

ARTISOFT

D M B B S



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Table of Contents

Section 1: General Information

Introduction.....	1-1
Usage Agreement.....	1-1
About Bulletin Board Systems.....	1-1
Equipment Compatibilities.....	1-2
Other Products Available.....	1-2
Orders and Information.....	1-6
Customer Service Procedures.....	1-6
Acknowledgements.....	1-6

Section 2: Let's Get Started

Make That Back-Up.....	1
Before You Load Anything.....	2-1
Files Needed To Operate Your System.....	2-2
Using ARTISoft's Sequential File Editor.....	2-10
Creating Your System.....	2-10
Booting Your DMBBS.....	2-15

Section 3: D.M.B.B.S. Command Summaries

Waiting For Call Screen.....	3-1
Main Section of BBS.....	3-4
Sub-Boards/Message Bases.....	3-8
Sub-Board Operators Section.....	3-10
Upload/Download Section.....	3-12
Upload/Download Operators Section.....	3-15
System Operators Section.....	3-17
On-Line Message Maker Commands.....	3-20
On-Line Function Key Definitions.....	3-22
Validating/Editing Users.....	3-24
DMBBS Terminal Mode (DM-Term).....	3-26
System Maintenance Module.....	3-29

Section 4: Explanations of the Stats Files

Userlog Data.....	4-1
opt.stats' - Various Important Optional Settings.....	4-2
lev.stats' - Level Names/Time/Calls Per Day, etc.....	4-4
reg.stats' - Main BBS Operations.....	4-4
sub.stats' - Subs/Message Base Operations.....	4-6
uds.stats' - Upload/Download Section Operations.....	4-7

mod.stats' - On-Line Mods/Games Section Operations.....	4-8
trm.stats' - DM-Term Section Operations.....	4-9
Pointers For Editing Stats Files.....	4-10

Section 5: Programming Modifications and Modules

Special Modifications to the BASIC Files.....	5-1
The Module Construction Kit.....	5-2
Reserved MOD Kit Variables.....	5-6

Section 6: Registration and Warranty Information

How to Become a Registered DMBBS Owner	6-1
DMBBS Return Policy.....	6-1
Transferring Your Registration.....	6-2
Replacement Accessories	6-2

Section 1

General Information

Introduction

Congratulations, For you have purchased the best Bulletin Board System available today for the Commodore 64 computer. We here at ARTISoft have put a lot of time, effort, and many sleepless nights into the creation of this very powerful system. This program offers the versatility, speed and pure power that no other Commodore 64 BBS has ever done before. You can rest assured that your search for the ultimate BBS has finally come to an end with DMBBS Series V!

Take your time reading this users manual and following our step-by-step instructions. That way you'll get the most from your computer and this program - the most flexibility, the most satisfying results...and the most fun!

Usage Agreement

You have non-exclusive rights to use the enclosed program (files on disks). This program may only be used on a single computer at one time. Modifications to the coding of said programs will be allowed as long as you maintain in accordance with this usage agreement. At no time will any trademarks, servicemarks, or copyright notices be altered or deleted. You may not use, copy, codify, modify, or transfer the program or documentation, except as expressly provided for in this agreement.

About Bulletin Board Systems

A Bulletin Board System, otherwise called a BBS for short, is a very effective way to communicate to people all around the world. You can at the touch of a few keys post a public message advertising something you may have for sale, or you may send private electronic mail (E-Mail) to another user telling them about yourself etc. You may even trade public domain software by uploading and downloading to/from the BBS. Maybe you would like to have some fun by playing a few on-line games. Whatever your fancy may be, a BBS can easily provide you with a way to have fun, do business, or keep in touch with that long distance friend. We sincerely hope you enjoy our BBS program as much as we have, so go to it!

Equipment Compatibilities

DMBBS Series V is compatible with the C64, C64c, SX64, and C128/128D (in 64 mode) computers. DMBBS will support the 1700 series Commodore RAM expansion units (1700, 1764, & the 1750). The BBS will work with the 1650, 1660, and 1670 (both versions) Commodore modems. Additionally, the BBS will work with the Avatex/Avatex HC, Aprtek (1200 only!), Volks, and any FULLY Hayes compatible modem. DMBBS works with all disk drives that accept DOS version 2.0 commands and is addressable by device #, drive #, or partition #'s. This includes FULL compatibility with the 1541, 1541 II, 1541 compatibles, 1571, 1581, SFD 1001, MSD dual drives, most older CBM disk & hard drives, the CMD HD Series hard drives, ICT's Mini/Data Chief, and Xetec's Lt. Kernal hard drive. The only IEEE interfaces ARTISoft will guarantee compatibility with are the Quicksilver 128/64 Flash by Skyles Electric Works, the BusCard II by Batteries Included, or CMD's RAMLink. We do not guarantee compatibility with ANY type of fastload cartridge or speed enhancement chips with the exception of JiffyDos by Creative Micro Designs.

If you find the bbs not operating satisfactorily with a particular piece of equipment, contact ARTISoft for the necessary modifications. If those modifications can not be made to meet your specific needs then you may take advantage of our 30 day money back guarantee.

Other Products Available

The following is a list of on-line game modules that are currently available to registered DMBBS owners. Orders are now being accepted and your orders will be shipped to your door just as soon as it is received. All minor updates to modules your purchase from ARTISoft are free to download from our main support BBS's mentioned later.

1989 DELUXE MODULES MEMBERSHIP - \$40

What this will do is get you EVERY singular file module that was released in the year of 1989! In other words, if you plan to run a lot of modules you will definitely save a bundle of money with this special package rather than purchasing each module individually. The 1989 package has been completed, the mods that are included are indicated by having '(1989 Mod)' next to the modules title.

1990 DELUXE MODULES MEMBERSHIP - \$50

Identical to the 1989 package but ONLY covers 1990 singular file modules. This package has not yet been completed yet but you are guaranteed to receive a minimum of six (6) online modules in this package or you will receive a complete refund for this package!

EMPIRE DELUXE v3.0a - \$15 (1989 Mod)

Yes, The most widely known on-line game for ANY type of computer in the BBS world is also available for DMBBS! Only this is a much more in depth version than most of the ones out there. You go through things like Jousting Tournaments that can be good if you win but detrimental if you lose, Random events that can also either hurt you or help you, 8 special quests that if solved can give you just what you may need to advance in the game, and TONS of other very involved things to do. See who can become Emperor first! This is the biggest selling module EVER from ARTISoft!

CASINO v1.0 - \$10 (1989 Mod)

A gambling game where users enter a casino and may gamble just for fun or bet their real credits from the BBS! Features include: A Top Ten List, Lottery-Pick 3/Pick 4/Pick 6, Slots and Super Slots, Blackjack, Hi-Lo Jack, Roulette, Craps, Betting on Topics, And MORE!

FREDDY v1.0 - \$10 (1989 Mod)

A game based on Nightmare On Elm Street. Each user, on his turn searches for other users asleep in their homes, if he finds a user awake, he must fight him to continue! If he finds a sleeping user, he may make off with a limb or get bombed and lose a limb himself! When Freddy is done, he specifies a sleeping time and turns into a potential victim himself. A ranking keeps track of the top players...as long as they live!

