The Dragon's Eye Bulletin Board System User Guide

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User ID: DE ____ Handle: ____

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Introduction

Acknowledgments

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Special recognition should be given to the following people (in no particular order) for their efforts, encouragement, and friendship during the time it took in getting this board up and running:

THE CINEMIST OF BBSAURUS IRON AXE OF FUTURE MOUNTAIN THE CHIEF OF PORT COMMODORE SYSOP JACK OF TIME TAKERS BBS CAPTAIN KEELHAUL OF THE BLACK ROSE

and many other people who will undoubtedly never forgive me for not including them in this list. They all deserve my heartfelt thanks regardless for helping to get this bulletin board under way! Regarding software updates and the manual's layout and design, further thanks should be given to:

SUE VAIL ACEAFOX ANDY BUCEY GENELL LANG BEN AND CHARLIE LOCKHART

Foreword

Now, I know what you're thinking... You! Yes, you. And don't look so surprised. For it is said as well as the almighty Merlin can cast wild magic, he can also read minds: cares and worries lay at his feet, stripped bare of the last refuge to hide. He had sensed a great unrest in the people of the land, thousands of years distant. He felt discord and disenchantment with their lot in life, their yearning to return to a simpler time... The force of those feelings were unraveling the very fabric of civilization, gathering strength to backlash whosoever dared to put their curious mind out there. Stepping into the once-tranquil pond of Man's imagination, slowly watching it bubble and churn into something fantastic and terrifying at the same time... Merlin knew at last what he must do. He would bring these tortured souls back, reel them in from the catastrophe that would soon engulf them.

And so you now find yourself on a sunlit lawn, with a wizened figure bending over you... with no memory of who you are or how you got here. Pray, stay a while, traveler, and listen. There are tales to tell of glittering gold and sparkling diamonds, lonely sunsets, the clink of chainmail freshly forged, and the whiff of sulfur on a hot, windy night. The sighing of the pines... alas.

Somehow, you know you are home.

This unique bulletin board you have subscribed to is run by the flexible, versatile, and easy-to-use New Image bulletin board software. It provides many powerful, varied commands and options that are designed to make the most out of your online time.

Introduction

I want this to be as much of an enjoyable experience for you as possible. With this in mind, the software has been designed to be as easy to use as possible. However, if you ever need help while online, there are several ways of getting it, and these will be discussed in the following pages of this hopefully not-so-formidable tome. If you ever need help, Spike, our friendly watch-dragon is always on the prowl. Just give his tail a tug. I promise, he doesn't bite unless asked nicely.



This manual has been split into easily managed parts, covering general commands and then the more complex subsystems and more involved general commands. Cross-references are available if you need to find a related topic. There is also an index and glossary.

Once you have logged on, feel free to explore! Try out everything you can, have fun, and don't worry - you can't do anything to hurt the BBS, so try things out and experiment!

Sysop information

I've been into computers ever since 1985, some say to the exclusion of all else... I've always had a good imagination, loved Dungeons & Dragons and lots of similar role-playing games, written stories, drawn pictures, made things that are reminiscent of the time I wouldn't mind being lost in. Except there are no computers...

Welcome to my world.

Ryan Sherwood (PINACOLADA) User ID: DE1

> Tacoma, WA February 2010

Bulletin Boards vs. The Internet

Yes, really, do tell. Why in this day and age would one be interested in a single-user, slow system like mine? Let me tell you a story... (dream sequence... agh, everything's blurry!) In this corner, the reigning king supreme, The Internet! Aaaand in this corner: the 98-pound weakling, simply known as... "BBS." There are still reasons to call an old friend, or get acquainted with a new one.

In recent years bulletin boards have regained some popularity due to the rapid expansion of the Internet and the availability of new networking technologies designed to hook up systems that were never designed to connect directly to the Internet in the first place. This BBS takes advantage of some of that technology, and that's why you're reading this document now. Bulletin boards are interesting, friendly communities, for a number of reasons:

- 1. Good sysops are very involved in maintenance of their bulletin board, often on par with the mom-and-pop Internet service providers. They're close to the subject at hand and they, as well as the users themselves, can often provide personalized, useful help.
- 2. Because bulletin boards are much less complex than network servers, it's usually easier to solve most problems that can occur. If something does go wrong with the BBS, it can usually be diagnosed/fixed/restarted within minutes.
- 3. Bulletin boards are generally *free and gratis*, unless you call long-distance to access them. Of course, over telnet, this rings true. Generally, there is no connection fee or monthly access fee needed. However, donations are gratefully accepted to offset the expenses of running the system and networking costs.
- 4. It's generally easier to meet someone from your local area than someone from another state or country. Although, I've seen online friendships forged many a time. :)
- 5. Again, this is a very "games-oriented" bulletin board. We have over 100 games available for you to play. While they aren't as complex and interactive as ones on the Internet and we cannot have a hundred players online to play at once, they're still fun!
- 6. When I had a computer-related technical support job, I found it easy to unwind after a long day's work by dialing in and catching up on the happenings of my own little digital domain.
- 7. I have worked long and hard, spent many hundreds of hours of my time and hundreds of dollars to make this one of the best bulletin boards possible that I know of, purely as one of those "labor of love" things you hear about every so often. Considering the fact that it's running on an "ancient" 8-bit computer... I'd be glad to have you aboard, even if it is to sneer at the system.

Networking. The Internet is a complex network of millions of computers all over the world linked together in a large-scale *network*. This BBS is on a network of at most a few hundred computers, commonly called *nodes*. Network message traffic is slower than the Internet, sometimes requiring a few days' wait time for network mail and messages to get to their destination node.

Online Games. The quality of interactive games on this BBS are limited to playing against the system operator, or *sysop*, on a few select games, or playing against the computer on others. Multi-player games are played by having one player take their turn, then letting someone else play after they've logged off the system. Of course, you're in for a rather bohemian experience if you're used to the latest multimedia CD-ROM/DVD-based software played on a \$1,000 computer. Not to say they aren't *fun*... just simple O

Setting Up

- Switch to the same transfer protocol type your account uses if you plan on downloading files.
- Enable any graphics capabilities you have available to you (ANSI, Commodore C/G mode, etc.) if you want graphics.
- Telnet to our IP address, dragonseye.dyndns.org. *Note:* You might have to wait a while, as other users may be online while you try to call. If someone else is online while you try to call, the telnet server software will tell you. This is only a "single-line" BBS, sorry!

To get the best graphics possible (or to put it another way, to reap the benefit of Commodorestyle character graphics) it may be nice to use a public-domain program by Per Olofsson, called "CGTerm." It is located at: <u>http://www.paradroid.net/cgterm</u>. Versions are available for Windows, Macintosh and Unix/Linux derivatives. An explanation of how to use this program is outside the scope of this manual. I expect to put together a quick "how to" on the BBS sometime, including the all-important "how to cope with the keyboard remapping" (ie, certain Commodore characters are in different places on the PC keyboard) issue. This will be located at Image BBS's web site:

http://cbbsoutpost.servebbs.com/

Logging On

Once the connection is established, the software copyright notice and serial number will be displayed, as well as your current "bits per second" rate (a measure of how fast your connection is), assumed to be 14,4000 BPS.

If your computer is able to emulate ANSI graphics, commonly supported through most popular terminal software, this will be automatically detected. Your session will be set up for ANSI emulation, and you will then begin logging on.

- If you do not have ANSI graphics, you will be prompted to HIT YOUR BACKSPACE (DELETE) KEY FOR C/G DETECT. (C/G is short for "color/graphics.") This is to determine whether your computer is capable of displaying color and/or graphics.
- If you have any brand of Commodore computer and you are in graphics mode, when you hit the DELETE key, the message Commodore Color/Graphics Mode On. is displayed.
- Otherwise, the message ASCII Mode On. will be displayed, letting you know the BBS hasn't detected graphics capability yet. In this case there are two questions asked for IBM and IBM compatible computer users, both answered Yes or No, by typing Y or N respectively. (See Hotkeys for more details on how to answer these types of questions.)
- Do you want IBM color/graphics? If you can display graphics symbols native to the IBM's character set on your screen, answer Yes to the question.
- Do you want ANSI color? If you slipped by the autodetect routine but can handle color anyway, answer Yes to this question.
- If you have any computer other than an IBM or IBM compatible, the answers to both these questions are probably No. However, you can experiment if you have terminal emulation.

Next, you'll be asked whether you're in 40 or 80 columns. Answer by pressing either 4 or 8.

After that, you will see one of five random "title pages" that matches your graphics mode and screen width. You can hit the spacebar or / key to skip viewing them if you wish. (These are two standard "hotkeys" which can be used in different places around the BBS.) Finally, you'll see a short menu of options:

RETURN/ENTER Hit to 109 on. Hit A to start screen. abort Hit М for mail check. Hit Z for ZiP log-in.

- Hit RETURN/ENTER in order to view another "welcome screen" and log on.
- Hit A to abort the screen and proceed directly to the login procedure.
- Hit M to check for mail. Enter your handle (*not* your ID#, despite what the prompt says) and you're told if the BBS finds any mail for you. Then you're asked if you want to log on or not. If you decide to log on, logon continues. If you choose to disconnect... need I say more? ☺
- Hit Z for Zip Log-in this bypasses all normal startup activities and gets you to the main prompt as quickly as possible. Handy for people who want to save time!

Now you'll be allowed to enter your Dragon's Eye BBS user ID# or handle.

- Entering the ID# is quicker, but if you wish to enter your handle, that's okay. If you do enter your handle, your user ID# will be automatically looked up and displayed to you.
- If you wish to prefix your user ID# with the characters DE (the system identifier) that is also an option.
- If you're new to the system, type NEW. This will take you to the new user sign-up area. You'll be instructed what to do there.

If you've forgotten your handle or user ID#, typing HELP might assist you in finding either one. You're first asked if you have an account here.

- If you don't, you'll be taken to the new user sign-up area.
- If you do, the BBS will attempt to find your user ID#. If the search fails, log on as a new user by typing NEW and leave me feedback stating this.

The BBS will now look up your account information, which will take a few seconds. You must then type your account password to proceed. A random character will echo to your screen so people casually glancing over your shoulder (not actually staring at the keyboard) can't see what you're typing. If you type your password incorrectly, you have two more chances to correct the mistake.

Finally, you'll be asked to supply a random piece of information that you entered when you created your account, these including:

- Your first or last name
- Your area code, or the first three and last four digits of your phone number. (Note, the 3-digit area code/prefix and 4-digit suffix is only for US/Canadian callers. With the possibility of

international access via telnet, obviously not everyone's phone number will match this format. Just fake it for now. Hopefully this will be fixed—or eliminated—at a later date.)

In any case, if you fail to correctly enter the information requested, you'll get two more chances to do so. Three strikes and you're out... you'll have to call back again because the BBS will hang up on you. (How rude!)

Online at last!

If you've made it this far, congratulations! You've successfully logged onto the BBS! If not, however, a note will be made to a system log and electronic mail will be sent to your account noting the security check failed. If you know you're the one who made the mistake, that's really no problem. It happens! But if you get an e-mail message and you *know* you weren't the one who typed in something wrong, now is the time to get worried—you should change your password. (fixme: see section x on how to do this.)

Anyway, you're online now, right? Let the fun begin!

You'll be asked which bulletin board you want to log on to. These "virtual bulletin boards" are a feature of some system software called "The Matrix System" (which has nothing to do with the hit movie series.)

Type 1 or hit RETURN to select the default system, the "new" style of The Dragon's Eye BBS. At this point in time you can also choose from FurryBoard, a "anthropomorphic animal" oriented system, another one of my myriad of weird interests. Admittedly, some fleshing out needs to be done on this side to encourage actual use. At this point it just serves as a test bed for the Matrix subsystem.

A planned future upgrade includes a map-like layout where you navigate to other places on the BBS using cardinal points on a compass, in the "old school" style of text adventures. This could be reached at any time via a command called OLD DE from the main menu. See The Matrix System for more information about this multi-BBS feature.

Now you'll be taken through some login activities:

- New or repeating system and network news
- Daily bulletins
- A login menu which has things to do in it (which I wrote)
- The last seven callers to the BBS will be displayed
- New vote topics (if any) will be displayed and an option to vote on them will be given
- Your personal memos will be checked
- And last of all your e-mail will be checked.

Please note: Your mileage may vary here. If you've opted for a Zip Log-in, you'll go as quickly as possible to the main prompt—the exception being if you have mail. Also, login activities and mode are customizable through our OnConfigure system (a Dragon's Eye BBS exclusive!) as well—in other words, you do what you want instead of going through every little login module like lots of Image bulletin boards I've been on.

Prime Time

Now that you're finally online, what can you do? Well, funny you should ask...

I like this format. Indent the bodies of paragraphs an inch in. Italicize command names, keep command keys in monospaced font Bulleted items should have bullets hang at ½" Two lines between subjects/commands

C *Chat mode*

This is when the sysop and the user online type things back and forth to each other. Sometimes I may decide to initiate the chat sitting at the BBS computer. You may also formally request a chat session at almost any command prompt throughout the system.

When you type C, let me know your reason for requesting chat mode. If you've already paged me and I haven't jumped into chat mode, you won't be allowed to page me again. On your fourth unanswered attempt during the call, you'll be disconnected from the BBS (mostly as a matter of courtesy to myself, honestly).

