODULE LIBRARY DISK #1. This Module Allows You to Define UpTo 255 More SAMS. Because the BANK SWITCHING MODULE can be Cloned, You can have 50 Banks of 255 SAMS Each or 12,750 SAMS. This is the Absolute Maximum Capacity of the *DarkStar'88* System.

BACKING UP THE MODULE DISK

NEVER WRITE TO THE ORIGINAL MODULE DISK!!! MAKE A BACKUP COPY FIRST!!!

The MODULE DISK is NOT Protected, so ANY Copier (File/Disk) will do. The SetUp Programs will Write Many Times to the BackUp, and will Load and Save to ANY Disk Device Number, as Long as the Drive Number is 0. (Drive 0 of a DUAL Drive, or Partition 0 of the Lt Kernal HardDrive)

SAMs FILES ON THE MODULE DISK

Most of the SAMs Consist of Several Files. Some SAMs will NOT Contain ALL of the SubPrograms Listed Below, and Some will have Extra Files. SAMs Consist of the Following, with an Identifying 3 Character Suffix:

SAM.SET: Setup/ReConfiguration Program
SAM.HLP: Reference HelpFile Example
SAM.MOD: Actual UnConfigured Program File
SAM.PAR: Default Configuration Parameter File
SAM.TXT: Default Text Prompt File
SAM.SRC: Text Prompt Source Code (PAL Format for Programmers)

SAM, as Used Above, Denotes an Initial Name that we use in this Manual to Identify the Module. For Example, 'MESSAGE.MOD' is the Program File for the MESSAGE Module.

SAM.SET: This File is used to SetUp and Configure the Module Program. The SetUp Program Performs Several Functions. The First Function is to Modify the .PAR Parameters. The Second Function is to Create RELative Support Files for the SAM. The Third Function is to Link the .PAR, .TXT, and .MOD Files, to Make a Proper SAM Program File that can then be Added to Your System.

SAM.HLP: This File is Supplied for YOUR Reference ONLY, as a GuideLine to Creating Your OWN SAM HelpFile. This is Absolutely Necessary, when You Change the Default Commands, OR for Cosmetic Appearances in Color Display Mode. HelpFiles Reside with Linked SAM Programs, and are Named '!SAM.H' (SAM = Module Entry Command, i.e. !MS.H).

SAM.MOD: This File is the UnConfigured Module Program, that is Linked with the .PAR and .TXT Files in the SetUp, Creating OnLine SAMs.

SAM.PAR: This Module Configuration is Changed using the SetUp Program, and Saved Back to Disk, then Linked to Create OnLine SAMs.

SAM.TXT: This File Contains the Module Text Prompts, and is Modified using the PROMPT EDITOR Program. This File is Linked by the SetUp, to Create OnLine SAMs. Also, when the 'Load External Prompts Flag' has been Enabled in the SetUp, this File MUST Reside with the SAM, and is Named '!SAM.T' (SAM = Module Entry Command, i.e. !MS.T).

SAM.SRC: The Assembly Language Source Code for .TXT Text Prompt Files. The File is a Collection of .ASC and .BYT Data Storage Directives. All Text Prompts Begin with a NULL Byte, and the File Terminates with 3 NULL Bytes. The File Supplied is in PAL Assembler Format, and is NOT Accessed by the Linking Process. It is ONLY Included for Programming Reference. The PROMPT EDITOR is Easier to use.

NOTE: SAMs that can be Cloned Show .MOD, .PAR, .TXT, and .SRC Files Beginning with the Clone Number Prefix '1' (i.e. 1MESSAGE.MOD). This Prefix can be ANY Character You wish to use (1-9, A-Z etc). When Cloning a Module, Copy the Prefixed Files to Another Disk, OR to the Same Disk, and ReName them, Changing their Prefix. The SetUp Program will Prompt You for the Module Clone Prefix, Thus Allowing the SetUp Program to Find the Correct SubPrograms.

MODULE STORAGE - DISK NAME FORMAT

ALL of the Active SAMs are Named and Stored on Your BBS SYSTEM DISK in the Following Format:

```
[Protection Character] + [SAM Prefix] + [.] + [Entry Command Name]
[      !      ] + [      SAM      ] + [.] + [      MS      ]
For Example: !SAM.MS
```

Where: '!' is the System Protection Character (Default)
'SAM' is the Defined SAM Prefix (Default)
'.' is the Period used as a Separator (MUST USE)
'MS' is the Entry Command of the Module (SAM Name)

The System Protection Character, and SAM Prefix, has been Documented in The MCP Section of the Manual. See Main Configuration Parameters.

The Entry Command/SAM Name can Range from 1 to 8 Characters in Length, using ONLY the Letters from A to Z (ONE WORD - NO SPACES ALLOWED!).

NOTE: The SAMs Entry Command Name Assignments MUST ALWAYS be Different than the 15 MCP Resident Command Definitions to Avoid Conflict. Thus You CANNOT Call a Module 'HELP' or 'DUST' or 'RSVP' etc.

Entry Command Names CAN be the Same as ANY Command WithIn a SAM. For Instance, You could Assign an Entry Command Name of 'ZAP' to a Module, Even though there is a 'ZAP' Command that Exists WithIn the Message Module ItSelf, WithOut Creating a Conflict.

UPPERCASE USAGE NOTE

ThroughOut this Manual, we use UPPERCASE Letters to Describe Files, Commands, Programs, and Module Names. However they are Actually Stored to Disk using LowerCase Letters, NonShifted Characters. The FileName on Disk, for the Above Mentioned Example, would Actually be '!sam.ms'. UPPERCASE Letters are ONLY used in this Manual for Visual Emphasis.

MODULE SUPPORT FILES

Many of the SAMs Require the use of Several, Additional Support Files. These Files can Serve Many Purposes such as:

- SAMs HelpFiles
- SAMs Entry Title Screens
- SAMs RELative Base Files (SubSectioned if Using SubBases)
- SAMs SubBase Title Screens
- SAMs SubBase Information Files
- SAMs Text Files (Messages/Bulletins)
- SAMs External Text Prompt Files
- SAMs Transfer ProtoCol Files (Punter - XModem)
- SAMs Log Files (UpLoad/DownLoad Logs)
- SAMs Memory Chaining Files (The Term Link SubFiles)
- SAMs Parameter Files (Bulletin Editor/File Editor)
- SAMs Default User File (User Editor)
- SAMs High Score Files (for Future Game Modules Library)
- SAMs Special Configuration Files (Future Library Disks)

SAMS INTRODUCTION/TITLE SCREENS

The SAMS can have an Introduction/Title Screen, that will be Displayed Whenever a User InPuts the SAM Entry Command Name from The MCP Prompt.

The Main Configuration Parameters Allow Setting an Intro Display Flag, for Each Individual SAM. When Enabled, the Intro File MUST Reside on the Same Disk as the SAM Program. These Standard SEQUENTIAL Text Files may Either be in ASCII or Color, and are Stored to Disk as Follows:

[Protection Character] + [Entry Command Name] + [.] + [I]
[!] + [MS] + [.] + [I]
For Example: !MS.I (Message Section Intro File)

After the SAM Intro File is Displayed, the SAM is Loaded into Memory. If there is NO Intro File (Flag Disabled or ?File NOT Found), the BBS will Simply Continue on WithOut it, Loading the SAM Specified.

SAMS HELPFILES

HelpFiles are ReCommended, But NOT Mandatory. When You Forget to Place a HelpFile on the Disk with the SAM, the System Carries on WithOut it.

The HelpFile MUST be Stored on the Disk that Contains the SAM Program. SAM HelpFiles are Stored to Disk as Follows:

[Protection Character] + [Entry Command Name] + [.] + [H]
[!] + [MS] + [.] + [H]
For Example: !MS.H (Message Section HelpFile)

SAMS ASCII/COLOR DISPLAY MODE LOCKS

The Main Configuration Parameters Allow You to Set Display Mode Flags for Each SAM, thus Locking them into ASCII ONLY or COLOR ONLY Access. When the Flags are Disabled, SAMS can be Accessed no Matter which Mode (ASCII or Color) the User is Presently using.

SAMS ENTRY LEVELS

These GROUP1 Assignments are Set in the Main Configuration Parameters, for Each SAM. If You Set a SAM Entry Level to 25, Users with GROUP1 Access Levels, Equal to, or Greater than 25, can Enter the SAM.

SAMS SYSOP LOCK

LOCAL ACCESS Modules, Like the FILE COPIER, are Locked Out to ANY User but the SysOp, ID 0, and are ONLY Accessible from the BBS KeyBoard. Remote Access Via the Modem is NOT Possible, as You could NEVER EXIT the LOCAL Module. Thus Remote Access is DENIED, Preventing Lock-Ins.

SAM RESIDENT DRIVES

Each SAM can be Stored on its Own Individual Disk Drive, or ALL SAMS may Reside on 1 System Disk Drive. The Content Files of Each SubBase, such as Actual Bulletins, Messages, Up/Download Files, may be Stored on ANY System Drive as Determined in the SAM SetUp Configuration.

GUIDELINE TO CREATING ONLINE SAMs

The Necessary Steps to Creating Your OnLine SAMs are Summarized Below:

1. **BACKUP YOUR MODULE FILES:** Always Copy and Work with BackUp Files. You CANNOT Recover the Original Files Once Changed or Damaged. You can Place SetUp Programs and Module Files on ANY Disk Drive, as Long as the Drive Number, or HardDrive Partition, is '0'.
2. **CLONE MODULES:** ALL of the Modules that can be Cloned are Listed on the MODULE DISK with the Default Prefix Clone Number of '1' as the First Character of the .MOD, .PAR, .TXT, and .SRC Files. You can use ANY Printable Character to Assign Your Clone Numbers. ONLY the .SET, .PAR, .TXT, and .MOD Files are Copied for Cloning.
3. **MODIFY THE TEXT PROMPTS:** Modify the .TXT file. This is Optional, But if You want Colorized Prompts, or want More Stylized Prompts, You MUST use the PROMPT EDITOR Program to Change the Text Prompts. You MUST Save the NEW Prompt File to Disk with the SAME EXACT Name You used to Load it. If the 'Load External Text Flag' is Enabled, then ALSO Save a Second Version with the Right Module Name Format.
4. **LOAD THE SETUP PROGRAM:** The First File, with the Suffix of .SET, is the Module SetUp Program. This Program Allows You to Configure the Module to Suit Your Individual System Requirements.
5. **RUN THE SETUP PROGRAM:** When You are Prompted for a PARAMETER DISK, Insert the Disk Containing the .PAR, .MOD, and .TXT Module Files. When You are Prompted for a Clone Number, Input the Default of '1' or ANY Printable Character Previously Assigned in Step #2 Above.
6. **USE THE [P] COMMAND:** This Places You in the Parameter Edit Mode, Allowing You to Modify ALL of the Parameters. Hit the RUN/STOP Key to Exit, when Finished, and then SAVE the NEW Parameter File.
7. **USE THE [D] COMMAND:** This Option will Allow You to Custom Define ALL SubBase Descriptions and Categories. Press the RUN/STOP Key to Exit, when Finished, and then SAVE them to the Parameter File.
8. **USE THE [C] COMMAND:** This Option will Create a RELative Base File for the Module. NOT ALL Modules Require this Step.
9. **USE THE [L] COMMAND:** This Option Creates a Working Module Program by Linking the .PAR, .TXT, and .MOD Files. Enter the Module Name, and when You are Prompted, Insert Your Destination MODULES DISK, in the Same Disk Format. If NOT in the Same Format, But Connected to the Same Computer, Use [T] to Assign a NEW Target Drive FIRST, OR Insert ANY Destination Disk and then Proceed to Step 10.
10. **COPY THE WORKING MODULE FILES:** Use the FILE COPIER Program to Move ALL Module Files to the MODULE DISK Drive, Including the HelpFile, Intros, if Enabled, and RELative Base File. Modify the .HLP File with a Text Editor BEFORE You Place it on the BBS as a HelpFile.
11. **REPEAT ABOVE STEPS:** Repeat this Process for EACH Module or Clone. REMEMBER to Define ALL SAMs in the Main Configuration Parameters!

INTRODUCTION

The MESSAGE MODULE Provides a Very Efficient, Totally Automated Method of Maintaining a Large Message Base System, Handling UpTo 9 SubBases, with UpTo 150 Messages Each, for a Total Capacity of 1,350 Messages. A RELative File Stores Record Headers of ALL Messages on ALL SubBases, and Standard SEQuential Text Files are used to Store the Message Text. Cloning this SAM will Create Additional Message Modules and SubBases.

The MODULE DISK Files are: MESSAGE.SET, 1MESSAGE.MOD, 1MESSAGE.PAR, 1MESSAGE.TXT, 1MESSAGE.SRC, & MESSAGE.HLP.

MESSAGE.SET - CONFIGURATION PARAMETER SUMMARY

01	Set Number of Message SubBases	1 - 9
02*	Set SubBase Entry Access Levels	0 - 255 GROUP3 Level
03*	Set SubBase System Drives	1 - 255
04	Use Intro/Title Screens	Y = Use Intro/Title
05	Header Fix Level (READ SubOption 'C')	0 - 255 (255 Default)
06	Maximum Number of Messages per SubBase	5 - 150
07	Number of Categories Per SubBase	1 - 8
08	W Command Access Level (Write)	1 - 255 GROUP1 Level
09	D Command Access Level (Delete)	1 - 255 GROUP1 Level
10	ZAP Command Access Level (Kill Old Msgs)	1 - 255 GROUP1 Level
11	Guest User SubBase Access Level	1 - 255 GROUP3 Level
12	Lock Private Messages Level	0 - 255 GROUP2 Level
13	Display Message Reference Numbers Level	0 - 255 GROUP2 Level
14	DES Command Access Level (Descriptions)	1 - 255 GROUP1 Level
15	LEV Command Access Level (User Levels)	1 - 255 GROUP1 Level
16	REF Command Access Level (Reference #)	1 - 255 GROUP1 Level
17	ForWard ANY/ALL Messages Level	0 - 255 GROUP2 Level
18	Delete ANY/ALL Messages Level	0 - 255 GROUP2 Level
19	Read Private Messages Level	0 - 255 GROUP2 Level
20	RELative Base File Drive	1 - 255
21	Enable WrapAround Base (AutoCycling)	Y = Enable WrapAround
22	Use/Load External Text Prompts	Y = Use External Prompts
23	Display SubBase Number	Y = Show SubBase Number
24	Enable AutoReply Subjects	Y = Use RE: Subjects
25	Guest Mail Locked to SysOp ONLY	Y = Lock Guest Mail
26	Use Message Access Levels	Y = Use Access Levels
27	Use Message Categories	Y = Use Categories
28	Prompt for Message Deletions	Y = Prompt for Deletion
29	Prompt for Message Reading	Y = Prompt for Reading
30	Lock Private Messages to SysOp	Y = Lock Mail to SysOp
31	Enable User Counter Statistics	Y = Use Counter Stats
32	Message Text Files Prefix	MUST Be 2 Characters
33*	Message Command Definitions	1 - 8 Letters (A-Z Only)
34*	READ Mode SubOptions Command Definitions	ANY Character or RETURN
35	Message RELative Base FileName	Protect Character + Name
36	Message HelpFile Name	!MS.H (Default)

'' Shown Beside a Prompt Number Indicates a Multiple Entry Parameter.
 Hit RETURN to Enter the SubParameter Selection Mode.
 Hit SPACEBAR to Change the Current Parameter.
 Use the CRSR Keys to Scroll through the SubParameters.
 Hit RETURN to Exit the SubParameter Selection Mode.

MESSAGE.SET - THE SETUP/CONFIGURATION PROGRAM

LOAD"MESSAGE.SET",8,1 and Type RUN to Execute the SAM SetUp Program. You are Prompted to Insert the Parameter Disk Containing MESSAGE.PAR, and then are Prompted for a Clone Number. Enter 1 for the Default.

The SetUp Program Displays the Following Menu:

```
[T] Target Drive [08.0] (Set NEW Target Device and Drive Number)
[P] Change Parameters (Configure/ReConfigure Message Module)
[D] Change Descriptions (Change SubBase Descriptions/Categories)
[C] Create Message Base (Create RELative Message Base File)
[L] Link Module Files (Create the Actual OnLine Message Module)
[M] Modify User Counters (Change User Activity Statistics)
[U] UpDate Descriptions (Save Descriptions to RELative Base File)
[Q] Quit SetUp (Quit SetUp Program and ReSet to BASIC)
```

[T] TARGET DRIVE

This Allows You to Set a NEW Target Drive and Saves Time when You want to [C] Create a RELative Base File, or [L] Link the Module Directly to the Xetec Lt Kernal HardDrive, or ANY Other Drive on Your System.

[P] CHANGE PARAMETERS

This Option Configures the MESSAGE MODULE. Use the CRSR UP/DOWN Keys to Scroll through the Parameters. The Parameter Numbers are Displayed in the Top Right of the Screen [P:000]. Hit the RETURN Key to Change the Single Entry Parameters, and Treat the Multiple Entry Parameters as Detailed on the Bottom of the Previous Page.

1. **MESSAGE BASES:** You can Define 1 to 9 Separate Message SubBases. 9 Full SubBases Requires Directory Space for 1,350 Files.
2. **BASE LEVELS:** For Each SubBase, You Assign a GROUP3 Access Level, Ranging from 1 to 255, that is Stored in the RELative Base File. Users WithOut a Sufficient GROUP3 Access Level are Denied Access to the Higher Levelled SubBases.
3. **BASE DRIVES:** The Actual Messages for Each SubBase can be Stored on Separate Drives. You can Spread the 9 SubBases and 1,350 Messages Across 9 Drives. You MUST Specify Valid System Drive Numbers ONLY. If You Define Less than 9 Message SubBases, then You do NOT have to Specify System Drive Numbers for ANY of the unused SubBases.
4. **USE INTRO FILES:** When Enabled, Each of the SubBases will Display its Own Intro/Title Screen. This Standard SEquential Text File is Shown WhenEver a User Enters a NEW SubBase, and MUST Reside on the Same Drive as the SAM. The Format for the FileName is:

[Protection Char] + [Entry Command] + [.] + [Base Number] + [.I]
For Example: !MS.4.I

Where '!' is the Protection Character, 'MS' is the Entry Command, '.' is the Period Separator, '4' is the SubBase Number, AND '.I' is the Suffix. Intro/Title Screens are ALWAYS Optional.

THE MESSAGE MODULE

5. **HEADER FIX LEVEL:** This GROUP2 Access Level, 0 - 255, is Assigned to the [C] Command of READ SubOptions to Change Message Headers. Set to 255 for SysOp Use ONLY, or Reasonably High for CoSysOp Use.
6. **MSGS PER BASE:** Sets the Number, 5 - 150, of Messages Per SubBase. Because The MCP Handles Disk Full Errors with File List Counters, the Maximum Messages can be Higher than the Directory Entry Limit. You can SetUp 5 SubBases, with 50 Messages Each, on a 1541 Drive. Although 250 Messages do NOT Fit on a 1541, The MCP will Make Sure that there is File Space Before Attempting to Write a NEW Message to Disk. This Maximum Applies Equally to ALL 9 Possible SubBases.
7. **CATEGORIES:** You can have 1 to 8 Message Categories per SubBase, Ranging from 1 to 20 Characters in Size. The Number of Categories is Equal for ALL SubBases. If You Set this Value to 5 for Example, then Each SubBase will Contain 5 Categories.
8. **W COMMAND ACCESS LEVEL:** Write/Buffer Transmit a Message
9. **D COMMAND ACCESS LEVEL:** Delete a Message Other than Your Own
10. **ZAP COMMAND ACCESS LEVEL:** Delete ALL Old Message Text Files
These 3 GROUP1 Access Level Parameters, Ranging from 1 to 255, Control Access to the Message Module Commands [W], [D], and [ZAP]. Set #8 to a Low Value. #9 and #10 to High Values for SysOp Use.
11. **GUEST MODULE LEV:** Guest User GROUP3 SubBase Access Level, 0 - 255, Allows Access to SubBases Equal to, or Lower than, the Value Set. ANY of the Higher Levelled SubBases will Neither be Accessible, Nor will they Appear in the Module's Available SubBase Display.
12. **PRV MSG LOCK LEV:** This GROUP2 Access Level Limits Users to Writing Public Messages ONLY. If a User's GROUP2 Access Level is Equal to, or Greater than this Value, then they CAN Write Private Messages. Access Level Values Range from 0 to 255. Set to 0 to Disable Lock.
13. **SHOW REF# LEV:** This GROUP2 Access Level, 0 - 255, Decides Whether the Internal Message Reference Numbers will be Displayed to Users. The Entire Message System for ALL SubBases uses Internal Counters, to Keep Track of ALL Messages that have been Written on the System from the Time You First Created the Message Base RELATIVE File. Although Normal Users do NOT have to Know About Reference Numbers, it is a GOOD Idea to Display them Anyway, Especially when using the MultiPlexer Option with the Lt Kernal HardDrive, Allowing You to Immediately Find, Edit, or Delete ANY Objectionable Messages on Your Secondary OffLine Computer, MultiTasking the HardDrive, while the User is Still OnLine. NEVER ALLOW the Reference Number to RollOver when it Reaches the Upper Limit of 65,536 Messages. Execute the [REF] Command to ReSet the Internal Reference Number, and then Clear Out ALL SubBase Message Text Files.
14. **DES COMMAND ACCESS LEVEL:** Change Descriptions/Categories
15. **LEV COMMAND ACCESS LEVEL:** Change User SubBase Access Level
16. **REF COMMAND ACCESS LEVEL:** Change User/System Reference Numbers
These 3 GROUP1 Access Level Parameters, Ranging from 1 to 255, Control Access to the Message Module Sysop Level Command Options. These Values should Normally be Set to 255 for SysOp's Use Only, or to Reasonably High Values, Say 200, for Trusted CoSysOp Use.

17. **FORWARD ALL LEV:** This GROUP2 Access Level Allows a User to Forward ANY Message File, Either Public or Private, Written by ANY User. Because Forwarding is a READ Mode SubOption, ONLY those Messages that a User can Read, can be Forwarded. Normal Users can Forward Messages Written to them ONLY. ANY User with a GROUP2 Access Level Equal to, or Higher than, this Value can Forward ALL the Messages, Even if they are NOT Addressed to the User. Ranging from 0 - 255, Set this Access Level for SysOp or High Level CoSysOp Use Only.
18. **DELETE ALL LEV:** This GROUP2 Access Level Allows a User to Delete ANY Message, Even if the Message is NOT Addressed to that User. ONLY the SYSOP Level Users should be able to Access this Option. Ranging from 0 - 255, Set to a High Level for SysOp/CoSysOp Use.
19. **READ PRIVATE LEV:** This GROUP2 Access Level Allows a User to Read Private Messages TO and FROM ALL Users. Normal Users can ONLY Read Private Messages Addressed to ThemSelves. Ranging from 0 - 255, Set this Value to a High Level for SysOp or CoSysOp Use ONLY.
20. **BASE FILE DRIVE:** This Drive MUST be the Same Drive that the Module is Placed on. The RELative Base File, HelpFile, Intro/Title File, and ALL SubBase Intro/Title Files MUST Reside on the Same Drive. This Assignment MUST be the Same as the System Drive Determined for the Message Module in the Main Configuration Parameters.
21. **WRAPAROUND BASE:** When this Flag is Enabled, the Message SubBases will WrapAround AutoMagically when the Maximum Number of Messages is Reached (AutoCycling/SelfMaintaining Message SubBase Feature). For Example, when a SubBase is FULL, Normally a User CANNOT Write a NEW Message. But, if You Enable this Option, the Oldest Message, #1, is AutoMagically Deleted, and ALL of the Remaining Messages are ReNumbered Down to Fill the GAP Left by the Deleted Message, Allowing the User to Write the Last Message. As Long as a SubBase Remains Full, Old Messages are Deleted as NEW Ones are Written. If You want to Manually Maintain the SubBases, You should Disable this Flag, and use the [D] Command to Delete UnWanted Messages.
22. **LOAD PROMPT FILE:** When this Flag is Enabled, the Message Module will Load an External Text Prompt File. This Feature was Added to Facilitate Changing Text Prompts on the Fly, WithOut ReLinking the Module Each Time You Make a Change. This is Very Practical During the Initial Module SetUp, and for Lt Kernal HardDrive Users with MultiPlexers and Second OffLine Computers. This MultiTasking Allows You to Change Text Prompts while a User is STILL OnLine!
23. **SHOW BASE NUMBER:** When this Flag is Enabled, the Users will See their Current SubBase Number, Displayed to the Immediate Right of the Main Message Command Prompt in Brackets, i.e [1].
24. **USE 'RE:' REPLIES:** When this Flag is Enabled, the Reply Subject is Picked Up from the Message being Replied to, and is Prefixed with RE:. Thus Replying to a Message whose Subject is "Car 4 Sale" would have the Following Automatic Reply Subject "RE:Car 4 Sale". Because ANY Message Subject can be UpTo 25 Characters in Length, the Last 3 Characters are Trimmed to Allow for the "RE:" Prefix. If You Disable this Flag, Users MUST Manually InPut a Subject.

25. **GST TO SYSOP LOCK:** When this Flag is Enabled, ANY Message Written by a Guest User, is AutoMagically Addressed as a Private Message to the SysOp, ID 0. When Disabled, Guest Users can Write Public or Private Messages to ANY Other User on the System.
26. **USE ACCESS LEVELS:** When this Flag is Enabled, ALL Messages Written Contain a GROUP1 Access Level, that is Determined by the Author, when Addressing the Message. ANY User with a GROUP1 Access Level, Equal to, or Greater than, the Read Level Specified by the Author will be able to Read the Message.
27. **USE CATEGORIES:** When this Flag is Enabled, the Message Categories are Activated for ALL Associated SubBases.
28. **ASK MSG DELETE:** When this Flag is Enabled, Users will be Prompted to Delete their OLD Messages BEFORE they Exit the Message Module, or BEFORE Entering a NEW SubBase. This Allows Users to Clear Out ALL Old Mail at Once, Rather than Deleting them ALL Individually. Users MUST Forward Messages they want to Retain to Avoid Deletion.
29. **ASK MSG READ:** When this Flag is Enabled, Users will be Prompted to Read the Message Text, After the Message Header is Displayed. When Disabled, the Cursor will ColorFlash After the Message Header is Displayed, and Users MUST Hit RETURN to Read the Message Text.
30. **LOCK SYSOP MAIL:** When this Flag is Enabled, ALL Private Messages to the SysOp CANNOT be Deleted, NOR Even Read, by ANY Other User, Regardless of Access Level. ONLY the SysOp, ID 0, can Access them.
31. **USE COUNTER STATS:** When this Flag is Enabled, the Module Maintains a Count of the Number of Messages a User has Written and Received, Allowing You to Monitor ANY User's Activity in the Message Module. Because these Counter Stats are Stored in the RELative Base File, You MUST ReCreate the RELative Base File, should You Ever Decide to Change the Status of this Flag.
32. **TEXT FILES PREFIX:** Enter a 2 Character Prefix for the File Names of Intro/Title Screens, Message Text Files and SubBase Intros. Use a Unique 2 Character Prefix for Each Message Module Clone. ALL Actual Message Text Files are Named as Follows:

[Protection Char] + [Prefix] + [.] + [Base Number] + [.] + [Seq #]
For Example: !MS.3.004

Where '!' is the Protection Character
'MS' is the 2 Character Prefix Set in this Parameter
'.' is the First Period Separator
'3' is the SubBase Number that the Message was Written in
'.' is the Second Period Separator
'004' is the Internal Message Number, Padded with Zeroes
(NOT the Same as the SubBase Message Number!)

NOTE: The Prefix Defined here, can be used in Labeling ALL Other Module Files as well. This HELPS to Create Some Consistency Finding Related Files Quickly in Larger Systems. We use [MS] as the Entry Command and [!MS] for the RELative Base File!

33. **COMMAND:** This Multiple Entry Parameter will Allow You to ReDefine the 29 Main Commands of the Message Module. Each of these Commands can Range from 1 to 8 Letters in Length (A to Z ONLY - NO SPACES). DO NOT DUPLICATE ANY of The MCP Resident Command Name Definitions. The Default Command Names are Displayed to the Left of the Colon, and the ReDefined Commands to the Right, Padded with Extra Colons, that are Added Automatically by the SetUp Program. Enter 8 Colons to Disable ANY Command in the List, You wish to DeActivate.
34. **READ COMMAND:** This Multiple Entry Parameter Allows You to ReDefine the 11 Available Read Mode SubOptions, that the User can Invoke, After Reading ANY Message with the [R] Read Message Commands. The 11 Read Mode SubOption Command Definitions are:

[H]	Change Current Message Header (SysOp ONLY)
[RETURN]	Continue Reading Messages in Current Direction
[+]	Set Read Forward Mode and Continue Reading
[-]	Set Read Backward Mode and Continue Reading
[Q]	Quit Read Mode/Exit to Main Message Prompt
[T]	Trace Mode, [TO] Trace Original, [TR] Trace Replies
[R]	Reply to the Current Message
[F]	Forward the Current Message
[D]	Delete the Current Message
[C]	ReRead the Current Message AGAIN
[?]	Display Read Mode SubOptions Command Summary

NOTE: The Default Command to Continue Reading is the RETURN Key, Shown in a Screen Code Format, LowerCase Inverse Video 'm'. The RETURN Character and ALL Other Printable Characters can be Assigned as the Valid Read Mode SubOption Commands. ALL Other NonPrinting Characters, Such as the Function Keys, Disable ANY Read Mode SubOption to which they are Assigned.

35. **BASE FILE:** The RELative Base File Contains the Associated Records of the Message Module, Including ALL the SubBase Message Headers, Users GROUP3 Access Levels, SubBase Descriptions and Categories, and the Users Counter Stats. You MUST Assign a Name to this File. Although, it MUST Begin with the System Protection Character [!], and You have UpTo 15 Characters Left with which to Define a Name, We Recommend Using the Following Format for Simplicity:

[Protection Character] + [Entry Command Name]
For Example: !MS

36. **HELPPFILE:** The Message Module HelpFile is Named/Saved as Follows:

[Protection Character] + [Entry Command Name] + [.H]
For Example: !MS.H

SAVE YOUR NEW CONFIGURATION - Creating the NEW MESSAGE.PAR File

When You are Finished Changing the Parameters, Press the RUN/STOP Key to Exit the Edit Mode. You are then Prompted to Save the Parameters. If You Reply YES, You are then Prompted to Insert the Parameter Disk. The OLD .PAR File is Scratched, and Replaced with the NEW .PAR File. Follow this to Save UpTo Your Current Parameter and Continue Editing.

[D] CHANGE SUBBASE DESCRIPTIONS/CATEGORIES

This Command will Allow You to Change the Descriptions and Categories for ALL of the Message SubBases, 9 SubBases with 8 Categories Each. The CRSR UP/DOWN Keys will Scroll the Descriptions and 8 Categories, for Each of the 9 SubBases, in Order.

The SubBase Descriptions are Displayed as: DES:1-9:Message Base 1-9. Descriptions can be UpTo 30 Characters in Size, using ANY Characters, Except the DELETE and RETURN Keys. ANY Color or NonPrinting Character can be used, BUT is Shown in Screen Code Format, on the SetUp Screen.

SubBase Categories are Displayed as: CAT:1-9:1-8:Message Cat #1-9.1-8. Categories can be UpTo 20 Characters in Size, Restrictions as Above.

When You are Done Changing Descriptions, Hit the RUN/STOP Key to Exit. You will then be Prompted to SAVE PARAMETERS, Because the Descriptions form the Second Part of the .PAR File. If YES, Insert Parameter Disk.

SubBase Descriptions are Displayed to the User when Entering the SAM, or when Invoking the [SS] Scan SubBase Command in the Message Module, Allowing You to Elaborate on the Purpose of Each Message SubBase.

You do NOT have to Change Descriptions for ANY SubBase You do NOT use. You can Change Descriptions ANY Time, with this, or the [DES] Command in the Message Module, Even with Active Messages in the SubBases.

[C] CREATE RELATIVE BASE FILE

This Option Creates a RELative Base File Containing the Record Headers of ALL SubBases, Including the Users GROUP3 Levels and Counter Stats, as well as ALL SubBase Descriptions and Categories.

When You Select this Option, You are Prompted to Insert a MODULE DISK. This is the Same Disk that the Module Resides on. If the Disk Format is NOT 1541 Compatible, BUT the Drive is Connected to the Computer, Use the [T] Command to Assign a NEW Target Device and Drive Number, BEFORE Creating the RELative Base File, OR Insert a 1541 Format Disk, and then use the FILE COPIER to Copy the Base File to the MODULE DISK. The MODULE DISK can Also be a Lt Kernal HardDrive Partition, LU 0.

You are then Prompted to Set the Initial User Base Level. This Setting is the GROUP3 Access Level, Assigning the Members' SubBase Accesses. If You want to Raise ANY Individual's Level Higher than this Value, You MUST use the [LEV] Command in the Message Module to Achieve this.

After Entering the User Base Level, the RELative Base File is Created, to the Exact Size Needed, According to Your Specified Configuration. The [R:0000] Status Indicator, in the Top Right Corner of the Screen, Displays the Record Count, as they are being Created. The File Size will Vary, and may be ONLY a Few Blocks, OR as Large as 242 Blocks, for Fully Configured Modules, 9 SubBases, 1350 Total Message Capacity.

The Amount of Time Necessary, to Create this Base File could be Short, or Quite Long, and will Depend on the Type of Disk Drive being Used, and the Total Message Capacity that You have Configured.

[L] LINK MODULE FILES

This Option Prompts You to Insert a Parameter Disk. The Names of Files to be Linked, Default Clone Number '1', MUST Follow this Format:

[Clone Number] + [MESSAGE] + [.] + [Suffix]

For Example: 1MESSAGE.PAR

1MESSAGE.MOD

1MESSAGE.TXT

You are then Prompted to Enter a Module Name, in the Following Format:

[Protection Character] + [SAM Prefix] + [.] + [Entry Command]

For example: !SAM.MS

Once You have Entered a Module Name, Parameters from the .PAR File, Currently in Memory, are Linked Together with the .TXT and .MOD Files, from Disk, in Memory. You are then Prompted to Insert a MODULE DISK. Hit RETURN and the Final Working SAM will be Written to that Disk. Use the [T] Command, BEFORE Linking, to Assign the NEW Target Drive, when using an Incompatible Disk Format, Connected to Your Computer, OR Link to a 1541 Format Disk, and Copy the SAM to the MODULE DISK.

[M] MODIFY USER COUNTERS

This Changes User Counter Stats, if used, in the RELative Base File. To Modify the Statistics, Place the Disk with the RELative Base File in the Disk Drive BEFORE Pressing the [M] Key, OR Use the [T] Command, to Assign a NEW Target Drive, if in a Different Format, and Connected to the Computer. When You Press [M], User Counter Statistics are Read into Memory. The Status Line in the Middle of the Screen will Display:

FROM:00000-TO:00000

The FROM/TO Indicator Shows the Number of Messages a User has Written and Received. To Change these Values, Press the RETURN Key, and Enter a Number from 0 to 65,535 for EACH. [R:0000] Shows the User ID Number for Current Stats. Use CRSR UP/DOWN Keys to Scroll the 349 User IDs. User ID Number 350, DOES NOT EXIST! Do NOT Change this Value.

To Dump the User Statistics to Printer, You can Press [P] at ANY Time. Use the RUN/STOP Key to Abort Printing at ANY Time.

WARNING: Some Printers AND/OR InterFaces DO NOT Function Correctly with RELative Files, Interfering with Serial Bus Disk Access. DO NOT Turn the Printer ON, Until You are Ready to PrintOut User Statistics. If the Printer is ON while the SetUp Program is Reading/Writing, You could Corrupt the RELative Base File.

When Done Examining, or Changing these Values, Press the RUN/STOP Key. The Counter Statistics will be Written Back to the RELative Base File.

[U] UPDATE DESCRIPTIONS

Use this Option to UpDate the Descriptions to the RELative Base File, to Save Changes Made, at a Later Time, TO the RELative Base File.

THE MESSAGE MODULE

MESSAGE MODULE TEXT PROMPT FILE - Maximum Size of 2,900 Bytes

For Modules that use .TXT Prompt Files, use the PROMPT EDITOR Program to Modify the Text Prompts, Including the Addition of Color/Graphics. You may ALSO use an Assembler to Change the PAL Format .SRC Files See the PROMPT EDITOR Section of the Manual for Editing Text Prompts.

The Maximum Size of a Message Module Text Prompt File is 2,900 Bytes. You MUST NEVER Create a Text Prompt File Larger than this Limitation.

A Complete Summary of ALL Text Prompts in this File is Provided Below. For ALL of the Major Prompts, where the Screen Colors should be Set, for Color Text Prompts, an Asterisk Appears Beside the Prompt Number.

You DO NOT have to ReDefine the Screen Color Changes in EVERY Prompt; Only the Major Prompts, Appearing Most Frequently, should be Adjusted.

THE MESSAGE MODULE TEXT PROMPTS SUMMARY

00 Quick Scan Message Header
01- Quick Scan Guest User Indicator
*02+ Read Mode Command Prompt
03? Ask User to Confirm Message ForWarding
04 READ Mode SubOption Command Summary
05 Notify User that Current Message CANNOT be Found
06? Ask User to Read Current Message Text
*07+ Message Header: Message Number
08+ Message Header: Category
09+ Message Header: Subject
10+ Message Header: Date Message Written
11+ Message Header: Written BY User
12+ Message Header: Written TO User
13+ Message Header: Message ForWarded By
14 Available Categories Header
15+ Deleted Message Indicator
16 Available Message Bases Header
*17 Message Base Setup Prompt
18 Message Base Full Indicator
19+ Prompt User to InPut their Message Subject
20+ Prompt User to InPut their Message Category
21 Saving Message Indicator
22+ Prompt User for the Name or ID#, to Address the Message to
23? Ask User if the Message is to be Private
24+ Prompt User to InPut a Message Access Level
*25+ Main Message Module Command Prompt
26 Prompt Given when User Hits RETURN at the Main Prompt
27+ Prompt to Indicate Number of Messages in Current SubBase
28+ Prompt to Indicate Number of Messages Addressed to User
29? Ask User to Delete Messages After Exiting a SubBase
30+ Prompt to Indicate Messages Written BY User
31+ Prompt to Indicate Messages Written TO User
32+ Select the SubBase Prompt, if NOT Previously Specified

Prompts Marked with a [+] Should NOT End with a RETURN Character.
Prompts Marked with a [-] Should NOT Begin with a RETURN Character.
Prompts Marked with a [?] are Prompts that Ask a Yes/No Question.

THE MESSAGE HEADERS

Message Headers Contain ALL the Necessary Information About Messages, in the RELative Base File, and Display the Following:

Message#: Msg#/Msgs/Level or P/Reps/RepT#/Ref#:Seq#
Category: Message Category Description
Subject: Message Subject Text
Sent On: Date Message Written/[R] Already Read Indicator
Sent By: ID Number and Name of User who Wrote the Message
Sent To: ID Number and Name of User Message Written TO or ALL
ForWard: ID Number and Name of User who ForWarded the Message

If Categories are Disabled, the Category is NOT Shown. If the Message was NOT ForWarded, the ForWarding is NOT Shown. Date is Either Text or Numerical Format. The [R] After the Date ONLY Appears when the Message has been Read by the Addressed User, and thus is Identified as being an Old Message that is Ready for Deletion.

The First Line in the Header is Detailed Below, from Left to Right:

Msg#: The Current Message Number being Read or Written.
Msgs: The Total Number of Messages in the Current SubBase.
Level: Access Level of Message for Public Messages ONLY.
P: This is Displayed to Indicate a Private Message.
Reps: The Total Number of Replies to this Message.
RepT#: For Replies, this is the Message Number Replied TO.
Ref#: System Internal Reference Number.
Seq#: System Internal Text File Sequence Number.