UNDERWORLD v2.0 - \$15 (1989 Mod)

The ultimate on-line D & D adventure in which you fight fellow users. The game consists of 12 different weapons, 13 different types of armor, and 6 different spells. Certain items are not purchasable, they must be found in either the Dungeon, the Battlegrounds, or when fighting another user. The SysOp can determine the number of monsters and name them whatever he/she likes! Item names and prices are also easily modifiable by the SysOp. This game is so versatile it will not play the same on any BBS! All in all, Underworld is long and far the most action packed D & D game for DMBBS!

BIG TROUBLE IN LITTLE CHINA v1.0 - \$10 (1989 Mod)

This new and exciting on-line game is based on the popular movie of the same title. You are a warrior on a desperate search for the evil Lopan, but you are faced with many obstacles before you even come close to your eventual goal!

MURDER MOTEL v2.0 - \$15 (1989 Mod)

Would you dare enter the dreaded Murder Motel? Yes that's right, it's the bloody module that everyone has been waiting for, but with tons of added features over the Color 64 and C-Net versions! Each user gets a certain amount of moves to roam around the creepy motel and search for their prey! There are just TOO MANY features such as traps, detailed rooms, a moves storage bank, drones, room service, armors, and weapons to mention. You can also squeal on other players locations, but if you lie it will take away some of your valuable moves! What is probably the biggest advantage over the other Murder Motel style games around today is that you can edit or even create your very OWN unique motels! Get this module, IT'S HOT!!!

VS. FOOTBALL v1.0 - \$15 (1990 Mod)

Are you ready for some serious gut-wrenching football?!? Well I sure hope so because this football game isn't for wimps! Talk about being realistic, this game even lets you do things such as bribe the referee, not to mention the in-depth play by play action and speedy gameplay you will experience in VS. Football. For crying out loud your users can even bet their true BBS credits on the game they are playing! There is just NO question that noone's DMBBS should be without this exciting module!

SPACE EMPIRE v2.0 - \$15 (1990 Mod)

The year is 2506. The place is somewhere in space. Due to rapid reproduction of the human race, mankind has spread it's seed to every galaxy it has encountered. Thus born... Space Empire! Here only the smartest and strongest survive as there are 24 other Monarchs trying for the same thing... TOTAL DOMINATION of all things!! Rules? There is only one, SURVIVE! This game will put a knot in your throat with ease. All we can say is if you want a on-line game that will, simply put, enthrall your users, then THIS IS IT!!!

Here are some other programs that ARTISoft produces that are not affiliated with DMBBS.

THE 64 FILE CABINET - \$9.95

Do you have literally TONS of disks lying all over the place and don't know where you have whatever programs on disk... Maybe you have hundreds of video tapes and you don't know what movie is on what tape?!? Well your troubles are OVER with The 64 File Cabinet! This program will file ALL of your programs by disk number or video tapes by tape number so you will never be lost again! Also alphabetizes them for even more ease of use. Plus keep track of all lent out disks or video's AND MUCH MORE!

ARTISOFT'S BI-MONTHLY - \$25 US/\$30 CAN/\$35 (1 Yr)

Don't Miss Out!! Sign up for the already famous A.S.B.M! This is a bi-monthly newsletter on disk which contains all kinds of news about new products in the computer industry, raving reviews, complete listings of ALL DMBBS's, plus DMBBS updates & new PD mods, and MUCH MORE! It will pay for itself!

COPY MATE FILE COPIER - \$9.95

This copier will make file copying a much easier task than ever before...This program will work on any Commodore drive types although it is mainly built around the use of drive types supporting logical units such as the CMD HD's, Lt. Kernals, or Data/Mini-Chiefs. Copy Mate will allow you to copy multiple files from partition to partition on the same hard drive without any hassle whatsoever. It will, while copying, also display to you each block as it copies along with the total blocks of the program being copied. This may not be the most advanced copier in the world but it effectively gets the job done and is easy to use.

New modules and other programs are being created constantly by ARTISoft and other DMBBS owners all over North America, to find out what is new and to download free modules created by others, call one of the main support BBS's, or info lines around North America!

ARTISoft/DTI also markets various peripherals such as modems, hard drives, monitors, printers, software, and all types of accessories. To find out more about this contact ARTISoft's inquiry line at (301) 553-0201.

Orders and Information

If you wish to place an order or need general information about any product available from us, you should call Monday through Friday 11:00am through 7:00pm EST. The number for Orders is (301) 553-0301. Please only use this number for ordering or ordering information.

Customer Service Procedures

If you ever should have a problem with DMBBS please review this users manual very, very well, as it is 95% likely the answer to your situation is documented in here somewhere. However, if you are really stumped with a certain problem then you may call our Customer Service Line Monday through Friday 11:00am through 7:00pm EST at (301) 553-0201. Any other time messages can be taken. Please only call THIS number with customer service questions as the representatives on other ARTISoft numbers will not be able to help you.

You may also call this same number with inquiries about some of the other products we offer to our customers.

If you have had a problem with an order of ARTISoft products placed through one of our dealers, contact the dealership as we cannot help you.

If you would rather write us your comments, write to the address below...

ARTISoft
Attn: Customer Service
P.O. Box 96
Glen Burnie, MD. 21060

...or call our 24 hour BBS at (301) 553-0001 3/12/2400 Baud.

Acknowledgements

The staff here at ARTISoft are extremely proud to release to you our D.M.B.B.S. Series V. Many long hours and sleepless nights went into this difficult project from both the members of our staff and outside help alike. For that we would like to thank Charles (Wizz) Kappel III, who was responsible for the main core of the programming; Christian (L. Ronin) Stephens, for introducing new ideas, writing the manual, and generally keeping things sane!; Eric (Caretaker) Farnsworth, for much help with the machine language coding in the beginning of this project; Angelo &

Colleen Pasquella for MANY of the ideas in the finished product & keeping up our morale.

There are also a number of other people who played a role in helping us to create this system. For that we would like to give special thanks to:

Charles A. Christianson, Doug Cotton, Mark Fellows, and the entire staff at Creative Micro Designs for helping us get DMBBS working great with JiffyDos & the CMD HD's. CMD also has helped our company excel in general with their wonderful advice and support! Thanks guys/gals!

Chris (Phantom Wizzz) O'Rorke of METALsoft for keeping things in motion with the older version while we were busy re-writing!

William (Diamondback) Hampton for helping the office out when we were to hung up with the creation.

And...

All of the Info Line SysOp's for keeping owners informed; All of the users of our main BBS's for putting up with all of the crashing during testing & de-bugging; Taylor, Brinn, Mark Hammel, Kathleen Ingram and the rest of the staff at Compute Publications, RUN Magazine, and anyone we may have forgotten to put here...Thanks to all!!

Section 2

Let's Get Started

Make That Back-Up

Before you begin to create your system you should first make a back-up of your original disks. They are not copy protected so any full disk copier, nibbler, or a file copier will do the job. Once you have made these back-up copies put your original disks either back into the notebook or any good storage place. Then use the back-ups for all of your loading purposes. This way you will eliminate the possibility of ruining disks accidentally.