- If I'm near the keyboard, you will be informed I'm now being paged. Incidentally, this plays Bach's "Joy of Man's Desiring" on my end.
- Otherwise, you'll be asked if you wish to leave feedback (see below).
- If you choose yes, you are placed in the multiple feedback system, to type a message to someone in charge if you'd like.
- If you choose no, you're returned to the main command level.

In chat mode

When you are in chat mode, there are a few simple rules to follow:

- Whenever you're done typing something, press RETURN twice. This tells the other person you're done typing, creating a blank line and serves to visually separate the blocks of text.
- Please don't type while the other user is typing; that can be very confusing!
- When you're in C/G mode, you can use the cursor keys to edit mistakes, use control keys to change the color of the text, send beeps (CONTROL-G) and type graphics symbols. It can be quite interesting when you create art in chat mode!
- Finally, when you want out of chat mode, please say so politely, and I'll let you off the hook.

Feedback

F

This is electronic mail left to the sysop, as discussed in the previous section. When you wish to leave feedback, you are placed in the multiple feedback system. This allows you to choose one of several people from which to send your feedback message to, depending on who you need to reach at the time. Select a number from the list and type away.

Logging off To "log off" is to disconnect from the BBS, the equivalent of saying "goodbye" in a conversation on the telephone. There are four options available to you when you want to exit the BBS: Normal logoff This views logoff messages and disconnects you from the BBS.

Immediate logoff 0!

0

This bypasses logoff screens and gets you offline as quickly as possible.

Log off, save last call date 0%

This preserves unread messages and unscanned files, marking them as new on your next call.

08! Immediate logoff and save last call date

This is a combination of the last two options.

Getting help

All jokes about psychiatry aside, it's fairly simple to do. Entering ? at almost any prompt will give you a menu of commands. Also see the section on our Graphic Menu for accessing its built-in help.

Quitting from subsystems

Most commands are what I like to call "global" commands-that is, you can move to another subsystem and be returned to the subsystem you were in before you moved. Or, you can type \circ to exit to the main prompt. Most commands work this way unless stated otherwise. Read up on the main menu commands (type ?) to see which commands fall into this category.

ASCII-ANSI-C/G mode AT

This command allows you to change your current graphics mode. There may be several different modes available to you, depending on what graphics mode or emulation is possible for you. Select 1-5 to change the graphics mode. If selecting the new mode doesn't help you, re-select the command and try the next mode. If none of them provide satisfactory results, please let me know, I'd like you to get the best graphics possible out of your computer!

- 1: Commodore C/G mode
- 2: ASCII
- 3: ASCII/IBM Graphics
- 4: ASCII-ANSI Color
- 5: ASCII-ANSI Color/Graphics

Board activity register

This screen reflects system activity for the current log total as well as since the BBS was originally configured (February 1993). There are columns for uploads, downloads, posts and

responses handled, mail to the sysop, total mail to users, and feedback sent. The illustration is just for example purposes.

Example B.A.R. screen:

This column indicates what kind of activity is being monitored.

| B.A.R. | This | Log | Current | System |
|-----------|------|-------|---------|--------|
| Stats | Call | Total | Total | Total |
| Feedback | 0 | 0 | 2 | 21 |
| Sysop | 0 | 0 | 0 | 54 |
| Mail | | | | |
| Users | 0 | 0 | 53 | 159 |
| Mail | | | | |
| Posts | 0 | 0 | 13 | 28 |
| Responses | 0 | 0 | 35 | 45 |
| Uploads | 0 | 0 | 11 | 19 |
| Downloads | 0 | 0 | N/A | 4 |
| New Users | 0 | 0 | 3 | N/A |
| Calls/Log | 0 | 2 | % Log | Tot |
| Time Used | 0 | 135 | U: 94% | 69% |
| Time Idle | 9 | 9 | I: 6% | 31% |
| | • | • | • | - |

These three lines indicate how much of the system is used vs. unused (idle).

CF Configuration of this BBS

This screen lists the hardware and software being used to run the bulletin board system.

CM Credit mall

You can "shop" for credits or for time, exchanging:

- Credits for time
- Calls for credit or time, and
- Time for credits

You can even donate credits to a friend if you'd like.

Note: some options won't be available if it's currently "prime time" on the BBS.

DM *Donate money (modified by me)*

In past times, people would occasionally donate money to the BBS to cover the cost of the longdistance phone line and various supplies. Nowadays that really isn't necessary, but if you're

feeling generous, don't let me stop you. You'll be shown a list of who has donated money to the BBS in the past, then be asked if you'd like to donate money to the BBS. If not, you'll be returned to the main prompt. If yes, you'll be prompted for your address, city, state, and ZIP code. Then you'll be shown the address to send your check or money order to, and be returned to the main prompt.

Note: One of these days I'll update this program to include my PayPal address.

Edit your parameters (combined from +.CH and +.EP by me)

This lets you change account information such as:

| Item | Why change it? |
|----------------|--|
| Computer type | Perhaps you've gone to the Dark Side and gotten yourself an inferior computer |
| Line length | You might need to read 80-column posts <i>in</i> 80 columns, instead of wrapping long lines on a 40-column screen. |
| Linefeeds | A common issue is text overwriting itself all on the same line. Enable this option, and the cursor drops down to the next line! Problem fixed! |
| Password | For account security. |
| Handle | Want to add a little variety to your life? |
| First name | It's been known to happen. |
| Last name | People do get married! |
| Phone number | Not necessary in this day and age, but still confidential. |
| Change address | See above. It's fun to see where people are from though. Maybe I'll plot the data someday. |

After all your changes are made, the BBS updates the local display, sends me a short note detailing your changes and will update your account parameters.

Graphic menu mode (rewritten from Captain Keelhaul's Graphic Menu)

This lets you decide whether you want to go to the Graphic Menu each time you exit to the main prompt or not. You will be told Graphic Menu is On or Off, depending on the current Graphic Menu mode.

- If you are not Commodore C/G or IBM ANSI graphics mode capable, you must use the normal command prompt instead.
- The availability of this menu depends on Expert Mode (see XP command) being disabled.

ΕP

GM

| HB | Happy birthday lister | | |
|-------|---|--|--|
| | This lets you list or add birthdays of people, whether they're users on the BBS or not. | | |
| | • Listing displays entries in the database. You can list in three ways, and the spacebar or / aborts the list. | | |
| | All displays every entry in the database. Data prompts for the month and data | | |
| | Date prompts for the name or handle | | |
| | Add prompts for a name or handle. Next, the User ID is asked. | | |
| | • If the name entered is not a user on the BBS, type $\boldsymbol{\Theta}$. | | |
| | The BBS checks for a duplicate entry. If there is one, it won't be added to the list. If there is not | | |
| | an existing entry, it is added to the list. | | |
| | • Quit, of course, quits to the main prompt. | | |
| тъпъл | Suggestion box | | |
| IDEA | This is used to tell me what improvements, changes, or deletions can be made to the BBS to make | | |
| | it better for vou and everyone else! You type. I listen! Your reply should be sent within a ten | | |
| | days, or your money back. (Huh? Okay, okay, it just sounded like a good thing to say) | | |
| | <i>Note</i> : you can post any issues publicly to the Comments and Suggestions sub-board so others can add their ideas, as well. | | |
| | | | |
| JA | Jerk award | | |
| | Nominate whoever you think is being the biggest "jerk" on the board. This can be used for fun, or pointing out the truth about someone! Here's how it works: | | |
| | The list gets restarted at the beginning of each month. If you are the first to get to the Jerk Award, you can add the first name. | | |
| | Thereafter, anyone else can add a name or vote on the current list. Be careful, you might want to wait until close to the end of the month, since you only get <i>one vote</i> . You can't take back your vote, either. | | |
| | At the end of the month, the BBS picks the user with the most votes, emails them to tell of their good fortune, creates a news bulletin about it, and restarts the list. | | |
| LD | Last call date | | |
| | This is how you "renew" old messages—i.e., if you know you won't visit the sub-boards that day, but want messages kept current for scanning or reading. With each use of the command, you can go up to 999 days either forward or backward—a little over two years. | | |

- First, choose whether you'd like to go ahead or back with [A]dd or [S]ubtract.
- Next, specify the number of days.
- You can also select a different time, specifying the hour and minute, and [A]M or [P]M.

Hey, I've invented cheap time travel, without the use of a DeLorean!

Note: This command is also available while in the sub-boards.

LG BBS logs

This lets you look at which users have accessed what parts of the BBS for the past week. Select a day of the week (1 [Saturday] to 7 [Sunday]) or [T]oday, for the current day. Press CTRL-S to pause, and any key to resume. SPACE or / aborts. After you finish viewing the log, you will be asked whether you would like to view another log. If no, you will be returned to the main prompt.

MACS Multi-archival command system

This is based on concepts introduced in Command Stacking. When you first use the MACS system, you will see four macros labeled "Use MACS Command To Configure." This means they are empty, waiting to be filled with commands.

To create or edit a macro, enter the number of the macro to work with, 1-4. Then type up to 80 characters of commands used by IMAGE BBS, separating individual commands with the uparrow or caret symbol (\uparrow). When you are done, press RETURN.

You must be at the main prompt to execute the commands stored in the macro. Type the macro number 1-4 to execute it.

• If for some reason you get caught in an infinite loop and the BBS does not respond to the rest of your command string, press and hold down the spacebar. You will then return to the main command level of the current subsystem, or main prompt.

Note: Due to a quirk in the software which has existed since the dawn of time (for this BBS anyway), you need to preface your first command with an up-arrow, like this:

↑SB1,1↑RA

Otherwise the BBS won't recognize the first command. I've hacked at the software to try and get it to do that automatically; it doesn't seem to like it. \otimes

Macro editor

Somewhat misleadingly named, this does not automate commands like the MACS command does. You use this to add to, delete from, and edit messages which appear before the main prompt.

ΜE

Here you can:

- $\mathbf{\hat{h}}$ dd a macro. Create a new message. MCI commands can be used. / (or the MCI command $\pounds Nx$) will insert a blank line in the text of the message.
- Edit a macro. If you are the macro's author, you may change its text.
- **K** ill (delete) a macro (*Note*: You must be the macro's author)
- List the macros. Select which number you want to start listing at, and press SPACE or / to abort the listing.
- Toggle [▶]CI on or off. Viewing macros with MCI off displays the MCI code without interpreting it.

| NU | Re-read new user information |
|----|---|
| | If you are ever in doubt of rules (not that ther are many), come here. This file will list all new user information that you saw when you created your account. |
| OR | Image BBS ordering information |
| | Since IMAGE BBS v1.2A was made public domain, email me and I will get you a copy. |
| PM | Toggle prompt mode |
| | Your prompt mode, when enabled, grants you access to end-of-bulletin commands in the sub- boards. If it is disabled, you do not have access to these commands. |
| QM | Quick mail |
| | You may enter this command anywhere in the BBS, and it can be a real time-saver if you've just <i>got</i> to dash something off as quickly as possible and don't want to go to the e-mail subsystem. You will be asked for the handle or ID# of the person to send the mail to. If that user is found, you will be prompted for a subject line (RETURN gives "Note") and you will be placed in the BBS editor. Enter your message, type .S on a blank line to send it, and you're done! |
| QN | Quick netmail |
| | Note: This command has been temporarily disabled until we get the network set back up. |
| PS | Personal signatures |
| | This option allows you to create and store up to ten different signatures (accessed as 0-9) that can |
| | be recalled in the BBS editor at any time through use of the \T command. |
| | You use the up/down cursor keys to select from the following commands: |
| | List one signature: Type the number of the signature to view, 0-9. You can optionally view another signature by selecting [Y]es to the "View Another One?" prompt. List all signatures: You can view all your signatures in one go, pressing a key to continue after each one is displayed. Then you're asked whether you'd like to view them again. |

• Create/Edit signatures: You can load a pre-existing signature from disk, or create a new signature. All normal editor commands are available, including MCI commands. Please try to keep signatures under ten lines or so.

• Quit: Returns you to the main prompt.

Your status

SΤ

This shows information about your account. It displays:

- Your handle
- User ID#
- Phone number
- Real name
- Access level
- Your last call date
- How many calls you have made to the BBS today and total
- What caller number you are
- How many lines you have available to use in the BBS editor.

Your system activity status shows:

- How many files and blocks you have uploaded and downloaded
- How many messages you have posted and responded to
- How many credits you have, and what you credit ratio is.

Your access listing shows what you are allowed to do on the BBS.

Your parameters listing shows:

- Your computer type
- Line length
- Current graphics mode
- Whether expert mode is on or off
- Your current baud rate.

At the conclusion of the listing, you are asked if you'd like to view your status again. If not, you are returned to the main prompt.

SY Sayings

Sayings are randomly looked up from a list. They also display when logging on. If you'd like to add one, leave feedback!

UP User profiles (modified by me)

These are used when you'd like to know a bit more about a user who has entered one. The main menu looks like this:

```
View Profiles
Enter/Edit Profile (depends on if you have an existing profile or not)
About Profiles
Quit
```

View accepts three parameters:

- ALL views all profiles in the database
- NEW views all profiles entered since your last call date
- Entering a user's handle will search for that user's profile.