The Ref#/Seq# is Shown ONLY if the User has Sufficient GROUP2 Access. The Internal Reference Numbers Range from 1 to 65,535. After 65,535, You MUST Execute the [REF] Command to ReSet the Reference Number to 0, and the [D-] Command to Clear ALL Messages from ALL SubBases.

As NEW Messages are Added, Reference Numbers Increase. ALL SubBases Share this Number, BUT Each Message has a Unique Reference Number. Every User, Except the SysOp, has their Own High Reference Number, that Tracks their High Message Read. ONLY the [N] Command will UpDate this Number; the [R] Read and [S] Scan Commands will NOT.

The Sequence Number Indicates the Actual Record Position of the Header in a RELative Base File, Assigning FileNames for Message Text Files. When You Begin a NEW Message Module, Sequence Numbers will be the Same as the Message Numbers. For Example, Message Number 4, in SubBase 2, is Named '!MS.2.004'. But as You Delete Messages, the Record Positions Develop 'BLANK SPOTS' where Old Headers used to be. These Holes are Filled with NEW Positions. For Example, when You Delete Message 14, Record Position 14 is NOW Open to the System for a NEW Message Header. If the User Enters a NEW Message with the Reference Number of #115, the Text File Saved, will NOT be '!MS.2.115'. It will be '!MS.2.014', Because the Sequence Number is used in Naming the Text File to Disk.

There can ONLY be 150 Sequence Numbers and Text Files per SubBase. If You want to Read, or Edit, a Text File for ANY Specific Message, You MUST use the Sequence Number to Locate its Actual Disk File Name.

MESSAGE MODULE COMMANDS

This Provides Detailed Descriptions of the 29 Message Module Commands, that Operate WITH the 15 MCP Resident Commands. You MUST Ensure that Message Command Definitions DO NOT DUPLICATE the 15 Resident Commands. Because SAM Entry Command Names do NOT Interfere with Module Commands, You can have a Module Command that Duplicates a SAM Entry Command.

MESSAGE MODULE COMMAND SUMMARY

BBS		Return/Exit to Main BBS
D	[Message Range]	Delete a Message OR a Range of Messages
W		Write a Message
C		Catalog Message Categories
SS	[SubBase #]	Scan SubBases/Select a Specific SubBase
ZAP		Clean ALL Old Messages in a SubBase
DES	[Category #]	Change SubBase Categories/Descriptions
LEV	[Level/0:Name/ID#/*]	Change User Base Levels/Display Stats
REF	[*]	ReSet System/User Reference Numbers
R	[+ - * /] [#]	Read Messages
RA	[+ - * /] [#]	Read Messages Addressed to ALL
RC	[+ - * /] [#]:[Cat #]	Read Messages BY Category
RF	[+ - * /] [#]:[ID#/Name]	Read Messages FROM User
RT	[+ - * /] [#]:[ID#/Name]	Read Messages TO User
N	[+ - * /]	Read NEW Messages UpDate High Reference
NA	[+ - * /]	Read NEW Messages Addressed to ALL
NC	[+ - * /]:[Category #]	Read NEW Messages BY Category
NF	[+ - * /]:[ID#/Name]	Read NEW Messages FROM User
NT	[+ - * /]:[ID#/Name]	Read NEW Messages TO User
S	[+ -] [#]	Scan Messages
SA	[+ -] [#]	Scan Messages Addressed to ALL
SC	[+ -] [#]:[Category #]	Scan Messages BY Category
SF	[+ -] [#]:[ID#/Name]	Scan Messages FROM User
ST	[+ -] [#]:[ID#/Name]	Scan Messages TO User
Q	[+ -]	QuickScan Messages
QA	[+ -]	QuickScan Messages Addressed to ALL
QC	[+ -]:[Category #]	QuickScan Messages BY Category
QF	[+ -]:[ID#/Name/*]	QuickScan Messages FROM User
QT	[+ -]:[ID#/Name/*]	QuickScan Messages TO User
?		Display Module HelpFile

READ MODE SUBOPTIONS COMMANDS SUMMARY

+	Set ForWard Read Direction and Read the Next Message
-	Set BackWard Read Direction and Read the Next Message
A	Read Current Message Again
C	Change Current Message Header (SysOp Command)
R	Reply TO Current Message
F	ForWard Address the Current Message
TO	Trace Original Message
TR	Trace Message Replies
D	Delete Current Message
RETURN	Read Next Message in the Current Direction
Q	Quit Read Mode, Exit to Main Message Prompt
?	READ Mode Commands Summary
###	Read ANY Specific Message, Enter a Number from 1 - 150

[BBS] EXIT MODULE/RETURN TO MAIN COMMAND PROMPT

This Command is Provided in ALL SAMs to Exit and Return to The MCP. When a User Hits RETURN at the Message Command Prompt, they are Shown a Help Prompt, Rather than Exiting the Module. As RETURN can Easily be a Mistaken KeyStroke, ALL Modules are Provided with a Separate Command for Exiting the Module.

When a User Exits a Module, The MCP Command Prompt may be Displayed Immediately, or the Module may Perform the RELative Base File UpDates.

The Message Module ALWAYS UpDates the NEW Message Reference Number, the User's High Message Reference Number, and User Statistic Counters, BEFORE Returning to The MCP. If a Carrier Loss Occurs WithIn a Module, the Module UpDates BEFORE the Standard MCP System ReSet Period Begins.

Modules in *DarkStar'88* use their Own Areas of Memory for Operation. When a User Exits a Module, NO System Files, NOR ANY of the User Data is ReLoaded into Memory. Exiting the Module is a Quick Process.

[D] DELETE A MESSAGE/OR A RANGE OF MESSAGES (Dx, Dx-, D-x, Dx-y, D-)

You MUST Supply a Numerical Range, Even when Deleting ONLY 1 Message. The Message System of *DarkStar'88* is Unique in that the Message Base Automatically ReCycles Every Time a Message is Deleted. This Process is Very Quick as well. Be Aware that Deleting a Message ONLY Deletes the Message Header. The Message Text File will Still be on the Disk. The Text File on Disk, is Eventually OverWritten when a NEW Message Replaces the Deleted One. The [ZAP] Command is Provided to Clean Up ANY LeftOver Message Text Files, that You may Want to Purge.

Specify ANY Message Number, or a Message Range, in the Same Fashion that You would, with the Delete Lines Command in the Line Editor:

- Dx** Delete ANY Specific Message (where X = 1 to 150).
- Dx-** Delete ALL Messages from X to the End of the SubBase.
- D-x** Delete ALL Messages UpTo and Including X.
- Dx-y** Delete ALL Messages from X (Starting) to Y (Ending).
- D-** Delete the Entire Message SubBase.

NOTE: You may ALSO use the [D] SubCommand in the Read Mode SubOptions, to Delete Messages, But ONLY the Current Message can be Deleted.

A Message can ONLY be Deleted if 1 of the Following Conditions is Met by the User Currently OnLine:

1. The Message is Written TO that User.
2. The Message is Written BY that User.
3. The User has a GROUP2 Level Allowing ALL Message Deletions.

ALSO, the User MUST have a GROUP1 Access Level, Sufficient to Invoke the [D] Command, or the [D] Read Mode SubOption. The [D] Command has its Own Access Level Determined in the Message Module's SetUp Program. If the User CANNOT Access the [D] Command, then the Conditions Above, CANNOT be Met. When You Enable the SysOp Message Lock Flag Parameter, ONLY the SysOp can Delete a Private Message Written to ID Number 0.

[W] WRITE A MESSAGE

This Command Allows ANY User, Including Guests, to Enter a Message. Entering a NEW Message can be Summarized as Follows:

1. The Text Drive is Checked for Disk Space. If there is Less than 20 Blocks Free, NO NEW Messages can be Written to that SubBase. If there is More than 20, but Less than 40 Blocks Free, the User can Enter UpTo 100 Lines of Text, or 4,096 Characters at a Time. If there is More than 40 Blocks Free Remaining, the User can Enter UpTo 200 Lines or 8,192 Characters of Text per Edit Session.
2. If the Files Counter is used, the Drive is Checked for Directory Entry Space. If None, the User CANNOT Write a NEW Message.
3. If a SubBase is Full, Users can ONLY Write a NEW Message by First Deleting the Old Ones. When the Module uses WrapAround SubBases, Oldest Messages are AutoDeleted to Make Room for the NEW Messages.
4. Enter the ID Number or Name of the Addressed User, OR Enter ALL, if Addressed to ALL Users. Messages Written to ALL will be Public, as You CANNOT Write a Private Message to ALL.
5. If NOT Addressed to ALL, User is Asked if the Message is Private. If the User Enters [N], then it is Sent as a Public Message.
6. If the Message is Public, the User is Asked for an Access Level, if Enabled in the Module. Users can Enter ANY Level from 1 to 255. A User can Enter ANY GROUP1 Access Level, Even if Above their Own. If the Level is Higher, they CANNOT Read the Message Once Written. If Levels are Disabled, the Header Shows an Internal Level of 1.
7. The User is Asked for a Message Subject, from 1 to 25 Characters. Guests CANNOT Enter a Subject, as their Guest Name is Placed Here. A Default Text Prompt for Guest Subjects is Provided Instead.
8. If Categories are Enabled, the User MUST Enter a Category Number. or [?] to List the Available SubBase Categories.
9. The Message Header is Next Displayed in its Final State.
10. The User may have to Select a 1 of 2 Text Editors at this Point. When Operating in ASCII Display Mode ONLY, the User MUST Access the ASCII Text Line Editor. If the Module uses Forced Editing Lock then Users WithOut ByPass Access, MUST use the Specified Editor. The Forced Editing Lock ONLY Functions in the Color Display Mode, where the User can Choose Between the ASCII or the Color Editor. If the User has ByPass Access, or if this Parameter is Disabled, Users Enter [1] for the Line Editor, or [2] for the Color Editor.
11. The User's Connect Time Stops while Entering the Message Text.
12. If the User Aborts the Text Editor, ALL InPut is LOST. If the User Requests a Save, then the Message Text File will be Saved to Disk. If the User Chooses to Continue, they Return to the Text Editor, as Long as there is Enough Disk Space Left to Proceed.

[C] DISPLAY ALL AVAILABLE MESSAGE CATEGORIES

This Command Displays ALL Categories for the Current Message SubBase, and the Category Numbers that the Users Provide when Writing Messages. If the Categories are Disabled, this Command will ALSO be Disabled.

[SS] SCAN SUBBASES/SELECT A SPECIFIC SUBBASE (SS, SS1 to SS9)

This Command Shows ALL SubBases, with Descriptions, and File Totals, that a User can Access. If using 1 SubBase ONLY, Disable this Command. If this Command is Followed by a SubBase Number that is Accessible, Several Things may Occur, in the Following Order:

1. The User is Asked to Delete ALL Messages Addressed to them.
2. The SubBase IntroFile is Displayed.
3. The SubBase Data is Loaded into Memory. During this Process, the User's Connect Time will STOP.
4. The Total Number of SubBase Messages, and ANY Messages Waiting for the User are Displayed. After this, the User will Proceed to the Main Message Command Prompt.

NOTE: The MCP Allows Users to Include a SubBase Number when Specifying ANY Module's Entry Command. For Example, if Your Message Module is [MS], and Users Enter [MS5] from The MCP Main Command Prompt, the Module will Attempt to Take the User Directly to SubBase 5. If the SubBase is at a Level too High for the User, the Module is Aborted, and the User Returns to The MCP Main Command Prompt. If a User Enters the Module WithOut Specifying a SubBase Number, the Available SubBases are Shown, and the User MUST then Select a SubBase, or Hit RETURN to Exit to the Main Command Prompt.

[ZAP] CLEAN UP MESSAGE BASE TEXT DRIVE

This SysOp Command Removes the UnWanted Text Files from the Text Drive of the Current SubBase. The [D] Delete Commands for the Message Module do NOT Delete the Text Files. ONLY the Message Headers are Deleted. The Text Files Remain on Disk Until Manually Deleted, or OverWritten by the NEW Messages. OR, You can use the [ZAP] Command to MASS Delete ALL unused Text Files. As Each File is Deleted, the Sequence Number is Displayed to Indicate that the ZAP Process is Functioning Properly. *DarkStar'88* does NOT Need a Cycling Command. The WrapAround SubBases Fully Maintain ThemSelves. The ONLY Reason to use the [ZAP] Command is to Free Up Disk Space when Running Low.

[DES] CHANGE SUBBASE AND CATEGORY DESCRIPTIONS (DES, DES1 to DES8)

This Changes Descriptions of a Current SubBase, and its 8 Categories. This is a Mini OnLine Version of the [D] Option in the SetUp Program. Use the [DES] Command to InPut a NEW 30 Character SubBase Description. Use the [DES] Command with a Category Number from 1 to 8, to Change the 20 Character Category Description. In BOTH Cases, a Colon Appears Below the Prompt, Awaiting Your NEW Description. Use ANY Characters You want. ALL NonPrinting Characters will Echo as Question Marks.

[LEV] CHANGE USER BASE LEVEL/EXAMINE USER STATISTICS
(LEVO, LEV1:1, LEV10:JOHN DOE, LEV5:*, LEV200:300, etc.)

This Command Performs 2 Distinctly Different Functions. If You Enter the [LEVO] Command, the Message Base Statistics for ALL Active Users on Your System will be Displayed. Use the OutPut Control Keys to Stop or Abort the Display. The Messages FROM Statistic will be Given First, Followed by the Messages TO Statistic and the User's Name.

The Second Function is to Change the GROUP3 SubBase Access Level Value for ANY/ALL of the Users. To Change the Access Level for ANY One User, Enter the [LEV] Command, Followed by a User's NEW GROUP3 Access Level, a Colon, and a User's Name or ID Number. For Example, [LEV200:STARMAN] or [LEV200:114] Changes the GROUP3 Access Level of User 114:STARMAN.

The [LEV] Command will ONLY Allow a CoSysOp to Change the Access Level of Other Users as Long as they do NOT Specify a Level Above their Own.

For Example, WhenEver a CoSysOp, who has a GROUP3 Access Level of 100, Enters the Command [LEV200:STARMAN], it CANNOT Work Because Level 200 is Above the CoSysOp's Own Level of 100.

This Prevents a User from Increasing their Own Levels to Gain Access to More Message SubBases.

A User CANNOT use [LEV] on ThemSelves to Increase their GROUP3 Access.

The SysOp has GROUP1-3 Access Levels of 255, and can ALWAYS Adjust ANY, or ALL, of the Users in the RELative User Base File.

The [LEV] Command can ALSO Set the GROUP3 Access Levels for ALL Users on Your BBS System, at Once! ONLY the SysOp can Exercise this Command.

Enter the [LEV] Command, Followed by the Desired GROUP3 Access Level for ALL of the Users, a Colon, and Finally the Asterisk [*] Character. For Example, [LEV25:*] Sets ALL Users' SubBase Access Levels to 25.

[REF] RESET INTERNAL REFERENCE NUMBER/USER HIGH MESSAGE READ COUNTER
(REF, REF*)

This Command should ONLY be Issued when the Internal Reference Numbers of the Message Module, Approaches the Upper Limit of 65,535 Messages, OR when Some Disk Error Corrupts ANY of the User Reference Numbers.

The [REF] Command, by ItSelf, will ReSet the Internal Reference Number Back to 0. ALL NEW Messages will then Start at Number 1 and Increase Once More to the Maximum of 65,535.

The [REF*] Command will ReSet the High Message Read Reference Numbers for ALL Users to 0. This Command can be used at ANY Time in the Event that SomeThing Affects the Users' High Message Read Reference Number.

When ANY User's High Reference Exceeds the Internal Reference Number, (it should Never do this Normally), You Should use the [REF*] Command. Users then use the [N] New Command and the [A] Abort OutPut Control to ReSet their Individual High Message Read Reference Number.

THE MESSAGE MODULE

READ/NEW/SCAN/QUICKSCAN OVERVIEW

These 20 Commands are in 4 Groups, of 5 Commands Each, as Follows:

[R] **Commands:** Read Messages (R, RA, RC, RF, RT)
[N] **Commands:** Read NEW Messages (N, NA, NC, NF, NT)
[S] **Commands:** Scan Messages (S, SA, SC, SF, ST)
[Q] **Commands:** QuickScan Messages (Q, QA, QC, QF, QT)

Each Command Group has 5 Modes of Operation, as Follows:

[]: General Message Mode (No Secondary Command Character)
[A]: Messages TO ALL
[C]: Messages BY Category
[F]: Messages FROM Users
[T]: Messages TO Users

The General Modes Show NO Letter After them, as they are the Defaults. The Following Chart will Show ALL of the Possible Command Definitions. You can Disable ANY of the Commands, You do NOT wish to Use.

THE READ/NEW/SCAN/QUICKSCAN COMMAND SUMMARY CHART

Command Modes	Main Command Groups			
	READING	NEW READING	SCANNING	QUICKSCAN
General	R	N	S	Q
To ALL	RA	NA	SA	QA
BY Category	RC	NC	SC	QC
FROM User	RF	NF	SF	QF
TO User	RT	NT	ST	QT

Each Command Group has a Different Template as Follows:

Reading: Command[+ - * /][Message #]:[Parameter]
NEW Reading: Command[+ - * /]:[Parameter]
Scanning: Command[+ -][Message #]:[Parameter]
QuickScan: Command[+ -][Message #]:[Parameter]

The [Parameter] Options Depend on the Command Mode Selected:

GENERAL and ALL Modes: These Have No Parameter Field.
BY Category: Requires a Message Category Number.
FROM User and TO User: User ID/Name, or [*] For QuickScanning.

[R] READ MESSAGES (R, R+, R-, R, R/, R+10, R-25, R*100, R/113, R45)*

This is a General Mode Command, that Reads Messages NonContinuously, Starting at Message Number 1, in ForWard Mode.

There are 4 Direction Indicators that are used as Follows:

- [+]* Sets the Read Direction to ForWard, NonContinuous Mode.
- [-]* Sets the Read Direction to BackWard, NonContinuous Mode.
- [*]* Sets the Read Direction to ForWard, Continuous Mode.
- [/]* Sets the Read Direction to BackWard, Continuous Mode.

The Read Direction, and the State of the Continuous Mode, Remains Set, Until the User Changes this State. For Example, if a User Enters *[R/]*, the Messages are Read in a BackWard Direction, in the Continuous Mode. If the User Enters *[R]* After this, the Direction and Continuous Mode are Still Set from the Last Command, so *[R]* will ReAct just Like *[R/]*. A User ONLY Sets the Direction/Continuous Mode Once, and does NOT Need to Set the Direction/Continuous Mode Again for the Other *[R]* Commands.

A User may ALSO Specify an Optional Starting Message Number. If a User does NOT Specify a Starting Message Number, the SubBase Defaults to 1, for ForWard Reading, and to the Last Message for BackWard Reading. The Message Number Allows You to go Directly to a Specific Message.

When Reading in Continuous Modes, Read Mode SubOptions are NOT Shown After Each Message, Unless the Message is Addressed to the that User. In this Event, the User can Perform ANY of the Read Mode SubOptions, After which, the Continuous Modes will Resume, with the Next Message. After Each Message is Read, the Next Messages are Displayed, NonStop.

In Continuous Modes, the *[A]* Command will Abort the Current Message, and the Next Message will be Displayed. If the *[Q]* Command is used, the Continuous Mode will Abort, Returning to the Main Message Prompt. In NonContinuous Modes, a User Enters a SubOption After Each Message.

THE READ MODE SUBOPTIONS

When in the NonContinuous Read or NEW Mode, Users will be Prompted to Select ANY of the Following Read Mode SubOptions:

- [+] READ NEXT FORWARD:* This will Set Your Read Direction to ForWard, Displaying the Next Available Message. This is Your Alternative to the *[+]* Parameter in the *[R]* and *[N]* Commands.
- [-] READ NEXT BACKWARD:* This will Set Your Read Direction to BackWard, Displaying the Next Available Message. This is Your Alternative to the *[-]* Parameter in the *[R]* and *[N]* Commands.
- [A] AGAIN:* This SubOption will Display the Current Message Again.
- [Q] QUIT:* This SubOption will Abort the Read Mode, Returning the User to the Main Message Prompt.
- [RETURN] READ NEXT MESSAGE:* This SubOption Displays the Next Message using the Current *[+ - * /]* Read Direction.

THE MESSAGE MODULE

[R] **REPLY:** This SubOption is Selected to Reply to the Current Message. The User Name is Addressed Automatically; Written Without Needing to Exit the Read Mode to use the [W] Command. After their Reply, Users Return to the Read Mode, to their Current Message Position. The Subject is ALSO Set, if the RE: Subject Parameter is Enabled. The Original and Reply Message Headers will Reflect these Changes in the [REP]/[RPT] Indicators. See [W] Write Command for Headers.

[F] **FORWARD CURRENT MESSAGE:** This will Forward the Current Message, that was Written to the User, to ANY Other User. When Forwarding, the User is Prompted to Enter a NEW User Name, ID Number, or ALL. The User can Choose to Forward the Message Privately or Publicly, with ANY Access Level. The NEW Header is Displayed to the User, with their Name and ID number at the Bottom of the Message Header.

ALL CoSysOps with Sufficient GROUP2 Access can Forward ANY Message to ANY User, Including those Addressed to ALL. Because Forwarding Adjusts the SubBase by a Factor of 1, the Current Message is Moved to the End of the SubBase, ALL Messages Above the Current Message are ReNumbered Down 1 Position. To Forward Read a SubBase, a User MUST use the [A] SubOption to Resume Reading, where they Left Off, Because the Current Message is Actually the Next Highest Message.

[D] **DELETE:** This SubOption Deletes the Current Message from a SubBase, which then ReCycles, and ALL Messages Above the Deleted Message, Move Down 1 Position. Therefore the Next Highest Message Becomes the Current Message, which is Forward Read with the [A] SubOption. When the User is Reading Backward, the [A] SubOption is NOT used, Because ALL the Messages Below the Deleted Message do NOT Change.

[T] **TRACE REPLIES/ORIGINAL MESSAGES:** This SubOption has 2 Functions: [TR] Tracing Message Replies and [TO] Tracing Original Messages. The Advantage of Tracing, Rather than Directly Reading a Message, is that Your Current Message Positioning is Always Remembered. When Tracing, Messages can be Read, but NO READ Mode SubOptions can be used; as Both of the Message Tracing Modes are Continuous. The [TO] SubOption ONLY Works when the Current Message is a Reply. and [TR] ONLY Works when the Current Message has at Least 1 Reply.

[C] **CHANGE HEADER:** This SysOp SubOption Changes the Message Headers. You MUST Provide Several Items of Information for the NEW Header. To Skip Changing an Item, Hit RETURN. Items are Described Below:

SEQ: Current Message Sequence Number
FRM: Enter NEW Name or ID Number of FROM User
TO: Enter NEW Name or ID Number of TO User
LVL: Enter NEW Access Level if Message is Public
SUB: Enter NEW Message Subject
FWD? Answer with [Y] if Message is Forwarded
FID: If Message is Forwarded, Enter Forwarder's Name or ID #
PRV? Answer with [Y] if Message is Private
CAT: Enter NEW Message Category Number
ALL? Answer with [Y] if Message is to be Sent to ALL
CRP? Answer with [Y] to Clear/Remove Possible Message Reply
NDT? Answer with [Y] to Use Current Date as NEW Header Date
SAV: Answer with [Y] to Save this NEW Header

[?] **HELP:** This SubOption Displays the Short SubOptions Command Summary Help Prompt, that is Contained in The MCP Text Prompt File.

[###] **MESSAGE NUMBER:** A User can Directly Enter ANY Message Number that is Available in the Current Message SubBase. The User will Immediately Proceed to Reading that Message. The Message Numbers can Range From 1 to 150. ALL of the READ Mode SubOptions Carry on from the NEW Message Jumped to. Some Messages that CANNOT be Read, Such as the Private Mail, or ANY of the Higher Levelled Messages, will NOT be Accessed with this Command, Unless of Course, the User has Sufficient Access to ByPass this Limitation. If a User CANNOT Access ANY Specified Message Number, they will Simply be Returned to the READ Mode SubOption Prompt, to ReSpecify Another Message.

NOTE: ALL 11 Read Mode SubOptions can be ReDefined to ANY Characters You Prefer, by Changing the Message Module Parameter File.

During ALL [R] and [N] Read Commands, You can use OutPut Control Keys to [S] Stop, [C] Continue, [A] Abort, or [Q] Quit Continuous Display of the Message Text Files and Message Headers. After Message Headers are Displayed, the Disk is then Searched for the Message Text File. When it CANNOT be Located, or a Disk Error Occurs, Users are Notified. If the Message Text File is Found, it will be Opened. At this Point, the User may be Asked Whether or NOT to Read the Message Text File, Provided You have Enabled this Prompting Mode in the Parameter File.

If this Prompting Mode is Disabled, the Message Text will be Displayed After the Cursor ColorFlashes in Color Display Mode, or SideFlashes in the ASCII Display Mode, if the [CTRL F] Flash is Not Toggled Off. In Color Mode, the Screen will Always Clear After the Message Header is Displayed, and ALSO After Every Message Text File is Displayed. In the ASCII Mode, ALL Messages Scroll WithOut ANY Screen Clearing.

When using ANY of the [R] or [N] Read Commands, Certain Message Files will NOT be Available to a User for Reading. This Occurs when:

1. The Message Access Level is Beyond the User's Current Level.
2. The Message is Private, and NOT Addressed TO or BY the User.
3. The Message is SysOp Locked, and Therefore can ONLY be Accessed if the Current User is the SysOp.

The Message SubBase Automatically Fills Empty Spaces as they Appear. If ANY 1 of the 3 Above Situations Occur, the Next Available Message, Depending on the Current Read Direction, is Displayed. If a User tries to Read a Non-Accessible Message, the System Ignores the User's InPut.

Typical Examples of the [R] Command uses are Given Below:

- [R] This Reads ALL Messages, using the Current Read Direction and Continuous Mode State.
- [R+] Reads ALL Messages in ForWard Direction, NonContinuously, Starting at Message #1.
- [R/120] Reads ALL Messages in BackWard Direction, Continuously, Starting at Message #120.
- [R12] Reads ALL Messages Starting from Message #12, using the Current Direction and Read State.

[RA] READ MESSAGES TO ALL: RA[+ - * /][Message #]
 (RA, RA+, RA-, RA*, RA/, RA100, RA+100, RA-100, RA*100, RA/100)

This Command Operates like the [R] Command, Except that ALL Messages, Other than those Addressed to ALL Users, are Locked Out from Reading. While in Read Mode, ONLY the Messages Addressed to ALL are Accessible, using the READ Mode SubOptions, the Other Messages are Ignored.

[RC] READ MESSAGES BY CATEGORY: RC[+ - * /][Message #]:[Category #]
 (RC, RC+, RC-, RC*, RC/,
 RC5, RC+25, RC-75, RC*125, RC/150,
 RC:5, RC+:2, RC-:5, RC*:7, RC/:8,
 RC10:1, RC+25:3, RC-75:4, RC*125:6, RC/150:8)

These Commands ONLY Display Messages Written in a Specific Category. If Categories are NOT used on Your System, ALL of the Category Modes such as the [RC], [SC], [QC], and [NC] Commands, are ALSO Disabled. The Category Number Parameter is NOT Really Optional. If You Forget to Add the Colon Followed by the Category Number, You will be Prompted to Enter a Category, as Soon as the Command is Executed.

Do NOT Confuse the Category Number and the Message Number. If You Look at the Examples [RC5] and [RC:5], they may Appear to be Quite Similar, BUT in Fact, they have Different Meanings. [RC5] Displays ALL Messages using the Current Read Direction and State, Starting at Message #5, AND Since NO Category is Specified, the User is Prompted to Enter One, as Soon as the Command is Executed. If a User Enters a Category Number of 7, then the Actual Command to be Entered should have been [RC5:7]. [RC:5] Displays ALL Messages in Category #5 in the Current Read State, Starting from the First Message Forward, or the Last Message Backward.

Many Novice Users will Confuse the Category Number and Message Number, at First, Expecting [RC5] to Read the Messages BY Category Number 5, Instead of the Proper [RC:5] Command. That is why there is a Prompt, that Asks for a Category Number, After ANY Command NOT Specifying this is Entered. The InExperienced Users should ONLY use the [RC] Command WithOut Parameters, or the [RC+], [RC-], [RC*], and [RC/] Commands.

[RF] READ FROM ANY USER: RF[+ - * /][Message #]:[User ID Number/Name]
 (RF, RF+, RF-, RF*, RF/,
 RF10, RF+25, RF-75, RF*125, RF/150
 RF:200, RF+:250, RF-:275, RF*:300, RF/:JOHN DOE
 RF10:200, RF+25:250, RF-75:275, RF*125:300, RF/150:JOHN DOE)

This Command Allows You to Read Messages, FROM ANY of the Users.

[RF] Reads ONLY the Messages Written FROM You.
[+ - * /] Optional Change of Direction/State Indicators.
[RF:200] Reads ONLY the Messages Written FROM User 200, in the Current Default State and Direction.
[RF/75:JOHN DOE] Reads ONLY the Messages Written FROM JOHN DOE, from Message Number 75, BackWards Continuously.

NOTE: These Commands will Display ONLY those Messages that are Public, or that a User has Sufficient Access to Read. Messages Outside a User's Access Level will Simply be Ignored, and Passed Over.

[RT] READ TO ANY USER: RT[+ - * /][Message #]:[User ID Number/Name]
 (RT, RT+, RT-, RT*, RT/,
 RT10, RT+25, RT-75, RT*125, RT/150
 RT:200, RT+:250, RT-:275, RT*:300, RT/:JOHN DOE
 RT10:200, RT+25:250, RT-75:275, RT*125:300, RT/150:JOHN DOE)

These Commands Display ALL Messages Addressed TO ANY Particular User. The [RT] Command Displays ALL Messages TO You, if You do NOT Specify a User Name or ID Number, in the Current Default Direction and State.

[RT] Reads ONLY the Messages Written TO You.
[RT/] or [RT-] Reads ONLY Messages Written TO You, BackWards. The Continuous State does NOT Work with Messages Addressed TO You. The [RT/] and [RT-] Commands are ThereFore, Functionally Identical.
[+ - * /] Optional Change of Direction/State Indicators.
[RT:200] Reads ONLY the Messages Written TO User 200, in the Current Default State and Direction.
[RT*75:JOHN DOE] Reads ONLY the Messages Written TO JOHN DOE, from Message Number 75, ForWard Continuously.

[N] READ NEW MESSAGES: (N, N+, N-, N*, N/)

This Command is used to Read NEW Messages, in the General Access Mode. You can Specify the Direction and the State of Continuous Mode ONLY. The [N] and [R] Commands Previously Described Share the Same Functions in the Message Module. The ONLY Difference is that the [R] Commands Allow You, an Optional Starting Message Number, BUT the [N] Commands get Starting Numbers from Users' High Message Read Reference Counters.

[N] is the ONLY Command that UpDates the High Message Read Counters. The Other [N] Commands, do NOT UpDate the High Message Read Counters.

As there can be ONLY One SYSTEM Reference Number for ALL 9 SubBases, the User MUST Read ALL NEW Messages for Each SubBase. When the User Enters the Message Module, the Starting Position for the NEW Messages is Marked for Each SubBase. This Starting Number is Equal to or Above the User's Reference Number. Each Separate SubBase may have Messages with Reference Numbers Exceeding the User's Reference Number.

As a User Reads NEW Messages, the High Message Read Reference Number Increases, likely Surpassing the Reference Numbers of NEW Messages Waiting to be Read in Other SubBases. Because the Module can Remember the Original Positions of NEW Messages for Each SubBase, the User can ALSO Read the NEW Messages in Other SubBases by using the [N] Command. BUT, if Users LogOff, or Exit the Module, WithOut Reading NEW Messages in the Other SubBases, the Module Retains the Highest Reference Number of the NEW Messages Read, and Makes it the NEW High Reference Number. This NEW Value can Exceed the UnRead Reference Numbers of NEW Messages in the Other SubBases, the User didn't Access. Those UnRead Messages would then be Marked as having been Read by the [N] Command.

Users should Always Read ALL of the NEW Messages WhenEver Possible, OR at the Very Least, the NEW Messages in their Favorite SubBase.

You can ALSO Read ALL of the Older Messages by Entering [N-] or [N/].

THE MESSAGE MODULE

[NA] READ NEW MESSAGES TO ALL: (NA, NA+, NA-, NA*, NA/)

The [NA] Command Displays the NEW Messages that are Addressed to ALL, in the Currently Defaulted Direction and the State of Continuous Mode. This Command does NOT Update the High Message Read Reference Counter. When using the [NA] Command, do so Before Invoking the [N] Command, or the NEW Messages Become OLD, as [N] Updates the High Read Counter.

[NC] READ NEW MESSAGES BY CATEGORY: NC[+ - * /]:[Category Number]
(NC, NC+, NC-, NC*, NC/, NC:6, NC+:1, NC-:3, NC*:5, NC/:8)

The [NC] Command Displays the NEW Messages BY Your Selected Category, in the Currently Defaulted Direction and the State of Continuous Mode. This Command does NOT Update the High Message Read Reference Counter.

When using the [NC] Command, do so Before Invoking the [N] Command, or the NEW Messages Become OLD, as [N] Updates the High Read Counter. Although the [NC] Command does NOT have a Message Number Parameter, use a Colon to Separate Category Numbers, Entering [NC:5], NOT [NC5].

[NF] READ NEW MESSAGES FROM A USER: NF[+ - * /]:[User Name/ID Number]
(NF, NF+, NF-, NF*, NF/, NF:2, NF+:6, NF-:9, NF*:88, NF/:STARMAN)

The [NF] Command Displays the NEW Messages FROM ANY One Selected User, in the Currently Defaulted Direction and the State of Continuous Mode. This Command does NOT Update the High Message Read Reference Counter.

When using the [NF] Command, do so Before Invoking the [N] Command, or the NEW Messages Become OLD, as [N] Updates the High Read Counter.

[NT] READ NEW MESSAGES TO A USER: NT[+ - * /]:[User Name/ID Number]
(NT, NT+, NT-, NT*, NT/, NT:2, NT+:6, NT-:9, NT*:88, NT/:STARMAN)

The [NT] Command Displays the NEW Messages TO ANY One Selected User, in the Currently Defaulted Direction and the State of Continuous Mode. This Command does NOT Update the High Message Read Reference Counter.

When using the [NT] Command, do so Before Invoking the [N] Command, or the NEW Messages Become OLD, as [N] Updates the High Read Counter. The [NT] Command can be used as an Alternative to the [RT] Command, Because [NT] by ItSelf Displays ONLY NEW Messages Written TO YOU.

[S] SCAN MESSAGES: (S, S+, S-, S34, S+50, S-125)

ALL Scan and QuickScan Commands Default to a BackWard Scan Direction. Thus [S] Scans Messages BackWard, Starting with the Newest Message. Scan Commands Retain their Direction After Being Specified ONLY Once. For Example, if a User Enters [S+34] to Scan Messages from 34 OnWards, the Direction will Change from the Default BackWard State to ForWard. If a User then Enters [S50], the Direction used will be ForWard.

ALL 5 [S] Commands Display the Complete Message Headers, Continuously, Scrolling Off the Top of the Screen. The Headers that CANNOT be Read Because of Insufficient Access or Private Headers are NOT Displayed. You can use OutPut Control Keys, [S] Stop, [C] Continue, or [A] Abort. Scanning is Already a Continuous Process, so [*] and [/] are NOT Used.

[SA] SCAN MESSAGES TO ALL: (SA, SA+, SA-, SA34, SA+50, SA-125)

This Command Scans ONLY the Messages Addressed to ALL. The Parameters for this Command are Otherwise Identical to those for the [S] Command.

[SC] SCAN MESSAGES BY CATEGORY: SC[+ -][Message #]:[Category Number]
 (SC, SC+, SC-, SC15, SC+25, SC-75, SC:2, SC+:2, SC-:8, SC9:4,
 SC+9:6, SC-150:8)

This Command Scans Messages BY Category. If the User Fails to Specify a Category Number, they are Prompted to Enter One, or List Categories.

[SF] SCAN FROM A USER: SF[+ -][Message #]:[User Name/ID Number]
 (SF, SF+, SF-, SF50, SF+25, SF-150, SF:JOHN DOE, SF+:JOHN DOE,
 SF-:JOHN DOE, SF25:200, SF+75:200, SF-125:349)

This Command Scans ALL of the Message Headers FROM ANY of the Users. The [SF] Command, by ItSelf, Scans Message Headers FROM YOU.

[ST] SCAN TO A USER: ST[+ -][Message #]:[User Name/ID Number]
 (ST, ST+, ST-, ST50, ST+25, ST-150, ST:JOHN DOE, ST+:JOHN DOE,
 ST-:JOHN DOE, ST25:200, ST+75:200, ST-125:349)

This Command Scans ALL of the Message Headers TO ANY of the Users. The [ST] Command, by ItSelf, Scans Message Headers TO YOU.

[Q] QUICKSCAN MESSAGES: (Q, Q+, Q-, Q100, Q+25, Q-150)

The 5 QuickScanning Commands Provide a Short Summary of Each Message. This Summary Consists of the Message Number and the Message Subject.

[QA] QUICKSCAN MESSAGES TO ALL: (QA, QA+, QA-, QA100, QA+25, QA-150)

This is Functionally Identical to the [SA] Command, Documented Above.

[QC] QUICKSCAN BY CATEGORY: QC[+ -][Message #]:[Category Number]
 (QC, QC+, QC-, QC15, QC+25, QC-75, QC:2, QC+:2, QC-:8, QC9:4,
 QC+9:6, QC-150:8)

This is Functionally Identical to the [SC] Command, Documented Above.

[QF] QUICKSCAN FROM A USER: QF[+ -][Message #]:[User Name/ID Number/*]
 (QF, QF+, QF-, QF50, QF+25, QF-150, QF:JOHN DOE, QF+:JOHN DOE,
 QF-:200, QF25:349, QF+75:*, QF-125:*)

This is Functionally Identical to the [SF] Command, Documented Above, Except that the Asterisk [*] Parameter Displays ALL Message Topics, with the User IDs and Names of the Authors Underneath.

[QT] QUICKSCAN TO A USER: QT[+ -][Message #]:[User Name/ID Number/*]
 (QT, QT+, QT-, QT50, QT+25, QT-150, QT:JOHN DOE, QT+:JOHN DOE,
 QT-:200, QT25:349, QT+75:*, QT-125:*)

This is Functionally Identical to the [ST] Command, Documented Above, Except that the Asterisk Displays Topics, with the User IDs and Names Underneath, TO Whom the Messages are Addressed.

INTRODUCTION

The Files Module is Very Flexible and can be Configured in Many Ways. The Numerous Features that have been Included, are Based on Requests, and Suggestions from SysOps of Previous *DarkStar BBS System* Releases. Virtually, Every Conceivable Option that Exists in BBS File Sections, has been Implemented, WhereEver Possible and Practical.

Some of the Many Optional Features Offered in the Files Module are:

- Punter and XModem File Transfers
- UpLoad and DownLoad Credit System
- DownLoad Delay TimeLocks
- Block Allowances per Time Remaining
- Screened or Hidden UpLoads
- Optional UpLoad and DownLoad Restrictions, Timed or UnTimed
- UpTo 64 SubBases per Module
- Pattern Match Directory Scanning
- ForWard and BackWard Directory Cataloging
- MultiFile Transfers using Original or NEW DarkStar MultiProtoCols
- OnLine Full Screen Editing of RELative Format Directory Lists
- Instant Access to ANY Files
- Dual Directory Formats: Physical and/or RELative
- Optional UpLoad and DownLoad Logs
- Multiple Levels of File Security
- Individual SubBase Information Files
- RELative UpLoad Descriptions
- Read Mode to Allow the Previewing of SEQuential Files
- Read Personal or OverAll Transfer Statistics
- Modify User Levels/Credits or Change SubBase Descriptions

MODULE DISK Files are: FILES.SET, 1FILES.MOD, 1FILES.PAR,
1FILES.TXT, 1FILES.SRC, FILES.HLP,
CONVERT U/D LOG, FILES EDITOR, F.EDITOR.MOD.