Also, later on, once you have gotten your system completely set up and running, make back-ups of all of your system disks for safety purposes. You should periodically make complete system back-ups just in case there is ever a mishap with one or more of your system disks. We cannot stress enough how important it is for a SysOp to follow these simple procedures.

Example: If your systems disk with the users stats was accidentally introduced to a magnetic field and all data was destroyed, wouldn't you be extremely upset not to have a trusty back-up copy of that disk to save your day?! Of course you would, so do make sure to make occasional back-ups.

Before You Load Anything

The following is not absolutely necessary, however, it will indeed make it a lot easier to actually create your system.

Grab a couple sheets of paper and a pencil. Now write down all of the message bases & upload/download sections you wish to have. Along with the levels to access each one of them. There are 15 levels, now if you choose to have a message base or ud section only given to certain people regardless of their security level then you will want to set those to level 16. Then turn that bit on for who you wish to access those areas, 'bits' are covered later. Also make sure write down what devices/drive #'s you wish to have each UD section on. Once you have done this you should use another piece of paper and write out your library sections. For example, most BBS's first section is something to the effect of 'Rules & Regulations'. After you do this take an estimated guess of how many files you think you will have in each section, then write that number next to each sections name.

You may have a maximum of 30 sub-boards, and up to 40 ud sections, on-line modules, or library sections.

Doing all of this will help you while using the system create program. It will save you a lot of inconvenience.

Files Needed To Operate Your System

Here are all of the sequential menu's and system files along with their respective descriptions. If you see an asterisk right before the description begins that means this file has already been included with your BBS, although we advise you to modify them to your liking.

acct list *This is the description file for the userslog. When you edit a user or when a user checks their stats this file will describe each line of that users record.

Example:

```
acct list part / userlog part
```

```
Alias-----] Brinn
Location----] Baltimore- MD.
SL/PT/BB----] 9, 1, 1
```

etc..

You should not make modifications to this file other than color changes as it may very well distort your view of the users when editing.

app *This is the application file a new user will see when they apply for an account on your BBS. Here is where you should tell the new applicant what you expect out of them while being a user on your BBS. Once the user is done reading your words of wisdom he/she will have to actually fill out your unique application. However, in the app file itself the questions are saved first and then you should type your message. Here is an example:

```

12
Your Handle      :
Your Location    :
Real Name       :
Your Age        :
B-Day..mo/da/yr:
Voice Phone #   :
Computer Type   :
BBS Password    :
Street Address  :
City/State/Zip  :
Years Modeming  :
Got This # From:

--*New User Application*--

(Here is where you would create the
message for the applicant to see,
etc.)

```

The 1st number in the file **MUST** be the total number of questions you wish the BBS to ask the applicant. Those questions then must occupy the next (whatever #) of lines following the first line. For example we used 12 here meaning we have 12 questions we wish to ask the applicant. Immediately after that 12 you see that we have the 12 questions on the next 12 lines.

You may ask any question you feel like in any way that you like but each question **MUST** be entirely contained on one line with no empty lines between questions. The maximum number of questions you may ask is 40, however, we recommend not going over 10-15, because the applicant may become irate at having to answer so many questions.

One **VERY** important note however, the first 8 questions **MUST** be left as they are because the answers to these 8 questions are saved into the actual Users relative file. The colors or the way they are displayed may be altered but not changed, removed, or swapped around.

Once the application has been completed it is then saved into the SysOp's mail for review.

- open x** *This will be the Commodore Graphics capable opening screens. The 'x' will represent the number of that particular opening screen. You may have as little as 1 and as many as 255 C= Graphics opening screens. The system will randomly pick one of your screens when a user logs on using graphics. The number of screens you have is stored in a file called opt.stats which is explained elsewhere in this manual. Anytime you wish to add or take away a screen you would just adjust that number in the opt. stats program and save or delete the appropriate opening screen.
- opena** *This is the ASCII opening screen. When a non-Commodore graphics user logs on the BBS will automatically search for this ASCII opening file. This file may be modified.
- edit** *Whenever a user enters the 'EDIT' mode in the message editor and types '?' they will see this file. Also if the user types .h or /h in the editor, they will be shown this file. It is used to help a user understand the commands available in the message editor.
- end x** *Users will view this file when the log-off. The 'x' will represent the number of that particular ending screen. You may have as little as 1 and as many as 255 ending screens. The BBS will randomly pick one of your ending screens when a user logs off using the normal log-off sequence. The number of screens you have is stored in a file by the name of opt. stats which is explained elsewhere in this manual. Anytime you wish to add or take away a screen you would just adjust that number in the opt.stats program and save or delete the appropriate ending screen.
- lib x** These are the menu's which carry the listings of the files you have in each category in your Library Sub-Section. Where 'x' is the number of the category. You must make these files yourself using either the separate sequential file editor included on your disks or the one built into the BBS. You may list them in whatever graphics or style you wish but just make sure that each file selection is in the proper order that you saved them in.

lib x. x

These are the library files themselves. Well, obviously you must provide these yourself. Where the first 'x' is the number of the libraries category, and the second 'x' is the number of the actual file. Use either the stand alone sequential file editor included or the BBS's built in editor to make and save your library files. If you already have files to go into your libraries, simply rename them to conform with the program, for example, the filename 'lib 2. 5' would be category two and file number five in that category.

mf-back

*This is the Multiple Feedback System menu that users will see when they hit 'f' from any of the three main BBS sections. This will allow your system to have certain, more frequently mailed users, able to be left mail in a much easier fashion than conventional e-mail. Below is how the file should be set up:

```

x
x1
x2
x3

--*Multiple Feedback System*--

1 - The
2 -   User's
3 -   Handles

```

The first 'x' you see should be set to the total amount of users you wish to have in your Multi-Feedback. The next three you see 'x1, x2, x3' should be set to the actual account numbers of the users in Multi-Feedback. Now these numbers MUST be in the same exact order that the users names are listed in further on in this file. Next you will simply add the users names/handles into the listing for the people to actually read. Here is an example of a completed 'mf-back' file:

- 3 (total number of users in your multi-feedback)
- 1 (user ID # of first user in multi-feedback)
- 2 (user ID # of second user in multi-feedback)
- 17 (user ID # of third user in multi-feedback)

--*Multiple Feedback System*--

- 1- Lord Ronin - SysOp
- 2- Wizz - Co-SysOp
- 3- Cyclone - Trivia Sub-Op

Please note however that we are only using three users as an example, you may have as little as 1 or as many as 255 entries! The concept is fairly simple once you are used to it.

news x

Where the 'x' is the number of the news file. These files are displayed once a user has logged onto the system. You will want to make a news file once your BBS is up and running so that you may tell people about the initial news of the system. To add a news file all you must do is go to the news section and hit '+' to add. Once you enter your file the BBS will prompt you for a title of your new news. You may currently have up to 10 news files at one time. Programming modifications for allowing more than 10 news files, are provided section entitled 'Simple BBS Modifications'.

omni-msg

*The omni-message is exactly like a posted message in the subs but it only appears when a user logs onto the BBS. Immediately after the user reads the new news on the system the BBS asks if the user would like to view the omni-message. This is a good way for SysOp's and users alike to advertise something or to say hello to the next caller. The SysOp sets the level required to write omni-messages, so you do not have unworthy users adding useless messages. To write an omni message just type 'om' at the main prompt.

one liners

*The one liners are virtually self explanatory. They allow the SysOp or a user to add up to 88 characters of whatever they like to a list of 10 of them. The BBS then randomly chooses and displays one of them each time the person goes to the main prompt. The SysOp sets the level

required to add a one liner, or you can simply turn it off altogether.