If you choose to edit your profile, the program will let you edit your name, where you live and up to a 20 line description about yourself. Entering the digit '0' for any field results in that information being unavailable when the user calls up your profile.

About lists information about this program and online help.

Quit simply returns you to the main prompt.

XPExpert mode status toggle

When enabled, expert mode aborts the reading of introductory files and graphic screens seen when changing message and file areas. If it is disabled, and you are capable of color/graphics mode, you can access the Graphic Menu at the main command prompt. Whatever this is currently set to will be the default for your next call.

Command Stacking

Purpose

This feature is used to execute multiple commands by typing them on the same command line. Command stacking always displays the next command entered in the sequence, just as if you had typed it out normally.

• Each command in the sequence must be separated by an up-arrow or caret symbol (^).

Examples

• <u>SB1,1†RN</u>

This would:

- Enter the sub-boards, selecting SIG one, board one...
- ...and read all new messages on that sub-board.

. PF†1†1

This would:

- Enter the Plus-Files section, selecting sub-directory 1...
- ...and execute the first selection (perhaps a game or another sub-directory).
- A command such as this also skips the introduction screen, regardless of your Expert Mode setting.

SB3,2+A3+<+S7+PM+XP+Q+T+0</p>

This would:

- Enter the sub-boards, selecting SIG three and board two
- Ask about the third bulletin
- Go back one board to board one
- Scan the titles starting from number seven
- Toggle the prompt mode and expert mode
- Quit to the main prompt
- Ask the time and date
- And log off the system normally.

Notice that minor prompts such as Hit RETURN/ENTER to continue do not support command stacking. Also, some games will support command stacking, although it is usually not documented how or when they do. Everyone loves a mystery!

The MACS section in General Commands explains how to set up and use four macros which are stored in a file. This allows you to recall the macro definition for use at the main prompt. Refer to that section of the manual for more details.

Bulletin Board Database

| BB | | Purpose |
|----|---|---|
| | | This enters a database that allows you to list, edit, add to or delete from a list of bulletin boards. |
| A | | Adding an entry |
| | | You will be prompted for the BBS name, the maximum baud rate it can support, the phone number, sysop's handle and the capabilities of the BBS. Then you will be asked if this is correct. If yes, it will be added to the database. If not, you will be returned to the dBase prompt. |
| D | | Displaying notes |
| | | This brings up the listing of abbreviations and what they mean. A sample list of abbreviations could be CBM-GAM-RPG which denotes the BBS as being Commodore-specific, having capabilities for online games and role-playing games, respectively. |
| E | | Editing an entry |
| | | Only the user who posted the BBS entry may edit it. You will be asked for the number of the entry to edit. (RETURN aborts.) If you are the author, you may change whatever information you wish (except the phone number, which requires deleting and re-creating the entry) and re-file the entry. |
| L | | Listing entries |
| | | This can be done in six different ways: by baud rate, area code, computer type, or single, numeric and complete listings. |
| | В | By baud rate |
| | | This lists entries that can support the specified baud rate or lower. |
| | A | By area code |
| | | This lists entries in the specified area code. |
| | Т | By type of computer |
| | | This lists all BBS's in the database that run using that computer type. |
| | S | Single listing |
| | | This lists one particular entry, you specifying the number. |
| | Ν | Numeric listing |
| | | This lists entries starting in a particular area code, continuing on until it reaches the end of the list. |
| | С | Complete listing |
| | | This lists all BBS's in the database. SPACE or / aborts. |
| R | | Removing an entry |

Bulletin Board Database

Only the user who posted the BBS entry may remove it. You will be asked for the BBS name (RETURN aborts), and if that entry exists, it will be deleted from the database.

| EM | Purpose |
|-----------|---|
| | Commonly called "e-mail," this feature lets you read messages sent to you by other users, or send messages to other users. These messages are stored in a private "mailbox" which is available for the user to access anytime they wish. You may either choose to reply and send it to the original user, send multiple copies of the letter to other users, or save the message for later perusal with a "personal file storage" option. |
| | Dending warrang |
| | Keaaing messages Hit DETUDN to read the payt message in your box |
| A NADIONA | Type Δ to read all your e-mail |
| # | Type a number to read that particular e-mail message. |
| | Press RETURN to read the next message in the list of messages you have, or enter the number of the next message to read (usually found by listing the e-mail headers). Hit SPACE or / to abort reading the message. |
| | If the user requested a response from you, you can choose to reply to the sender. A receipt will also be filed with them stating the time and date you read the message, and whether you responded. |
| R | Reply to last message read |
| | You will be prompted whether you would like to respond to the user. If you hit Y, you can compose your reply in the BBS editor, then hit . S to save, or . A to abort. |
| Rx | Reply to message #x |
| | This is very similar to the last option. |
| S | Sending mail |
| | When you send e-mail, you are first asked for the user's name. Type ? to view the user list, or RETURN to abort sending to anyone. |
| | If you type the user's ID#, the user name is displayed to confirm that you have selected the correct user. Respond Yes, and you can continue sending mail. |
| | You're asked for the subject. You can either enter one, or hit RETURN to select "Note." |
| | Go ahead and type away in the editor. After you type .S on a blank line to save the message, you're asked if you would like a response from that user. Type Y for yes, N for no. |
| | You also get the chance to send the same message to another user. |
| | Receipts |
| | These are a notification to the user that you received their e-mail, and whether you replied or not. |

Q, D Deleting messages

You can exit to any other subsystem, type D, or type Q. You will be prompted Do you wish to delete [A]ll, [S]ome, or [N]one of your mail? Hit the letter in brackets to make the selection.

All will ask Are you sure?

- If you are not sure, press N.
- Otherwise, press Y and all your mail will be erased. The message Mail deleted. Filing receipts... will appear. (A *receipt* is a record that lists the time and date you read the mail, and whether you replied or not.)

None will save all your e-mail. You will either exit the e-mail subsystem if you have entered any command to go to another part of the BBS, or be returned to the e-mail prompt if you typed D.

Some will cycle through your mail and ask if you want to save this message. You get a menu listing options as follows. Hit the first letter of the option to select it:

Abort

This option exits the deletion process, returning you to the main e-mail subsystem prompt.

Save

You can save this message and prevent it from being deleted by selecting this. You are then moved to the next message in the list.

Delete

You are prompted Are You Sure? If you hit Y, the message is deleted. Otherwise, you are returned to the message deletion menu.

Read

You can display the text of the message with this option.

File Away

You are asked to give the message a filename.

• If you give the file a name which already exists, you get an error: 63:file exists:00:00. Simply pick a different file name and try again.

You are then returned to the menu, working with the same message. (For more information, see the section File Storage.)

Abort

This will exit from the message deletion menu, back to the main e-mail subsystem prompt.

Save

You can save your message and proceed on to the next message, if you have others you've sent this user.

Delete

You're prompted whether you are sure. If so, the message is deleted from the user's mailbox.

Read

This lets you read the current e-mail message, to see whether you'd like to edit it.

Edit

This loads the text of the message into the IMAGE BBS text editor, letting you make any changes you wish.

Type .S on a blank line to save the changes. You are then returned to the editing menu.

E *Editing messages*

You will be prompted for the name or handle of the user who has mail you'd like to edit. (? gives user list, RETURN aborts.)

- If that user has no mail to edit, you will be returned to the e-mail prompt.
- Otherwise, the BBS finds all mail sent to that user and reports how many pieces of mail they have and how many pieces of mail you sent them. For example:

PINACOLADA has 4 messages, 1 of them is from you.

- When the BBS finds a piece of mail you have sent, it will load the message text into memory and place you in the BBS editor where you can edit it.
- Use . A to abort changes and go on to the next message or . S to save the changes and go on to the next message, if there are any more messages to edit.

FR File storage

You will be prompted for the filename to view. (RETURN aborts, \$ [dollar sign] calls up a directory of all your saved files) The file, if found, will be displayed, and after you're done reading it you will be given an option of you wish to delete it or not.

L Listing message headers

The BBS will go through all your mail, listing only the message header—the message number, who sent it, when it was sent, any network information if it's net-mail, whether or not it requires a reply, and the message topic.*l*

V Verifying messages

Enter the user's handle or ID, and the BBS finds all mail sent to that user and reports how many pieces of mail they have and how many pieces of mail you sent them.

| | You can use this option to either edit a piece of email you've sent to a user, or delete it aft |
|---|---|
| | deciding you'd rather not send it after all. Enter the user's name or ID# at the "Verify Mai |
| | Of:" prompt. If you enter the user ID#, you're shown the user's handle to make sure you' |
| | selecting the correct user. You can then select an option from a menu: |
| А | Abort |
| Th | s option exits the editing process, returning you to the main e-mail subsystem prompt. |
| C | ~ |
| $\frac{8}{V_{2}}$ | Save |
| S Yo | Save u can save your message and proceed on to the next message, if you have others you've sent th user. |
| $\frac{S}{Yo}$ | Save u can save your message and proceed on to the next message, if you have others you've sent th user. |
| S Yo D | Save u can save your message and proceed on to the next message, if you have others you've sent th user. Delete |
| $\frac{S}{Yo}$ $\frac{D}{Yo}$ | Save u can save your message and proceed on to the next message, if you have others you've sent th user. Delete u're prompted whether you are sure. If so, the message is deleted from the user's mailbox. |
| $\frac{S}{Yo}$ $\frac{D}{Yo}$ R | Save u can save your message and proceed on to the next message, if you have others you've sent th user. Delete u're prompted whether you are sure. If so, the message is deleted from the user's mailbox. Read |
| $\frac{S}{Yo}$ $\frac{D}{Yo}$ $\frac{R}{Thi}$ | Save u can save your message and proceed on to the next message, if you have others you've sent th user. Delete u're prompted whether you are sure. If so, the message is deleted from the user's mailbox. Read is lets you read the current e-mail message, to see whether you'd like to edit it. |
| $\frac{S}{Yo}$ $\frac{D}{Yo}$ $\frac{R}{Thi}$ E | Save u can save your message and proceed on to the next message, if you have others you've sent th user. Delete u're prompted whether you are sure. If so, the message is deleted from the user's mailbox. Read is lets you read the current e-mail message, to see whether you'd like to edit it. Edit |
| $\frac{S}{Yo}$ $\frac{D}{Yo}$ $\frac{R}{Thi}$ $\frac{E}{Thi}$ | Save u can save your message and proceed on to the next message, if you have others you've sent th user. Delete u're prompted whether you are sure. If so, the message is deleted from the user's mailbox. Read is lets you read the current e-mail message, to see whether you'd like to edit it. Edit is loads the text of the message into the IMAGE BBS text editor, letting you make any change you with |

SB Purpose

This is the message base, an area of the BBS where users can get together and write (called *posting*) or read messages that share a common interest.

Startup options

SB

This enters the sub-boards and presents you with a list of SIGs, or Special Interest Groups.

• SB3

This enters the sub-boards, selecting SIG three and letting you choose from that SIG's list of available boards.

• SB3,2

This enters the sub-boards, selecting SIG three and board number two.

Message threads

Many of the commands and options have something to do with the term *message thread*. This refers to the first message in a bulletin, and the following responses that (hopefully!) tie in with it. Nothing terribly difficult.

Listing conventions

Special prefixes used in sub-board listings are as follows:

- Anon Anonymous
- N-AN Non-Anonymous
- P-An Password-protected, Anonymous
- P-NA Password-protected, Non-Anonymous
- Pswd Password protected
- Std Standard
- + Networked
- > You're the board's subop

Moving around

A, Ax *About messages*

This means the BBS will only display the subject, author, any network header information (if applicable), date of creation, the number of responses to a bulletin, and the date and time of the last response.

A will tell about the first bulletin in the directory, A followed by a number finds out about that specific bulletin.

 AS
 Applying for a subop or SIGop position

 The BBS will check to see if the current sub-board already has a subop. If not, it will ask you if you'd like to apply for the position. If yes, you will be placed in the BBS editor to type a few

you'd like to apply for the position. If yes, you will be placed in the BBS editor to type a few sentences about why you would like the position—sell yourself and try to convince me using you would be a good idea!

E, E*x Editing bulletins*

This can be extremely useful at times if you would like to change something in a post, whether it's message content or typographical errors. Once you are in editing mode, you are presented with a list of options as follows:

B1/P1/R1 of 3 By PINACOLADA-DE1
On Tue Aug 9 1993 1:09 PM
(E)dit/(D)el/(Q)uit/(#x) Go to Resp. #x/
(N)ext/(R)ead/(K)ill Old Resp.

Note: the date, time, and handle is only an example, and will not reflect what you actually see when you edit the message.

- B1 means sub-board number one.
- P1 means post number one.

R1 of 3 means you are on the first response of three total. R0 of 0 would mean there are no responses to the current bulletin.

- E Edit current response
- D Delete current response

| x | Go to response |
|---|-----------------------|
| ĸ | Kill old responses |
| | Ru ou responses |
| N | Next response |
| Q | Quit |
| R | Read current response |

End-of-bulletin commands

- <CR> Continuing
- F *Freezing/unfreezing bulletins*
- K Kill this bulletin
- N New response rescan

This erases the current response *unless* it is the original post in the message thread. Be careful, there is no Are you sure? prompt - the deletion is irreversible.