FILES.SET - CONFIGURATION PARAMETER SUMMARY

01	Number of File Module SubBases	1 - 64
02*	Base Levels	0 - 255
03*	Base Drives	1 - 255
04*	Base Status	Set All 8 Flags
05	Files Per Base	5 - 160
06	Block Allowance 300 Baud Factor	1 - 255
07	Block Allowance 1200 Baud Factor	1 - 255
08	UpLoad Low Blocks	1 - 255
09	UpLoad High Blocks	0 - 255
10	Time Lock Delay	0 - 255
11	Time Lock Bypass	0 - 255 GROUP2 Level
12	UL Command Access Level	1 - 255 GROUP1 Level
13	DL Command Access Level	1 - 255 GROUP1 Level
14	DES Command Access Level	1 - 255 GROUP1 Level
15	LEV Command Access Level	1 - 255 GROUP1 Level
16	UD * Command Access Level	1 - 255 GROUP1 Level
17	FIX Command Access Level	1 - 255 GROUP1 Level
18	DEL Command Access Level	1 - 255 GROUP1 Level
19	UD Command Access Level	1 - 255 GROUP1 Level

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20	B	Command Access Level	1 - 255	GROUP1	Level
21	R	Command Access Level	1 - 255	GROUP1	Level
22	C	Command Access Level	1 - 255	GROUP1	Level
23	DEL*	Command Access Level	1 - 255	GROUP1	Level
24	I	Command Access Level	1 - 255	GROUP1	Level
25	U	Command Access Level	1 - 255	GROUP1	Level
26	D	Command Access Level	1 - 255	GROUP1	Level
27	MU	Command Access Level	1 - 255	GROUP1	Level
28	MD	Command Access Level	1 - 255	GROUP1	Level
29		Clear Logs Level	0 - 255	GROUP2	Level
30		Block Allowance ByPass	0 - 255	GROUP2	Level
31		Screened Files ByPass	0 - 255	GROUP2	Level
32		PassWord Files ByPass	0 - 255	GROUP2	Level
33		UpLoad Lock ByPass	0 - 255	GROUP2	Level
34		UpLoad Restriction ByPass	0 - 255	GROUP2	Level
35		DownLoad Restriction ByPass	0 - 255	GROUP2	Level
36		UpLoad Time Restriction ByPass	0 - 255	GROUP2	Level
37		DownLoad Time Restrict ByPass	0 - 255	GROUP2	Level
38		Protection 1 ByPass UpLoad	0 - 255	GROUP2	Level
39		Protection 1 ByPass DownLoad	0 - 255	GROUP2	Level
40		Protection 2 ByPass UpLoad	0 - 255	GROUP2	Level
41		Protection 2 ByPass DownLoad	0 - 255	GROUP2	Level
42		Guest User Base Access Level	1 - 255	GROUP3	Level
43		Base File Drive	Same as Module Program		
44		Log Files Drive	1 - 255		
45		ProtoCol Files Drive	1 - 255		
46		Maximum Files for MultiTransfer	2 - 120		
47		Protection 2 Character	NOT System Protect Char		
48		UpLoad Time Restriction Start Time	0 - 23		
49		DownLoad Time Restriction Start Time	0 - 23		
50		UpLoad Time Restriction End Time	0 - 23		
51		DownLoad Time Restriction End Time	0 - 23		
52		Lock Old (Original DarkStar) ProtoCol	Y = Use Old ProtoCol		
53		Load External Text Prompt File	Y = Use External Prompt		
54		Show Direction Header	Y = Show Disk Name/ID		
55		Show SubBase Number	Y = Show SubBase Numbers		
56		Use DownLoad Log	Y = DownLoad Log Enabled		
57		Use UpLoad Log	Y = UpLoad Log Enabled		
58		Stop Connect Time on UpLoads	Y = Connect Time Stops		
59		Use Block Allowances	Y = Allowances Enabled		
60		Use File Delete Lock on UpLoads	Y = Delete Lock Enabled		
61		Use Counter Statistics/Credit System	Y = Enable Stats/Credits		
62		DownLoad to UpLoad Credit Ratio	0 = Disable Credit System		
63		Credit Ratio ByPass	0 - 255	GROUP2	Level
64		Information Files Prefix	MUST be 4 Characters		
65*		Module Command Definitions	Use Cursor Keys/SPACE		
66		ProtoCol Files Definition	2nd Character is Toggled		
67		RELative Base File Definition	Remember Protection Char		
68		Log Files Definition	2nd Character is Toggled		
69		Module HelpFile Definition	See MCP Section of Manual		

'*' Shown Beside a Prompt Number Indicates a Multiple Entry Parameter.
 Hit RETURN to Enter the SubParameter Selection Mode.
 Hit SPACEBAR to Change the Current Parameter.
 Use the CRSR Keys to Scroll through the SubParameters.
 Hit RETURN to Exit the SubParameter Selection Mode.

FILES.SET - THE SETUP/CONFIGURATION PROGRAM

The Files Module can be Cloned as Often as You Want. The SetUp Program FILES.SET Offers the Same Options as the Message Module SetUp Program, Thus we will ONLY Document the Necessary Differences in this Section. For a Full Description of the Other SetUp Commands Available to You, Refer to the Message Module SetUp as they Function Identically Here.

The FILES EDITOR and CONVERT U/D-LOGS Programs will be Fully Described at the End of this Section.

[P] CHANGE PARAMETERS

This Option Configures the FILES MODULE. Use the CRSR UP and DOWN Keys to Scroll through the Parameters. The Parameter Numbers are Displayed in the Top Right of the Screen [P:000]. Hit the RETURN Key to Change the Single Entry Parameters, and Treat the Multiple Entry Parameters as Detailed on the Bottom of the Previous Page.

1. **FILE BASES:** You can Define UpTo 64 Separate File Section SubBases. Each SubBase can Exist in a Physical Format or a RELative Format.

A Physical Format SubBase uses the Actual Physical Disk Directory of its Assigned Drive. You do NOT have Very much File Security with Physical Format SubBases, but they Require NO Maintenance.

A RELative Format SubBase uses the RELative Base File to Store FileNames, that You MUST Maintain with the FILES EDITOR Program, or the OnLine Version of this Program. RELative Format SubBases can have from 5 to 160 Files Each, and Physical Format SubBases can have as Many Files as the Directory Entry Limit of the Drive, or Your Maximum File Counter Value, Allows.

2. **BASE LEVELS:** For Each SubBase, You Assign a GROUP3 Access Level, Ranging from 1 to 255, that is Stored in the RELative Base File. Users WithOut a Sufficient GROUP3 Access Level are Denied Access to the Higher Levelled SubBases.
3. **BASE DRIVES:** The Program Files that are Stored in Each SubBase, Reside on ANY of Your System Drives. The File Protection Character Ensures that Normal Users CANNOT Access ANY of the Support Files Because they are Protected. The Best Way to Assign SubBase Drives is to Specifically Designate Drives for UpLoading and DownLoading. Thus Users will NOT have Restricted or Protected File Indicators Mixed in with the Programs or Files that they can Actually Access.

If You ONLY have Minimal Storage Capacity, Assign a SubBase Drive to Share the System Support Files with the SubBase Program Files.

Each Physical Format SubBase should be Assigned to One Drive ONLY. NO Useful Purpose is Ever Served having 2 Physical Format SubBases Point to the Exact Same Disk Directory.

RELative Format SubBases can Share the Same Drive when Necessary, Such as Using the Lt Kernal HardDrive, or ANY Other Disk Drives, whose Directory Entry Limit Exceeds the 160 File, RELative Limit.

4. **BASE STATUS:** There are 8 Flags that Control SubBase Operations. Set these Flags to [Y] Yes/Enabled State or [N] No/Disabled State. You MUST Set ALL 8 Flags for ANY/ALL SubBases in this Parameter. Each Flag is Described, in Order, from Left to Right as Follows:

Position 1 - BASE FORMAT: Set to [Y] for a Physical Format SubBase or [N] for a Relative Format SubBase. The Relative Format SubBases can have UpTo 160 Files Each, Allowing Screened or Hidden Files, Upload Locks, Password Security, a Definable Order of File Entry, and are Maintained by You. Physical Format SubBases Do NOT have these Features. Do NOT Change these Flags After You have Created the Relative Base File. You MUST ReCreate the Relative Base File if You Change these Flags for ANY of the 64 Possible SubBases.

Position 2 - SCREEN UPLOADS: Set to [Y] to Screen ALL Uploads. This ONLY Works with Relative Format SubBases. When a User Uploads Files to a Screened Upload SubBase, they are Marked as Screened, and CANNOT be Listed, NOR Accessed, by ANY Users Until the SysOp Removes their Screened Status. This Allows You to Review Uploads Before they can be Accessed by the Normal Users.

The [FIX] Command, the FILES EDITOR Program, and OnLine Version, can Remove the Screened Status of ANY Program. SysOp Level Users with a Sufficient GROUP2 Access, can ByPass the Screened SubBases, and can ALSO OverRide their Uploads from being Screened.

Position 3 - INFORMATION FILES: Set to [Y] to Enable the InfoFile for ANY Selected SubBase. The [I] Command will Read an InfoFile for the Current SubBase. These InfoFiles can be used to Document, or Explain, the Contents and the Purpose of the Current SubBase. You do NOT have to use InfoFiles for Every SubBase. Set this Flag to [N] to Disable the InfoFile for ANY Particular SubBase.

Position 4 - BASE UPLOAD LOCK: Set to [Y] to Enable Upload Locks. When Enabled, Normal Users can ONLY Upload Files to the SubBase, and CANNOT use the [C] Command to Catalog the SubBase Directory, NOR the [D] and [MD] Commands to Download Files from the SubBase. SysOp Level Users with a Sufficient GROUP2 Access can ByPass this.

Position 5 - UPLOAD TIME RESTRICTION: If You Set this Flag to [Y], Users can ONLY Upload to a SubBase when a Time Restriction Period is NOT in Effect. Thus You can Set Aside a Certain Daily Period for Uploading to the SubBase. During the Restricted Time Period, SysOp Level Users with Sufficient GROUP2 Access can Upload Files.

Position 6 - DOWNLOAD TIME RESTRICTION: If You Set this to [Y], Users can ONLY Download Files, Outside the Restricted Time Period. SysOp Level Users with Sufficient GROUP2 Access can Download Files During the Restricted Time Period.

Position 7 - UPLOAD RESTRICTION: Set to [Y] to Prevent ANY Uploads to the SubBase at ANY Time, thus Creating a Download ONLY SubBase. SysOp Level Users with Sufficient GROUP2 Access can Upload Anyway.

Position 8 - DOWNLOAD RESTRICTION: Set to [Y] to Prevent Users from Downloading at ANY Time.

5. **FILES PER BASE:** This Determines the Number of Directory Entries for Each RELative Format SubBase. The Physical Format SubBases do NOT use this. A Full File Module of 64 RELative Format SubBases with 160 Files Each, Equals 10,240 Files. With this Maximum SetUp, the RELative Base File MUST be Placed on a Large Capacity Drive or HardDrive. Set this Parameter to a Value Ranging from 5 to 160.

6. **300 BAUD FACTOR:**

7. **1200/2400 BAUD FACTOR:** These Parameters Set a DownLoad Block Ratio Allowance for 300/1200/2400 Baud. This is the Number of Blocks that a User can DownLoad, per Minute of Connect Time Remaining. A Factor of 6 at 300 Baud Allows 6 Blocks per Minute, and a Factor of 18 Allows 18 Blocks for 1200, or 36 Blocks for 2400 per Minute. If Users try to DownLoad More than their Time Remaining Allows, the Transfer Aborts, Advising the User that their Block Allowance is Insufficient. See Parameter #59 Before Changing these Values. Values for Each Parameter can Range from 1 to 255.

8. **UPLOAD LOW BLOCKS:**

9. **UPLOAD HIGH BLOCKS:** These 2 Parameters Specify the Minimum Number of Blocks Free that MUST Exist on ANY SubBase to Allow UpLoading. For Example, Default Blocks Free Values are 50 Low, and 0 High. Each High Block Value is Equal to 256 Low Block Values. The Sum of the Low and High Block Values is the Total Number of Blocks Free that MUST Already Exist on the SubBase to Allow User UpLoads.

The Formula: [High Blocks] x 256 + [Low Blocks] = [Blocks Free]
 Therefore: 0 x 256 + 50 = 50

Thus 50 or More Blocks Free MUST Exist for UpLoads to ANY SubBase. You can Set ANY Number of Blocks Free UpTo the Maximum of 65,535, [255 x 256 + 255 = 65,535 Blocks Free], which is a Value of 255 for the High Blocks, and 255 for the Low Blocks. If using a Value Less than 256, Leave the High Blocks Free Value Set to 0.

10. **TIME LOCK DELAY:** Sets the Total Number of Minutes that MUST Elapse in a User's Connect Time Before they can [D] DownLoad, [R] Read, or [MD] MultiDownLoad ANY Files. Set this Value to a 0 to Disable. ANY Other Value from 1 to 255 Minutes Enables the Time Lock Delay for Normal Users. For Example, the Default Time Lock Value of 10, Means that at Least 10 Minutes of User's Connect Time MUST Elapse Before they can Begin to DownLoad ANY Files. ANY SysOp Level User with a Sufficient Access can ByPass this Time Lock Delay Feature. This Feature is Intended to ReDirect Heavy DownLoaders (Leeches), to Other Activities on the BBS Before they can Begin DownLoading.

11. **TIME LOCK BYPASS:** This is a GROUP2 Access Level Assignment Value. ANY User whose GROUP2 Value is Equal to or Greater than this Value can ByPass the Time Lock Delay Defined in Parameter #10.

12. **UPLOAD LOG ACCESS:**

13. **DOWNLOAD LOG ACCESS:** These 2 are GROUP1 Access Level Assignments. Users whose GROUP1 Value is Equal to or Greater than these Values, are able to Invoke the [UL] Command to Read the UpLoad Log File, or the [DL] Command to Read the DownLoad Log File. Default Values for these Parameters is Set to 1, as they are NOT High Risk.

- 14. **COMMAND ACCESS LEVEL:** +DES *Change Base Descriptions*
- 15. **COMMAND ACCESS LEVEL:** +LEV *Change User Module Levels*
- 16. **COMMAND ACCESS LEVEL:** +UD * *Change System UpLoad/DownLoad Stats*
- 17. **COMMAND ACCESS LEVEL:** +FIX *Fix RELative Base Files*
- 18. **COMMAND ACCESS LEVEL:** DEL *Delete Files, RELative Bases*
- 19. **COMMAND ACCESS LEVEL:** UD *View UpLoad/DownLoad Stats*
- 20. **COMMAND ACCESS LEVEL:** B *Display SubBase Blocks Free*
- 21. **COMMAND ACCESS LEVEL:** R *Read Files*
- 22. **COMMAND ACCESS LEVEL:** C *Catalog SubBase Directory*
- 23. **COMMAND ACCESS LEVEL:** +DEL* *Delete Files, Physical Bases*
- 24. **COMMAND ACCESS LEVEL:** I *Read SubBase InfoFiles*
- 25. **COMMAND ACCESS LEVEL:** U *Single File UpLoads*
- 26. **COMMAND ACCESS LEVEL:** D *Single File DownLoads*
- 27. **COMMAND ACCESS LEVEL:** MU *MultiFile UpLoads*
- 28. **COMMAND ACCESS LEVEL:** MD *MultiFile DownLoads*

These 15 GROUP1 Access Level Assignments, Range from 1 to 255. ANY of the Commands Marked with a [+] are SysOp Level Commands that should NEVER be Extended to ANY of Your Normal Level Users. The 2 Commands with the [*] After the Command Name are Alternates of the Same Command. The Full Descriptions for the Above Commands Provide More Details About Setting the Access Level Assignments.

- 29. **CLEAR LOGS LEVEL:** This is a Minimum GROUP2 Access Level that Users MUST have to Clear UpLoad/DownLoad Log Files After Reading them.
- 30. **BLOCK ALLOWANCE BYPASS LEVEL:** Minimum GROUP2 Level to Allow Users to ByPass the Block Allowance Option. See Parameter #59 for Info.
- 31. **SCREEN FILES BYPASS:** This is the Minimum GROUP2 Access Level Value that Users MUST have in Order to do the Following:
 - 1. Catalog or DownLoad Screened Files.
 - 2. UpLoad Files WithOut them being Screened. This Means that Users with Screen Files ByPass Access can UpLoad Files to a SubBase that Screens UpLoads, WithOut the UpLoad Files Being Screened; they are Immediately Available for General DownLoading.
- 32. **FILE PASSWORD BYPASS LEVEL:** Minimum GROUP2 Level to Allow Users to ByPass ANY PassWords that ANY RELative Format Directory Files may have, and to Add a PassWord to ANY RELative SubBase UpLoads. ONLY the UpLoader or ANY Other Users with PassWord ByPass Access can DownLoad the File WithOut Knowing the PassWord. Other Users MUST Enter the Correct PassWord to DownLoad the File.
- 33. **UPLOAD LOCK BYPASS:** This is the Minimum GROUP2 Access Level Value that a User MUST have in Order to [C] Catalog a SubBase Directory, and [D] DownLoad Files from a SubBase that has been UpLoad Locked. See Parameter #4.
- 34. **UPLOAD TIME RESTRICTION BYPASS:**
- 35. **DOWNLOAD TIME RESTRICTION BYPASS:** These 2 ByPass Parameters Define the Minimum GROUP2 Access Levels that Allow Users to UpLoad Files, or to DownLoad Files, to and from, ANY of the Accessible SubBases, During the Time Restricted UpLoad/DownLoad Periods. This can Allow Your CoSysOps a Window for UpLoading/DownLoading WithOut Competing for System Access with the General User Populace.

36. UPLOAD RESTRICTION BYPASS:

37. DOWNLOAD RESTRICTION BYPASS: These 2 ByPass Parameters Determine the Minimum GROUP2 Access Levels that Allow Users to UpLoad Files, to ANY Accessible UpLoad Restricted SubBase and to DownLoad Files from ANY Accessible DownLoad Restricted SubBase.

NOTE: The Parameters #33 to #37, Include ALL ByPass Level Assignments for the 5 Possible UpLoad/DownLoad States ANY SubBase can have, Determined by Flags in Parameter #4. Although You can Combine these 5 States, You should ONLY use 1 Type per File SubBase.

38. PROTECTION CHARACTER 1 BYPASS FOR UPLOADING:

39. PROTECTION CHARACTER 1 BYPASS FOR DOWNLOADING: These 2 Parameters Define the Minimum GROUP2 Access Levels that will Allow the Users to UpLoad or DownLoad ANY Files with the Protection Character 1 as the First Character in the FileNames. DownLoading System Files will NOT Damage the Integrity of Your BBS System in ANY Fashion, However, UpLoading System Files CAN. System Files are NOT Intended for User Transfers. Set to High Values Ranging from 200 to 255.

40. PROTECTION CHARACTER 2 BYPASS FOR UPLOADING:

41. PROTECTION CHARACTER 2 BYPASS FOR DOWNLOADING: These 2 Parameters Define the Minimum GROUP2 Access Levels that will Allow the Users to UpLoad or DownLoad ANY Files with the Protection Character 2 as the First Character in the FileNames. The Default UpLoad Value is Set to 5, as Protected File UpLoads can be Beneficial to You. This Allows Users to UpLoad Files Strictly Intended for the SysOp, by Prefixing ALL of the FileNames with the Protection Character 2. If the DownLoad ByPass Defined in Parameter #41 is High Enough, Normal Users CANNOT Access the File. Although RELative SubBases can ALSO Allow for Security PassWords, the Protection Character 2 is the ONLY Safe Way to Lock Files in Physical Format SubBases.

NOTE: ALL Files on Your System can be Classed in 3 Basic Categories:

1. **SYSTEM FILES:** ALL Files that are used by the BBS, The MCP, SAMs, and Local Access Modules are Called the System Files. They ALL have One Thing in Common; the VERY First Character of their FileNames is the BBS System Protection Character, or the Protection Character 1 in Parameters #38 and # 39. The Default Chosen is the Exclamation Mark [!] as this Seems to be Currently unused in FileName Assignments in General. Because System Files are NOT Generally Provided for UpLoading and DownLoading, Users MUST have a High Level to Access them.

BEWARE: Users who UpLoad System Files, or Access Base Drives Containing System Files may Corrupt Your System. Govern Yourself Accordingly. KEEP THY LEGS CLOSED!

2. **USER PROTECTED FILES:** The First Character of these FileNames is the Protection Character 2. The Default Chosen is [+]. See Parameters #40 and #41 for Access Level Assignments.

3. **GENERAL USER FILES:** These Files can Contain ANY Characters. Unless a File is PassWord Protected or Screened, Normal Users can DownLoad them if the Files Exist in the SubBases.

42. **GUEST USER BASE LEVEL:** This is the GROUP3 Access Level Assignment for ALL Guest Users in this Module. If You do NOT use Guest Mode, this Value can be Ignored. Guest Users can ONLY Enter SubBases whose Access Levels are Equal to, or Below this Guest Level.
43. **BASE FILE DRIVE:** This Drive Number should be the Same Drive Number as the One You Defined for the Files Module in The MCP Parameters. The RELative User Base File MUST ALWAYS Reside on the Same Drive as the Module Program.
44. **LOG FILES DRIVE:** The UpLoad and DownLoad Log Files can be Placed on ANY Logical Drive, as Long as they are Both Placed Together. For Detailed Information on the UpLoad, and DownLoad Log Files, See the [UL] and [DL] Command Descriptions.
45. **PROTOCOL FILES DRIVE:** The Files Module Requires 2 ProtoCol Files, which are Simply Named 'PUNTER PROTOCOL' and 'XMODEM PROTOCOL' and MUST be Placed Together on ANY Logical Drive.
46. **MAXIMUM FILES TO MULTITRANSFER:** Both the [MU], and [MD] Commands, Allow for Multiple File Transfers. This Sets the Maximum Number of Files that can be Transfered at One Time. This Value can Range from 2 to 120 Files.
47. **PROTECTION CHARACTER 2:** This is the First Character in FileNames of User Protected Files. You can Specify ANY Printable Character, EXCEPT the Standard System Protection Character 1. Default is [+].
48. **UPLOAD TIME START:**
49. **DOWNLOAD TIME START:**
50. **UPLOAD TIME END:**
51. **DOWNLOAD TIME END:** For ANY SubBase that uses UpLoad or DownLoad Time Restriction Periods, these Values Establish the Time Periods. ALL UpLoad Time Restricted SubBases, use ONLY the 1 Time Period, as do ALL of the DownLoad Time Restricted SubBases. The Time Value Ranges from 0 to 23, Corresponding to the Standard 24 Hour Clock. 0 = MidNight, 12 = Noon, 0-11 = AM, and 12-23 = PM Time Periods.

To Set a Time Restricted Period, Enter an Hour for the Start Time and an Hour for the End Time. For Example, to Restrict DownLoading from 4 PM to 11 PM. You MUST Set Parameter #49 to 16 (1600 Hours), and Parameter #51 to 22 (2200 Hours). Hour Values are Inclusive, Thus the Normal Users CANNOT DownLoad from 4:00 PM to 10:59 PM. Remember that ALL the DownLoad Time Restricted SubBases will Share this Same Common Time Restriction Period. Times can RollOver too, ThereFore Starting/Ending Values of 23 and 5, Set the Time Period as 11:00 PM to 5:59 AM of the Next Day, Inclusive.
52. **LOCK OLD PROTOCOL:** This Flag when Set to a [Y] Allows You to use the Older, Original, DarkStar MultiProtoCol, that has a 3 Digit Maximum Blocks Remaining Indicator. When this Flag is Set to [N], the NEW NPS 4 Digit Maximum Blocks Remaining Indicator is Active.
53. **LOAD EXTERNAL PROMPTS:** When Set to a [Y], the Module will Load an External Text Prompt File as Soon as ANY User Enters the SAM. As Previously Mentioned in the Message SetUp, this is Quite Handy.

THE FILES MODULE

- 54. **SHOW DIRECTORY HEADER:** Set to [Y] to Display the Directory Headers for ALL Physical Format SubBases. A Header Contains the Disk Name, and Disk ID, for the Current SubBase Drive.
- 55. **SHOW BASE NUMBER:** Set to [Y] to Show the Current SubBase Number to the Immediate Right of the Main Files Command Prompt.
- 56. **USE DOWNLOAD LOG:** Set this to [Y] to Enable the Download Log File. The Download Log File Contains a List of ALL the Files Downloaded on ALL SubBases. For More Information, See the [DL] Command.
- 57. **USE UPLOAD LOG:** Set this to [Y] to Enable the Upload Log File. For More Information, See the [UL] Command.
- 58. **UPLOAD CONNECT TIME STOP:** Set to [Y] to Stop Users Connect Time During ANY Uploads. Thus ALL Users who Upload, are Time Credited as a Reward for System Contributions.
- 59. **USE BLOCK ALLOWANCES:** Set this Flag to a Value of [Y] to Enable the Block Allowance Feature. Block Allowance Prevents ALL Users from Downloading TOO Many Files with TOO Little Connect Time Left.

The Block Allowance Ratios (See Parameters #6 - #7) for 300 Baud, and 1200 - 2400 Baud Rates, Calculate the Maximum Number of Blocks that a User can Download in the Connect Time they have Remaining. With 2 Minutes Left, 300 Baud Users Download $2 \times 6 = 12$ Blocks, 1200 Users $2 \times 18 = 36$ Blocks, and 2400 Users $2 \times 36 = 72$ Blocks. If Users try to Download More than is Possible in their Time Left, they are Advised that their Block Allowance Ratio is Insufficient. The [A] Command Advises Users how Many Blocks can be Downloaded, in the Connect Time Remaining. You can Adjust the Download Factors in Parameters #6 and #7, thus Changing the Block Allowances.

The 300/1200/2400 Default Values are Based on the Number of Blocks that can be Transferred to the Users in a 1 Minute Time Period, using a Serial Disk Drive.

Connect Time Left	300 Baud	1200 Baud	2400 Baud	Block Allowance		
	Factor	Factor	Factor	300	1200	2400
20 Minutes	6*	18*	36*	120	360	720
30 Minutes	10	30	60	300	900	1800
5 Minutes	3	9	18	15	45	90

The Baud Rate Factors and Connect Time should ALWAYS be Considered when using the Block Allowance Feature. The MiniChart Shown Above, Demonstrates the Resulting Block Allowances per Connect Time Left, Based on Supplied Default [*] Factors and User Altered Factors.

- 60. **USE FILE DELETE LOCKS:** Set to [Y] to Enable the Delete Lock Mode on ALL Uploads to ANY Relative Format SubBase. ANY Files Uploaded to Delete Lock SubBases, CANNOT be Deleted by the Uploading User. The Deletion Security is Useful if You Monitor Accidental Uploads. Set this to [N] to Allow Users, who Cut Carriers During an Upload, to LogOn Again, Delete the Incomplete File, and Resume Uploading. High Level Users who have Access to the Physical Deletion Command, Parameter #23, can ByPass the Delete Lock File Security.

61. **USE COUNTER STATISTICS:** Set to [Y] to Enable Counter Statistics. These Counters Keep Track of the Total Number of Files UpLoaded and DownLoaded by that One User. The MCP [DUST] Command Displays these Statistics to the User when Invoked WithIn the Files Module.

The Optional DownLoad Credit System uses these Counter Statistics to Store Users Current Credits, Rather than the Up/DownLoad Stats. The [DUST] Command Displays the Users' Available DownLoad Credits, Instead of the Up/DownLoad Stats. If You do use the Credit System, You MUST Enable this Flag, as Well as Setting a Credits Ratio.

62. **CREDIT RATIO:** When this Parameter is Set to 0, the Credit System is Disabled. Press RETURN to Cycle the Credit Ratios to the Values of 0, 1, 2, 4, or 8. Credit Ratio is the Number of DownLoad Blocks to UpLoad Blocks. For Example, when You use a Credit Ratio of 4, Each Block a User UpLoads, Earns them 4 DownLoad Block Credits.

When You Create the User Base File, You MUST Provide an Initial Credit Balance for ALL Users on Your System. For Example, a Value of 5,000 Provides Users with 5,000 DownLoad Credits. ALL UpLoads WithIn the Module, will Add Credits to this Value, using the Ratio You Specify. ALL DownLoads Subtract from the User's Total Credits. When the Credits Reach a Low Enough Value, the User will be Unable to DownLoad ANY More Files. You can use the [FIX] Command to ReSet ANY User's Credit Balance, or Else the User MUST UpLoad More Files to Earn Additional DownLoad Credits. ANY Other Ratio Requires that You Set Parameter #59, and Results in Disabled Counter Statistics.

63. **CREDIT BYPASS LEVEL:** This GROUP2 Access Level Assignment Specifies the Minimum Level a User MUST have to ByPass the Credit System, Allowing UnLimited DownLoads WithOut Requiring ANY Credits.

64. **INFORMATION FILES PREFIX:** The [I] Command Displays the Optional InfoFiles for Each of the Files SubBases. This InfoFile Prefix MUST be Exactly 4 Characters Long. If You are Cloning this Module, the InfoFile Prefix for Each of the Cloned Modules MUST be Unique. Use ANY 4 Printable Characters for the Prefix.

65. **COMMAND NAME DEFINITIONS:** This Defines the 19 Command Names used in the Module. See the Message Module Parameters for More Info on the Proper Method of Assigning Module Command Names.

66. **PROTOCOL FILENAMES:** Both the XModem and Punter Transfer ProtoCols Exist as Separate Files. Each Module that uses the ProtoCol Files MUST Provide the SAME FileNames in their Module SetUp Parameters. For Example, the Bulletin Module MUST ALSO use the Same FileNames in its Parameter File as those Defined Here. The First Character of the ProtoCol File MUST be the System Protection Character [!], Followed by a [D] for Dual ProtoCols. The [D] will be Replaced by an [X] or [P] by the Module Depending on Your Selected ProtoCol.

If You are Using the Default FileName as Provided [!D.PROTOCOL], the Actual ProtoCol Files are Stored on Disk as Follows:

!P.PROTOCOL [Punter ProtoCol]
!X.PROTOCOL [XModem ProtoCol]

67. **BASE FILE DEFINITION:** This Defines the RELative Base File's Name, that Stores Users' Base Access Levels, Counter or Credit Stats, and SubBase Descriptions. The First Character of the FileName MUST ALWAYS be the System Protection Character [!] as Follows:

[Protection Character] + [Entry Command]
For Example: !FS

68. **LOG FILES' NAMES:** Sets a FileName for UpLoad/DownLoad Log Files. The First Character MUST be the System Protection Character [!], Followed by a [D], for Dual FileNames. The [D] will be Replaced with [U] for UpLoad Logs, or [D] for DownLoad Logs by the Module. Using the Default Name of !D.LOG.FS as an Example, the UpLoad Log and DownLoad Log Files MUST be Named on Disk as Follows:

!U.LOG.FS The UpLoad Log File
!D.LOG.FS The DownLoad Log File

NOTE: The [.FS] Extension is Useful. When You have Several Clones, Substitute the Appropriate Entry Commands as the Extensions, to Maintain Order, Especially in Larger HardDrive Systems. For More Information, See the [UL] and [DL] Commands.

69. **MODULE HELPFIELD NAME:** You MUST Name this HelpFile as Follows:

[Protection Character] + [Module Name] + [.H]
For Example: !FS.H

When You are Finished Changing the Parameters, Press RUN/STOP to Exit, and Save the NEW Parameters Back to Disk.

[D] CHANGE SUBBASE DESCRIPTIONS

This Allows You to Change Descriptions for Each of the 64 SubBases, using the CRSR UP and DOWN Keys. For the Files SubBase Descriptions, the Word [DES] is Followed by a SubBase Number, Ranging from 1 to 64. The SubBase Descriptions can Range from 1 to 30 Characters in Length. See the Message SetUp for More Information on SubBase Descriptions.

[C] CREATE THE RELATIVE BASE FILE

See the Message SetUp for General Details. If Using the Credit System, You MUST Enter a Starting Credit Limit. The Base File MUST be Created, Even if using ONLY Physical Format SubBases.

[M] MODIFY USER COUNTERS

See the Message SetUp for General Details. The Middle Stat Line Shows [UPLD:00000-DNLD:00000], where [UPLD] = UpLoads & [DNLD] = DownLoads. In Credit Systems, the [UPLD] Counter Shows the Current User's Credit.

[L] LINK MODULE FILES **[U] UPDATE DESCRIPTIONS**

See the Message Module SetUp for Complete Details and Descriptions, as these Options Function Identically here.

THE FILES MODULE

FILE MODULE TEXT PROMPT FILE - Maximum Size of 4,900 Bytes

See PROMPT EDITOR/Message Prompts for Details. [*] Set Screen Colors.

THE FILES MODULE TEXT PROMPTS SUMMARY

- 00+ Current Punter Block Size Indicator
- 01 Punter Start Signal Prompt, [A] Abort, [B] Block Size Change
- 02? XModem Selected Prompt - Are You Sure? [Y] Yes, [N] Abort
- 03+ Prompt User for NEW Punter Block Size
- 04+ Prompt User for a Proper UpLoad File Type, XModem Transfers
- *05 File Base SetUp Prompt
- 06+ Total System DownLoads
- 07+ Total System UpLoads
- 08+ Directory Listing: Blocks Free
- *09+ General FileName Input Prompt
- 10 File Exists Warning
- 11 File NOT Found Warning
- 12+ DownLoad Allowance Blocks Indicator
- *13+ File Module Command Prompt
- 14 Prompt Given when User Hits RETURN at Main Files Prompt
- 15 Loading ProtoCol File Indicator
- 16 Block Allowance Insufficient Warning
- 17 Insufficient Connect Time Used Warning, for Time Lock Delay
- 18- Prompt Substitute for a Restricted File Entry in a Directory
- 19- Guest User UpLoad Indicator
- 20 Physical Format Base Directory Header
- 21- Prompt Substitute for Restricted File, RELative Format Base
- 22+ Directory Listing: Total Files in Current Base
- 23 RELative Format Base Directory Header
- 24- Cosmetic FileName Separator, RELative Format Base
- 25 NO InfoFile for Current Base Warning
- 26+ Prompt User for a File Security PassWord, UpLoads & DownLoads
- 27+ FIX Command: Prompt User for NEW UpLoader ID Number
- 28+ FIX Command: Prompt User for NEW File Size
- 29? FIX Command: Ask User to UpDate File Date to Current Date
- 30? FIX Command: Ask User to Remove Screened Status from File
- 31? FIX Command: Ask User to Delete Lock Current File
- 32? FIX Command: Ask User to Remove Guest UpLoad Status
- 33 MUST use Punter ProtoCol for MultiFile Transfers Warning
- 34+ Number of Blocks for User to DownLoad Indicator
- 35 Current Files SubBase Full Warning
- 36 Available Files SubBases Header
- 37+ Prompt User to Enter an UpLoad Log File Comment
- 38 MultiFile DownLoad Options Indicator
- 39- PassWord Locked File Indicator, for [MD] Command ONLY
- 40 UpLoad/DownLoad Time Restriction Warning
- 41+ Total User DownLoads, Displayed with the [DUST] Command
- 42+ Total User UpLoads, Displayed with the [DUST] Command
- 43+ DownLoad Credits Available Indicator
- 44 DownLoad Credits Insufficient Warning
- 45+ Select SubBase Entry Prompt, if NOT Previously Specified

Prompts Marked with a [+] Should NOT End with a RETURN Character.
Prompts Marked with a [-] Should NOT Begin with a RETURN Character.
Prompts Marked with a [?] are Prompts that Ask a Yes/No Question.

FILES MODULE COMMANDS

These are the Complete Descriptions of the 20 Files Module Commands. See the Message Section for General Information on Module Commands.

FILES MODULE COMMANDS SUMMARY

BBS		Return to Main BBS
SS	[SubBase #]	Change/Display File SubBases
DES		Change SubBase Descriptions
LEV	[Level/0:Name/ID#/*]	Change User Base Levels/Display Stats
P	:[P/X]	Change File Transfer ProtoCol
UL		Read the UpLoad Log File
DL		Read the DownLoad Log File
R		Read a File
B		Display Blocks Free for Current SubBase
UD	[#U/D]	Display/Change System Up/DownLoad Counter
D		DownLoad a File
U		UpLoad a File
C	[-][+]:[Pattern]	Catalog SubBase Directory
MD	:[Pattern]	MultiFile DownLoad
MU		MultiFile UpLoad
DEL		Delete a File
A		Display Block Allowance
I		Read Information Files
FIX	[Credits:User ID]	Modify SubBase Files/Change User Credits
?		Read Module Help File

[BBS] RETURN TO MCP MAIN COMMAND PROMPT

This is the ONLY Command that can be used to Exit the Files Module. The MCP Resident Commands [GOIN], [GONE], and [RSVP] are Disabled. When Users Exit the Module, or a Carrier Signal is Lost, or The MCP Takes Control Due to a User TimeOut, the RELative Base File will First be UpDated with NEW User and System Counter Values, Before ReSetting.

[P] CHANGE THE FILE TRANSFER PROTOCOL
(P:P, P:X)

This Command is used to Select or Change Your File Transfer ProtoCol, to PUNTER or XMODEM. The ProtoCol Default Flag in Your User Record, Also Changes, and is Stored in the RELative Base File, for Future Use. Thus the Module Defaults to Loading the Last ProtoCol You used.

THE PUNTER PROTOCOL Written by Steve Punter, is One of the Most Common File Transfer ProtoCols for the C64, Selected with the [P:P] Command. The [MD] and [MU] Commands Provide Further Info on the Punter ProtoCol and the MultiFile Transfer Enhancements of *DarkStar'88*.

THE XMODEM PROTOCOL is a Straight, 16 Bit, CRC Mode, Binary Transfer, Provided Primarily for Non-C64 Users, Selected with the [P:X] Command. XModem is a Universal ProtoCol, Recognized by Most Major Computers, using 2 Disk Buffers to Ensure that the CTRL Z Character, File Padding is Automatically Stripped from the Last XModem Block of User UpLoads, and Automatically Added to the Last XModem Block of User DownLoads. SUM Mode, ASCII Translations, and Batch Modes, are NOT Yet Supported.

[SS] SCAN or SELECT AVAILABLE SUBBASES: (SS, SS1 to SS64)

The [SS] Command, when used by ItSelf, Lists ALL Available SubBases, with Descriptions, and File Totals. If Followed with a SubBase Number, [SS1] to [SS64], the User will SwitchOver to the NEW Selected SubBase, if Accessible. If using ONLY One SubBase, Disable this Command.

For the RELative Format SubBases, the FileNames are Loaded into Memory from the RELative Base File. This SetUp Time is ONLY a Few Seconds, and Saves Time when Searching for Files to DownLoad from the SubBase, as a Memory Search is Much Faster than a Disk Search.

The Physical Format SubBases, do NOT Load ANY FileNames into Memory, and Instantly SwitchOver to the NEW Selected SubBase.

[DES] CHANGE BASE DESCRIPTIONS

This SysOp Command Changes the Description for the Current SubBase. This is Your OnLine Version of the [D] Option in the SetUp Program. WhenEver You Invoke this Command, You will See a Colon [:] Displayed Below the Command Prompt. You can Enter a NEW 30 Character Description using ANY Characters You want, Including Colors and Graphic Symbols. NonPrinting Characters are Echoed to the Screen as Question Marks [?].