Also note that each time a user adds a one liner it saves that one liner in the SysOp's callers log under that users call so the SysOp will always know when one was added, what was added, and who added it!

- wait** *This is the screen that is displayed while your system is waiting for a call. You may modify the wait screen to your hearts content.
- bbs.chat** *When the SysOp In/Out function is set to off, and a user enters a chat request this file will be displayed. You may modify this as much as you wish to.
- bbs.header** *This is the command listing menu for the message editor. It is displayed each time someone accesses the editor in either the main BBS or the ud section. This file may be modified.
- bbs.help** *This file will explain to a lost user what the commands in the main part of the BBS do. This file may be modified.
- bbs.info** *Most SysOp's use this file to list all of the equipment their system is running off of. You may do with this file what you wish.
- bbs.mail** *This will display the normal electronic mail menu. This file may be modified.
- bbs.menu** *This is the main menu of the BBS. Users see this when they hit either ? or return at the BBS's main prompt. This file may be modified.
- bbs.params** *This is the user parameters change menu. This file may be modified.
- bbs.prime** *This file is displayed only to users not having access to your system during Prime Time hours. Granted you have a Prime Time period activated on your system. If you do not have any Prime Time activated then you will not need this file on your system files disk. This file may be modified.

- bbs.sys** *This is the System Operators menu. This file may be modified.
- mod.menu** *This is the modules/on-line games menu. When you put up any modules to run make SURE that the order in which you display them is the same order they are saved into the mod.stats! Users will need to see this file to choose which modules they wish to go to. This file may be modified.
- namelist** This file stores the user ID #'s and handles of all of the users on your BBS. Namelist gets used three ways. One, it allows a user to log in using their handle instead of an ID #. Two, it serves as a quick ID # search when in the mail section. Three, it allows the SysOp's to be able to, when editing users, just type e and the handle instead of having to know the users ID #. Basically it provides the BBS with a way of finding a user very quickly. The BBS will automatically add new users ID #'s and handles to this list, but it is still suggested that you manually re-generate this list periodically due to deleted users, etc. You must type '+' at either the waiting for call screen or SysOp's mode to re-generate it. Do NOT modify this file in any way.
- reg-callers** This is the callers log for regular users. You set the level to have access to this callers log. This file will only display the handles, caller #, user ID #, baud rate, and time used. It is safe to let any user view this callers log. You do NOT need to create this file as the BBS automatically appends to this file every time a user logs on and off.
- sys-callers** This is the callers log for SysOp's. You set the level to have access to this file as well. This file will contain EVERYTHING each caller has done while they were online. It is suggested that only SysOp's/Co-SysOp's have access to this callers log. You do NOT need to create this file as the BBS automatically appends to it every time a user logs on and off.
- sub.header** *This is the command listing menu for the message editor. It is displayed each time someone accesses the editor in the message bases. This file may be modified.

- sub.help** *This file will explain to a lost user what the commands in the subs/message bases will do. This file may be modified.
- sub.menu** *This is the subs/message bases main menu. This menu will be displayed whenever a user hits ? in the sub-boards. This file may be modified.
- sub.op** *This is the Sub-Op menu in the sub-boards. It explains all of the Sub-Op/SysOp commands available in the sub-boards. Sub-Op's will only be able to go to this section in their sub(s), which you have pre-determined. This file may be modified.
- sub x** Where 'x' is the number of the sub you have a title screen for..ie: 'sub 1' or 'sub 12'. These are title screens to the subs/message bases. When someone presses 't' in the subs or they go to a sub where they have never read a message before, this file will be displayed. It should explain what that particular base is all about and what is appropriate subject matter in that base. If your subs title is pretty much self-explanatory then you may not need to bother even making a title screen for that sub at all.
- sp x. x** These are the actual sub-board message packets which are created when someone posts. Where the first 'x' is the number of the sub-board and the second one is the packet number. You really do not have to know how these work seeing the program does these files on it's own. An example is 'sp 7. 42', which would be packet number 42 from sub number 7. If you for instance had set your message packets to 10 messages per packet this packet would begin at post # 420, if 5 per packet post # 210, etc.
- uds.help** *This file will explain to a lost user what the commands in the upload/download section will do. This file may be modified.
- uds.menu** *This is the upload/download sections main menu. This menu will be displayed whenever a user types ? or hits return in the UD section. This file may be modified.
- uds.op** *This is the Ud-Op menu in the upload/download section. It explains all of the Ud-Op commands available in the UD section. Ud-Op's will only be able to go to this

- section in their ud(s), which you have pre-determined. This file may be modified.
- uds.open** *This is the opening screen for the entire UD section. Users will view this file every time they enter the UD section. This file may be modified.
- uds.sys** *This is the System Operators menu for the UD section (for SysOp's not Ud-Op's). This file may be modified.
- ud- x** This is the directory file for each UD section you have. Where 'x' is the number of the UD section ie: 'ud- 4' or 'ud- 17'. It contains such things as the filenames, total blocks of file, who uploaded it, the date uploaded, and a description of the file left by the uploader. The BBS will automatically create these files for you. Do not modify any of these directory files.

Please note that you must filecopy all of the provided system files to whichever device #/drive # that you will designate as your systems disk.

Using ARTISoft's Sequential File Editor

We have included our stand alone sequential file editor for the C=64 with your DMBBS Series V package. This program, up until now, has been an exclusive to A.S.B.M. subscribers. We have packed a lot of features into this baby such as punctuation mode, cursor mode, rainbow coloring, centering, search with replace, delete to & from, printing capability, and well over 20,000 bytes of available memory! To use this jewel is not a hard task, it is actually self-explanatory. To load the editor, load 'seq editor v*',Dr#,1 and run it. Once loaded you may view the commands by typing either .? or .h for help. We highly recommend that you use this editor for creating and modifying all of your system files and others alike. We know you will appreciate the ease of this editor compared to others.

Creating Your System

Ok now you should format a fresh blank new QUALITY disk for each and every drive you will be using on your system. If you are using a Hard Drive then now is the time for you to create all of your decided partitions/logical units. Do not continue until all of this is done.

Important Note: If you are using a Xetec Lt. Kernal Hard Drive with your DMBBS, you will want to turn NMI traps off. This is the ONLY way you

will be able to run the BBS at 2400 baud error free. To turn NMI traps off, simply type 'config' at the Commodore 64's 'Ready.' prompt, and reconfigure your LI Kernal.