This loads the text into the BBS editor, allowing you to make any changes you wish and then re-save it with .S. Note that the date will not be changed.

Entering a number x lets you jump to response #x, if you were its author.

This erases all bulletins contained in the message thread that were written before your last call date. You may want to edit it with the LD command to avoid erasing more messages than intended. Like Delete, this command is also irreversible.

This searches for the next response in the message thread you wrote and if one is found, gives you another menu and starts the editing process over again.

This ends the editing process and returns you to the sub-board command prompt.

This re-reads the current bulletin. SPACE or / aborts.

Once you are at the end of a bulletin, and if your prompt mode is enabled, you have access to several additional commands which are described below:

Hitting RETURN will let you read the next bulletin in the message thread.

Note: This command only works if you are the original poster and there are no responses to the bulletin, or you have subop access on this sub-board.

- To *freeze* a bulletin prevents the addition of new responses.
- To *unfreeze* a bulletin removes the frozen status and once again allows responses to be made.

This command will toggle the frozen status of the current message; i.e., if the bulletin is currently frozen, it will become frozen, and vice-versa.

Note: This command only works if you are the original poster and there are no responses to the bulletin, or you have subop access on this sub-board.

This will erase the entire bulletin. Be careful, there is no Are you sure? prompt. The delete is irreversible.

This will read all bulletins in the message thread whose posting date or revision date is later than your last call date. See Changing Your Last Call Date for more information.

- NNew response rescan (continued)PPrivate reply to the original posterPxPrivate reply to specific responderQQuitting scansRPublic responsexRead from specific response
- IDx Identifying users

J, J*x Joining*/

unjoining sub-boards

K Killing messages

The scan begins at the first post, continuing to read all posts in the message thread until it gets to the last response or is aborted by SPACE which jumps to either the sub-board command prompt or the end-of-bulletin commands depending on your prompt mode setting, or / which will abort reading the current message and go on to the next message in the thread.

This sends an e-mail message to the user who posted the first bulletin in the message thread, prompting you for the message title to use. (RETURN sets it to the first title used in the message thread.)

This sends an e-mail message to the user who posted response #x, prompting you for the message title to use. RETURN...? (fixme)

This quits an RA (Read All) or SA (Scan All).

This lets you "tack on" a new bulletin to the message thread. If there are less than 60 responses to the bulletin, you are prompted to enter a title of the bulletin to post. (RETURN sets the message title to the title used on the last message in the thread.) You are then placed in the BBS editor. .S will save changes and return you to the end-of-bulletin command prompt.

By typing in the number of the response to start from, you can read from that response to the end of the bulletin, unless aborted with SPACE or / as described in Read entire bulletin over.

This provides you with some information on users, listing their handle, phone number, and access level.

This is used for changing the list of sub-boards scanned in an RA or SA command. If you have un-joined a certain sub-board, that sub-board will be skipped when reading or scanning for new responses. Likewise, if you have joined a certain sub-board, it will be included in the read or scan.

This command will toggle the current or specified sub-board's joined status; i.e., if the subboard is currently unjoined, it will become joined, and vice-versa.

J will join or un-join the current sub-board. Jx will join or un-join sub-board #x.

Note: This command only works if you are the original poster and there are no responses to the bulletin, or you have subop access on this sub-board.

This will erase the entire bulletin. Be careful, there is no Are you sure? prompt. The delete is irreversible.

L *Listing available sub-boards*

Listing conventions

Mail options
Sub-Boards

Moving around

N Name of present

sub-board

P Posting messages

This lists all available sub-boards in the current SIG you have access to. L starts from number 1 (or continues from the last number if you've interrupted the listing?) Lx starts from number x. Lx-y (fixme)?

This lets you send mail to the subop or SIGop by typing M or MS, respectively. You are placed in the BBS editor and allowed to type your message. . S saves your message and returns you to the sub-board command prompt.

This lets you change the current sub-board number while you're at the Sub #x: (name): prompt where x is the number of the sub-board you are currently in.

Changing the board number:

- < or ; takes you to the previous sub-board.
- > or = takes you to the next sub-board.
- Changing the SIG number:
- << takes you to the previous SIG. << x takes you to the previous SIG and board #x.
- >> takes you to the next SIG. >>x takes you to the next SIG and board #x.
- SG takes you to the listing like you see when you enter the sub-boards with the SB startup option.
 - Hit RETURN to go back to the same SIG.
 - Type in the SIG number and hit RETURN to select the SIG number to go to.

This gives you the name of the current sub-board.

This lets you write a message in the current sub-board, if there are no more than 60 messages in the directory.

P Posting messages

(continued)

Sub-Boards

Reading messages

S, S*x* Scanning

bulletins

SN Scan new

SA Scan all

V *Viewing the*

subop/SIGop

You are prompted for the name of the bulletin to write. It cannot match an existing bulletin name (matches are case-sensitive), and if you wish to **freeze** the bulletin, begin the name with an up-arrow or caret symbol (^).

• Some sub-boards will ask if you wish to file a bulletin anonymously. If you answer yes, users will not know you posted it, and where your handle would be normally displayed, the word ANONYMOUS will appear instead; the user ID# will be surpressed, also. Only you, subops, SIGops, and the sysop can see the handle of anonymous posters.

Sub-Boards

• When you're done typing your message, you are awarded credits based on the length of your message multiplied by your credit ratio. You must type at least (fixme) lines to get credits.

This displays the text of the entire bulletin unless aborted with SPACE or / as described in Read entire bulletin over.

- Typing RETURN will read the next bulletin.
- Typing R will read the next bulletin, or wrap around to the first bulletin if you're currently on the last bulletin in the directory. Typing R and a number will read that number bulletin.
- You can read all new messages on the current sub-board with RN.
- You can read all new messages on the current SIG with RA.
- Post/Next/Quit Prompt Mode must be on (fixme)

This means to only display the number of the bulletin, the number of responses, the bulletin type, and the title of the post.

- Bulletin types include:
 - --- Normal, already read
 - *FZN* Frozen
 - *NEW* New bulletin or new responses
 - *NRB* New response to bulletin

Type S to begin scanning from the first or current bulletin, or type S and a number to begin the scan from that bulletin number.

This lists all new bulletins or bulletins with new responses on the current sub-board.

This lists all new bulletins or bulletins with new responses on the current SIG.

This tells you the subop of the current sub-board.

| UD Purpose | | These areas (or simply <i>UD</i> 's) are where file transfers take place. If you want to send a file to or receive a file from the BBS, you need to go here, unless you're looking for Personal File Transfers or the Full Disk Exchange . | | | |
|-----------------|-------------|--|--|--|--|
| Access no | ote | Please note that this section is reserved mainly for Commodore 64/128 users? | | | |
| Startup options | | UD This enters the UD's and presents you with a list of SIGs, or Special Interest Groups. UD3 This enters the UD's, selecting SIG three and letting you choose from that SIG's list of available boards. UD3, 2 This enters the UD's, selecting SIG three and board number two. | | | |
| Status lines | | The status lines in the UD's show how many files have been uploaded since your last call, total files in the current directory, the protocol you are currently using, and how many blocks (or kilobytes, if you're non-Commodore) are free in the directory. | | | |
| A, AA | About files | <pre>## Bk's Dl'd Name 1 [0200] [001] "file.txt,s" User: PINACOLADA-DE1 Date: Mon Feb 14, 1994 2:48 PM Last: Wed Feb 17, 1994 10:03 AM Comp: Commodore 64 Stat: Not Commented Next Last Mail Uploader Download File Read File Comments Read/Add About lists: The file number The file size in blocks (or kilobytes, depending on your computer type) How many times it has been downloaded</pre> | | | |
| | | The filename, and filetypeThe handle and ID# of the user who originally uploaded it | | | |

• The date and time it was originally uploaded

| - | | |
|------|--|---|
| A, A | x About files (continued) | What computer it is meant to run on Whether the file is commented or not |
| | | <i>Note:</i> Pressing RETURN or any key not listed in this menu will return you to the main U/D prompt. |
| | | The following will explain the options available to you at this prompt: |
| N | Next file | • This gets information on the next file in the directory. If you are on the first file in the directory, this will wrap around to the first file. |
| L | Last file | • This gets information on the previous file in the directory. If you are on the first file, this will wrap around to the last file. |
| Μ | Mail uploader | • This is used to send e-mail to whoever uploaded the file. Type .S on a blank line to send the message and return to the UD's. |
| D | Download | This will download the file. See Downloading files. |
| Ε | Edit file | • This is used to change information about the file, computer type, uploaded by, block size? (maybe only in sysop edit mode (fixme) |
| R | Read file | • See Read File (Rx) command. |
| С | Comments | • This will take you to where you can read other users' comments on the file |
| | Read/Add | upon which you are currently getting information about. You can [R]ead Comments or [Q]uit to UD's. |
| | | If there is a comment file, you will read the first comment and be prompted for the [N]ext Comment or [O]uit to UD's. |
| | | [N] ext continues to the next comment and lets you read it. If there is no comment you will be told and asked if you want to add a comment? [Q] uit exits back to the UD's, reloading the directory and returning you to the main UD prompt. |
| | | • If there is no comment file, you will be asked whether you wish to create one, [Y]es or [N]o. |
| | | [Y] es creates the file and allows you to write the first comment. [N] o takes you back to the UD's. |
| AS | Applying for a subop or SIGop position | The BBS will check to see if the current file area already has a subop, and if not, it will ask you if you'd like to apply for the position. If yes, you will be placed in the BBS editor to type a few sentences about why you would like the position - sell yourself and try to convince me using you would be a good idea! |
| D | Downloading files | This means to receive a file from the BBS. First of all, make sure the protocol your terminal program and the protocol the BBS is using match, or you'll have problems. If your terminal uses XMODEM, make sure the BBS is set to use XMODEM too. |

- D Downloading files (continued)
- Type D to start the file listing from the first file if no other file has been selected. Prompt to download?
- Type D and a number to download that file.
- If the file you are trying to download is not in a Free-type designated file area, the number of credits you have in your account will be checked to see if you have enough.
 - If you have enough credits, you can download the file.
 - If you have insufficient credits, you will be notified and not be allowed to download the file. Try going to the **Credit Mall** or the **sub-boards** to get more credits, or try again when you have more credits.
- Similarly, the size of the file is checked to see if there is enough time remaining in your call to download the file. *Note:* The approximate download time is based on a formula which can be mildly to extremely inaccurate depending on your modem type, baud rate, compression scheme, and several other factors. Local (meaning the sysop's computer) file area maintenance copies, downloads, verifies and moves are about the only place it's anywhere near right most of the time. However, in point-to-point transfers it almost always errs in the end user's favor.
 - If you have enough time, you can download the file.
 - If you have insufficient time, you will be notified and not be allowed to download the file. Try going to the **Credit Mall** to trade credits for time, or trying again on your next call.
- Note that if the Comp field in the file information header says it's for another computer other than your own, you will be informed This file is for another computer. Do you still wish to download it?
 - If you select Yes, the download will proceed normally. Be on the lookout for trouble, though:
 - Binary files (programs) will most likely be incompatible with your computer.
 - Text files may require conversion, either to 40 or 80 columns depending on your computer, and character translation may have to be employed.
 - Graphics files ought to work, providing you have a program that reads the file format. Be prepared for loss of color or resolution, image degradation, etc. if files aren't directly compatible.
 - If you select No, the download will be aborted and you will be returned to either the about file area or the UD's main command level, depending on where you were before you started the download.
- Before you begin the actual file download, you will be asked Auto-logoff after file transfer?
 - If you select Yes, after the file transfer is completed successfully, you will be logged off the system.
 - If you select No, you are returned to the about file menu or the UD's main prompt, depending on where you were before you started the download.

| d I | Downloading files (continued) | You are given 20/30? seconds to start the download. If you are using XMODEM, you must provide the filename (and optionally filetype with some computers) before starting the download. If you are using any form of Punter, is this true also? (fixme) If you run out of time, the transfer will be aborted as outlined below. During the file transfer, if something goes wrong and it becomes necessary to abort the transfer, press CONTROL-X three times in a row. The file transfer will be stopped (you may get some garbage on your screen for a moment afterwards). The file statistics will not be updated and you will not have any credits deducted from your account. |
|-----|----------------------------------|---|
| | DM <i>Multi-download</i> | You will be prompted for the file number to start with (RETURN aborts). During the selection process, you will see the file number, the filename (and any other info here? (fixme)) be prompted with this command line: |
| | | [Y]es [N]o [S]tart [A]bort |
| | | [Y] es selects that file and adds it to the transfer queue, tallying credits and time needed for the transfer. The same restrictions apply on adding the file as discussed above in the single file download. [N] o skips that file, going on to the next file. If you reach the end of the file area directory, what happens? (fixme) Abort exits the multi-download without downloading anything. Start begins the multi-download procedure. You will be presented with the entire queue scheduled for transfer and also see another command line: |
| | | D)load V)iew A)dd K)ill Q)uit |
| | | Dload, short for Download, will allow you to download all the files scheduled for transfer. View lets you re-list the files if necessary. Add lets you add files to the list, following the procedure as outlined above. Kill lets you remove files from the list. Quit aborts the multi-download. |
| IDx | Identify users | This provides you with some information on users, listing their handle, phone number, and access level. |
| L | Listing | This lists all available sub-boards in the current SIG you have access to. |
| | | L starts from number 1 (or continues from the last number if you've interrupted the listing? (fixme)) Lx starts from number x. |

| Listing conventions | Lx-y? |
|--------------------------------|---|
| | Special prefixes used in listings are as follows: Free Free Download Area P-An Password, Anonymous P-NA Password, Non-Anonymous |
| | Pswd Password Protected Std Standard |
| | > You're subop |
| Mail options | This lets you send mail to the subop or SIGop by typing M or MS, respectively. You are placed in the BBS editor and allowed to type your message S saves your message and returns you to the file area command prompt. |
| Moving around | This lets you change the current file area number while you're at the U/D #x: (name): prompt where x is the number of the file area you are currently in. Changing the file area number: < or ; takes you to the previous file area. > or = takes you to the next file area. Changing the SIG number: < < takes you to the previous SIG. <<x #x.<="" and="" board="" li="" previous="" sig="" takes="" the="" to="" you=""> >> takes you to the next SIG. >>x takes you to the next SIG and board #x. SG takes you to the listing like you see when you enter the file areas with the UD startup option. Hit RETURN to go back to the same SIG. Type in the SIG number and hit RETURN to select the SIG number to go to </x> |
| N Name of present file area | This will report the name of the present file area. |
| PR Changing protocols | This command is used if you have several protocols available to you and want to take advantage of a different one that what you are currently using for some reason. Choose between the three different protocols listed and the newly selected protocol will be loaded into memory. The current protocol will also be saved with your account information when you log off the BBS and become the default protocol on your next call. XMODEM is a simple yet effective protocol which uses a method called a <i>checksum</i> to reduce errors in the file transmission. Many computers are able to |

use this protocol; it is very close to a standard.