[LEV] CHANGE USER BASE LEVELS/EXAMINE USER COUNTER STATISTICS

LEV[Level/0]:[User ID#/User Name/*]

(LEVO, LEV1:1, LEV10:JOHN DOE, LEV5:*, LEV200:300, etc)

This Command has 2 Distinct Functions. Entering the [LEVO] Command, the User Counter Statistics for ALL Active Users will be Displayed. Use the OutPut Control Keys to [S] Stop, [C] Continue or [A] Abort. The UpLoad Stats will be given First, Followed by the DownLoad Stats and the User's Name. In a Credit System, the UpLoad Stats will Become the Current DownLoad Credit Balance; DownLoad Stats will NOT be used.

The Second Function Sets the User Base Access Levels for Each User, or ALL Users at Once, like the [LEV] Command in the Message Module. See Message Module Commands for Complete Description, with Examples.

[DEL] DELETE A FILE

This Command Requires a Separate GROUP1 Access Level Value Assignment, Depending on the Type of SubBase Format the Command is Invoked from. In a RELative Format SubBase, Files can ONLY be Deleted if the User UpLoaded the Programs Originally, and the Files are NOT Delete Locked.

In a Physical Format SubBase, a User who has Access to Delete Files, can Physically Remove ANY of the File Entries from the Disk Directory, Because there is NO User ID Number Associated with Directory Entries. This is Similar to using the DOS Wedge [S] Command to Remove Files. Since the [DEL] Command in Physical Format SubBases is Quite General and can be Applied Equally to ALL Programs Listed in the Directory, You should ONLY give [DEL(p)] Access to Your Higher Level CoSysOps. ANY CoSysOp/User who has [DEL] Access in the Physical Format SubBases, can ALSO Delete ANY Directory Entries in the RELative Format SubBases, Even if the Files are Delete Locked or Screened.

[FIX] FIX RELATIVE SUBBASE FILES/FIX USER CREDIT LIMITS

FIX[Credits]:[User ID Number]

(FIX, FIX5000:1, FIX1000:250, etc)

This Command Performs 2 Functions. The First is to Modify File Records in ANY Relative Format SubBase (CANNOT Fix Physical Format SubBases). The OnLine FILES EDITOR Module will Modify or Fix Files Much Easier than this Command, However, this Command is the ONLY Means to Remotely Modify a Relative SubBase File Entry. When You Enter the [FIX] Command by ItSelf, You are Asked for the NEW Information for the Chosen File. Specifying a FileName, You are Asked for the Following Information:

1. **NEW FILENAME:** If You Enter a NEW Name for the File, You have to use the DOS Wedge or [MO] Command in the System Module to ALSO Change the Actual FileName on Disk. [FIX] ONLY Changes the File Record.
2. **PASSWORD:** Hit RETURN by ItSelf to Remove a PassWord, if One Exists. Enter a 1 to 8 Character PassWord to Add One to ANY Specific File.
3. **UPLOADER ID NUMBER:** Enter the ID Number of the User who UpLoaded the File. The [+] Option of the [C] Command Provides the ID Number and Name of the User who UpLoaded the File to the SubBase.
4. **FILE SIZE:** Enter a NEW File Size for the File. The File Sizes Shown in Relative Format SubBases are Cosmetic. When Cataloging SubBase Directories, the File Sizes Shown do NOT have to be Actual Sizes. The File Transfer Commands Retrieve the Actual File Size from Disk. Enter ANY NEW File Size from 0 to 999. Although Cosmetic File Sizes can be Posted to Deliberately MisLead, or Intentionally MisDirect, Your Users, it is Best to use Actual File Sizes to Avoid Confusion.
5. **UPDATE THE FILE UPLOAD:** Enter [Y] to Change the File's UpLoad Date to the Current Date. Enter [N] to Retain the Old File UpLoad Date.
6. **REMOVE SCREENED STATUS:** Enter [Y] to Remove the Screened Status from a File, to Make it Available for General User Access.
7. **DELETE LOCK FILE:** Enter [Y] to Delete Lock a File, or [N] to Remove the Delete Lock on ANY File. Delete Locked Files CANNOT be Deleted with a [DEL] Command by UpLoaders WithOut Sufficient GROUP2 Access.
8. **REMOVE GUEST UPLOAD STATUS:** Enter [Y] to Change Guest UpLoad Status to SysOp UpLoad Status. If a Guest User, in the Guest Access Mode, UpLoads a File, it is Marked as a Guest User UpLoad. By Removing the Guest Status, You Assign the UpLoad Credit to Your ID Number.

NOTE: You CANNOT use [FIX] to Change the Cosmetic FileName Separators, that are Described in the FILES EDITOR and the [C] Command.

The Second Function of [FIX] can Alter the Credit Balance of ANY User. To Change a Credit Balance, the Module's Credit System MUST be Active, and You MUST Know the ID Number of the User to Change, as a User Name is NOT Valid InPut. For Example, to Alter the Credit Balance of a User with ID Number 145 to 5000 Total DownLoad Blocks, Enter [FIX5000:145]. Use the [LEVO] Command Option to Examine a User's Credit Balance Stats Before using [FIX] to Change it.

[UL] READ THE UPLOAD LOG FILE

The Upload Log is a Standard System Log File. Review the MCP Section of the Manual for a Description of the System Log Files. You Create Your Own Introduction Text, Ending it with the AT Sign [@] Character, Followed by a Single Carriage Return. The FileName Format is Outlined in the SetUp Parameters Section. This is a Standard SEQUENTIAL File.

You MUST Enable the Upload Log File for this Command to be Recognized. When Performing ANY Uploads, Single File or MultiFile, the Upload Log is Updated, Containing an Entry for ALL Files Uploaded to the System, Unless the Uploader is the SysOp, ID Number 0. The SysOp NEVER Causes Either Log File to Update, as You Already Know what You are Uploading or Downloading to the System.

Each Log Entry in the Upload Log File is Stored in a Compressed Form. When the User Reads the Upload Log, Each Entry Appears as Follows:

```
SubBase Number:FileName:Date Uploaded
      [M] [User ID Number] User Name
```

The First Line Shows the SubBase Number that the File was Uploaded to, the FileName Sent, and the Actual Date that the File was Transferred.

The Second Line Contains the User ID Number and Name of the Uploader. If the File is Part of a MultiFile Upload, Each File will be Shown with the Letter [M] Immediately Before the User ID Number. If the File is a Guest User Upload, You will See the Guest Prompt to Confirm this in the Second Line.

A Restricted Entry Prompt Appears in Place of the FileName for Entries Uploaded with Either of the Two System Protection Characters, 1 or 2, or when Files are Uploaded to a Screened SubBase.

ALL Users are given the Option of Entering a 1 to 40 Character Comment for Each Upload or MultiFile Upload. If the User does use a Comment, it will Appear in the Upload Log Immediately Below the File Entry.

CoSysOp Level Users with Sufficient Access can Clear the Upload Log, Once it has been Read. The Introduction Text will ALWAYS be Saved Back to the Cleared Log File.

[DL] READ THE DOWNLOAD LOG FILE

This Command is the CounterPart to [UL] Command. You MUST First Enable the Download Log to use this Command. The Download Log does NOT have ANY Comment Lines. Other than that, a Download Log Entry is the Same as a Typical Upload Log Entry. ALL MultiFile Downloads are Indicated with the [M] Character.

As the FileNames of ALL Transfers for 64 Possible SubBases are Stored in Both the Upload and Download Log Files, You MUST ALWAYS Make Sure that You do NOT Let these Files get TOO Large.

The Utility Program, CONVERT U/D LOG, on the Module Disk, will Convert the Compressed Log Files to Normal Printable Files.

[R] READ A FILE

This Command will Allow Users to Read ANY File in ANY of the SubBases, Before DownLoading. [R] Reads ANY File Type, Except RELative Files. Thus Program Files can be Read, Although the OutPut Appears Strange. OutPut Control Keys can be used to [S] Stop, [C] Continue or [A] Abort the File Listing at ANY Time. The Read Files Mode is Directly Linked to the File DownLoad Modes. The [MD], [D], and [R] Commands ALL Rely on the DownLoad Timed and UnTimed Restriction Features. This Means that a SubBase that is DownLoad Restricted is ALSO Read Restricted.

[B] DISPLAY SUBBASE AVAILABLE BLOCKS FREE

This will Determine the Number of Blocks Free in ANY Current SubBase. Thus the UpLoader can Check if there is Enough Room Left for UpLoads.

**[UD] DISPLAY/CHANGE SYSTEM UPLOAD AND DOWNLOAD COUNTERS: UD[#D/U]
(UD, UD0D, UD5000U, etc.)**

This Command Performs 2 Functions. Each Requires GROUP2 Access Levels. [UD] Shows the Total Number of UpLoads and DownLoads to ALL SubBases, Since the SAM was Activated. When First Creating a RELative Base File, Both Counters are Set to 0. As Up and DownLoading Occurs, the Counters Increase to the Maximum of 65,535, at which Point they RollOver to 0. To Change Counters at ANY Time, Enter [UD], Followed by a NEW Value, and the Letters [U] or [D] to ReSet the UpLoad or DownLoad Counters. Set the Counters to ANY Value from 0 to 65,535. WhenEver You ReCreate the Files Module, ReEnter the Older Counter Values into the NEW File, as they are ReSet to 0, when the NEW File is Created.

[A] DISPLAY TIME REMAINING BLOCK ALLOWANCE

This Command is ONLY Active when using the Block Allowance Feature of this Module (See Parameter #57). This Displays the Maximum Number of Blocks that a User can DownLoad, Based on the Baud Rate Factors, the User's Baud Rate, and Amount of Connect Time the User has Left. By Combining Both a Time Lock Delay, and the Block Allowance Features, You can Effectively Control Mass DownLoading by Your Users.

[I] READ SUBBASE INFORMATION FILE

This Reads the Current SubBase InfoFile. If an InfoFile is Disabled, the User is Notified. The Format for the InfoFile Name is as Follows:

[Protection Character] + [Prefix] + [.] + [Base Number]
For Example: !INFO.34 or !FS.I.34

[INFO] is the 4 Character Prefix Default in the SetUp Parameter File, Followed by a Period Separator and the SubBase Number, from 01 to 64. InfoFiles MUST Reside on the Same Drive as the Up and DownLoad Files. If the Up and DownLoad Files for SubBase #7 Reside on System Drive #4, so MUST the InfoFile. They do NOT Reside on the Module Base Drive.

The [FS.I] Approach is Best for Cloned File Modules. Simply Substitute the Appropriate Entry Command for FS. You ONLY have 4 Characters!

[C] CATALOG THE CUURENT SUBBASE DIRECTORY: C[-][+]:[Pattern]
(C, C+, C-, C--, C+:ABC*, C:AT.?, etc)

This Command will Display ALL Available Files in the Current SubBase. The Physical Format Directories Differ from the RELative Directories, and Contain ONLY these 3 Items of Information in the Following Order: File Size, FileName, and File Type. The End of the Physical Directory, Shows the Total Number of File Entries, and the Available Blocks Free.

A File Entry in a RELative Format SubBase is Shown as Follows:

```
File Name [:] Type-File Size Date Uploaded
User Name And ID Number
```

If a Colon Appears Between the FileName and the File Type, that File Contains a Security Password. The User Name/ID Number will ONLY Appear when the [+] Parameter is Added After the [C] Command. The File Size Displayed is a Cosmetic Block Count Ranging from 0 to 999. When a File is UpLoaded, this Display will be the Actual Block Size of the File.

The File Type should ALWAYS be the Same as the File Type on Disk. ONLY [P] PRG, [S] SEQ, and [U] USR File Types are Allowed, REL Files are NOT Supported. ALL UpLoads have a Date Assigned to them.

You can ALSO use a Cosmetic FileName, as a Comment, Between Groupings of Related Files. If a Program Contains 8 Files, Cosmetic FileNames Before and After them will Better Organize Your SubBase Directories. These can ONLY be Defined WithIn the OffLine FILES EDITOR Program, or its LOCAL OnLine Equivalent, and CANNOT be DownLoaded.

The Separators Contain ONLY Colons, which the [C] Command Replaces, with the Separator Text Prompt, from the Files .TXT Text Prompt File.

The [C] Command uses Parameters Differently for Each SubBase Format. [C] by ItSelf will Display a General Directory for the Two Formats. The [+] and [-] Parameters, ONLY work with RELative Format SubBases. The [+] Parameter is used to Display the User Names and the ID Numbers of the UpLoader for Each Entry. The [-] Parameter is used to Catalog the Directory in Reverse Order. These can ONLY be used in 3 ways:

```
C+   Catalogs a Directory with UpLoader Names and ID Numbers
C-   Catalogs a Directory in Reverse Order
C--  Catalogs a Directory in Reverse Order, with UpLoader Names
      and ID Numbers.
```

For Both Physical and RELative Format SubBases, the Pattern Matching MUST be Preceded by the Colon Character. The Physical Format SubBases use the Standard DOS Wild Cards. For Example, [C:T?.*] will Display ALL Files that Start with [T], having a Second Character of ANY Value, Followed by a Period, and ANY Other Characters, or None. The Pattern for a RELative Format SubBase is a Search String of File Characters, Thus [DIR:TEST] Displays ALL Files Containing the Search String [TEST] AnyWhere in a FileName. Wild Cards are NOT used in RELative SubBases.

Screened/Restricted FileNames (Protection Chars 1 or 2) are NOT Shown. They are Either Skipped, or a Restricted Text Prompt is Substituted.

[D] DOWNLOAD A FILE

This Command Allows Users to Specify a Single File DownLoad Transfer using Either XModem or Punter ProtoCols. A File CANNOT be DownLoaded if One of the Following Conditions Occurs:

1. User does NOT have Sufficient GROUP1 Access to this Command.
2. SubBase is UpLoad Locked/User CANNOT ByPass.
3. SubBase in DownLoad Time Restricted Period/User CANNOT ByPass.
4. SubBase is DownLoad Restricted/User CANNOT ByPass.
5. File to be DownLoaded has a Security PassWord and:
 - User did NOT UpLoad the File.
 - User does NOT Know the PassWord.
 - User CANNOT ByPass Security PassWords.
6. File is a Cosmetic FileName or Separator.
7. File does NOT Exist.
8. Time Lock Delay has NOT Expired/User CANNOT ByPass.
9. InSufficient Time Left Block Allowance/User CANNOT ByPass.
10. User does NOT have Enough DownLoad Credits/User CANNOT ByPass.
11. User tries to DownLoad File with Protection Characters 1 or 2, WithOut Sufficient Access to do so.

Should ANY of the Above Conditions Occur, the User is ALWAYS Notified.

If a User can DownLoad a File, the Screen Clears, and the User is Told the Number of Blocks to be Transferred, the Current Punter Block Size, if Punter ProtoCol is Selected, and that the System is NOW Awaiting the Start Signal to Begin the File Transfer.

For the Punter ProtoCol Transfers, the User can Change the Block Size from 40 to 255, by Entering [B]. [A] Aborts a Punter File Transfer. A Punter Start Signal MUST First be Received for a Transfer to Begin, WithIn 2 Minutes, or the System will Force a DeadMan's User LogOff.

For the XModem Transfers, Users are Advised that they have Selected XModem and are Asked Whether to Continue. An [N] Aborts the Transfer, and a [Y] Starts the XModem HandShaking. Once the HandShaking Starts, the BBS is in XModem Transfer Mode, Waiting to Transfer the File.

During a File Transfer, the Screen Displays a Transfer Buffer Window, Showing the Actual Blocks as they are being UpLoaded or DownLoaded. XModem uses ONLY Half of the Window, Since the XModem Blocks are Half of the Size of Punter Blocks. Below this, is a Transfer Status Line; the Indicators are Identified as Follows:

[S] PUNTER/XMODEM TRANSMIT SIGNAL: This 3 Character HandShake Signal Synchronizes the File Transfers and Handles Transfer Errors.

[R] PUNTER/XMODEM RECEIVE SIGNAL: This 3 Character HandShake Signal is the CounterPart to Transmit Signal Mentioned Above.

[G] GOOD BLOCKS TRANSFERRED SO FAR: Each Value Shown is 1 Punter Block or 2 XModem Blocks. 2 XModem Blocks are 256 Bytes, 2 Bytes Larger than Disk Blocks. Punter Blocks Vary from 40 to 255 Bytes in Size, using 7 Bytes from Each Block for the Extra ProtoCol Information, Actual Data Transferred for the File Ranges from 33 to 247 Bytes.

NOTE: In a Credit System, the UpLoad/DownLoad Block Ratios are Based on the Punter and XModem Block Size. If a User UpLoads a File 134 Blocks in Size, using Punter ProtoCol, the File will Require 138 Total Punter Blocks to UpLoad, using a Block Size of 255. Therefore 138 Credits are Added to the User's Credit Balance, Assuming a 1 to 1 Credit Ratio, NOT 134 Credits. But ALL Things Even Out, Because when the Same User DownLoads a 134 Block File using the Same Punter Block Size of 255, 138 DownLoad Credits are Subtracted from the User's Credit Balance. The File Module Locks Out [B] Change Block Size, if the Credit System is Active.

In XModem Transfers, 2 XModem Blocks are used to Add or Subtract Each DownLoad Credit, as XModem uses Block Sizes of 128 Bytes. If a User UpLoads a 134 Block File, the User Gains 133 Credits, Assuming a 1 to 1 Credit Ratio, NOT 134 Credits. The Difference Between Data and Credit Blocks is Closer with XModem Transfers, than with Punter Transfers.

[B] **BAD BLOCKS ENCOUNTERED SO FAR:** If an Error in Transmission Occurs, the Bad Block Indicator will Increment. Bad Blocks are NOT Counted as Part of the Blocks Transferred, Since they are ReTransmitted until they Become Good Blocks.

[M] **TRANSFER DIRECTION:** UpLoads are Indicated by the Line [User>BBS]. DownLoads are Indicated by [BBS>User]. The Transfer Directions are Followed by a Colon, and the Letter [M] for MultiFile Transfer or [S] for Single File Transfers.

Below this Status Line is the Type, Size, and Name of the Current File being Transferred. If the File is an UpLoad, the Size is Set to 0, as You do NOT Know the File Size, Until the UpLoad is Completed. If the Transfer is a MultiFile Transfer, another Line Appears Below the FileName Line, Containing 2 More Indicators:

[F] **FILES LEFT:** Displays the Total Number of Files Left to Transfer.

[B] **BLOCKS LEFT:** Displays the Total Number of Blocks Left to Transfer.

Because ALL File Information is Provided with MultiFile Transfers, the File Size for UpLoaded Files WILL Contain the Correct File Size Before the File is Transferred.

During ANY Transfer, the Process can be Stopped in ANY of 3 Ways:

1. **CARRIER SIGNAL LOST:** DisConnects the User. The Partial File, if ANY, is Saved to Disk. The Up/DownLoad Log may be UpDated, Along with the User Base File, when the UpLoad has Progressed to a Certain Point. XModem Transfers Delete Partial UpLoads. Punter Transfers do NOT Delete Partial Transfers.
2. **HIT RUN/STOP:** This can Abort ANY File Transfer, Locally ONLY. The User Returns to the Main File Command Prompt. If NO Blocks have been Sent, the Log Files and User Base are NOT UpDated.
3. **XMODEM CANCEL SIGNAL:** The User Presses [CTRL X] Repeatedly During an XModem Transfer, Cancelling the Transfer.

THE FILES MODULE

After ANY File Transfer, a User MUST Press ANY Key to Clear the Screen and UpDate the System Files. The User has 1 Minute to Press a Key, Before the Module Begins the UpDate by ItSelf. A Successful DownLoad Results in the Following:

1. The DownLoad Log is UpDated, if Enabled, Except for the SysOp.
2. Credits, if used, are Subtracted from a User's Credit Balance.
3. User DownLoad Stat is Increased, if Credit System is NOT used.
4. The System DownLoad Counter is Incremented.
5. User is Forced to LogOff if their Connect Time has Expired.

[U] UPLOAD A FILE

This Allows a User to Send 1 File to a SubBase using Either the XModem or Punter ProtoCols, Except if ANY of the Following Conditions Occur:

1. The Number of Blocks Free is Less than the Low and High Block UpLoad Parameter Values.
2. Trying to Send a File that has 1 of the 2 Protection Characters as the First Character of a FileName, WithOut Access to do so.
3. UpLoading During a Restricted Time Period/User CANNOT ByPass.
4. UpLoading to a Restricted SubBase/User CANNOT ByPass.
5. UpLoading with Illegal FileName Characters ("@;:=,*?\$).
6. The FileName Already Exists.
7. The SubBase Directory Entry Limit has Already been Reached.

If the Transfer is Allowed, the UpLoad Process Proceeds as Follows:

1. In RELative SubBases, Users are asked for a Security PassWord. The User Enters RETURN by ItSelf, to NOT use a File PassWord. Otherwise, 1 to 8 Character can be Entered for the PassWord.
2. The User can Enter 1 to 40 Characters for their File Comment, Ending with the RETURN Key. If a User Enters RETURN by ItSelf, NO Comment will be Saved to the UpLoad Log.
3. If Transferring with the XModem ProtoCol, a User MUST Provide a File Type for the UpLoad, [P] PRG, [S] SEQ, or [U] USR. RELative Files CANNOT be Sent with XModem or Punter ProtoCols.
4. The XModem or Punter Start Signal is Given. The User may Abort, or Send the Start Signal to Transfer the Program. Connect Time Stops During UpLoads if You Set this in the SetUp Parameters.
5. Once the Transfer is Completed, the UpLoad Log will be UpDated, if the User is NOT the SysOp, and the UpLoad Log is Enabled.
6. DownLoad Credits are Added to the User's Credit Balance, if the Credit System is Enabled.
7. The User's UpLoad Stats are Increased, if the Credit System is NOT Enabled.
8. The System UpLoad Counter is Incremented.
9. The NEW Files Appear Directly, in the Physical Format SubBases, Either as System Files with the System Protection Character 1, or User Protected Files, with a System Protection Character 2, Provided that the User has Access to UpLoad these File Types, or as General User Files. In the RELative Format SubBases, the Files are Added to the SubBase Directory.
10. The User's Connect Time Resumes, if it was Stopped. If the User's Connect Time Expires During the UpLoad Process, the User is Forced to LogOff the System.

[MD] MULTIFILE DOWNLOAD: MD:[Pattern]
(MD, MD:ABC*, MD:XX?.U*, MD:THISFILE*, etc.)

The [MD] Command can ONLY be used with the Punter ProtoCol to Transfer UpTo 120 Files at ANY One Time. MultiTransfer uses a Modified Version of the Punter ProtoCol, with File Headers and Extra HandShake Signals to Provide Error Free Multiple File Transfers.

DarkStar'88 Offers a Choice of 2 Different MultiTransfer ProtoCols.

1. **ORIGINAL DARKSTAR MULTIPROTOCOL:** Compatible with the Earlier Versions of *DarkStar CBBS V3.0*, *V3.1*, and *DarkTerm V3* to *V4.D*, Providing a 3 Digit ONLY, Blocks Remaining Indicator.
2. **NEW NPS DARKSTAR MULTIPROTOCOL:** This NEW MultiTransfer ProtoCol is ONLY Compatible with *DarkTerm'88*, Showing a 4 Digit Display, for the Blocks Remaining. This MultiProtoCol is Recommended.

Technical Information on *DarkStar NPS MultiProtoCol*, *XModem ProtoCol*, and *Punter ProtoCol*, used in the *DarkStar'88*, is Available to You, in the Soon to be Released, *DarkStar'88 Technical Reference Manual*. In Addition to the Manual, You will Receive a Floppy Disk Containing the Full Assembly Language Source Code for Both Transfer ProtoCols, as well as the NPS MultiTransfer Routines.

The [MD] Command can ONLY be used if ALL of the Conditions that Apply to the [D] Command are Met. [MD] and [D] Share Access Restrictions. With [MD] and [MU] Commands, the FileNames can Contain ANY Characters, Including Color, and the Transfer will Still Proceed WithOut Error.

Pattern Matching can ONLY be used with the Physical Format SubBases, and is used the Same Way as the [C] Command. For Example, [MD:T????] Allows ANY User to DownLoad ALL Accessible Files whose FileNames Begin with the Letter [T] and are Exactly 5 Characters Long.

[MD] Displays Each File Entry while User Selections are being Made. *DarkStar'88* Allows Users to Select UpTo 120 Files from ANY Directory that has ANY Number of File Entries, Because the Files are Selected as they are Displayed from the SubBase Directory.

Each FileName is Displayed to the User, Followed by a Question Mark. The User can Choose ANY of the Following Selection Options:

- [Y] Accept this File for DownLoading.
- [N] Skip this File and Display the Next File.
- [D] Done Selecting Files; Begin the File Transfer Process.
- [A] Abort [MD] Command and Return to Main File Command Prompt.

In Relative Format SubBases, ALL Files Containing a Security PassWord, or ANY Other DownLoad Restrictions, will NOT be Accessible to Users through the use of the [MD] Command, Unless they have ByPass Access. One Extra Option for Users who have [FIX] Access, is the [R] Option.

When a User Enters [R] for the Current FileName, the Screened Status, if ANY, of the File is Removed, After which, the File is ReDisplayed, Allowing the 4 Selection Options to be used with the UnScreened File.

When the End of the SubBase Directory is Reached, or the User Enters [D] to Finish Selecting Files, the Number of Blocks Chosen, are Added. If the Total Exceeds the User's Credit Balance, or Block Allowance, the User will NOT be able to Download the Selected Files.

If the MultiFile Transfer Proceeds, then the Download Log is Updated After Each File is Transferred. If ONLY Some Files were Transferred, then ONLY the Successful Transfers will Update the Download Log File. In a Similar Fashion, the User's Credit Balance will ALSO be Adjusted. If the User's Connect Time Expires, Before ALL Files are Transferred, the BBS Sends an NPS Abort Signal to the [MD] Command. System Files are then Updated, and the User is Forced to LogOff.

[MU] MULTIFILE UPLOAD

This Allows Users to Send UpTo 255 Files at ANY One Time to the BBS. The [MU] Command ONLY Ends when 1 of the Following Conditions Occurs:

1. ALL Files Intended, have Already Finished being Transferred.
2. The SubBase Directory is Full and CANNOT Hold ANY More Entries. The BBS then Sends an NPS Abort Signal to the User.
3. The Number of Blocks Free in the SubBase, NO Longer Exceeds the Low and High Block Parameter Values. NOT Enough Space Left. The BBS then Sends an NPS Abort Signal to the User.
4. The User tries to Transmit an Illegal NPS File Header. The BBS then Sends an NPS Abort Signal to the User.
5. The User tries to Send a FileName with the First Character being 1 of the 2 System Protection Characters, Without Access. The BBS then Sends an NPS Abort Signal to the User.
6. The User tries to Send an Already Existing File to the SubBase. The BBS then Sends an NPS Abort Signal to the User.

As Each File is Uploaded to RELative Format SubBases, the File Entry is Updated in the RELative Base File. The [MU] Command is Dependable in *DarkStar'88* Because of ALL the File Checks Listed Above.

The [MU] and [U] Commands, Both Share the Same Access Restrictions, as Both are Upload Commands. In a Similar Fashion to the [U] Command, the User's Connect Time can Stop During the Entire MultiFile Upload, if You Have Enabled this, in the File Setup Parameters.

Both the [MD] and [MU] Commands Employ a Very Unique NPS Start Signal that MUST be Received Before the File Transfer Process can Commence.

NOTE: FileNames CANNOT Contain UPPERCASE Letters, or Trailing Spaces, as in "MYFILE ". The FileName InPut Requester Removes ALL Trailing Spaces when FileNames are Searched for on the Disk, and ALL Characters are Converted to LowerCase Values by The MCP InPut Routines. ONLY the [MD] and [MU] Commands Allow You to use FileNames Containing ANY Characters, Including Color Codes.

FINAL NOTE: Although Both Old and NEW NPS MultiProtoCols are Included, We Recommend ONLY the NEW NPS MultiProtoCol. The Older ProtoCol was Included to Allow Users on Our Support BBS, to MultiDownload *DarkTerm'88*, with *DarkTerm 4.C*, in a Special Cloned File Module. Other than this One Purpose, the Older ProtoCol is NOW Obsolete!

GENERAL DESCRIPTION

This Utility Program can Modify ANY RELative Format SubBase Directory, in ANY RELative Base File. The Program can be used on ANY Drive Type, as Long You Specify the Device Number, and Drive Number.

This Editor Allows You to Create, Modify, Insert, Delete, Alphabetize, Add Separators or Cosmetic FileNames, Print, and Move ANY File Entries FROM ANY SubBase TO ANY Other SubBase, Including SubBases Forming Part of Another Cloned File Section. Moving Files Across Different Modules, Allows those Running Larger Systems, with Multiple File Transfer Areas to Solve a Common Problem. If they have a Separate File Transfer Area for SID Songs, and ANY User UpLoads Non-Related, Documentation Files, the SysOp Moves the Documentation Files, FROM the SID Transfer Area, TO the Appropriate Transfer Area on his System, using this Utility.

There are 2 Versions of the Files Editor on the MODULE Disk:

FILES EDITOR - This is the OffLine, Stand Alone Version
F.EDITOR.MOD - This is the OnLine, LOCAL Access Module Version

Although Both are Functionally Identical, there are Subtle Differences Between them, in their Actual StartUp Sequences, as Follows:

FILES EDITOR

The OffLine Version is Installed on a HardDrive by Copying this File to the Partition Containing the RELative Base File. For SysOps who use the MultiPlexer Option on their Second Computers, they can in Effect, Alter the RELative Base File of ANY File Area, while a User is OnLine, MultiTasking their Lt Kernal in the Fullest Sense of the Word.

If You do NOT Yet Own a Lt Kernal, this Version is Still Quite Useful, as You can use Your Second Computer to Quickly Alter Your System Disk, Assuming that Your Disk Formats are the Same for Both Computers.

To Load the Program, Enter: LOAD"FILES EDITOR",8,1 - then Type RUN.
Enter Current Date: DDMMYY, Day 01-31, Month 01-12, and Year 00-99.
Enter the Parameter FileName, Usually the .PAR File. However, if using the Lt Kernal MultiPlexer Option, we Suggest Copying Your .PAR Files to Your System Drive Partition and ReNaming them as Follows:

[Protection Character] + [Entry Command] + [.P]
For Example: !FS.P

Enter Your Disk Drive Device Number: Usually 8, Ranges from 4-63.
Enter Your Disk Drive's Drive Number: Usually 0, Ranges from 0-9.

The First Thing the Program Attempts is to Load in the Parameter File. You MUST Make Sure that the Parameter File, .PAR or .P is in the Drive Before Running the Editor Program. After the Parameter File is Loaded, You may Begin Editing Your SubBase Directories.

The Actual FILES EDITOR Commands, and Descriptions, Available to You, Follow After the StartUp Sequence Description of the OnLine Version, which is Covered Next, and are Common to Both Versions.

F.EDITOR.MOD

This is the OnLine Files Editor that is Installed on Your BBS System as a LOCAL Access Module, Requiring Neither a SetUp, nor Text Prompts. Simply Copy it to the System Drive and ReName it as Follows:

[Protection Character] + [Module Prefix] + [Entry Command]
 For Example: !SAM.FE

REMEMBER: Include the Module in The MCP Configuration Parameter SetUp.

Using the Above Example's Entry Command [FE], the Module Initializes. You are then Prompted to Enter Your Chosen Parameter's Drive Number. This is the Logical Drive Number Assignment, in The MCP Configuration, that Contains Both Your RELative Base File, and the .P Parameter File, for the File Section You Wish to Modify, NOT the Disk Device Number. Next, You are Prompted to Enter the Name of Your .P Parameter File. After the Parameter File Loads, You may Edit Your SubBase Directories.

THE STATUS INDICATORS

The Top Line of the Screen is used as a Command InPut and OutPut Line, and the Second Line Contains 3 Status Indicators, from Left to Right, Displaying the Total Number of File Entries in the Current SubBase, Your Current File Entry Positioning, and the Maximum Number of Entries Available in the SubBase. The Middle of the Screen is used to Display File Entries; this Display Window Looks like this:

	1	2	3	4	5	6	7	8	9	10	(Keyed to Docs)
Headings:	<u>File Name</u>	<u>Password</u>	<u>T</u>	<u>S</u>	<u>D</u>	<u>M</u>	<u>Y</u>	<u>D</u>	<u>SI</u>		
Examples:	DARKTERM '88	:::~::~		P004170588Y000							
	D'88.FAST	:::~::~		P006170588Y000							
	D'88.OBJ	:::~::~		P052170588Y000							
	-----*dss			U000010188Y000							(Cosmetic)
	READ.ME	noacc		S112240588N106							
	:::~::~	:::~::~		P999121287N000							(Separator)

- 1. FILENAME:** Can Range UpTo 16 Characters Long, as Long as the Files on Disk are Stored as LowerCase, Matching Names You Define Here, Except for the Illegal DOS FileName Characters (" @ \$ * , ; = ?). Entering 16 Colons, an Entry is Replaced with a Separator Prompt. This Allows You to Group Common Files Together and Separate them. You may Also Define Cosmetic FileNames, as Directory Comments. Although Cosmetic FileNames and Separators are Counted as Entries in the SubBase Directory, they are NOT Recognized as Valid Files.
- 2. COSMETIC FILENAME FLAG:** Immediately to the Left of the PassWord is a Space that Separates the FileName from the File's PassWord. When this Space is Blank, the FileName is a Normal File Entry. If an Asterisk [*] Appears in this Space, the Entry is Designated as a Cosmetic FileName. This File Entry will NOT be Recognized as a Valid File in the SubBase. Cosmetic FileNames are useful for Adding Comments to SubBase Directories, as an Alternative to Separators. Cosmetic FileNames can Consist of ANY Characters, Including the Illegal DOS FileName Characters (" @ \$ * , ; = ?).

3. **FILE PASSWORD:** Enter 1 to 8 Characters to Add a Security PassWord. If You do NOT want a PassWord, Enter 8 Colon Characters.
4. **FILE TYPE:** You can use Either [P] PRG, [S] SEQ, or [U] USR Files. [R] REL and [D] DEL File Types are NOT Allowed. Cosmetic FileNames and Separators can use ANY File Type.
5. **FILE SIZE:** Enter ANY Size from 0 to 999 Blocks. You should Match the Actual File Size on Disk to Avoid UnNecessary Confusion.
6. **DATE - DAY ADDED TO SYSTEM:**
7. **DATE - MONTH ADDED TO SYSTEM:**
8. **DATE - YEAR ADDED TO SYSTEM:** You can Specify ANY Date You want, using a 6 Character Format. To Change the Date of ANY File Entry to Current Date, Move the Cursor to ANY of 6 Date Field Positions, and Hit RETURN, Substituting the Current Date, or that of the BBS. If the Date Entry Field is Blank, RETURN Adds Your Current Date, or You can use the Number Keys to Enter ANY Other Date.
9. **DELETE LOCK STATUS:** A [Y] will Indicate the File is Delete Locked, and [N] if NOT. You MUST Enter a [Y] or [N] for Each File You Add.
10. **SENDER ID NUMBER:** Enter the User ID Number of the File UpLoader. ANY ID Number from 0 to 349 is Allowed. When this Field Position is Blank, Hitting RETURN will Assign the SYSOP ID number of 0.

NOTE: When You Load a SubBase Directory, or Create NEW File Entries, the Screened Status of ALL Files is Removed. You MUST Decide to Delete Screened Files at this Point, or they are Saved Back to a SubBase UnScreened, Allowing Access to ALL Users.

USING THE SCREEN EDITOR

WithIn the Display Window, You can use Full Screen Editing to Modify, Add, and Delete File Entries; the Cursor Keys can Move to ANY Position in this Window. Scrolling UP, or DOWN, will Display More File Entries. The INSErt and DELEte Keys ONLY Work WithIn the FileNAme Data Field. For the Remaining Characters of File Entry Fields, use the SPACEBAR and the CRSR Left and Right Keys. Press the SHIFT Key and CLR/HOME Key to Move the Cursor to the First File Entry. Pressing the CLR/HOME Key by ItSelf, Moves the Cursor to the Last Entry in a SubBase Directory.

Hit RETURN to Move through the 11 Field Positions for Each File Entry. For the Field Positions that Require Numerical InPut (ie. Sender ID, File Size, Date), the EDITOR Automatically Pads the Numbers You InPut, to the Correct Field Size. For Example, if You Enter a File Size of 5, in the First Column of the File Size Field, and Hit RETURN, the Digit is Moved to the Right, and Leading Zeroes are Added to Fill the Field.

If You Leave ANY Fields Blank, the EDITOR will Insert Default Values, which will likely be InCorrecT for the File Entry, and Prevents You from Entering ANY Illegal Character Values in ANY Field.

Several Commands can be used in Addition to the Full Screen Editing. Press the [F7] Function Key to Enter Command Mode, and RETURN to Exit. The Screen Editing Functions are Disabled in Command Mode.

FILES EDITOR COMMAND SUMMARY

Press [F7] Function Key to Enter Command Mode, to use these Commands.

[L]	Load a SubBase Directory
[R]	Read a Physical Directory/Get File Entries
[S]	Save a SubBase Directory
[P]	Print a SubBase Directory
[A]	Alphabetize a SubBase Directory
[D]	DOS Wedge/Change Drive Number
[M]	Move 1 File Entry into the Capture Buffer
[G]	Get 1 File Entry from the Capture Buffer
[C]	Clear ALL File Entries in a SubBase Directory
[E]	Erase ALL Entries from the Cursor Position Down
[+]	Insert a Blank Entry into a SubBase Directory
[-]	Delete Current Entry from a SubBase Directory
[Q]	Quit Program/ReStart or Exit
[CRSR UP/DOWN]	Fast Scroll the Display Window, Up and Down

[L] **LOAD SUBBASE DIRECTORY:** This Loads ANY RELative Format SubBase into the Editor. ALL Previous Entries in the Editor are Deleted. You MUST Specify an Existing SubBase Number Ranging from 1 to 64. The OffLine Version Prompts You for Disk Device and Drive Numbers, and Prompts You to Insert Your Base File Disk. The OnLine Version Immediately Loads the SubBase Directory.

Each Entry in the Base File is Read. The Current File Indicator, in the Status Line Displays the Record Number of Each File Entry as it is Read into Memory, Removing ANY Holes in the Directory. Holes are Empty File Entry Spaces, Created when the [DEL] Command Deletes UnWanted File Entries. The Record Position in the SubBase is Marked as Empty, and Replaced with the First NEW User Upload.

[R] **READ PHYSICAL DIRECTORY:** This Reads an Existing Physical Directory Allowing You to Select ANY File Entries for the SubBase Directory. This is Provided for SysOp Convenience when Adding Several Files to ANY SubBase, Eliminating the Need for Tedious InPut Sessions. ALL File Entries Selected this Way, will NOT Require ANY InPut to the Other Field Positions, as the System Defaults are used. The FileName, Size, and Type are Read from the Physical Directory, Date is Current, Sender ID is SysOp ID 0, and NO PassWord is used.

[S] **SAVE SUBBASE:** This Allows You to Save ALL File Entries in Memory to a SubBase in the Base File. You MUST Specify a SubBase Number, but NOT Necessarily the One You Loaded the SubBase Directory from. You can Copy SubBases by [L] Loading the Files from One SubBase and [S] Saving the Files to Another.

[P] **PRINT SUBBASE:** This Allows You to Dump the File Entries in Memory to a Printer, using Printer Device #4, and Secondary Address of 8, Setting the Printer for Upper/LowerCase Text, with NO Line Feeds. The Printer OutPut Contains an Expanded Version of Each File Entry that is Displayed on the Screen. Press the STOP Key During OutPut at ANY Time to Abort Printing. The Listing is in a Paged Format, using Standard Size Printer Paper and 66 Lines per Page Spacing. For OnLine Version, SEE PRINTER WARNING ON PAGE 68 of the Manual.

- [A] **ALPHABETIZE:** Sorts ALL Entries in Ascending Alphabetical Order. Separators or Cosmetic FileNames should be Added After the Sort, Otherwise they are Sorted with the Normal File Entries.