Now it is finally time to actually create your system! You must now load the file from one of your included disks, you should actually be using your back-ups, a file by the name of 'system create v5',DR#,1 and then run.

Once you follow your first instruction of inserting all of the system disks (as if you were online) then hit return. Make sure your modem is hooked up and turned on as well.

You will then be prompted with general questions such as the BBS name you wish to use, and vital information about yourself. It will use this information to create your ID # 1 in the userlog so answer the questions correctly. You may use color.

The next question is the maximum number of users you would like on your system. Since Series V uses two records per user, whatever you choose is going to roughly be doubled in blocks on the userlog device you select later. So if you selected 100 users your userlog will be about 204 blocks. A good number to start at is 100 as you can always raise the maximum later.

You are then asked for a guest password. This means that to apply to the system as a new user the guest would have to know this general password to even apply. This may be good for private systems but if you're a public BBS obviously you will not want this, so just hit return.

Next it will prompt you for the device # for all of the various stats files to be saved. This number can range from 8-28 depending on what you have. Most systems will have this set at 8. Then you are asked for your Root Partition. If you do not have a Hard Drive on-line just hit return, but if you do have a hard drive you must type in whatever partition or logical unit your HD defaults to when it is reset.

NOTE: Regardless of how many partitions or lu's you have, all of the stats files must remain on the ROOT partition or logical unit. Also note that the main program drivers, i.e., dmbbs v5.x, will automatically be defaulted to being stored on whichever Device # you have chosen for your stats device.

You will then be asked what device #, drive #, & DOS or Partition command for the userlog, the system files, the systems mail, the sub system (message bases), and the libraries. If you are putting all of these on 41 or compat, 81, or SFD simply type the device #'s and hit return on Drive # and the DOS command then skip to the next paragraph. If you are using a

CMD or Lt. Kernal hard drive you will enter your corresponding partition/lu's at the drive # questions, then just hit return on the DOS command. However, if you have a CMD and wish to have sub-directories WITHIN a Native mode partition, you must still enter your partition's at the Drive # query, and after that you may enter your Sub- Directory partition command at the DOS command prompt. For dual drives enter the device # and then enter either 0 or 1 for the drive #, hit return for the DOS command. For ICT Hard Drives enter the device # of the HD, hit return on the Drive # and then enter your DOS partition chaining commands. For 1571's enter device #, hit return on the Drive #, and enter either 'u0>m1' for double sided mode (1328 blocks) or type 'u0>h1' for two side usage (two 664 block drives). It is much better to use the 1st method. For 1581 partitioning enter the Device #, hit return on the Drive #, and enter your '/partition name' at the DOS prompt.

You will then be prompted for what modem type you have. All 2400 baud Hayes compatible modems should choose # 3. By the way # 6 which is Avatex/Regular is ONLY for the older non-Hayes compatible Avatex's. If you have an Avatex 2400 modem choose #3.

The program then will want to know if your modem's carrier needs to be inverted or not. ALL 2400 baud modems will have to be inverted so type 'y' if you have a 2400. Also type 'y' if you have a 1660, an older Volks modem, or one of the older Avatex's we were talking about. 1670's and any other modems type 'n'.

If you have a printer online you will most likely want to just hit return here as most printer's secondary addresses are 7 and that is the default. If it needs to be different then enter that number now. If you have no printer online just hit return.

Then you will be asked how many characters you wish your BBS to allow before logging someone off for excessive commands. The default is 15 and the maximum is 255. By typing 256 here you will disable the excessive command function altogether.

Next you will need to enter the baud rates you wish for your BBS to accept. Enter your selection accordingly.

The program will then display an entire screen regarding security levels. There are 16 levels, each of which you can alter the number of calls per day, minutes per day, and that levels access title. If you wish to make any changes then do so by entering the appropriate security level you wish to alter. Once your done simply hit return to continue. The program will quickly access your selected stats device and save your level stats, 'lev.stats'.

You will then be asked the minimum security level to enter the UD section & the security level you want the BBS to give new users after they have applied.

Now the next question deals with what we call Prime Time. What this will allow you to do is actually set a period of time that only certain people can call and log onto your BBS. When you validate users there is a Prime Time bit. If it is a 1 they can call during Prime Time, if it is a 0 they cannot it's that simple. If you wish to not have prime time enter 'n' now. If you do want it then type 'y' and then enter your start and ending times in 24 hour military time.

The program then asks you if you wish to run a Midnight Mod. Unless you have a certain module you have that you would like it to auto-run at midnight type 'n' here. If you do happen to have a module you would like the system to auto-run at midnight, the module's filename MUST be 'midnight.mod'. This file must be located on whichever device # & drive # you have your main BBS file on.

Then you will be prompted for the amount of credits you wish to give to a user for each time they post, 5-15 is usual. It will also ask how many credits per block uploaded, well the amount you enter here is only the default for new users. You may alter EACH USER's own credit ratio once the BBS is up and running.

It will then ask you if there is a loss of carrier, like if the user deliberately dropped carrier, how many credits to deduct from their account.

You will then want to enter the minimum level allowed to post in the subs/message bases.

Now, as the program states, for the next series of questions simply enter their level you wish that particular option to become available to users. Enter a 16 if you would like a certain feature shut off altogether.

Here are the questions it asks...

Level to begin Unlimited Time, to allow 300 baud UD Transfers, access On-Line Games/Modules, Upload, Download, to allow Anonymous posting in the subs, SysOp-Remote access, have access to change Omni-Message, access Sub-Boards, what level to Enter UD's without posting (0 if off), what level to enter On-Line Games/Mods without posting (0 if off), level to allow editing of the One Liners, to use the Graffiti Wall, level to access the Regular Users Callers Log, Level to access the SysOp's Callers Log, The number of times a user can request a Chat before they get booted off of the

BBS, number of title screens, and the number of ending screens. Then the program will prompt you to place your BOOT disk into your chosen stats device and hit return. If you chose for your stats to save on a hard drive then simply hit return here. One quick advisory, if using a hard drive for booting the BBS you should place the boot files and stats files on the same partition/lu. This in turn must be your ROOT partition/lu. Once this is done the program will save your optional stats called 'opt.stats'. When this is done you must re-insert your original stats disks if using a regular disk drive. Then hit return to continue.

IMPORTANT NOTE: The 'opt.stats' file MUST be contained on your BBS's boot disk or your BBS will not load. So please follow the above instructions.

You are now asked how many messages you would like to store per message packet. Most other, slower BBS programs are slow because they save each message individually. However, the way DMBBS uses Message Packets it allows the speed that other systems cannot rival. If you have a fast device such as a CMD HD, Lt. Kernal, SFD 1001, or a 1581 with Jiffy Dos we recommend you stick with the default of 10. If you have a slower device such as 1541's or compatibles, 1571, ICT Data/Mini Chief, or an older CBM drive you should select about 5 messages per packet to keep good speed in the subs.

Now you will want to take out that piece of paper we spoke about in the second part of this section. As it is time to enter all of your desired sub-boards.

The information you must enter for each sub-board is...

The sub's name, the security level to access it, the maximum number of posts (must be divisible by the number you chose for packet size), and whether anonymous posts are allowed or not. You are allowed a maximum of 30 sub-boards/message bases.