Punter and Relaxed Punter were developed for Commodore computers Changing PR protocols specifically, using a more advanced error-checking technique. Relaxed Punter (continued) is less strict about timing standards and therefore less likely to lose synchronization or drop out in the middle of a file transfer on noisy phone lines

> Notes: Sorry, ZMODEM fans... due to major memory constraints, this wonderful protocol just isn't possible in this BBS environment, at least not running on a stock '64. Even Image 2.0 can't handle it, as far as I know. However, there is, apparently, a version of YMODEM forthcoming which will allow for non-Punter batch file transfers

Reading files This is used to display the contents of a text or program file on your screen. R

- Text files are read normally, with control characters displayed in reverse video, unless you are in ASCII mode.
- Note that reading program (binary) files of any type is only useful when you are using a Commodore, because no detokenization or display tables exist for non-Commodore computers at this time.
 - If the file to be read is a BASIC program (BASIC v2.0 [Commodore 64] or BASIC v7.0 [Commodore 128] the program will be listed in full form, with an option given to display control codes in full or expanded form.
 - If the file to be read is in machine language form, the load address will be displayed in decimal and hexadecimal form as displayed below. Then it will begin to output the program in a display similar to what a machine language monitor would create, as follows:

\$0801 (2049)

where CC is the character representation of the data byte, and HH is the same data byte in hexadecimal form.

- If the file to be read is a BASIC loader with a machine language "tail" • (following the actual program, in other words), the BASIC portion of the program will be displayed (usually a single line number and a SYSxxxx instruction) and then output will proceed as described above.
- Scan files This is used to find new files in the current file area or SIG. Just hit RETURN to begin listing from the last file number you downloaded, did an "about" or file read on. If you haven't done any of these things or just entered the file area, the listing will begin from file number one.
 - If there are no files in he current file area, you will be told No files in this directory. and you will be returned to the main file area prompt.

A normal file scan will list files in this format:

| ## Bk's Dl'd Name I 200 001 "file.txt,s" | ## | Bk ′ s | Dl ' d | Name | 1 | [200] | [001] | "file.txt,s" | |
|--|----|---------------|---------------|------|---|-------|-------|--------------|--|
|--|----|---------------|---------------|------|---|-------|-------|--------------|--|

S

Normal

Normal (continued)

| The i | nformat | tion in | this | listing | is a | as follows: |
|-------|---------|---------|------|---------|------|-------------|
|-------|---------|---------|------|---------|------|-------------|

- File number
- File size in blocks (or kilobytes, depending on your computer type)
- How many times it has been downloaded since it was first uploaded
- The file name and type

| SA | Scan all | |
|----|-------------|---|
| SN | Scan new | This reports new files in all directories in the current SIG. |
| SS | Scan sorted | This lists all new files in the current directory. |
| | | This sorts the current directory by: |

- Filename
- File size
- Times downloaded
- Other options? (fixme)

U Uploading files

This means to send a file to the BBS.

Note: If you want to upload a lot of information, we suggest you use some kind of compression technique to save space. This also has the added advantage of having all files available when an archive of some sort is uploaded. See Appendix (fixme) for file types. I list archivers there as well.

- You will be prompted to type in the name of the file to upload. (RETURN aborts.) Do so and you will be instructed to begin the file transfer.
- During the file transfer, if something goes wrong and it becomes necessary to abort the transfer, press CONTROL-X three times in a row. The file transfer will be stopped (you may get some garbage on your screen for a moment afterwards). The file will be erased and you will be returned to the UD command prompt.

• When your computer is done sending the file, you will be told: End Of Transfer.

Ella OI IIalistei.

Updating Directory...

You will be awarded credits when the subop downloads the file and verifiesUM Multi-uploadthat is indeed a working, virus-free program.

Note: You must be using Multi-Punter for this to work.

You can upload multiple files using this command. Everything is pretty much the same as the regular upload command, except typing in the filename isn't necessary, as each filename in the batch upload is sent as in the file header.

∨ View subop/SIGop

Viewing the subop/SIGop is done by typing \forall or $\forall S$, respectively. This reports the handle and user ID# of the subop or SIGop.

Full Disk Exchange & User Listings

| UX | Purpose | The full d a disk that isr need this feat | lisk exchange is use n't in the UD's. Let ure, and I'll put the | d when you need to ac me know through feed disk in the drive for you | cess something directly off back or chat mode that you u to download off of. | | |
|-------------|----------------|--|---|---|--|--|--|
| Access | note | Note: Thi | s area is reserved for | or Commodore 64/128 u | users only. | | |
| Downloading | | When you need to download something, type in the <i>pattern</i> (see below) of what you want to download, or type \$ [dollar sign] for the directory of the current drive. | | | | | |
| Pattern | n matching | Pattern | Matches | Doesn't Match | Function | | |
| | | filename | filename | FileName | Literal pattern | | |
| | | file* | file001, | 001file, | * matches | | |
| | | | file.txt | textfiles | anything | | |
| | | f?le | file, | files | ? matches one | | |
| | | | flle | FILE.DAT | character | | |
| F | Quick search | [R]egular The quicl search by: Numeric number to Alphabeti of the alp | k search lists just the order if you search o start out of how m c order if you search habet you want to s | the user's ID# and hand by the user's ID#. Yo hany users there on the l sh by the user's handle. tart the search with, the | dle, and you can sort your ou are asked at what user BBS, the default being 1. You are asked what letter e default being A. | | |
| R | Regular search | The regu | lar search lists the | e handle, computer ty | pe, area code and phone | | |
| Param | eters | You can s Type condition To cle If all con #1, other condition | search by specific pa in the number of tions you wish to us selected for the sear ear out a condition, ditions are clear, the wise, the user list s set. | arameters, if you wish: the parameter you wase. The list will then the ch. select the parameter and the program will list all will be searched for | vish to modify, then any reflect any conditions you d hit RETURN to erase it. users, beginning with user users who match all the | | |

Full Disk Exchange & User Listings

Press SPACE or / to abort at any time during the search.

Voting Booth & Movie/News/Plus/RLE/Text Files

| VB | Purpose | |
|----------|--------------------------|--|
| Т. | l isting available | The voting booth allows you to vote on controversial topics. It is designed to be easy to use, with the command itself and not the logon module discussed here. |
| Ц | topics | This lists all the available topics in the voting booth. |
| | Who/how voted | |
| | on topic | This shows you who voted on what topic and what their answer was. |
| x | View/vote on topic | |
| | | Type the number of the vote topic to vote on it, and record your answer. If you have voted on this topic before, you will see how users voted on the same topic, broken down by percentage. |
| Pur | pose | These subsections do different functions, but the basic program is the same. |
| Usa | ge notes | With movie files, you can change the speed of the file output with CS. 1-25? With RLE files, you must use a terminal that can support RLE graphics, or the output will be meaningless ASCII text. |
| Exp | lanations | This is what each subsystem does. |
| MF | <i>Movie files</i> | These are text files with color/graphics and cursor movement in them. |
| NF | News files | • These let you know what's been happening on the BBS and the network. |
| PF PF | Pius jiies RI E files | • These are games and system utilities. |
| TF | Text files | These are encoded black-and-white high-resolution graphics files.These are files composed of text or anything readable to humans. |
| Т. | Listina | When you list files or directories, the BBS lists: |
| | Listing | • The filename (or Directory if it's a directory) |
| | | • How many times it's been viewed (or played, in the case of games) |
| | | • The date and time it was last viewed or played |
| QL | Quick list | When you enter one of these subsystems, you get a list of files in the directory. If a * precedes any item, this means it is a sub-directory. It must be selected in order to access any files or sub-directories within it. At the bottom if the file listing, you see which subsystem you are in and the directory level. If you're in the Text Files, at the main directory level, you'll see: Text-Files 1: |
| Mov | ving around | • To move back a directory level, type < or B. |

Voting Booth & Movie/News/Plus/RLE/Text Files

• Type M to go to the main directory level.

| Purpose | The IMAGE F Notice how we go past the ri you'll go to the "spilled over" | BBS text editor lets you enter and edit text. <i>ord-wrap</i> is used. That is, if you're typing along and are about to ght margin, the word will erase itself from the end of the line, ne next line, and the BBS will display the part of the word that past the right margin, and you can continue typing. | | |
|---------------|--|--|--|--|
| Control codes | Control codes down the CONTE command key as c | are commands that involve pressing two keys at once: Hold ROL key (or its' equivalent) and at the same time, press the described below: | | |
| | DELETE CONTROL-B CONTROL-D CONTROL-I CONTROL-N CONTROL-O CONTROL-V CONTROL-V CONTROL-X CONTROL-X | Move back one character. Move back to the beginning of the line. Delete the character underneath the cursor. Insert a character underneath the cursor. Move forward to the end of the line. Duplicate all text on the current line. Retype one character at a time on the current line. Re-display (verify) the current line. Move back one word, Abort the current line and restart editing. Move forward one word. | | |
| Line ranges | Most commands allow a line range to be entered after the actual command. This specifies what lines are affected by the command. | | | |
| | x x- x-y y- | Just line x . Line x to the end of the message, inclusive. Line number x to line number y , inclusive, in the message. Line number y to the end of the message, inclusive. | | |
| Dot commands | Dot command line. • The editor wil • If you pre- return to th • If you pre- display tha • Option ranges • Hit RE • Hit DE promp | I display Command: and wait for you to press a key. ss the DELETE or RETURN keys, it will erase the prompt and he normal editor. ss a key that corresponds with a dot command, the editor will t command and wait for you to either: ally enter a line range (you can tell if a command accepts line because there is a space after the command) and TURN to execute that command, or ELETE to erase that command and return to the Command: t. | | |

| . AAbort | | This lets you 'back out' of saving a message. Be careful, there is no Are you sure? prompt. Once you entered this command, anything not saved will be lost! |
|----------|---------|--|
| .В | Border | This will create a border around your text using a character you specify. Enter the border character to use (or hit RETURN to abort? (fixme)) If you do not specify a line range, it will affect all text entered. If there is not room enough (two characters) on a line to create the border, that line will be skipped. Also see Unborder. |
| .C | Columns | This will let you change the number of characters the editor will allow you to type on a single line, any value between 22 and 80. If you do not specify a column width, it will display Set to: and the current column width. If you specify a column width, the editor will set the columns to that value. |
| .D | Delete | This will delete (erase) lines of text from your message. If you do not specify a line range, it will delete the last line. Any line range specified will be deleted from your message. Note: This is irreversible, there is no Are You Sure? prompt! |
| .Е | Edit | This will let you change lines of text in your message. (See Control Keys for editing keys.) When a line is edited, it will display the line number and that line's text like the List dot command does. If you press the DELETE or RETURN keys as the first character on the edited line, it will respond with (No Change.) and proceed on to the next line if you have entered a multi-line line range. If you press . (period) as the first character on the edited line, it will respond with Command:Exit and abort the edit command. If you do not specify a line range, Edit will default to the last line of text entered. |
| . F | Find | This will let you search for where a certain word or phrase is located in your message. Enter the search phrase (what to look for). (RETURN aborts.) If the BBS finds your search phrase, it will display the line number and the text of the line containing the search phrase.If you do not specify a line range, it will default to all text entered. |
| .H or .? | Help | This will display a listing of these dot commands, control keys, line ranges, justification information, numbering and MCI commands. |