- [D] **DOS WEDGE:** This Command Allows You to Directly Invoke a DOS Wedge. Entering a [D] at the DOS Wedge Prompt [>] Allows You to Specify a NEW Disk Device and Drive Number. To Catalog the Disk Directory Enter [\$]. The Window Displays 17 Directory Entries at One Time. Press RETURN After Each Screen to See More Files in the Directory. Press RUN/STOP After ANY Page to Abort the Directory from Listing. ALL Normal DOS Wedge Commands are Supported. Hit RETURN to Exit.

- [M] **MOVE ONE ENTRY TO BUFFER:** Upto 99 Files can be Moved in ANY Order into a Capture Buffer, and when Moved, they are Removed in Memory from the Directory, Allowing You to ReOrganize ANY Directories, or Move Files to ANY Other SubBase, Even Across Cloned Modules. This Buffer is NOT Disturbed by [Q] Quitting, and then ReStarting, Specifying a NEW Parameter File. However, if You Quit Entirely, Without using [Y] to ReStart, the Buffer Contents are Lost.

- [G] **GET ONE ENTRY FROM BUFFER:** This will Retrieve the File Entries from the Capture Buffer, in the Same Order as they were Stored.

- [C] **CLEAR ALL ENTRIES FROM BUFFER:** This Command Clears ALL Entries, in the Current Capture Buffer, Restoring an Empty Capture Buffer.

- [E] **ERASE FILE ENTRIES:** This Command Deletes ALL of the File Entries from the Current File Entry, that the Cursor is Positioned at, Right to the End of the Directory. To Clear the Entire SubBase, Remove ALL Files Entries, then [S] Save the Empty SubBase to Disk.

- [+] **INSERT A BLANK ENTRY:** This Command will Insert a Blank File Entry at the Current Cursor Position. ALL File Entries from this Point, Move One Position Down, to Accommodate the NEW Entry.

- [-] **DELETE CURRENT ENTRY:** This Command Removes the Current File Entry, that the Cursor is Positioned at. ALL Files Below this File Entry, Move One Position Up to Fill the Gap.

- [Q] **QUIT PROGRAM:** This Command Allows You to Either Exit, or ReStart Specifying a NEW Parameter File and Drive. [Y] Restarts the Editor and [N] Exits to BASIC or to the Main BBS Command Prompt.

- [CRSR UP/DOWN] **SCROLL DIRECTORY:** These Commands will Scroll the Screen Up or Down. Pressing the [F7] Function Key, then CRSR UP/DOWN Keys will Fast Scroll the File Entries at 5 Times Normal Speed.

CHANGING SCREEN COLORS

You can Change the Screen Colors using the Following Function Keys:

- [F1] Text 1 Color - Top Status Line and Current Entry HighLight
- [F3] Text 2 Color - Second Status Line and Directory Header
- [F5] Text 3 Color - UnHighLighted Portion of Directory
- [F2] Border Color
- [F4] Background Color

CONVERT U/D LOGS

This Small Utility Allows You to DeCompress the Up/DownLoad Log Files, and Convert them into Regular SEquential Files that can be then Read, or Printed using ANY Conventional File Reader/Printer.

Although Most SysOps will NEVER use this Feature, it is Still Provided for those wishing to Keep Statistical HardCopy, of User Contributions.

1541 USAGE

If Your SYSTEM Disk is in 1541 Format, and You are using Your Offline or BBS Computer, Boot the Program as Follows:

LOAD"CONVERT U/D LOG",8,1 (or Device Number 4 to 63), and Type RUN

You are First Prompted to Insert Your BOOT Disk, and Press ANY Key. Use Your Most Current One, Containing the System Configuration File, D-88.CONFIGURATION.

Next, You are Prompted to Insert Your SYSTEM Disk and Press ANY Key.

Next, You are Prompted to Enter Your Upload or DownLoad Log FileName, that then Loads into Memory, After which You are Prompted to Assign a NEW Target FileName. DO NOT Use the Original FileName or the Target will OverWrite the Original File.

LT KERNAL HARDRIVE USAGE

FileCopy the CONVERT U/D LOG Program and the D-88.CONFIGURATION File to the Partition Containing Your SYSTEM Disk, Usually LU 0.

Invoke the Program by Entering: CONVERT U/D LOG and Hit RETURN.

When Prompted for the BOOT Disk and SYSTEM Disk, Simply Hit RETURN, as ALL the Necessary Files NOW Reside on Your SYSTEM Disk Partition. Your Log Files should ALSO Reside on Your SYSTEM Disk Partition.

Next, You are Prompted to Enter Your Upload or DownLoad Log FileName, that then Loads into Memory, After which You are Prompted to Assign a NEW Target FileName. DO NOT Use the Original FileName or the Target will OverWrite the Original File.

OTHER DRIVE FORMATS (SFD-1001, CMD 8250, CMD 8050, 1581 etc)

FileCopy the CONVERT U/D LOG Program and the D-88.CONFIGURATION File to Your SYSTEM Disk, and Boot the Program as Follows:

LOAD"CONVERT U/D LOG",8,1 (or Device Number 4 to 63), and Type RUN

When Prompted for the BOOT Disk and SYSTEM Disk, Simply Hit RETURN, as ALL the Necessary Files NOW Reside on Your SYSTEM Disk Drive. Your Log Files should ALSO Reside on Your SYSTEM Disk Drive.

Next, You are Prompted to Enter Your Upload or DownLoad Log FileName, that then Loads into Memory, After which You are Prompted to Assign a NEW Target FileName. DO NOT Use the Original FileName or the Target will OverWrite the Original File.

INTRODUCTION

The Bulletin Module has UpTo 64 SubBases, with UpTo 174 Entries Each, and may ALSO be Cloned. In the COLOR Display Mode, this can Allow You to Create a Separate ART GALLERY for Color/Graphic Art and Animation. Although a Text Format is Supported, We Recommend the RELATIVE Format.

MODULE DISK Files are: BULLETIN.SET, 1BULLETIN.MOD, 1BULLETIN.PAR,
 1BULLETIN.TXT, 1BULLETIN.SRC, BULLETIN.HLP,
 CONVERT POSTLOG, BULLETIN EDITOR, B.EDITOR.MOD

BULLETIN.SET - CONFIGURATION PARAMETER SUMMARY

01	Bulletin Bases	1 - 64
02*	Base Levels	0 - 255
03*	Base Drives	1 - 255
04*	Base Status	Set ALL 8 Flags
05	Bulletins Per Base	5 - 174
06	Minimum Blocks Free	1 - 255
07	MR Command Access Level	1 - 255 GROUP1 Level
08	UL Command Access Level	1 - 255 GROUP1 Level
09	DES Command Access Level	1 - 255 GROUP1 Level
10	LEV Command Access Level	1 - 255 GROUP1 Level
11	FIX Command Access Level	1 - 255 GROUP1 Level
12	DEL Command Access Level	1 - 255 GROUP1 Level
13	Clear Post Log File Level	0 - 255 GROUP2 Level
14	Access Screened Files	0 - 255 GROUP2 Level
15	Access Hidden Bulletins	0 - 255 GROUP2 Level
16	ByPass Post Screen	0 - 255 GROUP2 Level
17	Post Hidden Bulletins	0 - 255 GROUP2 Level
18	PostLock ByPass Level	0 - 255 GROUP2 Level
19	Post TEXT ONLY Bulletins Level	0 - 255 GROUP2 Level
20	Guest User Base Level	1 - 255 GROUP3 Level
21	RELative Base File Drive	1 - 255
22	Post Log File Drive	1 - 255
23	ProtoCol Files Drive	SAME as the Files Module
24	Load External Text Prompt File	Y = Load External Prompts
25	REL ONLY Read Lock (NO TEXT ONLY Bulls)	Y = REL ONLY Bulletins
26	Show Base Number	Y = Show Base Number
27	Use Bulletin Access Levels	Y = Access Levels Enabled
28	Use Post Log File	Y = Post Log Enabled
29	Stop User Connect Time on UpLoads	Y = Connect Time Stops
30	SEQuential Bulletin Files Prefix	MUST be 2 Characters
31*	Bulletin Command Definitions	Use CRSR Keys/SPACEBAR
32	ProtoCol Files Definition	SAME as Files Module
33	Bulletin Base File Definition	Include Protection Char
34	Post Log File Definition	Include Protection Char
35	Module HelpFile Definition	See MCP Manual
36	InfoFile Suffix	-INFO
37	MenuFile Suffix	-MENU

'*' Shown Beside a Prompt Number Indicates a Multiple Entry Parameter.
 Hit RETURN to Enter the SubParameter Selection Mode.
 Hit SPACEBAR to Change the Current Parameter.
 Use the CRSR Keys to Scroll through the SubParameters.
 Hit RETURN to Exit the SubParameter Selection Mode.

BULLETIN.SET - THE SETUP/CONFIGURATION PROGRAM

Bulletin Modules can be Cloned as Often as You Want. The SetUp Program BULLETIN.SET has the Same Options as the Message Module SetUp Program, Thus we will ONLY Document the Necessary Differences in this Section. For a Full Description of the Other SetUp Commands Available to You, Refer to the Message Module SetUp as they Function Identically Here.

The BULLETIN EDITORS and CONVERT POSTLOG Programs are Fully Described at the End of this Section.

[P] CHANGE PARAMETERS

1. **BULLETIN BASES:** You can Assign from 1 to 64 Bulletin SubBases. Each SubBase can Exist in Either a RELative Format, a Text Format, or a Combination of Both Formats.

TEXT FORMAT SUBBASES use SEquential Bulletin Text Files ONLY, Relying Entirely on Your Manual Organization of Menus, Bulletins, and SubBulletins. The Text Format SubBases may Contain ANY Number of Bulletin Entries, and are Limited ONLY by Available Disk Space, and the Directory Entry Limits of the Disk Drives being used.

RELATIVE FORMAT SUBBASES will use the RELative Base File to Store Each Bulletin Header, Operating like the Files RELative SubBases. The RELative SubBases Offer Security, and Allow Logical Ordering of Bulletins. Although Requiring a Few Seconds to Initially SetUp, Reading the SubBase Bulletin Headers into Memory; Once Completed, the Actual Bulletins are Located Very Quickly, as a Memory Search is Far Faster than a Disk Search. You can have 5 to 174 Bulletins per RELative Format SubBase. We Generally Recommend this Format, as it is More than Adequate for Most Applications.

RELative SubBases are Maintained with the BULLETIN EDITOR Program, or its LOCAL Access Equivalent, the OnLine Bulletin Editor Module. WithIn ANY SubBase, You may Also use the [FIX] Command to Alter ANY Single Bulletin's Record Header. This QuickFix Command Allows the SysOp to Immediately Adjust ANY Bulletin WithIn the SubBase.

COMBINATION FORMAT SUBBASES are ANY RELative SubBases Containing Both RELative Headers AND TEXT ONLY Bulletins. If a Bulletin Name is NOT Found in the Bulletin Headers of the RELative Base File, the Module will Attempt to Find the Bulletin as a TEXT ONLY File. This Allows You to use an UnLimited Number of TEXT ONLY Bulletins, in Addition to the 174 RELative Base File Bulletin Record Headers, Subject to the Available Disk Space, and Directory Entry Limits of the Disk Drives. This Feature will Allow You to Hide Bulletins, as well as Providing an Extra Tier of SubBulletin Assignments.

2. **BASE LEVELS:** Each of the Bulletin SubBases used, MUST be Assigned a GROUP3 Access Level. Values Range from 1 to 255.
3. **BASE DRIVES:** The Actual Bulletins that are Stored in Each SubBase can Reside on ANY of Your System Drives. As the Bulletin Module does NOT use Physical Disk Directories, a System Drive can Contain Bulletins for Multiple SubBases, WithOut ANY Confusion to Users.

4. **BASE STATUS:** There are 8 Flags that Control SubBase Operations. Set these Flags to [Y] Yes/Enabled State or [N] No/Disabled State. You MUST Set ALL 8 Flags for ANY/ALL SubBases in this Parameter. Each Flag is Described, in Order, from Left to Right as Follows:

Position 1 - SUBBASE FORMAT: Set to [Y] for a TEXT ONLY SubBase, or to [N] for a RELative or Combination Format SubBase.

Position 2 - INFOFILE FLAG: [Y] to Enable, or [N] to Disable. InfoFiles Provide SubBase Information, or a Color/Graphic Intro.

Position 3 - AUTOMENU DISPLAY: [Y] to Enable, or [N] to Disable. This AutoInvokes the [C] Catalog Command, as Users First Enter, or Change SubBases, with the [SS#] Command to Select a SubBase.

Position 4 - POSTLOCK SUBBASE: Set to [Y] to Allow ANY Normal User to [W] Write, or to [U] UpLoad Bulletins, to the Current SubBase. When Set to [N], ONLY High Level Users with PostLock ByPass Access can OverRide the PostLock and [W] Write or [U] UpLoad Bulletins.

Position 5 - MENU SUBSTITUTION: When Set to [Y] will Allow You, to Substitute Your Own MenuFile, for the Normal RELative Display, with the [C] Catalog Command in the Current RELative SubBase ONLY. Usually this is Set to [N], as this Saves You Manual Maintenance.

Position 6 - ABORTLOCK INFOFILE: Set to [Y] to Prevent an InfoFile from being User Aborted, with the [A], or [Q] OutPut Control Keys. Set to [N] to Allow Users to Abort the InfoFile Display.

Position 7 - NUMERIC FILENAMES: Set to [Y] for Numerical FileNames of Bulletins, Rather than using AlphaNumeric TextString FileNames. This Option was Included to Simplify Finding Bulletins by Users, who would Normally have to Keep ReCataloging a SubBase to Confirm the Exact TextStrings of FileNames used. With Numerical FileNames, Users Need ONLY Specify the Next Number in Ascending Order.

Position 8 - SCREEN NEW BULLETINS: [Y] Screens ALL NEW Bulletins [W] Written or [U] UpLoaded to a SubBase, Hiding them from Users, until a SysOp Level User Removes the Screen Status of a Bulletin. SysOp Users ByPass the Screen Status, when Posting NEW Bulletins.

5. **BULLETINS PER BASE:** You can Assign a Total of 5 to 174 Bulletins, with Record Headers, per RELative Format SubBase.

6. **MINIMUM BLOCKS FREE:** Defines Minimum Blocks Free to Allow Users to Post NEW Bulletins. Values Range from 5 to 255 Disk Blocks.

- | | | |
|----------------------------------|-------------|-------------------------------|
| 7. COMMAND ACCESS LEVEL: | MR | MultiRead SubBase Bulletins |
| 8. COMMAND ACCESS LEVEL: | UL | Read the Post/UpLoad Log File |
| 9. COMMAND ACCESS LEVEL: | +DES | Change Base Descriptions |
| 10. COMMAND ACCESS LEVEL: | +LEV | Change User Base Levels |
| 11. COMMAND ACCESS LEVEL: | +FIX | Fix Bulletin Header Records |
| 12. COMMAND ACCESS LEVEL: | +DEL | Delete Bulletins |

These are GROUP1 Command Access Levels, that Range from 1 to 255. The [+] Beside the Command Names Indicates those Commands Provided for SysOp Use ONLY, Set these to High Levels.

13. **CLEAR POST LOG LEVEL:** This GROUP2 Access Defines the Minimum Level ANY User MUST have, in Order to Clear the Post/UpLoad Log File, After Reading it, with the [UL] Command. Ranges from 0 - 255.
14. **ACCESS SCREEN FILES:** This GROUP2 Access Defines the Minimum Level that ANY User MUST be Assigned, in Order to [C] Catalog, [R] Read, or [MR] MultiRead Bulletins that are Screened from General Users. Ranging from 0 - 255, GROUP2 Access is SysOp Oriented, Set High.
15. **ACCESS HIDDEN FILES:** This GROUP2 Access Defines the Minimum Level that ANY User MUST be Assigned, in Order to [C] Catalog, [R] Read, or [MR] MultiRead SubBulletins that are Hidden from General Users. Ranging from 0 - 255, GROUP2 Access is SysOp Oriented, Set High.
16. **BYPASS POST SCREEN:** This GROUP2 Access Defines the Minimum Level that Users MUST be Assigned, in Order to Choose Whether or NOT to Screen ANY Bulletin that they Wish to [W] Write, or [U] UpLoad. WithOut this Access, ANY SubBases with Screen Lock Status Enabled, will Cause ALL Bulletins they Post, to be Screened as a Default. Screening ONLY Applies to RELative Format SubBases, and Bulletins with Record Headers. Ranging from 0 - 255, Set to a High Value.
17. **POST HIDDEN BULLETINS:** This GROUP2 Access Defines a Minimum Level that Users MUST be Assigned, in Order to Specify Whether or NOT to Hide ANY Bulletin that they Post, from the Main Bulletin List. Hide Mode ONLY Applies to RELative Format SubBases and Bulletins with Record Headers. Ranging from 0 - 255, Set to a High Value.
18. **POSTLOCK BYPASS LEVEL:** This GROUP2 Access Defines a Minimum Level that Users MUST be Assigned, in Order to [W] Write, or [U] UpLoad, Bulletins to SubBases that are PostLocked, Preventing Normal Users from Adding ANY InPut to a SubBase. Ranges from 0 - 255, Set High.
19. **POST TEXT ONLY LEVEL:** This GROUP2 Access Defines a Minimum Level that Users MUST be Assigned, in Order to [W] Write, or [U] UpLoad, Bulletins to ANY Text Format SubBase, or as TEXT ONLY Bulletins to ANY Combination Format SubBase. Ranging from 0 - 255, Set High.
20. **GUEST USER BASE LEVEL:** If You Run the System in Guest User Mode, ALL Guest Users will be Assigned this GROUP3 SubBase Access Level. Guest Users are ONLY Allowed to Access SubBases that have Levels Equal to or Below this Value. Ranges from 1 - 255.
21. **BASE FILE DRIVE:** This Drive Number should be the Same Drive Number as the One Defined for the Bulletin Module in The MCP Parameters. The RELative User Base File MUST ALWAYS Reside on the Same Drive as the Module. Use the Logical Drive Number, NOT a Device Number.
22. **POST LOG FILE DRIVE:** This is the Disk Drive that will Contain the Post Log File. If You are NOT going to use the Post Log File, Skip the Parameter. Use a Logical Drive Number, NOT Device Number.
23. **PROTOCOL FILES DRIVE:** The Bulletin Module uses the Same ProtoCols as the Files Module. Set this Parameter to the Same Assignment that You Defined for the 2 ProtoCol Files in Your Files Module. Use the Logical Drive Number, NOT the Device Number.

24. **LOAD EXTERNAL PROMPTS:** Set to [Y] to Load External Text Prompts when Users Enter the SAM. As Already Stated, this is Quite Handy.
25. **RELATIVE ONLY READ LOCK:** Set to [Y] to Lock ALL RELative SubBases, so Bulletins NOT Found are NOT Checked for as TEXT ONLY Bulletins. If Set to [N], ALL RELative SubBases Become Combination SubBases, and Bulletins NOT Found in the RELative Listing, are then Checked on Disk to See if they Exist as TEXT ONLY Bulletins.
26. **SHOW BASE NUMBER:** Set to [Y] to Display the Current SubBase Number to the Immediate Right of the Main Bulletin Command Prompt.
27. **USE BULLETIN READ LEVELS:** Set to [Y] Enables GROUP1 Access Levels to Read Bulletins. When ANY User Posts NEW Bulletins on the System in the RELative Format SubBases, an Access Level can be Assigned to the Bulletins. Users who do NOT have Sufficient GROUP1 Access CANNOT [C] Catalog, [R] Read, nor [MR] MultiRead these Bulletins. Access Levels ONLY Work with Bulletins that have Record Headers. TEXT ONLY Bulletins in RELative Format and Text Format SubBases CANNOT be Assigned Read Access Levels.
28. **USE POST LOG FILE:** Set this to [Y] to Enable the Post Log File. When Enabled, ALL Bulletins Posted ([W] Written or [U] UpLoaded), to ANY SubBase are Listed in this SEQuential Log File.
29. **POST TIME CREDIT:** Set to [Y] to Suspend ANY User's Connect Timer During the Posting of ALL Bulletins, to Encourage Contributions.
30. **BULLETIN FILE PREFIX:** ALL Bulletin Files use a 2 Character Prefix. The Format for Actual Bulletin FileNames is:

[Protect Char] + [Prefix + SubBase] + [.] + [Name or Number]

For Example: !BS01.DOC1 (AlphaNumeric, Flag 7 in #4 Set to [N])
 Or: !BS25.15 (Numeric ONLY, Flag 7 in #4 Set to [Y])

Where [!] is the System Protection Character
 [BS01] & [BS25] Show the Bulletin Section Prefix Followed by the 2 Digit SubBase Number (Pad with 0 if Necessary)
 [.] is the Period Separator
 [DOC1] is the AlphaNumeric Bulletin Name if the Status Flag in Position 7 of Parameter #4 is Set to [N]
 [15] is the Numeric ONLY Bulletin Name if the Status Flag in Position 7 of Parameter #4 is Set to [Y]
31. **COMMAND NAME DEFINITIONS:** This Defines the 14 Command Names used in the Module. See the Message Module for Assigning Command Names.
32. **PROTOCOL FILENAMES:** This MUST be EXACTLY the Same as that Defined for the Files Module. See Parameter #66 on Page 93 of this Manual.
33. **BASE FILE DEFINITION:** Contains SubBase Descriptions, User Levels, and Record Headers for RELative Format SubBases. This MUST be used Even if Using Text Format SubBases ONLY, as is Named as Follows:

[Protection Character] + [Entry Command]
 For Example: !BS

34. **POST LOG FILE DEFINITION:** This is a Standard System Log Type File Containing a Listing of ALL NEW Bulletins Posted to Your System for ALL the 64 Possible SubBases. If You Enabled the Post Log File You MUST Define a FileName as Follows:

[Protection Character] + [Log File Designation] + [Extension]
For Example: !U.LOG.BS

It is a Good Idea to Keep Similar Names Across Various Modules. This Establishes a Format that will Allow You to More Easily Find Various Module SubFiles. See Files Module Parameter #68 on Page 94 for Clarification and Note on the use of Extensions.

35. **BULLETIN HELPFILe NAME:** You MUST Name this HelpFile as Follows:

[Protection Character] + [Module Name] + [.H]
For Example: !BS.H

36. **INFOFILE SUFFIX:** The InfoFiles can be used to Provide SubBase Info or as ColorGraphic SubBase IntroFiles when in Color Display Mode, and are Named as Follows:

[Protect Char] + [Prefix and SubBase Number] + [Suffix]
For Example: !BS01.I (.I is the Default Suffix)

37. **MENUFILE SUFFIX:** MenuFiles are used with the Text Format SubBases to Provide Users with a List of SubBase Contents when they Invoke the [C] Catalog Command. Generally, the RELative Format SubBases do NOT use these, as they Automatically Provide a SubBase Listing.

HowEver if You Set Flag 5 of Parameter #4 to [Y], these MenuFiles will be Substituted, WhenEver a User Invokes a [C] Catalog Command in the RELative Format SubBases, and are Named as Follows:

[Protect Char] + [Prefix and SubBase Number] + [Suffix]
For Example: !BS01.M (.M is the Default Suffix)

[D] CHANGE SUBBASE DESCRIPTIONS

This Allows You to Change Descriptions for Each of the 64 SubBases, using the CRSR UP and DOWN Keys. For Bulletin SubBase Descriptions, the Word [DES] is Followed by a SubBase Number, Ranging from 1 to 64.

The SubBase Descriptions can Range from 1 to 30 Characters in Length. See the Message SetUp for More Information on SubBase Descriptions.

[C] CREATE THE RELATIVE BASE FILE

See the Message SetUp for General Details. This RELative Base File MUST be Created, Even if using ONLY Text Format SubBases.

[L] LINK MODULE FILES [U] UPDATE DESCRIPTIONS

See the Message Module SetUp for Complete Details and Descriptions, as these Options Function Identically here.

BULLETIN MODULE TEXT PROMPT FILE - Maximum Size of 3,400 Bytes

See the PROMPT EDITOR and the Message Module Text Prompts for Info.

THE BULLETIN MODULE TEXT PROMPTS SUMMARY

- *00+ Main Bulletin Command Prompt
- 01 Prompt Given when User Hits RETURN at Main Prompt
- 02 Loading Protocol File Indicator
- 03? FIX Command: Ask to Remove Screened Status from a Bulletin
- 04 Available Bulletin SubBases Header
- *05 SubBase Setup Indicator
- 06 Catalog Command Header
- 07+ Bulletin Name Input Prompt
- 08+ Bulletin Access Level Input Prompt
- 09 Warn Users that their Bulletin will be Screened
- 10? Ask User if Bulletin is to be Hidden
- 11+ Prompt User for a 1 to 24 Character Bulletin Description
- 12? Ask User if Bulletin is to be TEXT ONLY Format
- 13 Warn User that Current Bulletin SubBase is Full
- 14+ Display Current Punter Block Size
- 15 XModem Selected Prompt - Are You Sure? Y = Yes, N = Abort
- 16 Punter Start Signal Prompt, A = Abort, B = Block Size Change
- 17+ Prompt User for NEW Punter Block Size
- 18+ Display Size of Bulletin that is to be Downloaded
- 19 Bulletin NOT Found Warning
- 20 Select SubBase Entry Prompt, if NOT Previously Specified
- 21 MultiRead Selection Header

Prompts Marked with a [*] Indicate where Screen Colors may be Set.
Prompts Marked with a [+] Should NOT End with a RETURN Character.
Prompts Marked with a [-] Should NOT Begin with a RETURN Character.
Prompts Marked with a [?] are Prompts that Ask a Yes/No Question.

BULLETIN MODULE COMMANDS

These are Full Descriptions of the 15 Commands in the Bulletin Module. See the Message Section for General Information on Module Commands.

BULLETIN MODULE COMMANDS SUMMARY

BBS		Return to Main BBS
SS	[SubBase #]	Change/Display Bulletin SubBases
DES		Change SubBase Descriptions
LEV	[Level:Name/ID#/*]	Change User Base Levels
P	:[P/X]	Change File Transfer ProtoCol
UL		Read Post Log File
R		Read Bulletins
MR		MultiRead Bulletins
C	[?][+]:[Pattern]	Catalog Main Bulletins
D		Single File DownLoad a Bulletin
U		Single File Upload a Bulletin
DEL	[+]	Delete Bulletins/Header Records
W		Write a Bulletin
FIX		Modify Bulletin Record Headers
?		Read Module HelpFile

[BBS] RETURN TO MCP MAIN COMMAND PROMPT:

[P] CHANGE THE FILE TRANSFER PROTOCOL: (P:P, P:X)

[SS] SCAN or SELECT AVAILABLE SUBBASES: (SS, SS1 to SS64)

[DES] CHANGE BASE DESCRIPTIONS:

These are Identical to the File Section Commands, See Pages 96 and 97.

[LEV] CHANGE USER BASE LEVELS: LEV[Level]:[User ID#/User Name/*]
(LEV1:1, LEV10:JOHN DOE, LEV5:*, LEV200:300, etc)

Sets the RELative Base Access Levels for Each, or ALL Users at Once. See the Second Function of the [LEV] Message Command on Page 75.

[FIX] FIX BULLETIN RECORD HEADERS

Modifies Headers in RELative SubBases, Enter Bulletin Name and Info:

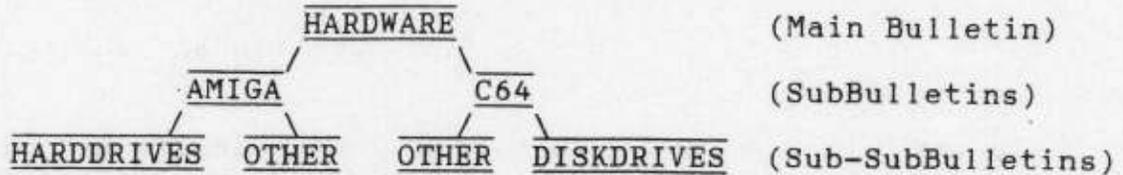
1. **NEW BULLETIN NAME:** Enter a NEW Bulletin Name, or RETURN to Skip.
2. **NEW DESCRIPTION:** Enter 1 to 24 Characters, or RETURN to Skip
3. **NEW ACCESS LEVEL:** From 1 to 255, or RETURN to Skip, if NOT Used.
4. **HIDE BULLETIN FROM MAIN LIST:** Enter [Y] to Hide the Bulletin Header from the Main List, or [N] to Leave the bulletin in the Main List.
5. **REMOVE SCREENED STATUS:** Enter a [Y] to Remove the Screened Status of ANY Bulletin. The [C] Command Indicates Screened Bulletins.

When Done, the NEW Header is Written Back to the RELative Base File.

If You Specified a NEW Bulletin Name, the File on Disk is ReNamed, using the Format: R(Drive #):New Name=(Drive #):Old Name.

[C] CATALOG AVAILABLE BULLETINS: L[?][+]:[Pattern]
 (L, L+, L?, L?+, L:INF, L?:SOME, etc)

This Command Lists the Main Bulletins that are in the Current SubBase. Bulletin Sections can be Organized like a Tree; a Main Root Structure, with SubBulletins Branching Off the Main List, and Sub-SubBulletins Branching Off the SubBulletins, as the Following Example:



HARDWARE is the ONLY Bulletin that Appears in the Main Bulletin List. If this Bulletin is in a RELative Format SubBase, the Record Header will Contain the Description. In a Text Format SubBase, the MenuFile MUST Contain the Bulletin Name and Descriptions of ALL Main Bulletins.

RELATIVE FORMAT SUBBASES

RELative SubBases use a RELative Base File to Store the Following Info About Each Bulletin in a Record Header:

Name: UpTo 10 AlphaNumeric Chars/3 Numbers - Numeric Mode
 Description: 1 to 24 Characters
 Access Level: 1 to 255, if Levels are used
 Screen Status: Is the Bulletin Screened? [Y/N]
 Hidden Status: Is the Bulletin Hidden? [Y/N]

The [C] Command Catalogs Main Bulletin Names, and Descriptions ONLY. Users whose GROUP1 Access Levels are Less than a Bulletin's Read Level do NOT See Higher Levelled Bulletins in a Listing. As ALL Descriptions and Names are in the Record Headers, You do NOT Need to use a MenuFile to Display Main Bulletins. ALL the SubBulletins and Sub-SubBulletins MUST be given Hidden Status, to Exclude them from the Main Listing.

TEXT FORMAT SUBBASES

Text SubBases do NOT use Record Headers. You MUST Create a MenuFile Containing a List of Main Bulletins, that is a Standard SEQ Text File, using ANY Visual Format to Present the Info to Users, Including Color. The Main DrawBack to using Text SubBases is that ANY Bulletins Posted CANNOT UpDate the MenuFiles, thus they MUST ALWAYS be Edited Manually with Either a Text Editor, or a Color Editor.

SUBBULLETINS/SUBMENUFILES

The SubBulletins are Treated in the Same Way for Both SubBase Formats. ANY SubBulletin, that has Sub-SubBulletin Branches, MUST be a MenuFile Listing its Sub-SubBulletins. Each NEW Level of SubBulletins Requires Additional SubMenuFiles.

If You do NOT use SubBulletins, You do NOT Need to Hide ANY Bulletins from Either the Record Header List, or the Main Bulletin's MenuFile. This One-Level Structure is Very Simple and Easy to use.

In Two-Level Systems, a Main Bulletin can ALSO Serve as a SubMenuFile, Displaying ALL Available SubBulletin Names, and their Descriptions, Containing the Actual Information Files that the Users want to Read.

The Previous Page's Example is a Three-Level System. HARDWARE Lists ALL SubBulletins, which are AMIGA and C64. They ONLY Contain the Lists of their Sub-SubBulletins, which are the Actual Information Files.

As You Branch Out, and Add More Levels to the Bulletin Tree Structure, You have to Create More SubBulletins, that Function as SubMenuFiles, Pointing to More Sub-SubBulletins.

If You Enter the [C] Catalog Command, the Record Headers are Listed in RELative Format SubBases, Displaying the Names and Descriptions of ALL Bulletins that are NOT Hidden. If ANY Bulletins are Screened, an [S] Appears Next to their Bulletin Descriptions.

If You Enter the [C] Catalog Command, in the Text Format SubBases, the MenuFiles, that You MUST Create, are then Displayed.

RELATIVE FORMAT SUBBASE PARAMETER OPTIONS

C+ Catalogs ALL Bulletin Names with Access Levels
C? Catalogs ALL Hidden Bulletins with Descriptions
C?+ Catalogs ALL Hidden Bulletins with Access Levels
C:A Catalogs ALL Bulletins with the Letter A in their Names
C?:\$ Catalogs ALL Hidden Bulletins that Contain ANY TextString AnyWhere in their Names; Substitute a TextString for the \$

[+] Displays Access Levels of Bulletins in RELative Format SubBases. The Access Levels Appear in Place of the Bulletin Descriptions. ONLY Bulletins that a User can Access, have the Levels Displayed. This Option is Provided for Your Benefit, to Facilitate Changing the Access Levels of Bulletins.

[?] This Option Shows ALL Bulletins with Hidden Record Headers ONLY. The Main Bulletins, that are NOT Hidden, will NOT be Displayed, nor are ANY TEXT ONLY Bulletins Displayed.

In Combination SubBases, the TEXT ONLY Bulletins CANNOT be Listed, as they have NO Record Headers. The ONLY Way You can Catalog them, is to Read the Main Bulletin, if ANY, that Serves as the MenuFile, Listing the Text ONLY Bulletins.

In a One-Level System, You should NOT Combine Text ONLY Bulletins with Main Bulletins, Unless You want to Provide Secret Bulletins that You do NOT want Listed in ANY Way. ONLY the [R] Read Command can Read them, as the [C] Command CANNOT be used to Catalog them.

[\$] Pattern Matching Option Allows You to Specify a Search TextString that can be 1 to 10 Characters Long, Preceded with a Colon [:].

For Example, [C:INF] will Catalog ALL Bulletins that Contain the Search TextString of [INF] Somewhere WithIn their FileNames.

DO NOT use the [\$] Character, Substitute Your Search TextString.

[R] READ BULLETINS

This Command Invokes the Single Bulletin Read Mode. Users MUST Enter the Bulletin Name, or Number in Numeric Mode, to Read. ALL Bulletins in the Current SubBase can be Individually Read with the [R] Command, Including ANY Hidden Bulletins or SubBulletins.

In RELative Format SubBases, Users MUST have a Sufficient Access Level to Read Bulletins. The Module Searches for Bulletin Names in Memory, and if Found, the Read Access Level is Checked to Determine if a User has Sufficient Access. If so, the Bulletin is Displayed from Disk. High Level Users will be able to Read the Hidden Bulletins as well as the Screened Bulletins Assuming they have Sufficient Access Levels.

In the Text Format SubBases, the System Searches for Bulletin Names Directly from the Disk, and if Found, then Displays them.

In Combination Format SubBases, the Module Searches for Bulletin Names in Memory, and if Found, the Read Access Level is Checked to Determine if that User has Access. If so, the Bulletin is Displayed from Disk. ANY Bulletin NOT Found in Memory, does NOT have a Record Header, and is Treated as a TEXT ONLY Bulletin, Displayed Directly from Disk.

The [R] Read Command is a Looping Function, where ONLY Bulletin Names are Expected, or the [?] to Catalog the SubBase WithIn the Read Mode. Users MUST Hit RETURN to Exit the Single Bulletin Read Mode.

[MR] MULTIREAD BULLETINS

This Command Allows Users to Select Multiple Bulletins for Reading. Each Bulletin Name, or Number, and Description is Displayed in Order, and Users Make their Selections, using [Y] Yes, [N] No, or [D] Done.

After the Selections are Complete, Each Bulletin Chosen is Displayed, One After the Other, Pausing After Each with a ColorFlashing Cursor in Color Display Mode, or a SideFlashing Cursor in ASCII Display Mode. The User then Hits RETURN to Immediately Read the Next Selection.

[D] DOWNLOAD A SINGLE BULLETIN

This Command will Allow the Users to DownLoad a Single Bulletin File using Either the Punter, or XModem ProtoCols. See the [D] Command in the Files Module for More Detailed Information, as this Command Functions in the Same Way.

[DEL] DELETE A BULLETIN/DELETE A RECORD HEADER: (DEL, DEL+)

The [DEL] Command Allows Users to Delete ANY Bulletin from a SubBase, Regardless of Format. Limit Access to this Command to Trusted Users.

The [DEL+] Command Deletes ONLY the Record Header, of ANY Bulletin in a RELative Format SubBase, Leaving the Text File Intact on Disk. This, in Effect, will Convert the Bulletin to a TEXT ONLY Bulletin.

TEXT ONLY Bulletins are Accessible with the [R] and [D] Commands, but NO Longer Appear in the Main Record Header Listing.

[W] WRITE/BUFFER TRANSMIT A BULLETIN

This Command Allows Users to Post NEW Bulletins to a Current SubBase, using the First 2 of the 3 Ways that Users can Post Bulletins:

1. Writing the Bulletin with the OnLine Color Editor/ASCII Editor.
2. Writing the Bulletin Ahead of Time, using the OffLine Editors of DarkTerm'88, and Buffer Transmitting to the Bulletin Module.
3. Writing the Bulletin Ahead of Time, using the OffLine Editors of DarkTerm'88, and Single File UpLoading them to the System.

If You have PostLocked a SubBase, ONLY Users with ByPass Access Levels can Post to that SubBase. Posting Bulletins is Summarized as Follows:

1. The Number of Blocks Free is Checked for, on the SubBase Drive. If Less than the Minimum Free Blocks Defined in the Parameters, the Command is Aborted.
2. The Maximum File Counter is Checked, if Enabled. If the Maximum Directory Limit has been Reached, the Command is Aborted.
3. If Posting to a RELative Format SubBase, whose Record Headers are Already at the Maximum Limit, the Command is Aborted.
4. A User MUST Enter a NEW Bulletin Name, from 1 to 10 Characters, using ANY Printable FileName Characters. If the Bulletin Name Already Exists in the Current SubBase, the Command is Aborted. If the Numeric Mode Flag is Enabled, the Module Automatically Assigns the Next Available Bulletin Number, in Ascending Order.
5. Users MUST Enter a Read Access Level, if used in the Module, for the Bulletin, Ranging from 1 to 255. Users who Enter Levels Higher than their Own Particular Access Level, will Neither be able to Read, nor Access, the Bulletin After it is Posted. There is NO Prompt for Access Levels in Text Format SubBases.
6. Users with Sufficient Access are Asked Whether or NOT to Hide the Bulletin in the RELative, or Combination Format SubBases. The Bulletin CANNOT be Hidden in the Text Format SubBases.
7. The User MUST Enter a 1 to 24 Character Bulletin Description, that is Saved to the RELative Base File in RELative SubBases, and to the Post Log File, if Enabled, for ALL SubBase Formats.
8. Users with Sufficient Access are Asked Whether or NOT to Post the Bulletin they are About to Write, as a TEXT ONLY Bulletin. If the Answer is [Y] Yes, the Record Header will NOT be Saved to Disk, and the Access Level Previously Assigned is NOT used. This Option is NOT Available in Text Format SubBases.
9. If Users do NOT have Access to ByPass the Bulletin Screening, they will then be Warned that their Bulletin will be Screened, Until Such Time as it has been Verified as Being Acceptable, by the SysOp, who can then Remove its Screened Status.
10. Users MUST Select 1 of the Editors. If the Forced Editing Mode is Enabled, Normal Users MUST use the Editor that You Defined in the MCP Parameters. In ASCII Mode, ONLY the Text Line Editor is Available. Once the Editor is Selected, the Users can Enter their Bulletin Text, using UpTo 200 Lines, or 8,192 Characters at Once. Users can Continue Editing, After Saving the Buffer, as Often as is Needed, Until the Available Disk Space Runs Out.
11. Users may Transmit Buffers, Rather than using the Module Editor as Long as the Buffer they are Transmitting does NOT Exceed the Maximum Bulletin Buffer Size of 200 Lines, or 8,192 Bytes.