Once you are done the create program will review your entries and allow you to edit them before you finalize them.

Now you should use the paper you wrote down your library information on. You should enter all of your desired library sections and required levels now. You are allowed a maximum of 40 library sections.

Review your library categories the same way you did with the subs and once done hit return. The program will then quickly access your stats device and create your regular stats and sub-board stats files... 'reg.stats' and 'sub.stats'.

Next you should find your paper with the upload/download sections on it and enter them accordingly. You are allowed 40 upload/download sections.

The information you must enter for each UD section is...

The UD sections name, the security level to access it, the device #, drive #, and DOS command for that section, whether the credit system is to be turned on or off in each section, the minimum blocks allowed to be free on that UD section (this is to save from overflows, the BBS will automatically scratch the last file uploaded and validate that device or partition when that block marker is met), and whether you would like that section to be a private UD section or not. By private we mean that anything uploaded to that UD section will not appear in the directory for users to download until you make them available. This is a good way to protect your BBS from illegal software but it can get to be a hassle to always add files yourself.

Now review your UD sections and make sure that everything is correct. If not then select that section and repair it. Once done hit return and your UD stats, 'uds.stats', userlog and everything else is created.

YOU HAVE FINISHED CREATING YOUR SYSTEM...

Now you simply should type return and your BBS will boot up automatically!

Booting Your DMBBS

First and foremost make sure your Blue DMBBS Security Key is firmly in place in your number 2 joystick port. Otherwise the BBS will fail to operate.

To boot your DMBBS all you have to do is, load"*",Dvc#,1. once that is done you will come to a time setting prompt. Enter the exact time and whether it is in the AM or PM then hit return.

Now simply enter the device # you have your stats on and hit return.

Note: If you do NOT have a Ram Expander installed skip the next three paragraphs.

If you have a RAM expansion unit currently installed the program will automatically detect it and proceed.

The first question it will ask you is what device number to make your RAM Drive. It is advised that you make your RAM Drive the highest device number you have running.

Next you will be asked which device # to use as a RAM Boot Disk. This will be the device that you copy your program files from, and then into the RAM unit. Once you enter this device # you will be prompted to insert the RAM Boot Disk and hit return. Now that you have done this simply choose which files you wish to copy into the RAM Drive and they will then copy themselves. After the copying is done you are asked if you have another RAM Boot Disk, if so repeat the last procedure. Once done copying the program will want you to put the DMBBS boot disk back into the drive and it will copy the main BBS into the RAM Expansion at that time. After all of this the BBS will then auto boot.

Once your BBS has completely booted you will see a prompt stating:

```
Data Disk & Return  
or, Enter Dos Command?
```

You should now insert ALL of your system disks into their proper devices.

If you have a special Dos command you must enter for one reason or another you should just enter it here. 1571 double sided users, you may type 'u0>m1' right here and then enter the appropriate device # and that device will then be in double sided mode.

After you hit return here the modem will be initialized, the stats loaded, and WALA...Your BBS is now up and running!!

Section 3

D.M.B.B.S. Command Summaries

Waiting For Call Screen

This is the screen that is displayed when the BBS is actually waiting for someone to call. The BBS is vulnerable to a variety of SysOp commands from this screen as well.

Let's first describe the top half of this screen. The top half is generated by the BBS itself and contains an abundance of information that is useful to the SysOp.

The top line you see display's to you the current time (this is a running clock), the version you are running, & today's date. Underneath you will be shown how many callers you have had so far that day, how many new users that day, how much mail is waiting for the SysOp, and the total minutes that your BBS has been utilized that day. The callers, new users, & total minutes used will reset at midnight. The SysOp's mail will reset when the SysOp has read and deleted their mail. To the right of this, the handles of the last five people who have called your BBS will be displayed.

Below there are certain status indicators shown. All of which are able to be toggled from this mode. These are, whether the SysOp is to be considered in or out. If guests are currently allowed to apply or not. If you have a printer turned on or not. Whether the offline commands are on or off. Which type of application style you have the BBS set for. Also if Keyboard Lockout commands are on or off. These displays are explained below.

SysOp in or out - If a user enters a chat request this will determine whether the system will page you or if it will load the 'bbs.chat' file to the user notifying the user that the SysOp is either not here or busy. Please also note that if you have SysOp set as IN, when a user logs on it will show periods when a caller enters their password instead of their password. Which is very helpful if you have people over your house.

Guests on or off - With this ON any new person calling your BBS will be able to apply for a new account number on your BBS. If turned OFF only people with established account numbers will be able to log onto your BBS. Obviously when you first get your BBS online you are going to want to have this on, but if you feel your system has enough users after a while you may wish to turn this off.

Printer on or off - With is turned ON the BBS will save the 'sys-callers' file to your printer instead of your disk. This can be good if you are the type of SysOp who likes to keep hard copies of all of their callers actions. With this function shut off the BBS will automatically save the log to your designated systems disk.

Offline commands on or off - Do you have a cat, dog, kids, or you always seem to be dropping things on your keyboard?! Well what this does is make it so nothing can disturb your BBS by hitting keys when waiting for a call. For instance say you have a cat, and this cat happens to hop over top of your keyboard and just barely hitting the F3 key taking your BBS to the log-in prompt. Now you have just left for work so your BBS could conceivably be off-line all day just because of your cat! Well that is why we have added this feature. We very seriously doubt that a cat will be able to hit F2 to turn it off, if so then you have one extremely intelligent pet there!

Guests apply type - This is a very useful option. You can at the touch of one key toggle between two different methods of allowing users to apply to your BBS. 'Guests Auto Apply', in this mode when a user types G for guest or new, the BBS will take them directly to the application. This application must be filled out before they can get to the main prompt. 'Guests Browse System', in this mode when a new caller hits G for guest or new, the BBS will log them on under a handle of 'guest' and give them a level 0. They will only be able to apply for an account by typing 'A' from the main prompt, leave feedback, and only have access to whatever you have made available to level 0, most likely nothing. Most SysOp's choose the Auto Apply method so they are guaranteed a new user each time a new person calls.

Keyboard Lockout Mode on or off - This is an original idea that can help SysOp's out a great deal when they have people over their house and do not want them to play with the BBS. This feature when activated will not allow ANY input from the BBS's computer to be entered! Whether it be waiting for a call or when someone is online. This is a wonderful help if you, for example, are having a party and people are playing around with the keys on your BBS when someone is on. To disable 'Keyboard Lockout Mode' you would hit the listed command of 'Commodore key + Control key' and you will then be prompted for a password. This password is not stored in any sequential file, it is stored in the actual main BBS program. So even if a person hits RUN/STOP & RESTORE and re-runs the BBS, or even resets the computer and re-boots your board, the BBS will STILL be Locked Out! Unless the password is entered correctly it will never let them out of Lockout. The password your program has come pre-programmed with is 'recall'. It is advised that you change this password to something that only

you would know. To do so you may either change the proper lines in the BASIC (covered in the Program Modifications section), or even easier use a sector editor.