This enters Insert Mode, and is shown by displaying I and the line number you Insert .I are currently inserting at. Inserting pushes down the rest of the text in your message and moves the current line of text where you just inserted to. The line number you specify will be where you begin inserting. • If you do not specify a line number (range? (fixme)), it will default to the first line entered. Justification This will let you format your text in one of seven different ways. You are J. prompted for the justification type with this: Justify (C,E,I,L,P,R,U): These are the justification commands. Press the letter that corresponds to the justify command you want, as explained below: Center aligns text on your screen so it has equal or nearly equal left and right margins, according to your screen width (anywhere between 22 and 80 columns). • Expand inserts spaces between words so that the left and right margins are flush. Indent moves lines over to the right one space? Indent range? Packed removes all extra spaces created with Expand and Indent. Left removes leading spaces from lines of text. <u>Right</u> pushes text over to the right margin. <u>Un-indent</u> removes leading spaces created with Indent. Search-and-This lets you search for the specified word or phrase and replace it with .K another specified word or phrase. replace • If you do not specify a line range, it will default to all text entered. Be warned that if you instruct it to replace the with cow, it will dutifully find the in heathen and therefore, replacing them with heacown and cowrefore. For this reason, if you want to replace one word with another, it's usually advisable to use a space before or after the word to be searched for. • Also, notice that the search is case-sensitive: Meldids is not the same as meldids. In this instance, it is usually advisable to make two passes at replacing both occurrences of the word if necessary. • If replacing one phrase with another longer phrase would result in that line exceeding your current line length, the line is skipped. List This will display the line number and the text of the line, bypassing the .L Message Command Interpreter and displaying control characters in reverse video. If you do not specify a line range, it will default to all text entered. MCI read This will put the text through the Message Command Interpreter (discussed in .М the next section). If you do not specify a line range, it will default to all text entered.

| .N | New | This will clear all text from the editor and restart editing. <i>Note:</i> This is irreversible, there is no Are You Sure? prompt! |
|-----|-----------------------|--|
| .0 | Line numbers | This will toggle line numbering mode on or off.When enabled, the line numbers will be displayed as you type.When disabled, the line numbers do not appear. |
| .Q | Query | This displays how many lines you have total, filled up with text, and remaining. <i>Important:</i> Use this command after a Move or Copy command. Otherwise, the last line of where you moved or copied text to becomes the current line for editing, and this will overwrite any text already on those lines! |
| .R | Read | This displays the text of the line, bypassing the Message Command Interpreter and displaying control characters in reverse video. |
| .s | Save | This tells the BBS you are done with entering and/or editing the message and you now want to store it. |
| .т | Personal signature | This retrieves one of 10 possible signature files created with the Personal Signature command, discussed elsewhere. Enter the signature file number, 0-9 and hit RETURN. If you have no existing signature file under that number, you'll be cheerfully informed 62:file not found:00:00 but no harm has really been done. Try selecting another signature number and trying again. If you have a signature file under that number, it will be appended on to the end of the file and you will be returned to the editor. |
| .U | Unborder | This lets you to undo a Border dot command. Line ranges? (fixme) |
| .V | Version | This lets you see what version of the BBS editor is currently running. |
| .Y | Move | This lets you move a specified range of lines from one part of the message to another. Select the line range to move, then the destination line to move to. <i>Important:</i> See the warning in the Query command about avoiding line replacement! |
| . Z | Сору | This lets you copy a specified range of lines from one part of the message to another. Select the line range to move, then the destination line to move to. <i>Important:</i> See the warning in the Query command about avoiding line replacement! |
| .# | Scale | This is a 40-column scale used for manual centering of text. |

| About the MCI | The MCI (Message Command Interpreter) allows you to do a wide variety of things in messages you type in the BBS editor. Each MCI command consists of: Either the British pound sign (£) if you're using a Commodore computer, or a backslash (\) if you're using another computer type. A command character (either a letter or symbol). Letters are case-insensitive and can be entered either in uppercase or lowercase. Any additional parameters required. | | | | |
|--------------------------------------|---|-----------------------------|---|--|--|
| Command | £A <i>x</i> TEXT£ | | About | | |
| Description | Compare an MCI variable with the TEXT in the command. For a list of MCI variables, see the £Vx command. The trailing pound sign signifies the end of the text to be compared | | | | |
| Parameters | x ranges from 1 to N, followed by the text to be compared, ending with the pound sign | | | | |
| Example | £A2SYSOP£ | C | heck if the user's handle was SYSOP, since £V2 is the user's handle. | | |
| Command Description Parameters | $\pounds Bx$ Sends x bells to the us | ser's terminal; if it suppo | Bells borts them, they will be heard. | | |
| Furumeters | x ranges nom 1 to O . | 1 | Poon three times and display | | |
| Ехитріе | TROHEITO CHELE | : | Hello there! | | |
| Command | £Cx | | Color | | |
| Description | Sets the current displa | ay color to x. | | | |
| Parameters | x can range from 1 to | 0. | | | |
| | 1 - White | 6 – Dark blue | K – Dark gray | | |
| | 2 – Dark red | 7 - Yellow | L - Medium gray | | |
| | 3 – Cyan | 8 – Orange | M - Light green | | |
| | 4 - Purple | 9 - Brown | N - Light blue | | |
| | 5 - Dark green | J – Pink | 0 - Light gray | | |
| | • Commodore users $+$ 1-8) to change | s can use the keyboard o | color codes (CTRL + $1-8$ and C= | | |
| Example | fC1Hello fC3th | ere! | Display Hello in white and There! | | |
| 2 | | | in cyan (a very light blue). | | |
| Command | £Dx | | Jump on not equal | | |
| Description | Skip x lines in the message starting with the line after the jump command if the result of the last compare command ($\pounds A$ or $\pounds T$) was not equal to the comparison | | | | |
| | Each iump commander | and will display a blank | line on the screen. | | |
| Parameters | x ranges from 1 to O. | 1 | | | |

| Example | £A2SYSOP££D2 | Skip two lines in the message if the user's name is not SYSOP. |
|---------------------------|---|---|
| Command Description | $\pounds Ex$ Skips x lines in the message starting with th result of the last compare command ($\pounds A$ of data. | <i>Jump on equal</i> e line after the jump command if the r $\pounds T$) was equal to the comparison |
| Parameters Example | Each jump command will display a blank if x can range from 1 to O. £A2USER££E3 Skip three lines in the metal | line on the screen. essage if the user's name is not USER. |
| Command | - ਜ ਸ 1 | Clear screen |
| Description | This command sends a "clear screen" charact all text on the screen to be erased and begin corner. | ter to the user's terminal. This causes as displaying text at the top left-hand |
| Parameters Example | Only £F1 is allowed. Apple£F1Banana | Display Apple, clears the screen, and immediately display Banana. |
| Command | £Gx | Get character |
| Description | Pause text output and accept a single keystrolThe key pressed will be returned in MCI v | ke from the user. variable EV7 . |
| Parameters | If $x=0$, only uppercase input will be allowed. If $x=1$ both uppercase and lowercase input w | ill be allowed |
| Example | Press Any Key: £G1 Pro | ompt the user to Press Any Key: and let them do so in uppercase text. |
| Command | £Hx | Backspace |
| Description Parameters | Output a backspace character. <i>x</i> can range from 1 to O. | - |
| Example | Abracadabra£HKPresto Change-o! | Display Abracadabra, 11 backspaces (erasing the message) and display Presto Change-o! |
| Command | £IX | Input text |
| Description | Accept a line of text, terminated by the RETU Text typed is stored in MCI variable f.V7 | IRN key. |
| Parameters | If $x=0$, only uppercase input is allowed. If $x=1$ both uppercase and lowercase input is | allowed |
| Example | Type anything: £IO£N1£V7 D line Displ | isplay Type anything:, accept a e of input in uppercase and lowercase. ay a blank line plus what was entered. |

| Command | £Jx | Jump | | | |
|---------------------------------------|--|---|--|--|--|
| Description | Skip over and not display x lines. | Skip over and not display x lines. | | | |
| | • Each jump command encountered will di | isplay a blank line on the screen. | | | |
| Parameters | <i>x</i> can range from 1 to O. | | | | |
| Example | Displayed£J1 | This will display Displayed, | | | |
| | Not displayed | skip this line, and | | | |
| | Always displayed | display Displayed again. | | | |
| Command | £Kx | Colorific mode | | | |
| Description | lor of each successive character in the | | | | |
| T T | order of colors described in £Cx. | | | | |
| | • <i>Note:</i> Colorific mode is <i>not</i> disabled at t £Q0 when you're done with colorific mo | he end of a line. You <i>must</i> use £K0 or ode! | | | |
| Parameters | If $x=0$, it will turn on colorific mode off. | | | | |
| | If x does not equal zero, it will turn on color | ific mode and begin with color £Cx. | | | |
| Example | £K2Greetings, Earthling!£K0 | This turns on colorific mode, | | | |
| | begins with | red, displaying each letter of the phrase | | | |
| | in a differe | ent color, then turns colorific mode off. | | | |
| Command | £Lx | Printer mode | | | |
| Description | Prints text on the printer connected to the B | BS. | | | |
| 1 | • When the end of the line is reached, it sto | ops printing. | | | |
| Parameters | If $x=0$, it stops printing. | | | | |
| | If $x=1$, it starts printing. | | | | |
| Examples | £L0Displayed on the screen | This is displayed on the screen, and | | | |
| | £L1Printed on the printer | this is printed on the printer. | | | |
| Command | fNr | New line | | | |
| Description | Displays a carriage return (and optionally a | linefeed if your terminal requires it) on | | | |
| Description | the screen. | intereed if your terminal requires ity of | | | |
| Parameters | x can range from 1 to O. | | | | |
| Example | Up here£NO£N8Down here | This displays Up here, skips 23 | | | |
| | | lines and displays Down here. | | | |
| Command | £Ox | Line huilding | | | |
| Description | Repeats character x 19 times. This may see | eem strange, but is useful for making | | | |
| I I I I I I I I I I I I I I I I I I I | menu headers and other graphics work. | | | | |
| Example | *£O-* This di | splays **. | | | |
| Command | £Px | Print mode | | | |
| Description | Sometimes referred to as "cursor dancing." | it allows each character output to be | | | |
| · r | displayed in different ways, depending on wh | nat print mode you are using. | | | |

| Parameters | Display modes 6 through L will show up correctly only if you are in color/graphics mode. The print mode is reset to 0 at the beginning of each line. <i>x</i> can range from 0 to L. | | |
|-------------|---|--|--|
| | ASCII Modes: 0 – Normal printing | | |
| | 1 – Character, backspace, character | | |
| | 2 - Character, 8 spaces, 8 backspaces | | |
| | 5 - Character, Dackspace | | |
| | 5 – Character, bell. Noisy! | | |
| | C/G Modes: | | |
| | 6 – Drawkcab (Backward!) | | |
| | 7 – Up | | |
| | 8 - Down Diagonally left to right up to down | | |
| | J = Diagonally, left to right, down to up | | |
| | κ – Diagonally right to left up to down | | |
| | L – Diagonally, right to left, down to up | | |
| Examples | £P2Print mode #2This will display the phrase using print mode #2.£P8Print mode #8This will display the phrase using print mode #8. | | |
| Command | £Qx Reset MCI defaults | | |
| Description | Does the following: | | |
| | • Turns off printer mode | | |
| | I urns off reverse mode Desets the sense was energy /lewences mode | | |
| | Resets the print mode to 0 | | |
| Parameters | If $r=0$ the current color is set as the current display color | | |
| i urumeters | If x does not equal zero, the current color will be set to x . | | |
| Example | £R1Hi£U1£P3GRAPHICS£W2£Q3£N1Defaults restored. | | |
| 1 | Enables reverse mode, displays Hi, sets the screen to uppercase/graphics, displays | | |
| | GRAPHICS using print mode 3, waits two seconds, resets the current color to cyan, skips to the next line and displays Defaults restored. | | |
| Command | f Rr Roverse mode | | |
| Description | Displays characters in the current text color using a solid foreground through | | |
| | which the screen background color shows. | | |
| | • Commodore users can use the keyboard codes (CTRL-9 for RVS ON [reverse | | |
| | onl and CTRL-0 for RVS_OFF [reverse off]) to change reverse mode | | |

| Example | £R1Reversed£R0 Normal | This displays Reversed in reversed text, and Normal in regular text. | | | |
|------------------------|---|---|--|--|--|
| Command Description | $\pounds Sx$ Controls the text output speed in to | Display speed enths of seconds to pause between each letter. | | | |
| Example | £S2Slow £S0Normal | Displays Slow with a delay of two-tenths of a second between letters, and displays Normal at normal speed. | | | |
| Command | £TXTEXT£ | Test MCI variables | | | |
| Description | Used with fD and fE , compares an MCI variable with the TEXT in the command, (similar to fA). | | | | |
| Parameters | If $x=1$, tests the user's last input (MCI variable $\pm V7$). | | | | |
| Example | If $x=2$, tests the user's access level | ; this ranges from 0-9. | | | |
| | £T29££D1 | Compares the user's access level to 9; skips the | | | |
| | | next line in the message if it is not equal. | | | |
| Command | £Ux | Screen mode | | | |
| Description | Switches screen display modes, displaying either uppercase and lowercase text or uppercase text and graphics symbols. (For Commodore users, it's the equivalent of hitting SHIFT + $C=$) | | | | |
| Parameters | If $x=0$, changes the whole screen to uppercase/lowercase mode. | | | | |
| | If $x=1$, changes the whole screen to | o uppercase/graphics mode. | | | |
| Example | £U1uppercase£W2£U0lower | case This displays uppercase in uppercase/graphics mode, waits two tenths of a second, and displays lowercase in uppercase/lowercase mode. | | | |
| Command | £Vx | MCI variables | | | |
| Description | Displays the desired MCI variable. | | | | |
| Parameters | x can range from 0 to M: | | | | |
| | 0 – Current date and time | 7 – Last user input | | | |
| | 1 – Last call date | 8 – Name of BBS at logon | | | |
| | 2 – User's handle | 9 – Last user on the BBS | | | |
| | 3 – User's full real name | J - 38/78 character line | | | |
| | 4 – User's phone number | K – True last call date | | | |
| | 5 – Name of BBS | L – Current protocol | | | |
| | 6 – System variable | M – Access group name | | | |
| Example | Hello, your name is £V3 | ,£N1and you are on £V5! | | | |