[U] UPLOAD A BULLETIN

This Command Allows the Users to Upload a Bulletin as an Alternative to Writing or Buffer Transmitting a Bulletin. If a User has Written a Bulletin Ahead of Time, or One Exceeding the 8,192 Byte Text Buffer, this is the MOST Practical Method of Posting that Particular Bulletin. Because of the CheckSumming Feature of Punter and XModem ProtoCols, ANY Errors Caused by Line Noise Interference, are ReTransmitted Until they are Accurately Received, Eliminating Garbled Bulletin Displays.

The Steps in UpLoading ANY Bulletins are Identical to the [W] Command Described on the Previous Page, Except that Instead of Users Selecting One of Two Text Editors to [W] Write a Bulletin, the System will Wait for the ProtoCol Start Signal, to Begin Receiving the Bulletin File from the User.

The UpLoad Process is the Same as the [U] Command in the Files Module. ONLY Single File UpLoads are Supported. The User's Connect Time Stops During the UpLoad, if You Enable this Feature in the Bulletin Module.

The Post Log File is UpDated, After Completion of the File Transfer. The File Transfer Screen is Exactly the Same as in the Files Module. For More Added Information, See the [U] Command in the Files Module.

[UL] READ THE POST LOG FILE

This Command Displays the Post Log File that Contains the Listings of ALL the NEW Bulletins Written, Buffer Transmitted, or UpLoaded, to ALL the 64 Possible SubBases, Since You Last Cleared the Log File.

The Post Log File is a Standard System Log File (See The MCP Section of the Manual or the [UL] and [DL] Commands in Files Module Section). The Format for an Entry in the Post Log File is as Follows:

Bulletin Name	Description
[SubBase Number]	Name and ID Number of the Contributor

ANY Bulletins that are Screened are also UpDated to the Post Log File. This is Primarily Intended for Your Benefit; do NOT Allow Normal Users to Access this Command.

After Reading this Post Log File, ALL the Users with Sufficient Access will be able to Clear the Log. The Entries for the Log File are Stored in a Compressed Format. The Program CONVERT POSTLOG on the MODULE Disk Converts the File to a Normal Printable SEQuential File.

[?] READ THE BULLETIN MODULE HELPFILE

This Command Displays the Module HelpFile to Users that are OnLine. This is a Standard SEQuential File that You MUST Create as a GuideLine to using the Bulletin Module You Have SetUp on Your System.

This HelpFile can be in ASCII or Color, Depending on the Display Mode You have Chosen to use, and should Reflect ANY Command Name Changes that You have Elected to use. To Avoid a Long Listing, Keep it Simple and use One of the System Bulletins to Explain Full Command Syntax.

GENERAL DESCRIPTION

This Utility is Virtually Identical in Function to the File Editors. See Pages 107 to 111 for the Full Description of the Editor Functions, as we will ONLY Deal with Differences in this Section of the Manual.

This Editor Allows You to Modify, Insert, Delete, Alphabetize, Print, and Move ANY Bulletin Entries FROM ANY SubBase TO ANY Other SubBase, Including SubBases Forming Part of Another Cloned Bulletin Section. This is ONLY Possible with RELative or Combination Format SubBases.

There are 2 Versions of the Bulletins Editor on the MODULE Disk:

- BULLETIN EDITOR* - This is the OffLine, Stand Alone Version
- B.EDITOR.MOD* - This is the OnLine, LOCAL Access Module Version

Although Functionally Identical, the Subtle Differences Between them, in their StartUp Sequences, are as Mentioned in the Files Editor.

B.EDITOR.MOD

This is the OnLine Files Editor that is Installed on Your BBS System as a LOCAL Access Module, Requiring Neither a SetUp, nor Text Prompts. Simply Copy it to the System Drive and ReName it as Follows:

[Protection Character] + [Module Prefix] + [Entry Command]
For Example: !SAM.BE

REMEMBER: Include the Module in The MCP Configuration Parameter SetUp.

THE STATUS INDICATORS

The Top Line of the Screen is used as a Command InPut and OutPut Line, and the Second Line Contains 3 Status Indicators, from Left to Right, Displaying the Total Number of Bulletin Entries in a Current SubBase, the Current Bulletin Entry Position, and the Maximum Number of Entries Available in the SubBase. The Middle of the Screen is used to Display Bulletin Entries; this Display Window Looks like this:

<u>1</u>	<u>2</u>	<u>3 4</u> (Keyed to Docs)
<u>B-Name</u>	<u>Description</u>	<u>HLvl</u> (Headings)
1	General Information	N001 (Numeric B-Name)
BBS LIST	This Month's BBS List	N010 (AlphaNumeric B-Name)
HARDWARE	HardWare Descriptions	N001 (SubMenu of SubBulletins)

1. **BULLETIN NAME:** These Range UpTo 10 AlphaNumeric Characters Long, or 3 Digits Long in the Numeric Mode. The Files on Disk are Stored as LowerCase in the Following Format:

[Protect Char] + [Prefix & SubBase #] + [.] + [Name or Number]
For Example: !BS01.1
 !BS15.BBS LIST
 !BS64.HARDWARE

Do NOT use the Illegal DOS FileName Characters (" @ \$ * , ; = ?).

2. **DESCRIPTION:** Enter 1 to 24 Characters for Bulletin Descriptions. If a Bulletin is Hidden, Normal Users CANNOT See the Description.
3. **HIDDEN STATUS FLAG:** Set this Flag to a [Y] to Hide ANY Bulletin from being [C] Cataloged by ANY Normal Users, or to [N] to Allow General Access to ALL Users, who have Both Access to the SubBase, and a Sufficient Read Access Level.
4. **READ ACCESS LEVEL:** This Determines the Minimum Read Access Level that a User MUST have in Order to Read ANY Particular Bulletin, or See the Description when [C] Cataloging the SubBase.

USING THE SCREEN EDITOR

This is Identical to the Files Editor Usage, See Page 109.

BULLETINS EDITOR COMMAND SUMMARY

Press [F7] Function Key to Enter Command Mode, to use these Commands.

[L]	Load a SubBase Directory
[R]	Read a Physical Directory/Get Bulletin Names
[S]	Save a SubBase Directory
[P]	Print a SubBase Directory
[A]	Alphabetize a SubBase Directory
[D]	DOS Wedge/Change Drive Number
[M]	Move 1 Bulletin Entry into the Capture Buffer
[G]	Get 1 Bulletin Entry from the Capture Buffer
[C]	Clear ALL Bulletin Entries in a SubBase Directory
[E]	Erase ALL Entries from the Cursor Position Down
[+]	Insert a Blank Entry into a SubBase Directory
[-]	Delete Current Entry from a SubBase Directory
[Q]	Quit Program/ReStart or Exit
[CRSR UP/DOWN]	Fast Scroll the Display Window, Up and Down

As the Above Commands are Identical to those used in the Files Editor, Refer to Pages 107 to 111 for Command Descriptions. The ONLY Exception is the [R] Command, which Functions a Little Differently as Follows:

- [R] **READ PHYSICAL DIRECTORY/GET BULLETIN NAMES:** This Allows You to Get the Bulletin Names from Previous Bulletin Sections of MOST Other BBS Programs, or Earlier Versions of the *DarkStar CBBS Systems*.

After Entering [R], You are Prompted for the Disk Device Number, (4-63) and the Drive Number (0 Single, 0-1 Dual, 0-9 Lt Kernal). Next, Enter a Search Pattern, or RETURN to Display ALL Entries.

The First Directory Entry is then Displayed, Followed by a [?]. Enter [N] to Reject, or [Y] to Accept. After Accepting ANY Entry, a Cursor Appears in the Name, Allowing You to Set a Start Position for the 10 Character Name, using the CRSR Right and INS/DEL Keys to Move through a FileName. When Properly Positioned, Hit RETURN to Accept; the Next FileName is Displayed, Repeating the Process. When Done, ALL FileNames Selected, are Added to the SubBase List, from the HighLighted Positioning DownWard, in the Display Window. Remember to use the [S] Option to Save ANY SubBase Additions.

CONVERT POSTLOG

This Small Utility Program Allows You to DeCompress the Post Log File, Converting this into a Regular SEquential File that can be then Read, or Printed using ANY Conventional File Reader/Printer.

Although Most SysOps will NEVER use this Feature, it is Still Provided for those wishing to Keep Statistical HardCopy, of User Contributions.

1541 USAGE

If Your SYSTEM Disk is in 1541 Format, and You are using Your OffLine or BBS Computer, Boot the Program as Follows:

LOAD"CONVERT POSTLOG",8,1 (or Device Number 4 to 63), and Type RUN

You are First Prompted to Insert Your BOOT Disk, and Press ANY Key. Use Your Most Current One, Containing the System Configuration File, D-88.CONFIGURATION.

Next, You are Prompted to Insert Your SYSTEM Disk and Press ANY Key.

Next, You are Prompted to Enter Your Designated Post Log File's Name, that then Loads into Memory, After which You are Prompted to Assign a NEW Target FileName. DO NOT Use the Original FileName or the Target will OverWrite the Original File.

LT KERNAL HARDRIVE USAGE

FileCopy the CONVERT POSTLOG Program and the D-88.CONFIGURATION File to the Partition Containing Your SYSTEM Disk, Usually LU 0.

Invoke the Program by Entering: CONVERT POSTLOG and Hit RETURN.

When Prompted for the BOOT Disk and SYSTEM Disk, Simply Hit RETURN, as ALL the Necessary Files NOW Reside on Your SYSTEM Disk Partition. Your Post Log File should ALSO Reside on Your SYSTEM Disk Partition.

Next, You are Prompted to Enter Your Designated Post Log File's Name, that then Loads into Memory, After which You are Prompted to Assign a NEW Target FileName. DO NOT Use the Original FileName or the Target will OverWrite the Original File.

OTHER DRIVE FORMATS (SFD-1001, CMD 8250, CMD 8050, 1581 etc)

FileCopy the CONVERT POSTLOG Program and the D-88.CONFIGURATION File to Your SYSTEM Disk, and Boot the Program as Follows:

LOAD"CONVERT POSTLOG",8,1 (or Device Number 4 to 63), and Type RUN

When Prompted for the BOOT Disk and SYSTEM Disk, Simply Hit RETURN, as ALL the Necessary Files NOW Reside on Your SYSTEM Disk Drive. Your Post Log File should ALSO Reside on Your SYSTEM Disk Drive.

Next, You are Prompted to Enter Your Designated Post Log File's Name, that then Loads into Memory, After which You are Prompted to Assign a NEW Target FileName. DO NOT Use the Original FileName or the Target will OverWrite the Original File.

THE SYSTEM MODULE

The System Module is used to Maintain the System with Several Commands that are Intended ONLY for the use of the SysOp, and/or ANY CoSysOps. ALL Commands use the Assigned GROUP3 Access Levels in the User Record. Normally, these GROUP3 Levels are Assigned in the Relative Base Files of Individual Modules, and Module Commands use GROUP1 Access Levels. As the System Module Contains ONLY the System Maintenance Commands, the GROUP3 Levels Assigned in User Records, Determine Command Access.

For Example, if the [E] Edit Files Command has an Access Level of 100, then ONLY the Users with a GROUP3 Level Equal to, or Higher than 100, can Access the Command. The GROUP3 Level Assignments can be Defined using Either the USER EDITOR Program, or its OnLine Equivalent Module. The System Module does NOT have ANY SubBases, NOR should it be Cloned. DO NOT ALLOW ACCESS TO THIS MODULE BY NORMAL USERS.

The MODULE DISK Files are: SYSTEM.SET, SYSTEM.MOD, SYSTEM.PAR,
SYSTEM.TXT, SYSTEM.SRC, and SYSTEM.HLP.

SYSTEM.SET - CONFIGURATION PARAMETER SUMMARY

01	GS	Command Access Level	1 - 255	GROUP3 Level
02	MO	Command Access Level	1 - 255	GROUP3 Level
03	E(Del)	Command Access Level	1 - 255	GROUP3 Level
04	E	Command Access Level	1 - 255	GROUP3 Level
05	P	Command Access Level	1 - 255	GROUP3 Level
06	R	Command Access Level	1 - 255	GROUP3 Level
07	U	Command Access Level	1 - 255	GROUP3 Level
08	U:L	Command Access Level	1 - 255	GROUP3 Level
09	U:C	Command Access Level	1 - 255	GROUP3 Level
10	U:A	Command Access Level	1 - 255	GROUP3 Level
11	U:D	Command Access Level	1 - 255	GROUP3 Level
12	D	Command Access Level	1 - 255	GROUP3 Level
13	SB	Command Access Level	1 - 255	GROUP3 Level
14	L:V	Command Access Level	1 - 255	GROUP3 Level
15	L:C	Command Access Level	1 - 255	GROUP3 Level
16	L(Clear)	Command Access Level	1 - 255	GROUP3 Level
17	US	Command Access Level	1 - 255	GROUP3 Level
18	SC	Command Access Level	1 - 255	GROUP3 Level
19	Module Drive			Same as in MCP Parameters
20	Printer Device Address		1 - 255	(Default is 4)
21	Printer Secondary Address		1 - 255	(Default is 8)
22	User LogOn [U:L] Command Reset Vector			Reserved for Future Use
23	Load External Text Prompt File			Y = Load External Prompts
24	Enable Printer OutPut			Y = Enable Printing
24*	Module Command Definitions			Use CRSR Keys/SPACE
26	Module HelpFile Definition			See MCP Section of Manual

'*' Shown Beside a Prompt Number Indicates a Multiple Entry Parameter.
Hit RETURN to Enter the SubParameter Selection Mode.
Hit SPACEBAR to Change the Current Parameter.
Use the CRSR Keys to Scroll through the SubParameters.
Hit RETURN to Exit the SubParameter Selection Mode.

As there is NO Relative Base File Associated with the System Module, the [C] Create Base File, and [D] Change SubBase Description Options, of a Typical SetUp Program, do NOT Exist for the System Module SetUp.

SYSTEM.SET - THE SETUP/CONFIGURATION PROGRAM

The System Module CANNOT be Cloned, as there is NO Necessity for this. This is NOT a General User Accessible Module, that needs Duplication. Therefore, the System Module's .PAR, .TXT, and .MOD Files do NOT have ANY Clone Numbers in the First Character Positions of their FileNames.

[P] CHANGE PARAMETERS

This Option Configures the SYSTEM MODULE. Use the CRSR UP/DOWN Keys to Scroll through the Parameters. The Parameter Numbers are Displayed in the Top Right of the Screen [P:000]. Hit the RETURN Key to Change the Single Entry Parameters, and Treat the Multiple Entry Parameters as Detailed on the Bottom of the Previous Page.

- | | |
|----------------------------------|--------------------------------------|
| 1. COMMAND ACCESS LEVEL: GS | Set Guest/New User Status |
| 2. COMMAND ACCESS LEVEL: MO | MultiOptions - Read/Delete/Rename |
| 3. COMMAND ACCESS LEVEL: E(Del) | Edit Files WITH Delete Capability |
| 4. COMMAND ACCESS LEVEL: E | Edit Files WithOut Delete Capability |
| 5. COMMAND ACCESS LEVEL: P | Print a File |
| 6. COMMAND ACCESS LEVEL: R | Read a File |
| 7. COMMAND ACCESS LEVEL: U | Emulate a User |
| 8. COMMAND ACCESS LEVEL: U:L | Logon as Another User |
| 9. COMMAND ACCESS LEVEL: U:C | Change User Record |
| 10. COMMAND ACCESS LEVEL: U:A | Add a NEW User |
| 11. COMMAND ACCESS LEVEL: U:D | Delete a User |
| 12. COMMAND ACCESS LEVEL: D | DOS Wedge |
| 13. COMMAND ACCESS LEVEL: SB | Set/Change System Bulletin Status |
| 14. COMMAND ACCESS LEVEL: L:V | Read Validation Log File |
| 15. COMMAND ACCESS LEVEL: L:C | Read Chat Buffer Log File |
| 16. COMMAND ACCESS LEVEL: L(Clr) | Clear Log Files After Reading |
| 17. COMMAND ACCESS LEVEL: US | Display ANY User's Status |
| 18. COMMAND ACCESS LEVEL: SC | Set/Change MCP System Parameters |

ALL 18 Commands Above, are GROUP3 Access Level Assignment Values. The GROUP1 and 2 Access Levels are NOT used in the System Module. Some Assignments Apply to Variations of the Same Command Name. See the System Module Command Definitions for Detailed Info.

19. **MODULE DRIVE:** This Logical Drive Number MUST ALWAYS be Identical to the Logical Drive Number that You have Previously Determined for the System Module Definitions in the MCP Configuration File. See MCP Configuration Parameter #10.

20. **PRINTER DEVICE NUMBER:** This Option Sets the Physical Device Number of the Printer, Usually 4, for use with the [P] Print Command.

WARNING: Do NOT Turn the Printer ON, Until You are in the Module. Turn the Printer OFF, Before You Exit the System Module.

The BBS CANNOT Read, or Write, RELative Files Correctly, While ANY Printer, Attached to Your System, is Turned ON. Ignoring this May Result in Corrupted RELative Files.

21. **PRINTER SECONDARY ADDRESS:** You can use Whatever Secondary Address Provides the Best Results. The Default Value of 8 Sets the Printer for Upper and LowerCase Mode with NO Auto-LineFeeds.

22. **[U:L] COMMAND RESET VECTOR:** Do NOT Change this Value at Present. The Memory Address 09566 Points to the Start of LogOn Procedures, used by the [U:L] Command, which Allows You to LogOn to the System as Another User (User Emulation). Because this Address is NOT Part of The MCP Kernal Function Table, it may be Subject to Change, in ANY Future Versions of The MCP Program. Appropriate Information will be given on ANY Changes that MUST be Made to this Parameter. For Your Own Curiosity, the Parameter is a 16 Bit Decimal Address. The Value for this Version MUST be 09566.
23. **LOAD EXTERNAL PROMPTS:** When Set to a [Y], the System Module Loads an External Text Prompt File as Soon as ANY User Enters the SAM. As Previously Mentioned in the Message SetUp, this is Quite Handy.
24. **ENABLE PRINTING:** As the [P] Print Command can Work from Remote, You may want to Disable it, by Turning OFF the Printer Routines. This Prevents ANY Remote User from Sending Files to the Printer, Over the Phone Line. Set this to [N] to Disable Printer OutPut.
25. **COMMAND NAME DEFINITIONS:** This Defines the 12 Command Names used in the Module. See the Message Module Parameters for More Info on the Proper Method of Assigning Module Command Names.
26. **MODULE HELPPFILE NAME:** You MUST Name this HelpFile as Follows:

[Protection Character] + [Module Name] + [.H]
For Example: !SM.H

Where: ! is the System Protection Character
SM is the Module Entry Command (Substitute Your Own)
.H is the HelpFile Suffix

As Our Support BBS is Structured Around a Luxury StarLiner Theme, Our OnBoard Reference to the System Module is the Engineering Bay, using [EB] as the Entry Command, and [!EB.H] as the HelpFile Name.

When You are Finished Changing the Parameters, Press RUN/STOP to Exit, and Save the NEW Parameters Back to Disk.

[L] LINK MODULE FILES

See the Message Module Section for Details on Linking Module Files.

THE SYSTEM MODULE

SYSTEM MODULE TEXT PROMPT FILE - Maximum Size of 2,900 Bytes

See the PROMPT EDITOR and the Message Module Text Prompts for Info.

THE SYSTEM MODULE TEXT PROMPTS SUMMARY

*00+ System Module Main Command Prompt
01+ [U] Command: Add User at ID# Prompt
02+ [U] Command: Prompt User for NEW User Name
03+ [U] Command: Prompt User for NEW User PassWord
04+ [U] Command: Prompt User for NEW User GROUP1 Access Level
05+ [U] Command: Prompt User for NEW User GROUP2 Access Level
06+ [U] Command: Prompt User for GROUP3 (Module) Access Level
07+ [U] Command: Prompt User for NEW User Time Limit
08? Ask User if Command Options Entered are Okay
09 Advise that User CANNOT Modify Higher Level Users
10+ Prompt User for a User Name or ID Number
11+ Prompt User for a Time Status Character
12? Ask if User to Change/Add is a NEW Class User
13? Ask if Punter ProtoCol should be used as User's Default
14 Indicates that a System Module Command Executed Properly
15+ DOS Wedge InPut Prompt
16+ Directory Listing: Files in Current Directory
17 Notify User that a File is being Printed
18 Notify User that a File to Edit is being Loaded
19+ Save/Append File InPut Prompt
20+ General FileName InPut Prompt
21 File NOT Found Warning
22 [MO] Command: Current Directory is being Read into Memory
23+ [GS] Command: Prompt User for NEW/Guest User Status Byte
24+ [GS] Command: Prompt User for NEW/Guest User Time Limit
25+ [GS] Command: Prompt User for NEW/Guest User GROUP1 Level
26+ [GS] Command: Prompt User for NEW/Guest User GROUP2 Level
27? DOS Wedge: Ask if the Maximum File Counter List should be ReSet
28+ [U] Command: Prompt for NEW Total User LogOns
29+ [U] Command: Prompt for NEW Total System Usage Time
30? [U] Command: Ask if BlackList Flag should be Set/Cleared
31+ [E] Command: Prompt User to Load a File or Create a NEW File
32+ [E] Command: Prompt User for a System Text Editor
33+ [E] Command: Prompt User for a Target Drive to Save/Append to.

Prompts Marked with a [*] Indicate where Screen Colors may be Set.
Prompts Marked with a [+] Should NOT End with a RETURN Character.
Prompts Marked with a [-] Should NOT Begin with a RETURN Character.
Prompts Marked with a [?] are Prompts that Ask a Yes/No Question.

SYSTEM MODULE COMMANDS

This Section of Your System Manual Provides the Detailed Descriptions of the 13 System Module Commands, Primarily Intended for SysOp use. See the Message Module Section for More Info on Module Command usage.

SYSTEM MODULE COMMAND SUMMARY

BBS		Exit/Return to Main BBS Command Prompt
U	: [A/C/D/L]	User Command - Add, Change, Delete, LogOn
US		User Status Display
SB	[Bt#] [Y/N] [Y/N] [Level]	Set System Bulletin Status (Format #1)
SB	: [D/L/O/N/C] [Bt#]:[#...]	Set System Bulletin Status (Format #2)
SC	: [# / C / N / M / T / P / O] [Param]	Set/Change MCP Parameters
E	[Drive #]	Edit a File
R	[Drive #]	Read a File
P	[Drive #]	Print a File
MO	[Drive #]:[Pattern]	MultiOptions - Read/Delete/Rename
L	: [C/V]	Read Chat/Validation Log File
D		DOS Wedge
GS		Guest/NEW User Status Change
?		Display Module HelpFile

[BBS] EXIT/RETURN TO THE MCP MAIN COMMAND PROMPT

Exits the System Module, Returning You to the MCP Main Command Prompt. ALL of the 15 MCP Resident Commands are Active in the System Module, Including the [GOIN] and [GONE] LogOff Commands.

[U] USER MAINTENANCE COMMAND: U:[A/C/L/D]
(U, U:A, U:C, U:L, U:D)

This Command Performs 5 Distinct Functions, Each of which Requiring its Own Separate GROUP3 Access Level Assignment. This Command is used to Emulate, Add, Change, LogOn, and Delete Users, as Follows:

[U] EMULATE A USER: WhenEver You Enter the [U] Command by ItSelf, You are then Prompted to Enter the User Name, or an ID Number, of the User that You want to Emulate. This Emulation Changes the Status Line Indicators to the Values of the Selected User, But does NOT UpDate the Daily Log, nor the User Stat Counters.

Users CANNOT Emulate the SysOp, Even if their GROUP1, 2, and 3 Access Level Assignments are ALL at 255, nor can Users Emulate Others whose GROUP 1, 2 or 3 Levels are Higher than their Own. If ANY One of the Other User's Three GROUP Level Assignments is Higher than their Own Corresponding GROUP Level Assignment, then the User Emulation Attempt will Fail. This Safety Feature Applies to ALL 5 [U] Command Functions, Preventing ALL Users from Raising their Own Access Level Assignments.

WARNING: After Converting to SysOp in the LOCAL Mode, while ANY User is Still OnLine, to Modify their Access Levels or Status, You MUST ALWAYS Remember to ReLog that Current User OnLine, OtherWise the Current User will have Total, Full SysOp Access to Your BBS, and if Left UnAttended could Wreak Major Havok.

[U:L] LOGON AS A USER: This is like the [U] Command, Except that the Users Start at the Main LogOn Sequence. The ID Number and PassWord of the User Specified is Entered Automatically, and the Daily Log and User Stat Counters are UpDated.

The [U] and [U:L] Commands Replace the Status of the User who Issued the Command, with that of the Specified User.

Because this Command Performs a Normal User LogOn Sequence, if You LogOn as a BlackListed User, or One whose Time Limit is Already used up, then You Face Immediate DisConnection.

[U:C] CHANGE USER RECORD: The [C] Command Allows You to Change ANY User's Status, Access Level, and Time Consideration. Restrict Access to Yourself and ANY Trusted CoSysOps ONLY. You can Change ANY of the Following Otions in a User Record.

InPut is Required for 1-4, Hit RETURN to Skip ANY Others.

1. **TIME LIMIT STATUS:** Enter [U] for UnLimited Time Limit, [D] for Daily Time Limit, or [N] for Normal Time Limit.
2. **NEW USER FLAG:** Enter [Y] to Set the NEW User Status Flag in the User Status Byte, or [N] for Normal User Status.
3. **DEFAULT PROTOCOL FLAG:** Enter [Y] to Set Punter ProtoCol, or [N] to Set the Default Flag to XModem ProtoCol.
4. **BLACKLIST STATUS FLAG:** Enter [Y] to BlackList ANY User, or [N] for Normal User Status.
5. **NEW NAME:** Assign a NEW Name or Alias. You CANNOT Enter ANY Name that Already Exists, as it will be Rejected.
6. **NEW PASSWORD:** You can Enter a 1 to 8 Character PassWord, using ANY Printable Characters You like.
7. **NEW GROUP1 LEVEL:** Enter a Value from 1 to 255.
8. **NEW GROUP2 LEVEL:** Enter a Value from 0 to 255.
9. **NEW GROUP3 LEVEL:** Enter a Value from 0 to 255.
10. **TIME LIMIT:** Enter a Value from 1 to 239 Miutes Maximum.
11. **TOTAL LOGONS:** Enter a Value from 0 to 65,536.
12. **TOTAL TIME USED:** Enter a Value from 0 to 16,777,215.

You will be Asked to Confirm the Changes. Press [N] to Abort or [Y] to UpDate the User Base File. The [C] Change Command Operates in a Loop Mode, Allowing You to Immediately Proceed to the Next Specified User, or Hit RETURN to Exit this Mode.

[U:A] ADD NEW USERS: You may Add NEW Users to the User Base File. You MUST Provide ALL 12 User Record Items, Listed as Above, for EACH User Being Added. If You are Entering Large Numbers of Users, the USER EDITOR Program, or its OnLine Equivalent, would be the More Efficient and Faster Method of doing this. To Abort at ANY Time, Simply Hit RETURN at ANY InPut Prompt. You are Prompted to Confirm, Every NEW Addition You Make. You can ONLY Add NEW Users into unused ID Number Positions. CoSysOps CANNOT Add Users with Higher Levels than their Own.

[U:D] DELETE USERS: This Commands Allows You to Remove ANY Users from a User Base File, Permanently. CoSysOps can ONLY Remove Other Users whose Access Levels are Less than their Own.

THE SYSTEM MODULE

[US] DISPLAY ANY USER'S STATUS: US:[Name or ID Number]
(US, US:JOHN BLOODSTAR, US:99 etc)

The [US] User Status Command, Examines the Status of ANY of the Users. After You Invoke the [US] Command, You are Prompted to Enter the Name, or ID Number, of ANY User, or You can Specify the User as Follows:

[US:USER NAME]: Add a Colon, then the Specified User's Name.
[US:ID NUMBER]: Add a Colon, then the Specified User's ID Number.

CoSysOps CANNOT Examine Users whose GROUP Levels Exceed their Own. Status Lines, During a [US] Command, Reflect the User being Examined.

[SB] SET THE SYSTEM BULLETINS STATUS:

- 1. READ ONLY SB[Bulletin #][Y/N][Y/N][Level]**
BULLETINS (SB1YN10, SB15YY150, SB4NN1, etc)
- 2. SYSTEM ACCESS SB:[D/L/O/N/C][Bulletin 1]:[Bulletin 16]:[etc]**
BULLETINS (SB:L1, SB:D5:6:7:8:9:10, SB:C16, etc)

This Command has Two Different Forms of Usage to Set System Bulletins, Described in Detail in The MCP Configuration Parameters of the Manual.

THE FIRST FORMAT Sets the Status of ANY of the 16 Read ONLY Bulletins. Enter the [SB] Command, Followed by 1 of 16 System Bulletin Numbers, a [Y or N] Bulletin Active Flag, a [Y or N] Bulletin AbortLocked Flag, and a GROUP1 Level for Reading the Bulletin, as Follows:

- [SB1YN10]** This Activates System Bulletin #1 (First Flag is [Y]), NO AbortLock (Second Flag is [N]), with Read Level 10.
- [SB16NN1]** This Disables System Bulletin #16, with NO AbortLock, and Read Level 1. Disabled Bulletins CANNOT be Read with The MCP [READ] Command, nor can they be Assigned as the 5 System Access Bulletin Types.

THE SECORD FORMAT Sets the Status of the 5 System Access Bulletins; the Opening LogOn, NEW User Info, Chat UnAvailable, Closing LogOff, and the Daily Bulletins. Enter [SB] Followed by a Colon [:] Character, the System Access Bulletin Type, and a Bulletin Number from 0 to 16. The Number 0 will Disable the System Access Bulletin, You Selected. You MUST ALWAYS Assign Each Daily Bulletin a System Bulletin Number, Separated by a Colon. The 5 System Access Bulletin Types are:

- [C]** Chat UnAvailable Bulletin
- [D]** Daily Bulletin(s)
- [O]** Opening LogOn Bulletin
- [L]** Closing LogOff Bulletin
- [N]** NEW/Guest User/Validation/Private Bulletin

Some Typical Examples of Usages are Shown Below:

- [SB:01]** Assigns SysBull 1 to the Opening Bulletin.
- [SB:C0]** Disables the Chat UnAvailable Bulletin.
- [SB:D3]** Assigns SysBull 3 the First Daily Bulletin.
- [SB:D10:11:12:13:14]** Sets SysBulls 10-14 to Daily Bulletins 1-5.
- [SB:D4:7:10:3:2:8:6]** As Above, but this Disorder is Confusing.
- [SB:D0]** Disables ALL Daily Bulletin Assignments.

THE SYSTEM MODULE

[SC] SET/CHANGE MCP PARAMETERS SC:[#/C/N/O/P/T/M] [Parameter]
(SC:T+, SC:N-, SC:01, SC:PSYSPASS, etc)

This Allows You to Change Some of The MCP Configuration Parameters, Without Taking the System Down to use The MCP CONFIGURATION Program. Each of these 7 MCP Parameters Requires a Special Command Parameter. ALL Combinations of this Command are Described as Follows:

[SC:#] NUMBER OF CALLERS: This Allows You to Change the Total Number of Callers, Contained in the User Base File. The Caller Count First Changes in Memory, and Upon LogOff, the User Base File is then UpDated with a NEW Caller Count. To use this Command, Specify the NEW Total Number of Callers After the Parameter. For Example, [SC:#0] ReSets the Total Number of Callers to 0, and [SC:#164] to 164 Callers. Values Range from 0 to 65,535.

[SC:C+] CHAT MODE ENABLE: This Command Enables Chat Mode Availability.

[SC:C-] CHAT MODE DISABLE: This Command Disables Chat Mode Entirely.

[SC:N+] ENABLE NETWORKING:

[SC:N-] DISABLE NETWORKING:

These Two Commands are NOT Currently used. They are Designed to Enable, or Disable, the Future DarkStar NetWorking Module. Until NetWorking is Released, this Command Serves NO Purpose.

[SC:O] OPERATION MODE: Allows You to Set the System Operation Mode. The Five Operation Modes are the Same as the Ones that You Set in The MCP Configuration Parameters, as Follows:

1 = Guest Mode			
2 = Validation Mode		NOTE: This is the Letter 'O'	
3 = Private Mode		and NOT a Leading Zero!	
4 = Shutdown Mode			
5 = Public Mode			

For Example, [SC:01] Configures the System to Guest Mode.

[SC:P] SET/CHANGE SYSTEM PASSWORD: To Enable the System PassWord, Enter [SC:P] Followed Immediately by the System PassWord. Thus, [SC:PDARKSTAR] Sets the System PassWord as 'DARKSTAR'. To Disable ANY System PassWord, Enter [SC:P] by ItSelf.

[SC:M] CHANGE SAM ENTRY LEVEL: This Changes the Entry Access Levels of ANY of the 50 Possible System Access Modules of the System. Enter [SC:M], the NEW GROUP1 Level, and the SAM Entry Command to Change. For Example, [SC:M25BS] sets the Bulletin Module, Called 'BS', to a NEW Entry Access Level of 25.

[SC:T+] MOVE SYSTEM CLOCK ONE HOUR AHEAD:

[SC:T-] MOVE SYSTEM CLOCK ONE HOUR BACK:

These Commands are Provided to Allow You to Adjust Your Clock when Seasonal Standard, and Daily Savings Time Changes Occur. You can ONLY Adjust the Clock Within the Current 24 Hour Day. You CANNOT RollOver the Hours Value Past 23 to the Next Day, or Past 0 to the Previous Day. Make sure the Clock Hour Values are Between 0 to 22 for [SC:T+], and 1 to 23 for [SC:T-].

[E] EDIT A TEXT FILE: (E, E1, E2, E255, etc)

This Command Allows You to Edit, or Create, ANY SEQUential Text Files, on ANY Drive on Your System. CoSysOps who have Access to this Command, can Add, or Edit, ANY SEQUential File to ANY Drive, Including Files that are Preceded with Either of the 2 System Protection Characters. The [E] Edit Command is Summarized as Follows:

1. Enter [E] ItSelf to Edit, or Create Files to Your System Drive. or Enter the [E] Command Followed by the Logical Drive Number of ANY of the Other Drives, on which to Edit, or Create Files. Thus, Enter [E10] to Edit, or Create Files to Logical Drive 10. You CANNOT Edit, nor Create a File on ANY Drive that Contains Less than a Minimum of 50 Blocks Free of Disk Space Remaining.
2. You are then Prompted to Either Load ANY File into the Editor, or to Create a NEW File. If Loading, Enter the Exact FileName as it Appears on Disk. The One Limitation of the Load Option, is that ONLY the First 255 Lines or 10,240 Characters of Files, can be Loaded into the Editor Buffer. There is NO Way to Load the Remainder of Files that Exceed this Buffer Size Limitation, Unless You Edit OffLine, using the Larger Buffer Capabilities of DarkTerm'88, or the BlackMagic/RipSaw Editor ComboPack.
3. You Next MUST Select 1 of the 2 Possible Standard Text Editors, the ASCII Text Line Editor, or the Color/Graphic Text Editor. These Editors are Described in Detail, on Pages 34 to 37.
4. When You are Finished Editing, or Creating the Text for a File, You MUST Specify a Target Drive, where the File is to be Saved, Entering ANY Valid Logical Drive Number, or You may Hit RETURN to Save to the Same Logical Drive, You Originally Specified. In Either Case, the Logical Drive is ALWAYS Checked to Ensure that there is Sufficient Disk Space Remaining.
5. You are Prompted to Choose Either to [S] Save, or [A] Append, the Current Text Buffer. When Appending the FileName Specified, After this Prompt MUST Exist as a SEQUential File on the Drive. When Saving, a Drive is Checked to see if a Specified FileName Already Exists on the Disk. If the FileName Specified Exists, then You MUST Already have a Sufficient Access Level [E Delete] to OverWrite the Existing File with the NEW File You Created. When a File is NonExistant, the Save Takes Place Automatically.
6. You MUST Provide a FileName for the Target Drive. ANY FileName that uses Normal Printable Characters is Acceptable for Saves. Do NOT use ANY Wild Cards, nor Attempt to use Pattern Matching, nor the Illegal DOS FileName Characters (" @ \$ * , ; = ?). The Edit Mode is Completed, when a Buffer is Saved or Appended.

[R] READ A TEXT FILE: (R, R1, R2, R255, etc)

This Command will Allow You to Read ANY File, on ANY Logical Drive, Except for RELative Files. [R] ItSelf, Defaults to Your System Drive; [R] Followed by ANY Logical Drive Number, Accesses ANY Other Drive. ThereFore [R10] Reads ANY File from Logical Drive 10 on Your System.

[P] PRINT A TEXT FILE: (P, P1, P2, P255, etc)

This Command Allows You to Dump ANY Printable File to Your Printer. The [P] Command ItSelf, Defaults to Printing from Your System Drive; [P] Followed by ANY Logical Drive Number, Accesses ANY Other Drive.

WARNING: Do NOT Turn the Printer ON, Until You are in the Module. Turn the Printer OFF, Before You Exit the System Module.

The BBS CANNOT Read, or Write, RELative Files Correctly, While ANY Printer, Attached to Your System, is Turned ON. Ignoring this May Result in Corrupted RELative Files.

This is a Simple Dump from File to Printer. NO Special OutPut Formats, nor Special Features, that You Find in Your Typical Word Processors, are Supported by the [P] Command. The [P] Command is a Simple Utility, Designed Primarily as an OnLine, Raw Data, SEQuential File Dump.

[MO] MULTIOPTIONS - READ/DELETE/RENAME: MO[Drive Number]:[Pattern]
(MO, MO3, MO115:!CBULL*, MO1:!!?????.T*, etc)

The [MO] Command, by ItSelf, Reads the Directory of Your System Drive. [MO] Followed by ANY Logical Drive Number, Addresses ANY Other Drive. When Followed by a Colon [:], Optional Pattern Matching can be used.

After the Directory is Read into Memory, a Listing of the FileNames is Displayed. You can Read, Delete, or ReName, ANY or ALL of the Files in the Directory. The [MO] Command can Accommodate UpTo 600 FileNames in Memory at Once. If You Try Reading a Directory Containing More than 600 FileNames, then ONLY the First 600 FileNames are Read into Memory. For Directories Exceeding this Limit, You should use Pattern Matching to Select a Specific Group of FileNames to Work with.

After the Directory is Read into Memory, Each FileName is Displayed, with a Question Mark [?] Next to it. You can Enter ANY of 5 Options:

[A] ABORT: This Command Aborts the Remainder of the Disk Directory Placing You Back at the Main System Module Command Prompt.

[RETURN] SKIP ENTRY: Hit RETURN to Skip the Current FileName Entry and Continue on, to the Next FileName Entry.

[R] READ FILE: This Option Allows You to Read the Current FileName Displayed. The Screen Clears, and After the File is Displayed, You are Returned to the Same FileName Entry in the Directory.

[N] NEW FILENAME: This Allows You to ReName the Current FileName Displayed. Entering [N], the Cursor Moves Immediately Below the FileName Entry. Enter the NEW FileName under the Old Name and Hit RETURN. Hit RETURN, by ItSelf, to Abort the ReNaming. In Either Case, You are Returned to the Current FileName Entry with its NEW FileName, or if Aborted, its Old FileName.

[D] DELETE FILE: This Option Deletes the Current FileName Entry from the Disk Directory. There is NO Way to Recover ANY File, Once it has been Deleted, Unless using an OffLine Disk Doctor.

[L:C] READ CANDID CHAT BUFFER LOG FILE:

[L:V] READ VALIDATION LOG FILE:

These Two Commands Allow You to Read the Candid Chat Buffer Log File, and the [RSVP] Validation Applications Log File. These Two Log Files are Described, in Greater Detail, in The MCP Section of this Manual. CoSysOps with Enough Access, can Clear Log Files After Reading them.