Commands available while waiting for a call

C= + CNTRL Will toggle 'Keyboard Lockout Mode'. If you are turning this off then you will also have to enter either the pre-programmed password of 'recall' or your own unique password if you have created one.

G Will pick up the modem if the modem is at that time off-line, or will hang up the modem if it was on-line (this only works from the waiting for call screen). If you are speaking voice with someone on your BBS phone line you may tell the person to command their modem to pick up (ATD), and you would hit this 'G' command which would allow them to connect without making them call the BBS back.

R This resets the Graffiti Wall of your BBS, granted you have this function operating.

S Will take you to the SysOp Maintenance Module. This is how you would go about making changes to your BBS's configuration. Effectively using this program will allow you to run your BBS at all times without having to ever take your BBS down.

+ Updates the 'namelist' file which is described earlier in the filenames part of Section # 2 of this manual. You should reset this file roughly once a week.

C Allows you as the SysOp to check yours or other users mail. After hitting 'C' you will be prompted with 'Read User #:' with which you enter the user # that you would like to check.

A Toggles between 'Guests Auto Apply' to 'Guests Browse System'.

F 1 Toggles the SysOp IN or OUT for chat availability.

F 2 Toggles the offline commands ON or OFF.

- F3** Begins the Local Log-In sequence. This will allow anyone using your BBS computer to log onto your system just as if they had called from their own computer.
- F4** Will take you to the System Operators Section.
- F5** Toggles the printer ON or OFF (if you have one on-line).
- F6** This will access the Callers Logs. Once chosen you will be asked whether you wish to view the Regular Log or the SysOp's Log. You may also reset either of the logs after reading each one.
- F7** Will take you to the full featured DM-Terminal module.
- F8** Toggles guests allowed, ON or OFF. You will most likely always want this ON.
- RETURN** This will quickly log the SysOp (user # 1) onto the BBS bypassing all of the logging in procedures.

Main Section of BBS

These are the commands that are accessible by an on-line user (if their level permits), and the appropriate descriptions to each command from the main BBS prompt.

- A** Takes a 'Guest' user to your New User application. However, if you have your BBS set for Auto Apply on the offline commands then this command is useless and should be removed from your menu. This is only a one time command for a user.
- B** This will do the same thing as the 'S' command will. It will access the Sub-Boards/Message Base section of the BBS. We added the 'B' command due to the fact that a lot of users are familiar with the 'B' for the Message Bases in certain other systems.
- C** Enters a 'CHAT' request for the SysOp. If you have your chat availability set to OUT then entering this will automatically display your 'bbs.chat' file to the user. If the availability selector is set to IN, the user will then be prompted with 'Reason?', and whatever reason they type will be saved into the

SysOp's callers log. Anyone with Remote SysOp access may hit chat regardless of the IN/OUT status and still page you. The chat will sound a light 'ding' to let you know someone is attempting to chat with you. Your screen will also make notice by changing color at first and then the border color until you answer or they log off.

- F Will take any user to the Multiple Feedback Menu.
- G This is the regular log off command. By typing G to log off, the BBS will make sure by asking if they wish to really log off. If they select yes the BBS will display the file called 'end x' and log the user completely off.
- H Displays the help file for the Main section of the BBS to any user. (filename- 'bbs.help')
- I Displays the info file for your BBS, usually containing information like what the system is being run on. (filename- 'bbs.info')
- L Will access the Library Sub-Section. The system already knows what library 'categories' you have since you entered them when you created the system. Once the user chooses a category to go to, the BBS searches for that categories file directory which should be entitled 'lib x' (this is covered in section # 2). The user simply selects whichever number file he/she wishes to view.
- M Will take the user to the electronic mail section. From the mail prompt the user may, one, leave mail by user number. Two, search the system by handles. Three, do a quick system users list. Four, check their mailbox for unread mail.
- N Will automatically access the sub-boards and begin to read any messages that are NEW to the user.
- O This accesses the One Liners area, granted the user has your pre-determined level to access it. Here users with access may view and change any of the 10 one liners. Please note there is an additional one liner saved in the 'one liners' file. This eleventh entry may not be changed by anyone, while on the BBS. To alter this one liner the SysOp must load the 'one liners' file into the editor and may alter it there. It will be the first line of the file, this will allow a SysOp to have a one line

message that can never be changed except by him/her. Please take note that the maximum size a one liner may be is 88 characters, this number includes all control and Commodore characters!

P This is another unique DMBBS feature as it will allow a user to actually 'PAUSE' the system for a period of time no higher than their time remaining on the system but not to exceed 30 minutes. This is good for quick trips to the rest room, kitchen etc. Normally after the BBS has stood IDLE for too long, meaning no input from the user. The system will display a 'HURRY UP' to the user, if nothing is entered in the next minute or so after that, the BBS will kick the user off. That is why this command can be so useful. Please note that when a user is on LOCALLY (actually using the BBS computer to log on), then the BBS will ignore any IDLE times and a system pause isn't necessary.

Q This is the quick log off method. When this is entered by a user it skips the verification question and ending screens that are provided when a user uses the regular 'G' command to log off.

Please note that if a New User hits 'Q' for a quick log off it will not allow it. Instead it will act as if they had hit 'G' and verify the logoff plus show the ending screen. This is so a new user will not accidentally log themselves off incase they are not yet very familiar with DMBBS's commands.

R Will act like a Re-Login sequence. If selected the BBS will jump back to where the new news files are shown and continue from there as if the user was just logging on.

S Accesses the Sub-Boards/Message Bases section of your BBS.

Y Takes the user to the users parameter change menu. Here a user may, one, view their status. Two, change their baud rate (range 300-600). Three, change the graphics of their handle. Four, change their location under their handle, and five, alter their BBS password.

Z This, based on what levels you set for them, will access the callers logs. If a user doesn't have the required level to view any log then 'Z' will do absolutely nothing when entered. If they do have the access but only to the regular callers log then

it will automatically just show that log. If they have the level to be able to access both of the logs then they will be asked which they would like to view, the Regular or the SysOp's. A SysOp may also reset the log this way.

Any user may use this, the comma key, to stack their commands. For instance if a user typed '? ,m, 2,taylor,y' it would view the main menu, go to the mail section, select number 2 which is search the system by handle, and once it found Taylor it would ask if he/she would like to leave mail to Taylor and in this case we said yes. Any user may use stacked commands anywhere on the BBS.

- £ Will issue the 'hit delete/backspace' command and then re-determine whether you are using Commodore Graphics or standard ASCII translations.
- ? Views the main command menu.
- OM Views the Omni-Message and asks the user if they would like to write their own, level permitting of course.
- UD Accesses the Upload/Download Sub-Section of the BBS.
- MOD Accesses the Modules/On-Line Games Sub-Section of the BBS and then lets them choose which game or module number they would like to go to.
- NEW Accesses the News Sub-Section of the BBS and then lets them choose which news file to view. Anyone with SysOp's access may add a news file by simply typing '+' at the news section's prompt. The BBS will allow the SysOp to have up to 10 news files active at one time. When you add the 11th file the system automatically deletes the first news file, renames all of the proper files, and renumbers the news file listings. It does not seem feasible that a SysOp would like to have over 10 news files at once but if you wish to have over 10 you may follow instructions on how to change this number in the Program Modifications section.
- SYS Accesses the System Operators section of the BBS, level permitting.
- CTRL Z Anytime this is typed it will very quickly delete any and all characters that have been entered on that particular line.