Displays Hello, your name is (your full real name is here), skips a line, and displays and you are on (name of the BBS is here).

| Command | £Wx | Wait | | | |
|--------------|---|---|--|--|--|
| Description | Pauses <i>x</i> seconds before continuing. | | | | |
| Parameters | x can range from 1 to O. | | | | |
| Example | Wait£W1 a£W1 second!£W1 | This displays the phrase, | | | |
| | | pausing one second between words. | | | |
| Command | £X1 | Abort | | | |
| Description | Stops displaying a file or message. | | | | |
| Parameters | Only £X1 is allowed. | | | | |
| Example | Text | This displays Text, | | | |
| | £X1 | aborts the message | | | |
| | Never displayed | and never displays this line. | | | |
| Command | £ ← <i>xx</i> | Tab | | | |
| Description/ | Moves the cursor to the column specifie | ed by xx, starting from the left side of the | | | |
| Parameters | screen (column zero). | | | | |
| | • No tab takes place if the column spe | • No tab takes place if the column specified is <i>less than or equal to</i> the current | | | |
| | cursor column (ie, no back-tabbing is available). | | | | |
| | • If you want less than ten columns, use a leading zero (<i>Ex.</i> 05, 08). | | | | |
| | • Non-Commodore users must substi- | tute an _ (underscore) (fixme: sure?) in | | | |
| | place of the \leftarrow for the command to w | vork correctly. | | | |
| Example | Right here£ ← 200ver there tabs or | Displays Right here at the left margin, ver 20 spaces and displays Over there. | | | |
| | <i>Note:</i> The next three corprogram for Image BB original manual and menu | ommands are mainly used if you wish to S. I merely included them because the is also included them. | | | |
| Command | £#x | Display leading characters | | | |
| Description | When you use £%x (see below), this | specifies the number of leading digits to | | | |
| 1 | display. It also specifies leading zeroes of | r spaces. | | | |
| Parameters | If $x=0$, it uses however many digits are in | that number to be displayed. | | | |
| | If x is a number from 1 to 5, it sets that n | number of leading spaces. | | | |
| | If x is a space, it sets leading spaces and | does not affect the number of digits. | | | |
| Example | See the examples for $\pounds $ s below. | | | | |
| Command | £°x | Display integer variable | | | |
| Description | Display the value of any one-letter integ | er variable with or without leading spaces | | | |
| - | (See £#x). | | | | |
| | • An integer variable is a whole numb of 4.5) | er that has no decimal fraction. (4 instead | | | |
| Parameters | x can range from A-Z and is case-insensit | tive. | | | |

| Examples | £#4£# £%a | If a%=1, display "1". (The periods only serve to show how many leading spaces are shown, and are not displayed.) | | |
|--------------|--|--|--|--|
| | C#2C# C&- | If $a^{0/-1}$ display 0.1 | | |
| | L#ZL# Lôd | If $a^{0}=1$, display 01. If $a^{0}=42$ display 02. | | |
| | | If a^{-42} , display 42. If a^{-123} display 2.3 | | |
| | | (the <i>rightmost</i> two digits). | | |
| Command | £\$x | Display string variable | | |
| Description | This command displays the value of any one-letter string variable. | | | |
| | • A string is a list of | of characters that follow each other in succession. | | |
| Parameters : | <i>x</i> can range from A-Z | Z and is case-insensitive. | | |
| Example | £\$b | This displays the contents of B\$. | | |
| | | | | |
| | | | | |
| | | | | |

Image Numbering

Since MCI commands which accept numeric parameters can only accept one character, this is how numbering is done:

| Decimal | Ima | age | | Decimal | Ima | age | |
|---------|-----|-----|----------|---------|-----|-----|----------|
| 0 | 0 | 0 | [number] | 8 | 8 | Η | |
| 1 | 1 | A | | 9 | 9 | I | |
| 2 | 2 | В | | 10 | | J | |
| 3 | 3 | С | | 11 | | K | |
| 4 | 4 | D | | 12 | | L | |
| 5 | 5 | Ε | | 13 | | М | |
| 6 | 6 | F | | 14 | | Ν | |
| 7 | 7 | G | | 15 | | 0 | [letter] |

Hotkeys

Due to the fact that the majority of

I wrote a new version of the standard "Yes/No" hotkey to bring it more in line with Image version 2.0. Say you have a question that asks:

Do you own a dog? [Yes]

In this example, the question itself is the prompt and the bracketed Yes is the default answer. To select the answer to this question:

- Hitting RETURN or any other key than N at this time would cause Yes to be returned to the BBS as an answer.
- Hitting N will return No.

Let's look at it from the flip side:

Do you own a cat? [No]

This time the bracketed No is the default answer. To answer this question:

- Hitting RETURN or any other key than Y at this time would cause No to be returned to the BBS as an answer.
- Hitting Y will return Yes.

Note this is only for the standard Yes/No hotkey questions. All other hotkeys function normally within the BBS. Basically, I just thought it would look a bit more professional. ©

Hotkeys

OnConfigure System, Matrix System, and Manual Revisions

2/20/97

OnConfigure System

A Dragon's Eye BBS exclusive! This system allows you to log on the BBS in one of three ways - menu mode, prompt mode and stored mode.

- Menu mode: This lets you go to a login menu when you first connect to the BBS, allowing you to select which module with a letter.
- Prompt mode: This lets you go through a list of all available online modules, selecting yes or no as to whether you wish to run it or not.
- Stored mode: This lets you go through only the modules you want to go through, the ones you pick using the OC command.

Some other options, reset, view...

The Matrix System

The matrix system is a rather unique concept in bulletin board software. It allows the bulletin board to be split into up to 10 different boards and have all major subsections totally separate from each other. In other words, sub-boards (the message bases) in The Dragon's Eye BBS are totally separate from those of FurryBoard and do not overlap in any way. The same with e-mail, the file areas, and everything else.

Some caveats:

- If you want the full configurability of the OnConfigure system, stick with The Dragon's Eye BBS. Due to the way information files are handled between bulletin board setups in the matrix, this is kind of an Achilles' heel in the implementation, but I figure the added flexibility is worth it. (Remember, it's an "undocumented feature," not a bug!)
- Along the same lines, networking modules do not yet take into account the matrix system, so if you have something you would like to send via the network, use the Dragon's Eye BBS.

6/14/94

Manual Revisions

Schedule crunch due to the end of school coming and access to the computers being cut off forces the project to be terminated. Intermittent bouts of pleading and whining with teachers allow final hasty additions and glorious first printing to be made using school equipment. Two disks containing precious vision created through blood, sweat and tears (and a few late-night bouts with insomnia) saved, verified and kept safe. Well, sort of.

8/9/94

Ten copies made for evaluation purposes. Typos noticed. Those who were there remember I had a few things to say, but won't quote me.

Then till now...

The Forgotten and/or Busy Years.

OnConfigure System, Matrix System, and Manual Revisions

Goodbye, Aldus, hello Microsoft... Totally rewrote manual from Macintosh PageMaker files to Microsoft Word.

A

access • What you are allowed to do on the bulletin board. If you have access to the sub-boards, you are able to read, write, and edit messages

acoustic modem • An early type of modem which used rubber cups to hold the telephone handset. It was somewhat unreliable, since it would intercept background noise if the cups were loose-fitting, in effect garbling the transmission. Compare with *direct-connect modem*.

ACK • A signal sent by the communications software while a file transfer is active. It stands for *ack*nowledge, and is proof the block of information was sent or received correctly, and that the next block can now be sent or received.

alphanumeric • A contraction of the words *alphabetic* and *numeric*; a set of characters including letters, numerals, and special symbols.

analog • A set of values that make up the data you are trying to describe. In early analog computers, this was the actual voltage used to represent the logic states of circuits. *See: digital.*

ANSI • An abbreviation for the American National Standards Institute, although in this manual what is being referred to is *ANSI graphics*, a standardized character set used on many IBM and IBM compatible computers.

ASCII • An abbreviation for American Standard for Computer Information Interchange. ASCII is a (mostly) standardized 8-bit code used by computers for transmitting data between different computers, as the name states. Commodore and Atari computers deviate somewhat from this standard, creating subsets of ASCII called PETASCII and ATASCII, respectively.

asynchronous • A way of transmitting data serially (in one long stream, one character at a time) from one device to another, in which each transmitted character is preceded by a start bit and followed by a stop bit.

auto-answer • The process that the modem goes through when it intercepts an incoming call. Usually it is programmed to answer on the first ring, but this can be changed through use of the *Hayes command set*.

auto-logoff • The process of logging off the user who is currently online with no effort on his or her part.

В

BASIC • The abbreviation for "Beginners' All-purpose Symbolic Instruction Code," this is a programming language that uses easy-to-understand words and symbols found in plain English.

batch • 1: More than one file being transmitted with the same upload or download command. 2: a programming language for DOS on IBM and compatible computers, used to automate repetitive tasks.

baud • Originally a telegraph term named after French telegrapher, Francois Baudot, "baud rate" is actually a measure of signals per second. Because each signal can represent more than one bit, the baud rate and bits per

second (BPS) rate of a modem are not necessarily the same. In the case of 1200 BPS modems, their baud rate is actually 600 (signals per second) and each signal represents two data bits. By multiplying signals per second with the number of bits represented by each signal one determines the BPS rate: 600 signals per second multiplied by 2 bits per signal = 1200 BPS.

BBS • The abbreviation for *bulletin board system*, which is a computer that has been programmed to answer the telephone and communicate with another computer over the phone lines. Originally just an electronic replacement for a real bulletin board like you would see at the local supermarket, and not even offering file transfers and other amenities we take for granted today, BBS's rapidly evolved into sophisticated programs with many commands designed for the convenience and enjoyment of its users.

binary • A numbering system which uses 2 as its base instead of 10 as in the decimal system. The binary system uses only two digits, 0 and 1, in its written form.

bit • A contraction of "*bi*nary digit." A bit can be either 0 or 1, on or off, and is the smallest unit of information recognizable by a computer.

block • 1: A group of up to 1024 characters sent in a continuous stream to or from a computer in a file transfer. 2: Usually called a *sector* instead, this is a physical area of storage space on a floppy disk or hard drive that is of a specific length, usually a contiguous 256 to 512 bytes in length, and is used for holding information.

BPS • The abbreviation for *bits per second*, it is a measurement of how many signals can be transmitted via the modem per second. This isn't the same as the baud rate, although at slow speeds, 150 to 300 BPS, the two are roughly synonymous. *Also see: baud*.

buffer • A temporary storage area, which is usually set aside in a reserved section of memory to protect it from being overwritten by other information, from which data is transferred to or from various storage devices.

byte • 1: An element of data which is composed of eight data bits plus a parity bit, and represents either one alphanumeric character, two decimal digits, or eight binary bits. 2: A sequence of eight binary digits handled as a unit. It is usually encoded in the ASCII format.

С

cache • This process (called *virtual memory*) uses disk space (a *swap file*) instead of actual processor memory on computers that are low on RAM or have system resources tied up with lots of applications and data

C/G • The abbreviation for *color/graphics*, this refers to whether your communications program is able to interpret color codes and display graphics symbols in your character set.

character • Any single letter of the alphabet, numeral, punctuation mark, or other symbol that a computer can read, write, and store. *Character* is synonymous with the term *byte*.

character set • A group of standard alphanumeric characters and graphic symbols a computer is capable of

displaying.

checksum • Used in error-correction, it is the sum of all the ASCII values of bytes in the block of data. If the checksum does not match the total value of the bytes sent, the block is assumed to be bad and is re-sent. However, this is not a perfect scheme, as occasionally bytes will just happen to add up to the correct value anyway if there are two or more errors in the block.

control code • 1: A combination of keys typed by holding down the CONTROL key (or its' equivalent) and at the same time, pressing the command key. 2: Also refers to special undisplayable codes that tell your communications software to do such things as clear the screen, or ring a "bell" if you have one.

column • The amount of information that can be held on one line of one screen line. A 40-column screen can hold, beginning at the left side and ending at the right side of the screen, a total of 40 characters. Likewise, an 80-column screen can hold a total of 80 characters on one line.

compression • A way of squeezing more information into less room by looking for sequences of repeated characters and replacing them with codes that represent the data and how it's to be decoded. This reduces the space needed to hold the program and reduces the transfer time on an upload or download.