[D] ENTER DOS WEDGE:

This Command Allows You to Access the OnLine DOS Wedge. When You Enter this Command, a DOS Command Prompt is Displayed, that is Preceded by the System Drive, or Current Logical Drive Number You are Accessing. From the Command Prompt You can Enter ANY of the Following Options:

1. **LOGICAL DRIVE NUMBER:** To Access ANY Other Logical Drive Number, Simply Enter the NEW Drive and Hit RETURN. You will be Prompted to ReSet the Maximum File Counter List, for the Logical Drive, that You have Just Finished Accessing. When You are NOT using the Maximum File Counters, Enter [N] to Skip ReSetting them. If You use Maximum File Counters, You ONLY have to ReSet them, After the Delete Command Scratches Files from a Logical Drive, or when You have Changed/Replaced Disks in the Logical Drive. Whenever You are Exiting or Changing to Another Logical Drive, if the Number of FileName Entries in the Directory You Leave, is Still the Same, as when You First Entered, You do NOT Need to ReSet the Maximum File Counters.
2. **EXIT DOS WEDGE:** Hit RETURN to Exit the DOS Wedge. Once Again, You will be Prompted to ReSet the Maximum File Counter Lists of the Drive You Just Accessed.
3. **READ THE ERROR CHANNEL:** Enter [@] to Read the Error Channel of the Current Logical Drive.
4. **DISK DIRECTORY:** Enter [\$] to Catalog (List) the Disk Directory, or [\$*], where * = Your Pattern Match/Wild Card/Text String. Use OutPut Control Keys to [S] Stop/Pause or [A] Abort Listing.
5. **VALID DOS COMMANDS:** Most Standard DOS Commands are Acceptable; Specify Proper Drive Numbers with ALL DOS Commands as Follows:

NO:NUDISK,ND Format Disk on a 1541 Single Drive
S1:KILLFILE Delete File from Drive 1 of a DUAL Drive
R6:NEW=OLD ReName File on Partition 6 of Lt Kernal HardDrive

[GS] SET GUEST/NEW USER STATUS:

This Allows You to Change the 5 Following Guest/NEW User Parameters of the Main Configuration Parameter #44. See Page 23 For More Info.

Daily Time Limit: [N] for NO Daily Limit, or [Y] for Daily Limit
UnLimited Time: [N] for Normal Time, or [Y] for UnLimited
New User Log Mark: [N] for NO Log Mark, or [Y] for Log Mark
Transfer ProtoCol: [N] for Punter, or [Y] for XModem ProtoCol
BlackList User: [N] for Normal, or [Y] for BlackList Status

THE FILE READER MODULE

The File Reader Module is a Self-Contained Module Generator Program Allowing You to Configure and Create a SEquential File Reader Module for Your BBS System that will Read ANY Specific File, or Pair of Files when Operating in the DUAL Display Mode. This Small Program Contains the .MOD, and .PAR Files WithIn ItSelf, and ThereFore ONLY Appears on the MODULE Disk as One File ONLY, called FILE READER.

You may Clone this Module as Many Times as You Deem Necessary.

Simply Load this Program as Follows:

LOAD"FILE READER",x,1 (Where X = Device Number from 4 - 63)

and Type RUN. You are Presented with a Typical Module SetUp Screen.

[P] CHANGE PARAMETERS

1. **COLOR FILE DRIVE:** This is a Logical Drive Assignment Defining where the SEquential COLOR File is Located, Ranging from 1-255.
2. **ASCII FILE DRIVE:** This is a Logical Drive Assignment Defining where the SEquential ASCII File is Located, Ranging from 1-255.
3. **ABORTLOCK FILES:** Set this Flag to [Y] to Prevent Users from Aborting the Display, or to [N] to Allow Normal Users to Abort the File Display at ANY Time.
4. **COLOR FILENAME:** This Identifies the COLOR File that the Module will Display when the Command is Invoked. Although You can use ANY 16 Character FileName (Except the Illegal DOS Characters), We Suggest the Following Format for Consistency:

[Protect Char] + [Entry Command] + [Separator] + [Display Mode]
For Example: !DI.C (Use the .C Suffix for COLOR Files)
Where : DI = Entry Command for DarkStar Info Reader Module

5. **ASCII FILENAME:** This Identifies the ASCII File that the Module will Display when the Command is Invoked. Although You can use ANY 16 Character FileName (Except the Illegal DOS Characters), We Suggest the Following Format for Consistency:

[Protect Char] + [Entry Command] + [Separator] + [Display Mode]
For Example: !DI.A (Use the .A Suffix for ASCII Files)
Where : DI = Entry Command for DarkStar Info Reader Module

NOTE: If Operating in Either COLOR or ASCII ONLY, Single Display Mode, Assign the Same Logical Drive Numbers, and the Same FileNames, to BOTH the COLOR and ASCII Parameters. Thus Parameters 1 and 2, would be Identical, as would Parameters 4 and 5.

[C] CREATE MODULE: First Select the Target Drive with the [T] Command, and the use the [C] Command to Create the Actual Module on Disk. When Prompted, Enter the Module Name as Follows:

[Protect Char] + [Module Prefix] + [Separator] + [Entry Command]
For Example: !SAM.DI

THE LOCAL ACCESS MODULES

The Local Access Modules Included on the MODULE DISK are Provided as OnLine SysOp Utilities, Allowing Greater Flexibility in Maintenance, as well as a Direct Link to the Built-In MiniDarkTerm'88 Module.

These Various Local Access Modules can ONLY be Accessed by the SysOp, using ONLY the Actual Computer KeyBoard that Runs the BBS System. Although they CANNOT be Accessed from ANY Remote Computer KeyBoard, You may use them Locally while a User is Still Connected OnLine.

The Local Access Modules Included are:

COPIER.MOD: Universal Dual Copier Module
B.EDITOR.MOD: Bulletin Editor Module
F.EDITOR.MOD: Files Editor Module
USER EDIT.MOD: User Editor Module
BLACK MAGIC.MOD: ColorGraphic Generator/Screen Capture
TERMLINK.MOD: Mini Version of DarkTerm'88

COPIER.MOD: Universal Dual Copier Module

See Pages 44-45 for Full Command Descriptions, as this Local Module Functions Identically. Copy and ReName the COPIER.MOD File as Follows:

```
[Protect Char] + [SAM Prefix] + [Entry Command]
[      !      ] + [   SAM   ] + [      DC      ]
For Example: !SAM.DC
```

B.EDITOR.MOD: Bulletin Editor Module

See Pages 126-127 for Full Command Descriptions, as this Local Module Functions Identically. Copy and ReName B.EDITOR.MOD as Follows:

```
[Protect Char] + [SAM Prefix] + [Entry Command]
[      !      ] + [   SAM   ] + [      DC      ]
For Example: !SAM.BE
```

F.EDITOR.MOD: Files Editor Module

See Pages 107-111 for Full Command Descriptions, as this Local Module Functions Identically. Copy and ReName F.EDITOR.MOD as Follows:

```
[Protect Char] + [SAM Prefix] + [Entry Command]
[      !      ] + [   SAM   ] + [      DC      ]
For Example: !SAM.FE
```

USER EDIT.MOD: User Editor Module

See Pages 40-43 for Full Command Descriptions, as this Local Module Functions Identically. Copy and ReName USER EDIT.MOD as Follows:

```
[Protect Char] + [SAM Prefix] + [Entry Command]
[      !      ] + [   SAM   ] + [      DC      ]
For Example: !SAM.UE
```

NOTE: Copy and ReName ALL of the Above Modules that You Intend to use, to Your SYSTEM DISK.

BLACK MAGIC.MOD: ColorGraphic Generator/Screen Capture

The Black Magic Editor Allows You to Create ColorGraphic Text Files using 2 Distinct Editing Modes. The First Method, Allows You to Enter ALL InPut Directly to the Buffer 'as is'. The Second Mode Allows You to Compose 'Display Screens' using the Various Screen Editing Options such as the Color Draw, the Block Move/Copy, and the Screen Capture. The Text Files Created can be Appended, Forming Larger Text Files, Allowing You to Create 'Animated Movie' Files.

Entering the Module, Black Magic Defaults to the Compose Screen Mode, with the Buffer Turned OFF. ALL InPut is Displayed to You OnScreen, WithOut Disturbing the Current Contents of the Edit Buffer.

[F7] TOGGLE BUFFER ON/OFF

The 'E' Status Line Indicator is Inverted when the Buffer is Active. When Active, ALL Your InPut is Saved to the Buffer, in Order of Entry, while the Buffer Counter Indicator Increments Accordingly.

The Black Magic Editor uses the Standard DarkStar'88 Color ProtoCol. See Pages 36-37 to Review the Color Editor Functions and Options.

[DEL] THE DELETE KEY IS NOT BUFFERED

Pressing the [DEL] Key, the Last Character in the Buffer is Deleted. The Delete Key is NOT Added to the Buffer. This Allows You to Correct Typing Mistakes Easily. Repeated use Gradually Removes ALL Characters, Including Color and Control Codes, in the Reverse Order of Entry.

[CTRL D] ADD DELETE CHARACTERS TO THE BUFFER

If You are Composing an 'Animated Movie' File, You may want to Add Delete Characters to the Buffer. In this Case, Enter [CTRL D].

BLACK MAGIC EDITOR OPTIONS

<i>[RUN/STOP]</i>	Exit Edit Mode, Return to Command Options
<i>[?]</i>	Use CRSR Keys to Scroll Command Definitions
<i>[S]</i>	Save Buffer to Disk
<i>[L]</i>	Load File to Buffer
<i>[A]</i>	Append Buffer to File on Disk
<i>[M]</i>	Merge File from Disk to Buffer
<i>[K]</i>	Kill (Clear) Buffer
<i>[B]</i>	Block Move/Copy
<i>[C]</i>	Capture Screen
<i>[D]</i>	Color Draw/Replace
<i>[T]</i>	TextString Replace
<i>[N]</i>	NEW Disk Device/Drive Number
<i>[W]</i>	DOS Wedge
<i>[F]</i>	Read a File
<i>[R]</i>	Review Current Buffer
<i>[Q]</i>	Exit Module, Return to Main Command Prompt

The Total Buffer Capacity is Approximately 90 Blocks or 23,000 Bytes, and ONLY Works with SEQ Files. You may ONLY Append to a SEQ File.

[B] BLOCK OPTIONS

The Block Options Allow You to Move, or Copy, a Portion of the Screen, RePositioning it to Another Area of the Screen, or Saving it to Disk, for Later Recall and Use.

The [B] Block Command, Provides You with 5 Block Options:

- [L] Load Block from Disk
- [S] Save Block to Disk
- [C] Copy a Block
- [M] Move a Block
- [R] ReUse Previous Block

Blocks are Saved in a Special Block Image Format. You CANNOT [L] Load a NonBlock Image File, the Load is Aborted. ONLY One of these Blocks may be in Memory at ANY Time. You may Perform ANY Other Edit Options and Retain the Current Block in Memory for use at ANY Time.

Specify the [R] ReUse Option to use the Most Recent Block in Memory, or to Position a Block that You [L] Load from Disk.

If You [C] Copy a Block, the Block Image Area of the Screen is Placed in the Block Memory Buffer, while the OnScreen Display Remains Intact. If You [M] Move a Block, the Block Image Area of the Screen is Removed from the Display, Creating Empty Space.

In Either Case, You MUST Define the Block Image Area to be Affected. Position the Cursor to the UPPER LEFT CORNER of the Block Image Area (Rectangular Area) and Press SHIFT-RETURN to Mark the Start Position. Position the Cursor to the LOWER RIGHT CORNER of the Block Image Area and Press SHIFT-RETURN to Mark the End Position.

NOTE: The Block is NOT Visible as the Cursor Moves to a NEW Position. You MUST Keep Track of the Block Image Area's Width and Height when Deciding where to [M] Move, or [C] Copy, the Block.

After Defining a Block Image Area, or Selecting the [R] ReUse Option, You are Prompted to Select Your NEW Positioning for the Block Image. The Graphic Symbol in the Status Line (Small Square in a Large Square) Displays the Block Image Corner Positioning Relative to the Cursor.

To Change the UPPER LEFT Default Position, Enter One of the Following:

- [F1] Place Cursor in UPPER LEFT Block Image Corner (Default)
- [F3] Place Cursor in UPPER RIGHT Block Image Corner
- [F5] Place Cursor in LOWER RIGHT Block Image Corner
- [F7] Place Cursor in LOWER LEFT Block Image Corner
- [T] Toggle Screen Transparency Mode
- [CLR] Clear Screen of ALL InPut

When You Press One of the Function Keys, the Graphic Symbol Changes, Showing the Cursor Position Relative to 4 Corners of the Block Image.

[F1] Default is the UPPER LEFT Corner, Meaning the Block is Positioned to the RIGHT of, and DOWN from, the UPPER LEFT Block Image Corner.

Selecting the [T] Screen Transparency Option, ALL Spaces in the Block are Treated as Areas of 'NO DATA'. When the Block is Stamped OnScreen, ALL Screen Areas Underneath these 'NO DATA' Spaces will Show through. The Module Defaults to Normal NonTransparency Mode. The 'T' Indicator in the Status Line is Reversed when the Transparency Mode is Enabled.

Press SHIFT-RETURN to Stamp the Block Image to the Screen Display. The Block Commands AutoPerform the Horizontal and Vertical Truncating of the Block Images that Extend Beyond the Boundaries of the Screen.

When Accessing the Block Options, the OnScreen Display is ScrollLocked Preventing Up and Down Scrolling. This Ensures that You do NOT Destroy the Screen by Accident, Moving the Cursor Past the First or Last Lines of the Display Screen.

To Abort the Block Options at ANY Time, Press the RETURN or STOP Keys. You can Stamp the Block Image as Many Times as Needed.

You can Define a NEW Block Image, Store it in the Block Memory Buffer, Abort the Move or Copy Operation, and [R] ReUse the Block Image Later.

[C] SCREEN CAPTURE

This Option Allows You to take the Current Display Screen and Store it in the Buffer as a Finished Screen Image, Free of ALL Cursor Movement, Editing and Correcting KeyStrokes. The [C] Screen Capture Option Works in 2 Different Ways, Depending Whether or NOT the Buffer is Active.

If the Buffer is Active and You Perform the [C] Screen Capture Option, the Screen Image will be Appended to the End of the Buffer. This Means that You can Chain Screen Images Together using the [C] Capture Option as Many Times as is Necessary.

If the Buffer is Turned OFF, [C] Screen Capture Replaces the Contents of the Buffer, with the NEW Screen Image to be Saved as Follows:

FULL CAPTURE: The Entire 23 Line Screen Image Area is Captured, Along with the Border, BackGround, and Text Color Screen Settings. A Clear Screen Character and the Screen Color Settings are Placed at the Start of the Buffer, Followed by the Captured Screen Image.

PARTIAL CAPTURE: When You Answer [N] to the Full Capture Prompt, the Line that the Cursor is on, when You Press the [RUN/STOP] Key to Access the Capture Option, is the Last Line of the Screen Image that will be Stored in the Edit Buffer. For Example, if the Cursor is on Line 10, ONLY the First 10 Lines of the Screen Image Area will be Saved to the Buffer.

You can use these Two Screen Capture Modes to Create Linked Text Files of Captured Screen Images. Create the First Screen, use Full Capture to Store the Initial Image with the Proper Screen Colors, and For Each Subsequent Screen, use the Normal Capture with the Cursor Positioned on the Last Line of Text to Capture. Remember to Turn OFF the Buffer Before You Create Each NEW Screen with [F7]. Press [F7] Again Before You Press [RUN/STOP] to Access Capture, so that the NEW Screen Image is Appended to the End of the Edit Buffer Without Clearing it First.

[D] COLOR DRAW/REPLACE

This Option Allows You to Change or Replace the Text Color of ANY Area on the Screen.

The Source Color is the Color that You want to Replace. Do NOT InPut ANY Color Numbers (ie 0-15), Enter the Actual Color Character Instead. For Example, to Indicate Red, Press [CTRL 3].

The Target Color is the Replacement Color for the Source Color.

Color Fill Means that the Block Image Area You Define will be Filled with the Target Color. In this Case, the Source Color will be Ignored. Enter ANY Color for the Source if You are going to use the Color Fill, as ONLY the Target Color Really Matters.

If Color Fill is NOT Specified, ONLY the Source Color in a Block Image is Replaced with the Target Color. ALL the Other Colors are Retained.

After Specifying the Source and Target Colors, and Fill/NonFill Mode, You MUST Define the Block Image Area to be Affected with this Change. Position the Cursor at the UPPER LEFT Corner of the Block You want. Press [SHIFT-RETURN] to Mark a Starting Position. Then Move the Cursor to the LOWER RIGHT Corner of the Block; Press [SHIFT-RETURN] to Mark the Ending Position. This is the Same as the Block Move Procedure.

You can do Color Fills/Replacements with the Same Source/Target Colors as Many Times as You Require. Press [RUN/STOP] or [RETURN] to Abort the Color Draw Options at ANY Time.

Block Move/Copy, Color Draw, and Capture are Screen Oriented Commands. Use the Capture Option After using the Block Move/Copy, or Color Draw, to UpDate the Edit Buffer.

[T] TEXT REPLACE

The [T] Option Operates on the Entire Contents of the Edit Buffer. Text Replace is a Search and Replace Procedure. At the [S:] Prompt, Enter a Search String of 1 to 37 Characters. You can Search/Replace ANY Type of Data, such as Color Code Characters or Cursor Movements. The Character Data is Echoed to the Screen in Screen Code Format.

NOTE: As [DEL] BackSpaces the InPut Line, and [RETURN] Ends InPut, You MUST Enter [CTRL D] to Search/Replace ANY Delete Characters, and [SHIFT-RETURN] to Search/Replace ANY Return Characters, Contained in the Edit Buffer.

At the [R:] Prompt, Enter a 1 to 37 Character Replacement Text String. You CANNOT Enter Null Strings (NO InPut). For Example, if You wanted to Search for the String 'NOTHING' and then Remove it by Specifying NO Replacement Text, Your Request would be Rejected. You would have to Include the Character to the Left or Right of that Search String, and use that One Character as the Replacement Text String.

At the [A] [F] Prompt, Select [A] to Replace ALL Search Strings Found in the Buffer, or [F] to Change ONLY the First Search String Found.

[R] REVIEW BUFFER

While Reviewing the Buffer, You can use ANY of the Following Keys:

[SHIFT-RUN/STOP]	Enter Single Step Mode
[SPACE]	Pause and Continue OutPut
[RUN/STOP]	Abort Review
[S]	Toggle Display Speed (Fast/Normal)
[T]	Truncate Buffer

When You Truncate the Edit Buffer, the Remainder of the Edit Buffer, After the Character Location that You Pressed the [T] Key, is Deleted. You are then be Placed Back in Edit Mode.

If You Allow the Review Option to Continue to the End of the Buffer, You are Placed Back in Edit Mode, where You may Resume Entering Text.

Single Step Mode Allows You to Step through the Buffer One Character at a Time. Once You are in the Single Step Mode, the OutPut will Stop After Each Character is Displayed. Press [SHIFT-RETURN] to Advance to the Next Character in the Buffer. ANY Other Character will Replace the Character that was Just Displayed. For Every Character You Change, an Asterisk (*) is Displayed. Although this can Distort the OutPut, Especially when Changing ANY Colors, or Other NonPrinting Characters, the [R] Review Option Shows the Proper Changes. Press [SHIFT-RUN/STOP] to Exit the Single Step Mode and to Resume the Normal Review Option.

[K] KILL BUFFER

This Option Clears the Current Contents of the Edit Buffer.

[F] FILE READER

When Reading ANY File, Use [SPACE] to Pause and Continue the OutPut and [RUN/STOP] to Abort. File Displays OverWrite the Screen Display. Use the [R] Review Option to Restore the Original Screen Display. The File Reader Option does NOT Disturb the Edit Buffer Contents.

[W] DOS WEDGE

In the DOS Wedge, Enter [\$] to Display the Current Disk Directory. Use [SPACE] to Pause and Continue the OutPut and [RUN/STOP] to Abort. As Previously Mentioned, the DOS Wedge Functions in the Usual Fashion. Thus You can ReName, Format, Scratch, etc, in the Standard Way.

[N] NEW DEVICE

The [N] Option Allows You to Enter a NEW Device Number from 4 to 63, and a NEW Drive Number from 0 to 9. The Drive Number is Optional. Enter [12,0] to Access Files on the Drive Device 12, Drive Number 0. Enter [9] to Change to Device 9, Keeping the Same Drive Number of 0.

See Main Configuration Parameters #12 and 13 on Page 16 for More Info Concerning Device Number and Drive Number Assignments.

Dual Drives and the Lt Kernal HardDrive Partitions are Supported.

THE ONLINE TERMLINK'88 MODULE

The TermLink'88 Module is Your OnLine Mini-Version of *DarkTerm'88*, Allowing You to Jump into the DarkTerm Environment from the BBS, WithOut Ever Needing to ReBoot the System. You can NOW Even AutoDial Another BBS, and InterActively MultiTransfer Files at 300-2400 Baud.

The TermLink'88 Files are: TLINK.MOD, !TLINK.PAR, !TLINK.HELP,
!TLINK.XMODEM, and !TLINK.PUNTER.

This Module is Strictly FOR SYSOP USE ONLY. Although Quite Powerful, Certain Features of DarkTerm'88 that are Duplicated in Other Modules, as well as Certain SubOptions of the Main Terminal Command Options are Removed, such as the Print Options, Phone Book, and Block Extract.

The TermLink Buffer is ALSO DownSized in Order to Conserve Memory, but STILL Accommodates Entire Files NOT Exceeding 20 Blocks Long.

For a Complete Description of the Command Functions of TermLink'88, Refer to Pages 148-166, the Full Complete DarkTerm'88 Documentation.

TERMLINK'88 COMMAND DIFFERENCES

- [C=A] *AUTODIAL FEATURE*: The Set Dial Prefix Option is Removed. You MUST Enter [ATDT Phone Number] to Tone Dial Your Number, or [ATDP Phone Number] to Pulse Dial Your Number.
- [C= B] *BUFFER OPTIONS*: The Buffer Size is Reduced to 5,120 Bytes Long. The [P] Print, [E] Edit, and [X] Buffer Block Extract Options are Removed. You may Print and Edit in the System Module!
- [C= E] *LOAD EXTERNAL MODULES*: This Feature is Removed as You can Exit to the Main Core to Execute ANY Other Modules You Need.
- [C= F] *FILE OPTIONS*: [R] Read and [T] Transmit Options are Supported. The [P] Print, and [X] File Block Extract Options are Removed.
- [C= H] *HELP MENU*: Displays ONLY One Short Command Summary HelpFile.
- [C= K] *FUNCTION KEY OPTIONS*: This Feature is Removed.
- [C= L] *LOAD CHARACTER SET/MODEM FILE*: This Feature is NOW Removed to Prevent You from Physically Swapping Modems with Power ON.
- [C= M] *MODEM OPTIONS*: The Word Length, Parity, and Stop Bit, are Set to 8N1 and CANNOT be Changed.
- [C= P] *PRINTING SETUP OPTIONS*: This Feature is Removed.
- [C= Z] *PHONEBOOK OPTIONS*: This Feature is Removed.

The Above Limitations were Necessary to Condense the Program for use WithIn the BBS Environment. Generally this is Intended to Allow SysOps a Convenient Avenue of Initiating Contact with ANY Other BBS System.

HowEver, for More Extensive Editing Use, We Suggest using *DarkTerm'88*, or the Host of Features Available in the DarkStar ShareWare Releases, that are Provided as Part of this Package, on Your OffLine Computer.

DarkTerm'88 is an Upgrade of the *DarkStar* ShareWare Terminal Programs, Written Primarily to Provide Total Compatibility with *DarkStar'88 BBS*. This Version Offers Several Enhancements Over the V4 Terminal Program.

- NEW Powerful Color Editor
- NEW Enhanced ASCII Line Editor
- NEW MultiTransfer ProtoCol
- More Versatile InPut Routines
- DOS Wedge that can be Invoked from Most InPut Prompts
- Larger Buffer Storage
- External Module Loading
- Proper Error Checking of the Disk Drives
- Buffer Block and File Block Extracts
- Formatted Printer OutPut
- True C-64 Color Mode in Addition to DarkStar Color Mode
- Truly Programmable Function Keys
- NEW Modem Files, with Proper Parameter File Adjustment
- NEW 100% Error Free 300-2400 Baud Object Code - 8N1 ONLY
- OLD 100% Error Free 300-1200 Baud Object Code - 8N1 and Adjustable

The OverAll Code was Optimized, so that the Actual Size of *DarkTerm'88* with ALL the Enhancements, is Smaller than the V4 Program. This Manual is Also on Disk in a Paged Format, in 80 Columns.

WhenEver You Load this Program, a Fast 1541 ZipDos Boot will be used. This Fast Loader will Automatically Detect if the Drive You are using is 1541 Compatible. If NOT, the Program will go through a Normal Load. If You are going to be Loading the Program from a Lt Kernal HardDrive, or ANY Other Non-1541 Disk Drive, Simply Load the 'SLOW LOADER' File. This will Load in About 3 Seconds on the Lt Kernal.

ALL the Commodore Key (C=) Commands Described in the Following Pages can ONLY be Accessed while the Command Mode is Enabled. You MUST Also be in Command Mode to Send or Execute a Function Key. The ONLY Time to Disable Command Mode, is when Writing a Color Message on a Color BBS. Use [SHIFT-RETURN] to Toggle Command Mode ON and OFF. The Command Mode is Active when the Color/ASCII Terminal Mode Flag is in Inverse Video. Use [SHIFT-RUN/STOP] to Toggle Between Color and ASCII Display Modes. *DarkTerm'88* will be in Color Display Mode when the Terminal Mode Flag is a 'C', or in ASCII Display Mode when the Flag Shows an 'A'.

The Status Line Appears as Follows:

```
00:00a 00:00:00 31744 21-01 C:B:H:I:U:W
  1      2      3      4      5 6 7 8 9 0
```

- 1: The 12 Hour AM/PM Clock
- 2: The System LogOn Timer
- 3: The Bytes Free Remaining in the Buffer
- 4: The Current Cursor Position (Row and Column)
- 5: The Color/ASCII Terminal Mode Flag/Command Mode Status Flag
- 6: The Buffer Open Status Flag, when Inversed the Buffer is Open
- 7: The Screen Inhibit Flag, when Inversed Screen Inhibit is ON
- 8: The Modem Inhibit Flag, when Inversed Modem Inhibit is ON
- 9: The UpperCase Lock Flag, when Inversed UpperCase Lock is ON
- 0: The WordWrap Flag, when Inversed WordWrap is ON

COMMAND MODE OPTIONS

Hold the Commodore Key and Press ANY of the Following Commands:

- [C= A] AutoDial/AutoAnswer Options
- [C= B] Buffer Options
- [C= C] Change Terminal Parameters
- [C= D] Disk Commands/DOS Wedge
- [C= E] Execute External Modules
- [C= F] SEquential File Options
- [C= H] Main Help Menu
- [C= I] Inhibit Screen/Modem Response
- [C= K] Function Key Definitions
- [C= L] Load NEW Modem File or Character Set
- [C= M] Modem Options
- [C= O] Open/Close Buffer Toggle
- [C= P] Printer SetUp
- [C= R] ReSet Clock/Timer
- [C= S] Set NEW Screen Colors
- [C= T] File Transfer Options
- [C= U] Toggle UPPERCASE Mode
- [C= W] Toggle WordWrap ON/OFF
- [C= X] Exit Program/Return to Basic
- [C= Z] Execute Phone OverLay
- [C= *] Clear Buffer Memory
- [C= +] Switch to DarkStar Color Mode
- [C= -] Switch to True64 Color Mode
- [C= \] Send ASCII Delete Character (Note: Use the Pound Key)

[C= A] AUTODIAL/AUTOANSWER OPTIONS

- [D] AutoDial Single Number
- [A] Go to AutoAnswer Mode and Wait for a Call
- [H] Set HangUp Time Delay
- [W] Set Carrier Wait Delay
- [S] Set Pulse Dial Speed
- [P] Set AT Command Prefix (1670, Hayes and Smart Modems)

[D] **AUTODIAL:** This ReDials a Number Upto 18 Characters Until a Carrier is Detected. [RUN/STOP] to Abort. LogOn Timer Clears with Carrier.

[A] **AUTOANSWER:** Waits for an Incoming Call. The NEW Modem Files PickUp Incoming Baud and AutoAdjust the Terminal. [RUN/STOP] to Abort.

[H] **HANGUP DELAY:** The Number of Seconds to Wait BEFORE AutoDialing. The Default Value is 1; NEVER Exceed the Carrier Wait Delay Time.

[W] **CARRIER WAIT DELAY:** The Number of Seconds to Wait for the Carrier to Remain Constant, Once the Carrier Signal has been Detected. [RUN/STOP] Aborts the Carrier Wait Delay Period.

[S] **DIAL SPEED DELAY:** This a Timing Value, in MilliSeconds, that tells 1650 Pulse Dial Modems how Fast to Perform AutoDialing Sequences.

[P] **AT DIAL PREFIX:** Pulse Dial (ATDP), or Tone Dial (ATDT), a Number on SmartModems, or [RETURN] to Remove Prefix for NonSmartModems.

[C= B] BUFFER OPTIONS

- [A] Append Buffer to File
- [C] Clear Buffer
- [E] Edit Current Buffer
- [L] Load File to Buffer
- [M] Merge File to Buffer
- [P] Print Buffer
- [R] Read Buffer
- [S] Save Buffer to File
- [T] Transmit Buffer Over Modem
- [X] Buffer Block Extract

[A] **APPEND BUFFER:** Adds the Buffer Contents to the End of a Disk File.

[C] **CLEAR BUFFER:** Clear/Fill the Entire Buffer with Space Characters. Do this BEFORE Loading in Data to Perform Buffer Block Extracts.

[E] **EDIT BUFFER:** *DarkTerm'88* Supports Both a Line and a Color Editor, that Operate on Either the Current Buffer, or an Empty Buffer. Entering the [E] Edit Option, You MUST Select the [C] Color Editor or the [L] Line (ASCII) Editor, that is then Loaded from Disk.

THE COLOR EDITOR

First Review the Buffer [F7], Returning Afterwards to Edit Mode. Do NOT Fail to First Review, or Else You may OVERWRITE the Buffer. If the Buffer is Empty, You may Begin Your Text InPut Immediately. Enter [CTRL B] at ANY Time, and use [CRSR] Keys to Scroll a Screen in 4 Directions. Enter [CTRL B] Again, to Disable the Scroll Lock. During Editing, the Following Options are Available to You:

- [F2] Change Color Block
- [F4] Screen Capture
- [F6] Search and Replace
- [F7] Review Buffer
- [F8] Clear Current Buffer
- [RUN/STOP] Truncate Buffer (During Review ONLY)
- [SHIFT-RUN/STOP] Exit Color Editor/Return to Buffer Options

[F2] **CHANGE COLOR BLOCK:** This Changes a Text Block on the Screen, that You Define, to a NEW Color. When You Select this Option, You are Asked for a Source Color, [C= 1-8], or [CTRL 1-8], and a NEW Target Color. You are then Asked if You want to use Fill Mode. In Fill Mode, ALL Colors of the Block are Filled with the Target Color. In NonFill Mode, ONLY those Colors Matching the Source Color, are Changed to the Target Color.

You then Return to Edit Mode, where You may Continue Editing, STILL in Change Color Mode. Press [SHIFT-RETURN] to Mark the UPPER LEFT Corner of a Block Image, and [SHIFT-RETURN] to Mark the LOWER RIGHT Corner. The Block is Replaced/Filled with the NEW Target Color. Do an [F4] Screen Capture to Save the Colors to the Edit Buffer. The Routine Asks if You want to Repeat a Color Change ElseWhere on the Screen. Respond Yes to do Color Changes, with the Same Colors, on a NEW Block.

[F4] SCREEN CAPTURE: Allows You to 'SnapShot' ALL OnScreen Images, 40 Characters X 23 Lines Deep (*DarkStar'88* Color ProtoCol). At the 'Full Snap?' Prompt, Enter [Y] Yes; the Screen Colors and Upper/LowerCase Status Save to the Start of the Buffer. Enter [N] No; ONLY the Color Text Characters are Captured.

Each Line in the SnapShot has ALL Trailing Spaces Removed. The RETURN Key is Added After the Last NonBlank Character in Each Line, Except the Last Line, and ALL Cursor MoveMents are Removed. An Enhanced Version of this Feature is Provided in the Black Magic ColorGraphic Generator, an External Module of *DarkTerm'88*, a Local Access Module of *DarkStar'88 BBS*, and Separately in the Black Magic/RipSaw Editor ComboPack.

[F6] SEARCH AND REPLACE: Allows You to Replace ANY Text String AnyWhere in the Buffer, NOT just what is Displayed OnScreen. As *DarkTerm'88* Accepts ALL Types of InPut, You can Search and Replace the Color Codes, CRSR Characters, Function Keys, and Most NonPrinting Characters. A Search/Replace Text String can be UpTo 37 Characters Long.

Enter a Search String. As ALL Characters, Including RETURNS, are Valid InPut Characters, You MUST End Your Text Strings with [SHIFT-RETURN]. You then Enter a Replace Text String. They do NOT have to be Equal. Enter [A] All, or [F] First, to Replace ALL or the FIRST Occurrence of the Search String. Enter [F7] to Review the Buffer and See the Changes.

NOTE: The ONLY Way to Delete ANY Characters from the Buffer is using Search Strings, Including at Least 1 Character Beyond the Text String to Delete, and Replace Strings that Duplicate the Search String, Minus the Characters to be Deleted. Null Replace Strings CANNOT be used.

[F8] CLEAR CURRENT BUFFER: This Options Clears/Empties the Buffer. Use [SHIFT-RUN/STOP] to Exit/Return to the Buffer Options, and Select [S] to Save Current Buffer Before Clearing.

[F7] REVIEW CURRENT BUFFER: While Reviewing the Current Buffer, these Commands Immediately Perform the Following Functions:

[SPACE]	Pause and Continue Screen Display OutPut.
[RUN/STOP]	Chops the Buffer at the Point of Execution; You may Resume Editing FROM that Point.
[S]	High/Low Display Speed Toggle.
[SHIFT-RUN/STOP]	Enter/Exit Single Step Display/Edit Mode, where the Buffer is Displayed 1 Character at a Time. After Each Character, the Routine Waits for You to Enter a Key to Replace the Current Character to the Left of the Cursor. Enter, or Hold, [SHIFT-RETURN] to Single Step through the Buffer. ANY Other Character Entered is Displayed in Screen Code Format Beside the Character it is Replacing. As the Screen Becomes OffSet, Enter [SHIFT-STOP] to Exit Single Step Mode, and [F7] to Review the Altered Buffer.

[SHIFT-RUN/STOP] EXIT EDITOR: From Edit Mode to Buffer Options.

THE LINE EDITOR

The [L] Line Editor Mode Operates on the Current Buffer Contents. As You Enter the Line Editor, You are Asked to Format the Buffer in Full Line Format.

If [Y] Yes, then RETURN Characters in the Buffer are NOT Counted as End-Of-Line Characters. Instead ALL Characters are Broken Down into 40 Character Strings, as in the Buffer Block Extract Format. The Full Line Format is Best Suited to Editing ColorGraphic Files.

If [N] No, the RETURNS are Treated as the End-Of-Line Characters, which is Best Suited to Editing Normal Printable ASCII Text Files.

The Line Editor, a Simple Text Editor for PreWriting BBS Messages, Operates on a 40 Column Grid. The Buffer Size of the Line Editor is 700 Lines. ONLY the First 28,000 Bytes of the Buffer are used for Editing, ANY OverFlow is Truncated or Ignored.

The Line Editor Options are:

[F1]	Insert a Blank Line
[F3]	Delete the Current Line
[F5]	Erase ALL Text from Current Line Down
[F7]	Toggle the UPPERCASE/LowerCase Mode
[F2]	Change Border Color
[F4]	Change BackGround Color
[F6]	Change ForeGround/Text Color
[F8]	Exit/Return to Buffer Options
[CLR/HOME]	Move Cursor to Top Left of the Screen
[SHIFT-CLR/HOME]	Return to the Beginning of the Buffer
[CRSR UP/DOWN]	Scroll Buffer Display UpWards/DownWards
[CRSR LEFT/RIGHT]	Move the Cursor Left and Right
[C=] + [CRSR UP/DOWN]	Fast Scroll Buffer Display UpWards
[C=] + [CRSR LEFT/RIGHT]	Fast Scroll Buffer Display DownWards

When You Exit, You are Prompted to Format the Text as Follows:

[R] RETURN MODE: Removes ALL Characters after the Last RETURN Character of Each Line.

[S] SPACE MODE: Truncates ALL Trailing Spaces on Each Line.

[F] FULL MODE: Extracts the Text Lines in 40 Character Strings, Regardless of ANY or ALL Trailing Characters After ANY RETURN Characters.

If Editing Files with NonPrinting Characters (ColorGraphic Files), the NonPrinting Characters are Displayed in Screen Code Format. In ASCII Text Files, the RETURN Characters Appear as Inversed 'm'.

ANY Characters that are NOT Part of the Line Editor's Functions are Considered Valid InPut. To Enter ANY Character that Duplicates Line Editor Functions, such as [F1], use [SHIFT-RUN/STOP] to Enter the KeyLock Mode, where ALL Entries are Valid InPut in the Buffer. Use [SHIFT-RUN/STOP] to Exit this Mode.

- [L] **LOAD BUFFER:** This Buffer Option Loads SEquential Files to Buffer.
- [M] **MERGE TO BUFFER:** This Adds ANY SEquential File Contents on Disk, to the End of the Current Buffer.
- [P] **PRINT BUFFER:** Sends ALL OutPut According to [C= P] Printer SetUp. Use [RUN/STOP] to Abort ANY PrintOut.
- [R] **READ BUFFER:** When Reading, use [SPACE] to Pause/Continue OutPut, [S] to Toggle the Display Between the Fast Speed, and Slow Speed that is Set in the [C= M] Modem Options, and [RUN/STOP] to Abort. You MUST Enter RETURN at the End of the Buffer Display to Restore the Screen Colors and Activate the Buffer Options Status Line.
- [S] **SAVE BUFFER:** This Saves the Current Buffer Contents to Disk.
- [T] **TRANSMIT BUFFER:** The Easiest Way to Send Messages to a BBS System is PreWriting Messages, and Sending them via Buffer Transmission. Set the InterCharacter Transmit Delay Value Between 50 and 150, in [C= M] Modem Options. Command Mode and InPut/OutPut Routines Remain Active, as the Transmission Process runs in the BackGround. Use [RUN/STOP] to Abort. The Buffer Capacity is 31,744 Bytes Long. Some Routines on the System use the Upper Portions of the Buffer. The Phone Directory OverLay, and the External Module OverLays, OverWrite the Edit Buffer. Remember to [S] Save Your Buffers!
- [X] **BUFFER BLOCK EXTRACT:** This Allows You to Extract ANY Size Block of Data from ANY Position in the Full 31,744 Byte Edit Buffer. ALL Buffer Data OnScreen is Represented in Screen Code Format; the Inversed Characters Embedded WithIn Quotes in Print Strings. See the Screen Code Definitions Page in this Manual for Help. Data Wraps in 40 Character Lines, WithOut End-Of-Line Characters.

The [X] Extract Cursor Begins in the Upper Left Screen Corner. Use the [CRSR] Keys to Move. Data Scrolls Up/Down as the Cursor Moves Off the Top or Bottom of the Screen. The Number on the Left of the Upper Status Line is Your Position in the Current Buffer. Hold [C=] and [CRSR LEFT/RIGHT] to Fast Scroll the Buffer Forward. Hold [C=] and [CRSR UP/DOWN] to Fast Scroll the Buffer BackWards.

You can ALSO Change the Current Character You are Positioned Over, by Entering ANY Other Key, Allowing Single Character Replacements. To Add Characters like CRSR UP/DOWN to a Current Buffer Position, Use [SHIFT-RUN/STOP] to Enter KeyLock Mode, and to Exit when Done.

To Extract, Press [SHIFT-RETURN] to Mark the Block Starting Point, Move the Cursor, and Press [SHIFT-RETURN] to Mark an Ending Point. You then have Four Options that You can Perform on this Block

- [S] Save the Extracted Block to Disk
- [P] Print the Extracted Block
- [T] Transmit Extracted Block Over the Modem
- [Q] Quit/Abort the Buffer Block Extract Mode

NOTE: Buffer Data is Saved as SEquential Files. You can Change a File Type by Entering ',type,w' to the End of a FileName.

[C= C] CHANGE TERMINAL PARAMETERS

- [P]** Toggle ProtoCol, Punter or XModem
- [X]** Set XModem Transfer Type
- [Z]** Set Punter Block Size
- [K]** Set KeyClick
- [B]** Set Bell Tone
- [M]** Toggle MultiTransfer Mode, [O] Old, or [N] NEW
- [S]** Save Terminal Parameters

[P] TOGGLE PROTOCOL: Allows You to Choose Between Punter and XModem.

[X] SET XMODEM TRANSFER TYPE: *DarkTerm'88* Supports the Following:

- [CB]** CRC Mode: Binary Transfer (Supported by *DarkStar'88 BBS*)
- [CT]** CRC Mode: ASCII Text Transfer (Supported by *DarkTerm'88*)
- [SB]** SUM Mode: Binary Transfer (Supported by *DarkTerm'88*)
- [ST]** SUM Mode: ASCII Text Transfer (Supported by *DarkTerm'88*)

To Transfer Normal Data, or Program Files, from a C-64 to a C-64, use the Binary Modes. The Text Modes are used to Transfer Files in ASCII Format. ALL Files UpLoaded in the Text Mode are Converted from PET-ASCII to Standard 7 Bit ASCII, and ALL Files DownLoaded, are Converted from 7 Bit ASCII to PET-ASCII. If the Text Files to be Transferred are Already in PET-ASCII, use the Binary Mode.

[Z] SET PUNTER BLOCK SIZE: The Block Size Ranges from 40 to 255 Bytes. Use a Smaller Block Size if You are getting Numerous Bad Blocks During File Transfers. The Block Size is ONLY Relevant to UpLoads, as the BBS Punter Block Size Determines Your DownLoad Block Size.

[K] SET KEYCLICK:

[B] SET BELL TONE: For Both the KeyClick, and the Bell Tone [CTRL G], You Simply Enter [E] to Enable the Sound, or [D] to Disable it, Then Enter the WaveForm, [N] Noise, [S] SawTooth, or [T] TriAngle, Followed by a Frequency Value from 0 to 255. Thus, [ES45] Enables a SawTooth WaveForm, with a Frequency of 45.

[M] TOGGLE MULTITRANSFER MODE: The [O] Old ProtoCol is the Standard used with the V3 BBS Series and ALL Previous Versions of *DarkTerm*. The NEW NPS ProtoCol is used with the NEW *DarkStar'88 BBS* System, and Sends a 4 Character String for the Blocks Remaining Counter. HandShake Signals on the NEW and Old ProtoCol are NOT Compatible.

[S] SAVE TERMINAL PARAMETERS: This UpDates the D'88.PARAMS File with:

Character Set/Modem File Accessed via [C= L]
 Function Key File Accessed via [C= K], (The [L] or [S] Options)
 Current Screen Colors/ProtoCol, Block Size, and XModem Type
 Baud Rate, Parity, Word Length, Stop Bits
 Nulls, LineFeeds, Buffer Transmission Delay/Display Rate & Toggle
 Printer Device, Secondary Address, Escape Sequence Status
 Color Strip Flag for Printing, Printer Page SetUp Variables
 Carrier Detect Flag, Modem Time Delay Variables
 Command Mode, Terminal Mode Status/Keyclick and Bell Tone Status
 Upper Case, Word Wrap Status, MultiTransfer Type

NOTE: As Errors can Occur During Parameter Saves (ie. Power BlackOut), Always KEEP AN ORIGINAL COPY of the Terminal Handy, or at Least, the Original Parameter File. If a Parameter File gets Destroyed, You CANNOT Load the Terminal, Unless You Manually ReGenerate the File with a Disk Doctor. Unlike Earlier DarkTerm Releases, this Version MUST have a Proper Parameter File in Order to Load.

[C= D] DISK COMMANDS/DOS WEDGE

[E] Read the Error Channel
 [\$] Read the Disk Directory
 [RETURN] Exit DOS Wedge

[E] **READ ERROR CHANNEL:** Reads the Error Channel of the Current Drive, when its Drive Light is Flashing, Reporting the Error Condition.

[\$] **READ THE DISK DIRECTORY:** Enter [\$] to Display the Disk Directory. You can ALSO Specify Pattern Matching, Including ANY Wild Cards. For Example, [\$a*] Displays ALL Disk Files that Begin with 'A', and [\$?NAME] Displays ALL 5 Letter Files Ending in 'NAME'

The Terminal DOS Wedge may be Accessed from Either the [C= D] Command, or from ANY Other Disk Related InPut Prompts ThroughOut the Terminal. Using [C= D], You have a Full 2 Line InPut String Available to You. You are Limited to ONLY the Right Portion of the Second Status Line for Disk Commands, at ALL Other Disk InPut Prompts in the Terminal.

ANY Time You are Asked for a FileName, You can Access the DOS Wedge. You can ALSO do so at the Pattern Match InPut Prompt on MultiUpLoads. To do this, Enter a Leading Colon [:], Followed by the Disk Command to Execute. For Example, to Scratch ANY File, Enter [:s0:FileName]. For a Disk Directory, Enter [:\$].

In the [C= D] DOS Wedge Options, Leading Colons are NOT Used at ALL. Unlike the DOS Wedge of the DarkTerm V4 Series, an 'OK' Drive Status when Reading the Error Channel will NOT be Shown.

CHANGE DISK DRIVES: Enter a Device Number, Comma, and a Drive Number, to Select Another Disk Drive WithIn the [C= D] DOS Wedge Environment. For Example, You could Enter [10,1] to Change to Device 10, Drive 1, or from Other Terminal Disk InPut Prompts, You could Enter [:10,1].

The Terminal Remembers its Own BootUp Drive where the External Modules and OverLays Reside, Allowing You to use Another Drive as a WorkDrive, and Allowing You to Access ANY of the Many External Modules/OverLays, WithOut having to Constantly Change Drives with the DOS Wedge.

When Specifying the DOS Commands, Include the Appropriate Drive Number as Indicated in the ReName Example Below:

Rx: NEW FileName=OLD FileName

Where X = 0 Single Drives - 1541, 1571, 1581, SFD1001, etc
 = 0 or 1 Dual Drives - 4040, 8050, 8250, etc
 = 0 to 9 Lt Kernal 20/40 MegaByte HardDrives by Xetec,
 with 10 Logical Unit Partitions.

[C= E] EXECUTE EXTERNAL MODULE

D'88.SETMODE Execute NEW or Old 2400 Timing Routines
D'88.FORMAT Execute Fast Format Module
D'88.GRAPHIC Execute Black Magic ColorGraphic Generator

This Option Loads the External Modules/OverLays, Allowing *DarkTerm'88* to Remain Compatible with the NEW Advancements of the *DarkStar'88 BBS*. Enter the Above FileName of Your Choice. More will be Developed Later.

[C= F] FILE OPTIONS

[R] Read a File
[P] Print a File
[T] Transmit File Over the Modem
[X] File Block Extract

[R] READ A FILE: Use [SPACE] to Pause or Continue the Screen OutPut, [RUN/STOP] to Abort; You MUST use [RETURN] to Exit the Read Mode.

[P] PRINT A FILE: OutPuts Files to the Print Routine using the Defined [C= P] SetUp Command. Use the [RUN/STOP] Key to Abort Printing.

[T] TRANSMIT A FILE: This Routine does NOT Operate in the BackGround. After Each Byte Sent, ANY Characters in the RS232 Receive Buffer are Removed and Discarded. This Continues Until the Complete File has been Sent. Use the [RUN/STOP] Key to Abort the Transmission. The Buffer Transmit Delay Factor ALSO Applies to this Option.

[X] FILE BLOCK EXTRACT: This File Option Runs as an External OverLay. Data is Extracted as 30 Byte Character Strings, of which RETURNS and ALL Other NonPrinting Characters are Treated as Normal Data, and Echo to the Screen as Screen Code. This File Block Format Allows Color File Extracts. When Dealing with Normal Text Files, the RETURN Characters are Displayed as an Inverse Video 'm'. To Extract, You Specify the Starting Line and Column Position, and the Ending Line and Column Position. Enter [RETURN] to Exit at ANY InPut Prompt, or [RUN/STOP] to Abort ANY Block Extract. Use [SPACE] to Pause/Continue OutPut. Extracting Works as Follows:

[1] SET SOURCE/TARGET DRIVES: Device 4-63, Comma, Drive # 0-9.

[2] TARGET/SOURCE FILES: You can Extract from ANY File Type. Extracts Save as SEQuential Files Unless You Add ',type,w' to the End of the FileName You are Saving.

[3] SOURCE FILE DISPLAY: A Line by Line Display of the File, in 30 Character Strings. Enter ANY Inverse Video Number for the Starting and Ending Lines of the Extract. Use [SPACE] to Pause or Continue OutPut, and [RUN/STOP] to Abort OutPut.

[4] STARTING LINE/COLUMN: Enter Line (1-23) and Column (0-29).

[5] ENDING LINE/COLUMN: Enter Line (1-23) and Column (0-29). You MUST Extract at Least 2 Lines of Data and You MUST Enter a Column Value Greater than 0.

[6] SCAN AND SAVE: This Last Phase Scans for the Starting Line, and when Found, the File Block is Saved to the Target File. Use [RUN/STOP] to Abort. When Completed, the Option Loops Back to the Start. Enter [RETURN] to Exit the Extract OverLay.

[C= H] DISPLAY MAIN MENU

This Displays the D'88.HELP File, Containing a Short Command Summary.

[C= I] INHIBIT MODEM TOGGLE

This Suspends ALL Modem InPut/OutPut, Except for the Carrier Status, Until You use this Command to ReEnable the Modem InPut/OutPut.

[C= J] INHIBIT SCREEN TOGGLE

This Suspends ALL OutPut to the Screen, from the Modem InPut Routine. Data is Still Received, but the OutPut is NOT Echoed to the Screen. ALL Incoming Data is Still Stored when the Buffer is Open.

[C= K] FUNCTION KEY DEFINITIONS

<i>[L]</i>	Load Function Key File
<i>[S]</i>	Save Function Key File
<i>[F1-8]</i>	Change Function Keys 1-8
<i>[C= 1-8]</i>	Change Function Keys 9-16
<i>[SHIFT-RETURN]</i>	End Function Key Definition

The Function Keys You Define, can Contain Embedded Command Strings, Simplifying Commands used Most Often. Default Key File is D'88.KEYS.

[C= F] [R] [HELP.F] [RETURN] [R] [HELP.EC] [RETURN] [RETURN]

This Enters the *[C= F]* File Options, and *[R]* Reads the 2 HelpFiles. The Second RETURN at the End of the Key Command String, Takes You Out of the File Options, Back to Terminal Mode. If You try a Function Key from Terminal Mode, the Key Character InPut is NOT Echoed to Screen. Some Points in the Terminal Refuse ANY InPut from the Function Keys. Use *[RETURN]* to Exit, *[SPACE]* to Pause/Continue, *[RUN/STOP]* to Abort.

Function Keys MUST Start with Left Arrows to Execute Command Strings. If NOT, the Function Key Transmits its Text String Over the Modem. Left Arrows can Exist AnyWhere in the 39 Character Range of Each Key. You can Chain Keys, have Keys *[L]* Load and Execute Other Key Files, and Execute ThemSelves Endlessly, Until You Reset *[RUN/STOP-RESTORE]*.

[LEFT ARROW] [C= K] [L] [MYKEYS] [RETURN] [RETURN] [F1]

The Terminal goes to *[C= K]* Function Key Options, *[L]* Loads in a File Called *[MYKEYS]*, Exits the Function Key Options (the Second RETURN), and Executes the *[F1]* Function Key, of the NEW Function Key File. The RETURNS are Important, as Function Keys MUST Emulate User InPut. When Creating Keys, Execute a Manual Sequence Noting ALL KeyStrokes, and Use 2 RETURNS to End Each Key. NOT ALL Sequences can be Executed.

To Define ANY Function Key, Enter *[C= 1-8]*, or *[F1-F8]*. ANY String in that Position is Removed, and is Replaced by Your NEW InPut String. Enter *[SHIFT-RETURN]* to End Your String, or by ItSelf to Clear a Key. When You Load or Save Function Key Files, the FileName used is Set in the Parameter File in Memory. To Make a Key File Default at BootUp, go to the *[C= C]* Change Terminal Options, and use the *[S]* Save Option.

[C= L] LOAD NEW CHARACTER SET/MODEM FILE INTO MEMORY

- [C]** Load Character Set (Load Address \$E000 or 57344 Decimal)
- [M]** Load Modem File (1650, P1200, 1670, or Hayes)

Use **[C= C]** Change Terminal Options and **[S]** to Save NEW BootUp Default. Character Sets from DarkTerm V2-4, or DarkStar BBS V3-3.1 may be used, or Enter **[*]** for ROM Set. The Last Position, of the Top Status Line, Shows **[+]** for Off-Hook, **[-]** for On-Hook, and **[*]** for Custom Routine.

[C= M] MODEM OPTIONS

- [B]** Set Baud Rate
- [S]** Set Stop Bits
- [W]** Set Word Length
- [P]** Set Parity
- [R]** Toggle Buffer Display Rate
- [C]** Toggle Carrier Detect
- [D]** Toggle Duplex
- [N]** Cycle Nulls
- [T]** Set Buffer/File Transmit Delay
- [L]** Set LineFeed Status
- [+]** Modem Off-Hook
- [-]** Modem On-Hook
- [*]** Custom Modem Routine
- [SHIFT-R]** Set Buffer Display Rate

- [B] SET BAUD RATE:** 50-600, 1200, or 2400 BPS. For Pocket 1200 Modems, use the **[*]** Custom Routine After Changing the Baud Rate.
- [S] SET STOP BITS:** Stop Bits are Set to Either 1 or 2, Default is 1.
- [W] SET WORD LENGTH:** Ranges from 5 to 8 Bits, Default is 8.
- [P] SET PARITY:** Even, None, Mark, Odd, or Space. Default is None.
- [R] BUFFER DISPLAY RATE:** The InterCharacter Delay when Reading Buffers Ranging from 0 to 255 MilliSeconds. Default is 18, About 600 Baud.
- [C] CARRIER DETECT FLAG:** When Enabled, this Aborts ANY File Transfer Once a Carrier is Lost, and an Audible Warning Signal is given.
- [D] TOGGLE DUPLEX:** Switch Between Full and Half Duplex.
- [N] CYCLE NULLS:** Nulls are Added to the End of Each Line to Slow Down the OutPut. The Default is 0 Nulls, but You can use as Many as 9.
- [T] SET BUFFER TRANSMIT DELAY:** This Ranges from 0 to 999 MilliSeconds. Normal Delays are 25-150 MilliSeconds Between Each Character Sent.
- [L] SET LINEFEED STATUS:** Set the LineFeed Status as Follows:
 - [I]** ALL LineFeeds are Converted to RETURN Characters.
 - [O]** ALL RETURNS are Converted to LineFeeds when Sent Over Modem.
 - [B]** Both of the Above Hold True.
 - [N]** LineFeeds are Ignored on Both InPut/OutPut. Normal Default.
- [+] MODEM OFF-HOOK:** Picks Up the Phone, and Puts the Terminal OnLine. The Modem MUST be Off-Hook to Manually Dial a Host System.
- [-] MODEM ON-HOOK:** This Hangs Up, DisConnecting from the Host.
- [*] CUSTOM MODEM ROUTINE:** This is a Reserved Routine in the Modem File for Special Functions, as Required by the Pocket 1200 Modem.

The Modem Status Line Flags are as Follows:

- [R]** Inversed when Buffer Display Rate Set to Full Speed.
- [C]** Inversed when the Carrier Detect is Enabled.
- [D]** Inversed when the Terminal is in Half Duplex Mode.

[C= O] TOGGLE BUFFER OPEN/CLOSED

The Buffer can ONLY be Opened, while NOT Transmitting a Function Key, or the Buffer. Nor can You Transmit a Function Key, or the Buffer, when the Buffer is Open. The [B] in the Lower Status Line is Inversed, when Open. Once the Buffer is Full, ALL OverFlow Data is Ignored.

[C= P] PRINTING SETUP

- [D] Set Printer Device and Secondary Address
- [P] Set Physical Lines per Page
- [L] Set Logical Lines per Page
- [T] Set Top Margin
- [B] Set Bottom Margin
- [S] Toggle Color Stripping
- [E] Set Printer ESCape Sequence

These are NOT Printer Driver SetUp Options. These Options ONLY SetUp the Way that Text Pages are Sent to Printer. Hit [RETURN], by ItSelf, to Forego Changing Either the Device Number, or Secondary Address.

- [P] **PHYSICAL LINES:** Usually 66 Lines per Page on 8-1/2" x 11" Sheets.
- [L] **LOGICAL LINES:** The Number of Lines to use WithIn the 66 Line Page. Entering 60 Means 60 Lines are Printed, Before a NEW Page Starts.
- [T] **TOP MARGIN:** The Number of Lines of Blank Space at the Top of Page.
- [B] **BOTTOM MARGIN:** Although NOT Necessary, can be used to Add Space by Taking Lines Off the Bottom of the Logical Page Size.
- [S] **TOGGLE COLOR STRIPPING:** When Enabled, ALL NonPrinting Characters are Stripped from the OutPut Stream, NO Conversions are Made. Used to Strip ALL Color File Codes, that Cause Printer Problems.
- [E] **SET PRINTER ESCAPE SEQUENCE:** An ESCape Sequence Allows You to Send UpTo a 32 Character Printer Sequence, Before ALL Text is Printed, or Before Each Line is Printed, Allowing You to Force the Printer into Different Modes, Before Actually Printing Your Document.

Enter [E] to Begin a Sequence, InPutting the Numerical Equivalentents of ALL ASCII Characters to Send to the Printer. You are then Asked if You want the Sequence Sent, Prior to Sending Each Lne of Text. Some Printers have a Tendency to Change Modes After Each RETURN is Sent. For Example, a Printer may Turn OFF the Compressed Mode After End-Of-Line Characters are Encountered. For Most Printers, Including EPSON Compatibles, Sending it Once will be Sufficient. For Example, To Send ESCape 'S', Enter 27, the ASCII Value of ESC, Followed by 83, the ASCII Value for 'S', and Press RETURN to End. Terminal Printing Options, OutPut to the Printer Based on Settings in this Option. The Status Line Reflects the Following:

- [D] Device/Secondary Address
- [P] Physical Lines per Page
- [L] Logical Lines per Page
- [T] Top Margin
- [B] Bottom Margin
- [S] [Y] = Strip Color, [N] = Don't Strip Color
- [ESC] [Y] = There is a Sequence, to be Sent ONLY Once
- [L] = There is a Sequence, to be Sent Every Line
- [N] = There is NO ESCape Sequence

[C= R] RESET CLOCK/TIMER

- [C] ReSet Clock
- [T] ReSet Timer To 00:00:00

If You Select [C] ReSet Clock, then You are Prompted for the Time, in HHMMSS (Hour/Minute/Second) Format. Enter 2 Digits for Each Value, for a Total Length of 6 Digits, in Standard 24 Hour Military Format. 3:30 AM is Entered as 033000, and 10:23:32 PM is Entered as 222332. The Terminal Clock ItSelf is Displayed in 12 Hour AM/PM Format.

[C= S] SET SCREEN COLORS

- [1] Cycle Border Colors ;- Use [C= C] Terminal Options,
- [2] Cycle BackGround Colors ! and [S] to Save Your Changes
- [3] Cycle Text Colors -! to the BootUp Sequence.

[C= T] FILE TRANSFER OPTIONS

- [1] Single File UpLoad
- [2] Single File DownLoad
- [3] Multiple File UpLoad
- [4] Multiple File DownLoad

File Transfers Rely on the ProtoCol Set in [C= C] Terminal Options. This Terminal uses 2 MultiFile Transfer ProtoCols. The [O] Old is used in Previous Versions of DarkTerm, and DarkStar CBBS. The [N] NEW NPS is used on *DarkStar'88 BBS*. The NEW MultiProtoCol File Header String is 28 Bytes in Length, Containing a 4 Digit Blocks Remaining Counter. NEW MultiProtoCol uses NEW HandShaking, NOT Compatible with the Older.

ALSO, the File Transfer Screen Display, has been Slightly Different. The HandShake Signals for Each ProtoCol are Shown as InSig and OutSig. InSig is the Signal being Received, and OutSig is the One being Sent. If the Signals Fail to Sync, the ProtoCols are Different at Both Ends. The Status Line Shows the File Type, the FileName, the File Size, and:

- [M] Transfer Mode: [SU] = Single UpLoad
- [SD] = Single DownLoad
- [MU] = Multiple File UpLoad
- [MD] = Multiple File DownLoad
- [B] The Number of Blocks Remaining to be Transferred
- [F] The Number of Files Remaining to be Transferred

MultiTransfers ONLY Work with Punter ProtoCol. When MultiUpLoading, the Top 5K of the Buffer Holds the Disk Directory for File Selection. UpTo 255 Files may be Selected at ANY One Time. For XModem DownLoads, You MUST Enter a File Type Before Receiving the File. Use [RUN/STOP] to Abort ANY File Transfer. At the End of Every Successful Transfer, You are Audibly Alerted. The File Pattern You use when MultiUpLoading, can Include Wild Cards. You can Access the DOS Wedge from that Prompt by using a Colon. Transfers use the OnScreen Buffer Display Window, and Good/Bad Block Counters. For XModem DownLoads, the ProtoCol Checks for a CIS Image Header, Stripping ANY that it Finds, and ALSO Removes ALL Padding from the Last Block Before the File is Written to Disk. When Possible, Use CRC Instead of SUM Mode, as Transfers are Safer.

[C= U] TOGGLE UPPERCASE LOCK

When using the Color Editor, Make Sure You are NOT in UPPERCASE Lock, as this ONLY Locks the A to Z Keys, while in Terminal Mode.

[C= W] TOGGLE WORDWRAP

Do NOT WordWrap for Color Edits. WordWrap ONLY Works in Terminal Mode. When Enabled, Words are NOT Broken at the Right Edge of the Screen, but are Completely Turned Over to the Beginning of the Next Line.

[C= X] EXIT TO BASIC

Enter [Y] to Exit *DarkTerm'88* and Return to Basic.

[C= Z] PHONE DIRECTORY OVERLAY

- [C]** Clear ALL Selected Numbers
- [D]** Dial ALL Selected Numbers
- [E]** Edit Numbers on Current Page
- [G]** Get Numbers from Current Page
- [L]** Load PhoneList File
- [N]** Normal/Single Dial ANY Number
- [S]** Save Numbers to a PhoneList File
- [+]** Go to Next Page
- [-]** Go to Previous Page

The Phone Directory Option Executes as an External Terminal OverLay. When You Run this Module, the Current Contents of the Buffer are Lost. The Options Status Line Displays the Currently Selected Page (0 to 9), and Total PhoneList Numbers Selected for MultiDialing (0 to 99).

When You First Run the OverLay, You MUST Allocate the Number of Pages, from 1 to 10, Each Holding 20 Numbers, for a Maximum of 200 Pages. ALL Pages Allocated are Empty, and the Page Display Screens are Blank. Load Your PhoneList into Memory, or Begin Editing Your NEW PhoneList. A PhoneList is a Standard SEquential File in the Following Format:

- Characters 1-20** The BBS Name/Description.
- Character 21** A Blank Space used as a Separator.
- Characters 22-39** 18 Character Dialing String, Padded with Spaces on the Right if Less than 18 Digits Long.
- Character 40** The Ending RETURN Character.

You can use Virtually ANY Text Editor to Make Up Your PhoneList File. When Editing a Current Page, a Split HighLight Selection Bar Appears. Use [CRSR] Keys to Scroll; [RETURN] to Edit the HighLighted Number.

When Getting Numbers to Dial, Choose Numbers, in High to Low Priority. Use [CRSR] Keys to HighLight a Number, then Press [RETURN] to Select. An Asterisk Appears in the Space Between the Number and Description, of Selected Numbers. Hit [RETURN] Again to DeSelect ANY Phone Number. Select UpTo 99 Numbers to Dial. When Done, use [RUN/STOP] to Finish. Enter [D] to Begin MultiDialing ALL Numbers Selected in the PhoneList, ReDialing Until a Carrier is Detected or You [RUN/STOP] to Abort it. Use the [C] Option to Clear ALL Selections if You Make ANY Mistakes.

[C= *] CLEAR CURRENT BUFFER

Use this Command Option to Clear the Contents of the Current Buffer. The 5 Digit Buffer Size Indicator at the Bottom of the Status Line will Return to its Normal Reading of 31,744 Bytes Available.

[C= +] ORIENT SCREEN EDITOR TO DARKSTAR COLOR MODE

See the [C= B] Buffer Options, [E] Edit SubOption, [C] Color Editor for DarkStar Color Editor Descriptions, and ALSO Refer to Page 164, for a Full Description of the DarkStar'88 Color ProtoCol.

[C= -] ORIENT SCREEN EDITOR TO TRUE C-64 COLOR MODE

[CTRL ;] Send an ESCape Character, CHR\$(27)
[RUN/STOP-RESTORE] Reset the Terminal in Case of Problems

The ONLY Major Differences Between the *DarkStar'88* Color ProtoCol Mode and True C-64 Color Modes, are the Control Characters used to Toggle Between UPPERCASE/Graphics and Upper/LowerCase Character Set Modes, as well as the Fact that Both *DarkTerm'88*, and the *DarkStar'88 BBS*, use our Own Custom Designed, 23 Line, InterActivated Screen Displays, that have Become Our TradeMark.

The Bottom 2 Lines are Reserved for the Various Status Line Displays and Mode Indicators, that are an Integral Aspect of Both *DarkTerm'88*, and the *DarkStar'88 BBS*; User/SysOp Statistical Console Display.

In the True C-64 Color Mode, the [CTRL N] Key is ALWAYS used to Switch to the Upper/LowerCase Character Set Display Mode. The BASIC Key Value is CHR\$(14), Corresponding to the [CTRL N] Key Combination.

HowEver, to Switch to UPPERCASE/Graphics Character Set Display Mode, You MUST Send a BASIC Key Value of CHR\$(142). The ONLY Real Problem with this Key Value, is that there is NO Actual Key on a C-64 KeyBoard that Directly Corresponds to this Particular Character Key Value.

As We are NOT Dealing with Rocket Science Here, the Above Problem is Easily Solved, by ReDefining Our Frames of Reference, as Follows:

In the *DarkStar'88* Color ProtoCol, [CTRL I] is the Control Code used to Switch Over to the UPPERCASE/Graphics Character Set Display Mode, and [CTRL H] Selects the Upper/LowerCase Character Set Display Mode.

In the [C= -] True C-64 Color Mode, [CTRL N] is the Control Code used for Switching Over to the Upper/LowerCase Character Set Display Mode, and [C= \] (Pound Key) NOW Selects UPPERCASE/Graphics Character Set Display Mode. The [C= \] (Pound Key) Sends a Key Value of CHR\$(142).

[C= \] POUND KEY USAGES

The Commodore/Pound Key Combo, Provides You with 1 of 3 OutComes:

- [1] Sends ASCII Delete Character, CHR\$(127), in ASCII Mode.
- [2] Sends UPPERCASE Control Code, CHR\$(142), in True C-64 Color Mode.
- [3] Sends Left Pound Key Graphic Symbol in *DarkStar* Color Mode.

SCREEN CODE REPRESENTATIONS

ALL of the Letters, Numbers, Graphic Symbols, and Punctuation Marks, are Represented in Screen Code, as they Usually Appear OnScreen.

For Buffer/File Block Extracts, and Function Keys, You MUST Interpret the Inverse Video Screen Codes of the NonPrinting Control Characters. Most have 2 Possible Images. One that You See in Upper/LowerCase Mode, and One that You See in UPPERCASE/Graphics Mode.

Look at the Graphic Symbols on Your KeyBoard to See the Proper Images.

<i>NonPrinting Characters</i>	<i>Upper/LowerCase</i>	<i>BOTH</i>	<i>UPPERCASE/Graphics</i>
CTRL-A Through CTRL-Z	a-z		A-Z
RETURN (CTRL M)	m		M
DELETE (CTRL T)	t		T
Null Bytes, CHR\$(0)		C= B Graphic	
White	e		E
Disable Shift C=	h		H
Enable Shift C=	i		I
LowerCase, CHR\$(14)	n		N
Cursor Down, CHR\$(17)	q		Q
Reverse Video, CHR\$(18)	r		R
Home, CHR\$(19)	s		S
Red		Pound Symbol	
Cursor Right, CHR\$(29)		Right Square Bracket	
Green		Up Arrow	
Blue		Left Arrow	
Orange	A		SHIFT-A Graphic
F1	E		SHIFT-E Graphic
F3	F		SHIFT-F Graphic
F5	G		SHIFT-G Graphic
F7	H		SHIFT-H Graphic
F2	I		SHIFT-I Graphic
F4	J		SHIFT-J Graphic
F6	K		SHIFT-K Graphic
F8	L		SHIFT-L Graphic
Upper Case, CHR\$(142)	N		SHIFT-N Graphic
Black	P		SHIFT-P Graphic
Cursor Up	Q		SHIFT-Q Graphic
Reverse Video OFF	R		SHIFT-R Graphic
Clear Screen	S		SHIFT-S Graphic
Insert	T		SHIFT-T Graphic
Brown	U		SHIFT-U Graphic
Light Red	V		SHIFT-V Graphic
Dark Gray	W		SHIFT-W Graphic
Medium Gray	X		SHIFT-X Graphic
Light Green	Y		SHIFT-Y Graphic
Light Blue	Z		SHIFT-Z Graphic
Light Gray		SHIFT + Graphic	
Purple		C= - Graphic	
Cursor Left		SHIFT - Graphic	
Yellow		C= + Graphic (Pi)	
Cyan		C= * Graphic	
Shifted Space		SPACE	

THE DARKSTAR'88 COLOR PROTOCOL

Further Enhancements have been Made to the DarkStar Color ProtoCol, the Split Screen Editor that Handles ALL Screen OutPut.

The DarkStar Color ProtoCol is NOW Summarized as Follows:

- =-- Full Cursor Manipulation is Allowed in a FreeForm Editing Mode. The [HOME], and [CLR] (SHIFT-HOME) Keys, Operate as Expected.
- =-- The [DEL] Key NOW has a Special Mode of Operation. When there are ANY Characters to the Right of the Cursor, on the Current Line, AND the Cursor is NOT at Column 1, the Entire Line Shifts Left as the Cursor Moves to the Left. When the Cursor Reaches Column 1, it Remains there as You Press [DEL], Until ALL of the Characters, to the Right of the Cursor, DisAppear into the Left Screen Edge. Then the Cursor BackTracks Up to the Previous Line, at Column 39, Beginning the Cycle Again. Normally, when Typing InPut to a BBS, Nothing is to the Right of the Cursor, and the [DEL] Delete Key ReActs as Expected. Yes, You can NOW Delete Past Column 1!.
- =-- The [INS] Key (SHIFT-DEL) Gradually Shifts ALL of the Characters, to the Right of the Cursor, OFF the Right Screen Edge.
- =-- The NEW ProtoCol Normally Offers Dual Scrolling, Up and DownWards, and 4 Directional Scrolling with the [CTRL B] Scroll Lock Toggle.
- =-- The [CTRL I] Control Code Changes Your OnScreen Display Mode, to UPPERCASE/Graphics Mode, and the [CTRL H] Control Code Changes Your OnScreen Display Mode, to the Normal Upper/LowerCase Mode.
- =-- To Change a Character Color, Press [C= 1 to 8], or [CTRL 1 to 8]. To Change Border Colors, Hold [F1], Press a Color Key, as Above. To Change BackGround Colors, Hold [F3], and Press a Color Key. To Change ForeGround Colors, Hold [F5], and Press a Color Key.
- =-- When You Press [RETURN], ALL Characters to the Right of the Cursor are Removed. Press [HOME], Hold the [RETURN] Key, and the Screen will Clear from Top to Bottom, a Gradual Screen Wipe Technique.
- =-- The Vector Plotting Allows You to Immediately Place Your Cursor, AnyWhere OnScreen. Enter [CTRL V], Followed by a 2 Digit Value for the Column, and a 2 Digit Value for the Row (Line Number).

For Example, [CTRLV0817] Places the Cursor at Column 8, Line 17. The Valid Range for the Rows (Line Numbers) are from 01 to 23, and the Valid Range for the Columns are from 01 to 40.
- =-- The NEW Color ProtoCol ALSO Features Programmable Time Delays. To Introduce a Time Delay in ANY Color File, Enter [CTRL W] Followed by a Digit from 1 to 9. Thus [CTRLW1] Delays 1 Second, and [CTRLW9] Delays 9 Seconds. Press ANY Key to Abort Time Delay.

The Time Delay is Independant of the Current Baud Rate being used, Remaining Constant at 300, 1200, or 2400 Baud. Longer Delay Times can be Achieved by ReExecuting the Wait Delay Command.

MODEM FILE DESIGN

To Write a Modem File, You MUST UnderStand Basic Assembly Language, and have Some Knowledge in Relation to Setting the Port Registers. The 6 Routines are in a Jump Table, Starting at Memory Location \$4500:

```

$4500 - JMP ANSWER - Routine to Answer Incoming Calls
$4503 - JMP DODIAL - Routine to Autodial a Number
$4506 - JMP ONHOOK - Routine to Put Modem On-Hook
$4509 - JMP OFHOOK - Routine to Put Modem Off-Hook
$450C - JMP CARCHK - Routine to Check for Carrier Loss
$450F - JMP CUSTOM - Custom Defined User Routine

```

The Memory from \$4500 to \$47FF, or 768 Bytes, is Available to You. The Carrier Detect Routine MUST Check for a Carrier Loss, and Report the Status to Terminal. Detect Flag, DETECT at Location 922 Decimal, is Set to 128 if You are to Check the Port Register \$DD01 for Carrier. If the Flag is Set to 0, Ignore the Carrier, Reporting an OK Status. An OK Status is Set, by Setting the 6510 Carry Flag Before doing RTS. If Carrier is Dropped, and DETECT is 128, Clear the 6510 Carry Flag. This Routine is Added as Hayes Modems use Inverted Carrier Bit States. The Custom Routine can be used for Anything You want Your Modem to do. For the Pocket 1200 Modem File, this Routine Sets the Baud Rate Bit in the Port Register to Either 300 or 1200 Baud.

Although the Answer Routines do NOT have to Wait for Incoming Calls, Ours do, as these Routines may be Accessed by Future External Modules. Check Whether or NOT a User Presses ANY Key to Abort the Answer Loop. Character Value is Returned in .A, 6510 Carry Flag MUST be Cleared. If a Carrier is Detected, Determine the Correct Incoming Baud Rate Placing the Rate in the .X/.Y Registers, in Low Byte/High Byte Format. You ALSO Set the 6510 Carry Flag to Signal that a Call was Received.

The On-Hook Routine MUST Disconnect the Terminal from the Host System, and the Off-Hook Routine MUST Set the Modem to Allow Manual Dialing. AutoDial Routines do NOT have to use the Time Delay or Dial Prefix. When this Routine is Called, Either from the [C= A] AutoDial Options, or from the PhoneBook, the 18 Character Dial String is Passed to You as a Pointer, and Stored in the .X/.Y Registers. Skip ALL Blank Spaces in the Dial String. First Send the Dial Prefix, then the Dial String. The Equates for PRELEN and PREFIX are given in the Modem Source Files. To Ensure that a String is Sent Correctly, Mask Bit 7 with an AND #\$7F for Each Character, so that the Data is Sent as LowerCase PET-ASCII.

For a 300 Baud, Non AT Command, Modem, You may have to Pulse Dial. The AutoDial Options Pulse Speed Parameter is a MilliSecond Count. To Convert Delays into Pulses per Second, Divide the Number into 1000. Thus 50 is $1000/50 = 20$ Pulses per Second. See 1650 Modem Source File.

The MOST Important Function is how to Return Status to the Terminal. You do NOT go into an Endless Loop ReDialing WithIn the Modem File. Instead You try a Number Once, and if You could NOT get a Carrier, You Set the 6510 Carry Flag, and Set the 6510 Zero Flag (LDA #0). If a User Presses RUN/STOP During the Dial, Clear the 6510 Carry Flag, and Exit. If You Detect a Carrier Signal, You Set the 6510 Carry Flag, and Clear the 6510 Zero Flag (LDA #1).

DARKTERM'88 MEMORY MAP

[\$0001 - \$0063]	Page Zero Variables
[\$0064 - \$008F]	Available Page Zero
[\$0334 - \$03FF]	Parameter File Memory
[\$0400 - \$0681]	Function Key Memory
[\$0682 - \$087F]	Program Variables and Buffers
[\$0880 - \$3BFF]	Terminal Object Code
[\$3C00 - \$3DFF]	RS 232 Transmit/Receive Buffers
[\$3E00 - \$44FF]	ProtoCol OverLay Memory
[\$4500 - \$47FF]	Modem File OverLay Memory
[\$4800 - \$C3FF]	31K Buffer
	Phone Directory OverLay Memory
	External Module OverLay Memory
[\$C400 - \$CBFF]	Alternate Screen Swap Memory
	Color Editor/Line Editor OverLay Memory
	File Block Extract OverLay Memory
[\$CC00 - \$CFFF]	Screen Memory
[\$D000 - \$DFFF]	Not Used
[\$E000 - \$EFFF]	Character Set File Memory
[\$F000 - \$FFFF]	Not Used

There is a Partial Equates File for *DarkTerm'88* giving Exact Locations for Parameters/Other Equates, in Case You Destroy Your Parameter file.

DARKSTAR'88 BBS

This Terminal Program is Designed to Compliment the *DarkStar'88 BBS*, Our NEW MultiModular BBS Program that Offers Unlimited Expandability, and EndLess SysOp Customization, as ALL Commands and Text Prompts, may be Easily Modified using the Fully ML SeUp Programs Supplied.

As Usual, the BBS is Free of Intentional Bugs, AND FREE of BackDoors! Our Company Philosophy is Simple...Design and Produce a Quality BBS, Offering 100% Security, MultiModular Expansion, SysOp Customization, 100% ML for Speed, ASCII and COLOR Selectable by the Users at LogOn, Incorporating Many NEW Ideas and Features Suggested by the Users, 300, 1200, and Error Free 2400 Baud for the C-64 using Serial Drives, Parallel Drives, and FULL Lt Kernal HardDrive Support.

Call Our 24 Hour Support BBS for More Information:

TERMINAL VELOCITY

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(416) 445-6788

Or Send \$2 (Postage and Handling) for the DarkStar InfoPack to:

DarkStar Systems SoftWare
113 ValleyWoods Road, Unit 95
Don Mills, Ontario, Canada M3A 2R8

DarkTerm'88 is a ShareWare Release. You may Freely Copy and Distribute the Program. Donations are Gratefully Accepted, Cheerfully in Fact.

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NOW Hovering in Perpetual Orbit Over the Calgary SaddleDome.

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Each Journey Begins with a Single FootStep...
And from Endings, We Find NEW Beginnings...

And the Light at the End of the Tunnel...
Usually Turns Out to be the Dawn of the NEW Era!

Captain Colgate