CR • The abbreviation for *carriage return*, this is the control code sent to your communications program to make the cursor return to the leftmost column of the screen. Sometimes a carriage return/linefeed combination is required to advance the cursor to the next line. Check your software manual for details.

CRC • This abbreviation for *cyclic redundancy check*, it is an effective error-checking and correcting protocol used by the BBS. When a CRC is performed, the data making up a file is passed through an algorithm which computes a certain value based on the contents. The result is an eight digit hexadecimal number representing the file. If even a single bit of the file is altered, the CRC will be different. By using a CRC value, it can be determined that there is an exact match for the particular file.

credit • This is sort of like money on a bulletin board. You earn credits by posting messages in the sub-boards or uploading files, and some games will award credits when you win. You spend credits by downloading files (the exception being free UD/UX areas), or some games charge entrance fees. *Example:* You have 30 credits in your account. You post a message in the sub-boards, and are awarded 50 credits, bringing the total to 80. Now you are in the UD's, and you see a file you'd like to download which is 75 blocks long. If the transfer is completed successfully, the BBS will take away 75 credits, leaving you with 5.

credit ratio • Most users have a credit ratio of 1:1, meaning for every credit you get through uploading programs or writing posts in the sub-boards, you are awarded 1 credit. If you have a different credit ratio, say 2:1, you will get 2 credits for every one credit you are awarded through these means.

D

decompression • The opposite of compression, this is when a program is brought back to its original form before it was compressed, which will fill more space than the compressed version.

default • An action or value that the computer automatically assumes unless a different instruction or value is given. *Example:* If a default filename is FILE and instead of entering a new filename you press only RETURN, the filename will be set to FILE.

digital • A set of numbers that make up the data you are trying to represent. In digital computers, this is the bytes used to represent the information you're working with. *See: analog.*

direct-connect • A newer type of modem that interfaces directly with the computer and phone lines. *See: acoustic modem.*

disk • Also called *diskettes*, they come in two different sizes: $5\frac{1}{4}$ " disks are floppy circles of magnetic recording media encased by a pliable protective layer of plastic, while $3\frac{1}{2}$ " disks are much the same, only smaller and more rugged than their larger counterparts, also being able to store more information.

disk drive • Machines that read and write information to and from disks. The disk spins around at approximately 300 revolutions per minute, and a read/write head floats just fractions of an inch above the disk's surface, changing polarity to charge or read magnetic particles which form bytes of information in files on the disk.

DOS • Pronounced to rhyme with "moss," this refers to the Disk Operating System of a computer which is designed to handle input/output tasks such as interfacing with the computer and storage peripherals, formatting disks, and loading and saving data. Interesting fact: Commodore computers have their DOS on a ROM chip in the disk drive, while other computers have it loaded into a specific memory area.

download • Sending files from the bulletin board to your computer.

duplex • Refers to whether data may be transmitted and received simultaneously. If a system operates at halfduplex, data cannot be sent and received at the same time. Most BBS's operate using full duplex, so if your modem has a switch of a software command, you can set it to full duplex and let your communications software change the setting to half-duplex when necessary.

Ε

echo • Refers to the display of characters typed by the user. If echo is enabled, the characters typed on the keyboard is displayed on the screen and sent to the other computer. If echo is disabled, the characters will be sent to the other computer, but not displayed on the screen.

electronic mail • Commonly called "e-mail," this is a message sent to you by other users or a message sent to other users by you. These messages are stored in a "mailbox" which is available for the user to access anytime they wish. You may either choose to reply and send it to the original user, send multiple copies of the letter to other users, or save the message for later perusal with a "personal file storage" option.

F

feedback • A form of electronic mail which is sent to the system operator, usually used for commenting about something system-related. I can then reply to your message, send you a canned message, or do a number of other

things... including delete it if I so wish. :)

file • A collection of related data or programs that is treated as a unit by the BBS.

filename • The unique name, usually assigned by the user, that identifies one file for all subsequent operations that make use of that file.

format • 1: A predetermined arrangement of how information is laid out on a storage device. 2: To erase all information off a storage device. 3: The layout of text in a word processing document or the BBS editor.

full duplex • Data that flows in two directions at the same time between two computers in which information is transmitted in both ways at once.

G

GIGO • Pronounced *gee-go*, an acronym for *Garbage In*, *Garbage Out*, this is an informal term that indicates sloppy data processing. The term is normally used to make the point that if the input data is bad (garbage in) then the output data will also be bad (garbage out).

Н

half duplex • Data that flows in two directions at the same time between two computers in which information is transmitted in only one way at once.

handle • An assumed name, like on a citizen-band radio, that you use to identify yourself to other BBS users.

handshake • A form of communication in which two computers conduct file transfers without human intervention. This includes, but is not limited to, this particular BBS program.

hardware • The physical parts of a computer, such as the keyboard, memory chips, the monitor, and disk drive.

hexadecimal • A numbering system with a base of 16. The symbols used in this system are the decimal digits 0 through 9 and six additional digits which are represented as A, B, C, D, E, and F.

Hayes command set • A standard list of commands that affect operating instructions and parameters, internal registers, and hardware functions of a modem.

header • 1: The group of seven or eight bytes in a block of information in a file transfer, that specifies the length of the block and a checksum. 2: The first few lines of information about a message in the sub-boards: the subject, author, any network header information (if applicable), date of creation, the number of responses to a bulletin, and the date and time of the last response.

I

ID# • The abbreviation of *identification number*, this is a number that is assigned to you when you get your account, and is one thing besides handles that sets you apart from all other users on the BBS, helping the program

and the system operator to keep track of users. Use of ID#'s can provide a shortcut for typing in user handles.

input • The act of supplying the computer with information the computer needs to either record permanently or get on a one-time basis. *Example:* This can be used to enter the time and date so the computer can store it, displaying it at startup.

input/output • A general term for when devices communicate with a computer. Usually abbreviated as *I/O*.

integer • The whole or natural number, having no fractional part. 65 is an integer, 65.1 is not.

interface • 1: An information exchange path that allows parts of a computer or computers and external equipment to communicate back and forth with each other. 2: The interface itself, a device that plugs into a computer and acts as the go-between for different parts of the hardware, coordinating the transfer of data.

Κ

K • The symbol signifying the quantity 2^{10} , which is equal to 1024. K is sometimes confused with the symbol k (kilo), which is equal to 1000.

kill • Synonymous with *erase*.

kilobyte • A group of 1024 bytes.

L

line • What you type on and affect with editing control codes, also called an *input area*. Some lines have predetermined lengths that are governed by hardware (an 80-column line length is built into a computer's operating system) or software (a program won't let you enter more than twenty characters of text).

logical line length • The length of a line of text that has been received and displayed on the screen. A screen is made up of 40, 80, or 132 columns, with usually 25 or 43 lines high. Let's say you start typing two lines of text on a screen. To you, it looks like two separate lines of text. But to the computer, whenever you type past the right margin, the lines are linked into one long *logical line* as opposed to the seeming two *physical lines* you typed. Now, when the screen fills up with text and this line gets to the very top of the screen and the computer gets ready to scroll the screen in order to make more room for incoming text, the computer checks the logical line length is checked to see if the screen should be scrolled one or two lines, depending on whether the top two lines are linked together or not.

LF • The abbreviation for *linefeed*, this is the control code sent to your communications program to make the cursor move down to the next line on the screen. Sometimes a linefeed is not required, and a CR will perform a CR/LF combination. Check your software manual for details.

Μ

machine language • This is the "native" language of all computers. It is what all other computer languages are

written in and ultimately translate to, and is made up of a very basic, do-little, yet very fast instruction set that is mostly concerned with affecting and moving memory as well as logic operations.

mask • Something used for security reasons. When you type your password, a certain character is displayed instead of what you are typing. If your password is ten characters long and the mask character is X, what you type shows up as XXXXXXXXXX.

MCI • An abbreviation for *Message Command Interpreter*, this is what "spices up" a message on a BBS, allowing multiple colors, print modes, and much more. Used properly, it even allows for simple *script files*.

modem • An abbreviation for "*mo*dulator/*dem*odulator," it is what makes the exchange of computer data over telephone lines possible, since computers deal in *digital* data (numbers) and the telephone lines deal in *analog* data (electric current). The modem will convert digital data to analog data if sending information, or analog data to digital data if receiving data.

monitor • 1: The display device that video output goes to when it is connected to a computer. 2: Sometimes called a *debugger*, this is a program that allows you to look at *machine language* statements translated to mnemonics for readability. 3: Originally thought to be a word associated with computers, this term actually refers to that pesky kid in school who always wanted to see your hall pass. :)

Ν

network • A collection of computers in different parts of the country or the world connected by telephone lines or some other means in order to share or distribute information, sending it from one place to another.

null • Empty or having no members. This is in contrast to *blank* or *zero*, which indicates the presence of information. For example, in the number 540, zero contains needed information. A null string would be of length zero, literally nothing: "".

numeric • A reference to numerals (numbers) as opposed to letters or other symbols.

0

operating system • An organized group of computer instructions that manage the overall operation of the computer and how it works. This controls things like where to put data as it is received from storage devices, or how and where to display text on the screen, just to name two examples.

output • The action of displaying information on your screen or perhaps sending it to a storage device to be saved.

Ρ

parallel • A means of communication between two devices in which an entire byte is sent at once in a continuous stream. This results in a faster processing time waiting for the device to complete its task.

parity • An extra bit of code in memory that is used to detect errors in memory by making the sum of the active bit in memory either an even or odd value.

password • A means of protection for your BBS account used to prevent other people from getting into it.

post • The action of writing a message or replying to a message in the sub-boards (*post* a message [or bulletin]). This term is usually used interchangeably by most to refer to an actual message (as in *read a post*) but to avoid confusion it is generally suggested to separate the terms and refer to *post* as a verb.

prompt • A character or string that that appears on your screen, and is an inquiry for some sort of information, such as your name, address, age, etc.

protocol • The "rules of the road" for file transfers, a program that defines technical parameters such as the delay between bytes, the block size, and in some cases the efficiency of the protocol and its error-checking abilities. The protocols supported on this BBS are Relaxed Punter, Punter and XMODEM-CRC.

Punter • File transferring protocol.

R

RAM • The abbreviation for *Random Access Memory*, this is the computer's high-speed work area that provides access to memory locations by using a system of vertical and horizontal coordinates. The computer can write information into and read information out of the RAM.

read • The action of retrieving data from a storage device and transferring it to RAM. See: write.

redundant • See: redundant.

remote • A term used to describe computers and devices which are located at sites away from the central computer, which may be on a *network*.

reverse video • A display of characters on a background, opposite of the normal display.

RLE • The abbreviation for *Run-Length Encoded*, this is a black-and-white high-resolution graphics format used to view pictures while online. A terminal capable of displaying the RLE graphics file format is required.

ROM • The abbreviation for *Read-Only Memory*, this is unchangeable by the user and its contents are not erased when the power is turned off to the computer. RAM, however, *will* lose its contents.

S

scroll • The abbreviation for *sc*reen *roll*, this refers to the action of moving everything on the screen up one or two lines depending on the top line's *logical line length* when the screen fills up with text from the modem.

serial • A method of data transfer where one bit of data is sent or received from a device at a time. On the receiving end, they are reassembled into bytes. Slower than parallel, may types of devices still use this method of transfer.
Glossary

SIG • The abbreviation for *Special Interest Group*, this is a place where people with similar interests can get together and post messages that share a common interest.

SIGop • The user who operates and maintains a SIG, and has jurisdiction over all subops. Also called a *host*.

start bit • An extra bit used before transmitting each byte to tell when to transmit, and to assist in locating bit errors.

stop bit • An extra bit used after transmitting each byte to assist in locating bit errors, but usage is rare.

sub-board • Commonly just called a *sub*, this is an area where people can get together and post messages about certain topics governed by the title of the sub-board, and, optionally, the SIG it is in.

subop • The user who operates and maintains a sub-board, they have the authority to delete material that is offensive to other users, or edit material not appropriate to the theme of the sub-board discussion.

sysop • Short for *system operator*, numero uno, they're the user who hosts the BBS, making their computer available for use by the public and oversees all system activity, configuration, and has the power to override SIGops or subops in any ruling, though it's usually talked out so as not to make the fellow look like a dictator. :)

т

terminal • 1: A program that allows data to be sent and received from your modem. It handles sending commands to the modem, character translation and graphics, file transfers, and many other different features, depending on the software.

text file • A file that is composed of normal, human-readable text and free of computer-specific codes.

U

upload • Transmitting files from your computer to the bulletin board.

UID# • The abbreviation for "User Identification Number." See: ID#.

V

validate • The act of the file transfer area subop downloading a file that has been uploaded in order to check that it works properly and has no viruses in it, and to release it for general downloading and award the uploader credits.

virus • A computer program designed to corrupt or destroy data, spreading itself to other disks and storage devices. Some viruses are merely annoying, locking up your system and forcing you to reboot, but they are rare.

W

write • The action of sending data to a storage device from RAM. See: read.

Glossary

Χ

XMODEM • The first successful file transfer scheme to use a checksum to avoid errors in the transmission.

XON/XOFF • A method of pausing text output on the screen, with CONTROL-S to pause and either CONTROL-Q or any other key to resume.

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