Sub-Boards/Message Bases

These are the commands that are accessible to an on-line user (if their level permits), and the appropriate descriptions to each command in the Sub-Boards section of the BBS.

- A** By typing 'A' once, while a message is being displayed, the BBS will then abort. However, if you are in a new scan it will, instead of aborting, 'SKIP' to the next message (if one). To do a full 'ABORT' in a new scan you must type 'A' twice.
- C** Enters a 'CHAT' request for the SysOp. This works the same way as it does in the Main BBS.
- F** Will take any user to the Multiple Feedback Menu.
- G** This is the regular log off command. This works the same way as it does in the Main BBS.
- H** Displays the help file for the Sub-Boards section of the BBS to any user. (filename- 'sub.help')
- K** This will kill the last message the user has read, but only if that message was entered by that user. A SubOp may kill ANY message in their particular sub-board. A SysOp may kill ANY messages.
- L** Will list all of the sub-boards available to that particular user along with how many new messages in each sub-board.
- M** Will take the user to the electronic mail section. This works the same way as it does in the Main BBS.
- N** Automatically reads, to the user, any new messages that are contained in your sub-boards. The user will be prompted after each sub has been read, if they would like to post, quit, list subs, or change subs. If the user presses return, the BBS will automatically read any new messages on the next sub they have access to. If the next sub has zero new then the BBS will state the name of the sub & that there are 0 new, and then will auto-skip to the next sub without the user having to hit return. Also, if a user has a certain sub-board 'unlinked' then the new message scan will skip that sub-board entirely. For an explanation of 'Sub-Linkage' go to the 'TL' command.

- P** Allows a user to post a message on whichever sub they are on, along with an subject to their post.
- Q** Will quit back to the Main BBS.
- R x** Where 'x' is a message number. This will read whatever message is entered after the 'R'. If 'R' is entered by itself it will automatically read the last message read.
- T** Displays the title screen for that particular sub-board, if there is one. (filename- 'sub x')
- #** Where '#' is the number of the sub-board. This will take a user to whatever # sub-board they enter.
- *** Will post a response to the last post read, using that messages subject as your subject.
- >** This will move forward to the next sub-board.
- <** This will move backward to the last sub-board.
- ,** Any user may use this, the comma key, to stack their commands. This works the same as it does in the Main BBS.
- ?** Views the sub-board command menu.
- ↑** Accesses the Sub-Op's command menu, granted the user is either a SysOp or has SubOp access to that sub-board. The commands in the SubOp mode are provided further on into this section.
- PA** Will allow a user to post a message anonymously. This depends, however, on two things. One, if the SysOp has anonymous posts turned on for that sub and two, if the user has the proper level to access anonymous posting in each individual sub-board. The SysOp or SubOp of a sub-board are able to view the handle and user number of a person who has posted anonymously by typing 'CU' from that sub's prompt.
- Q!** This is the quick log off method. By hitting this the user will be immediately logged off without the system displaying any end files.
- SP** This will initiate a temporary system pause. This works the same as the 'P' command does in the Main BBS.

- TL** Toggles the linkage of any sub-board it is typed on. When a user toggles the linkage of a sub to the off position, then when that user is in a new scan whatever subs that are unlinked will be entirely skipped. Example: Say you have 10 subs on your BBS and a certain user does not wish to even access sub #'s 4, 5, and 7 when they are doing a new message scan. Well all that user must do is go to sub #'s 4, 5, and 7 and type 'TL' at each one of those sub-boards and from then on they will be excluded from his/her new scans! Of course the user always has the ability to re-link a sub as well. A sub-board is 'linked' when there is a 'LNK' to the left of that sub's title, when there is no 'LNK' before the title then that sub is 'unlinked'.
- Note: When a new user is added to your BBS all of the linkages are defaulted on.
- UD** This will access the Upload/Download section of your BBS.
- MOD** Accesses the Modules/On-Line Games Sub-Section of the BBS and then lets them choose which game or module number they would like to go to.
- CTRL Z** Anytime this is typed it will very quickly delete any and all characters that have been entered on that particular line.
- RETURN** Reads the next message in whichever sub-board you happen to be in. If you are at the new scan prompt then hitting RETURN will go to the next linked sub and read it's new messages.

Sub-Board Operators Section

These are the commands that are accessible to an on-line Sub-Board Operator, or more so called 'SubOp'. Also are the appropriate descriptions to each command in the SubOp section of the BBS. Remember that a SubOp will only have access to these commands in the sub-board's that you have given them SubOp classification for.

- E** This allows the SubOp to change the name of their sub, and whether anonymous posting should be allowed in their sub or not.
- K** This will kill the last message that the SubOp or SysOp has read. A SubOp may kill any message in their particular sub-

board, while a SysOp may kill ANY messages on their entire system.

Please note however that this command must be done at the actual sub-board's prompt and NOT the SubOp prompt. This will KILL the last message that you have read so be careful with this function.

Q This will quit from the SubOp mode and go back to the Sub-Board prompt.

R Will do a complete reset of whatever sub-board you went into SubOp mode of. What is meant by complete reset is that the number of messages in that base will be reset to zero. The system is programmed to verify your selection of this command when chosen. This is done by a quick 'Are You Sure?'. No-one should ever have to use this function unless you are changing the sub-board for some reason or something wrong happens to your 'sub.stats' which makes you have to reset (although this is highly unlikely).

W Will allow a SubOp to write the title screen for their sub-board. Once they are done entering the screen and enter the save command, the BBS will automatically save the file as the title screen for whatever sub-board they are in.

? Views the SubOp command menu.

, Any user may use this, the comma key, to stack their commands. This works the same as it does in the Main BBS.

CU Will show the handle of the user who posted the last message you have read. This is ideal for finding out who has posted an anonymous message. This command is not accessible to regular users. SubOp's may use this command in their sub(s) only, while SysOp's may use this command on any sub. 'CU' is listed in the 'subop' menu, not the regular 'sub.menu' file. However, this command only works from the actual sub-boards prompt, not sub-op mode.

CTRL Z Anytime this is typed it will very quickly delete any and all characters that have been entered on that particular line.

Upload/Download Section

These are the commands that are accessible to an on-line user (if their level permits), and the appropriate descriptions to each command in the Upload/Download section of the BBS.

- B** This will do the same thing as the 'S' command will do. It will access the Sub-Boards/Message Base Sub-Section of the BBS. We added the 'B' command due to the fact that a lot of users are familiar with the 'B' for the Message Bases in certain other systems.
- C** Enters a 'CHAT' request for the SysOp. This works the same way as it does in the Main BBS.
- F** Will take any user to the Multiple Feedback Menu.
- G** This is the regular log off command. This works the same way as it does in the Main BBS.
- H** Displays the help file for the UD section of the BBS to any user. (filename- 'uds.help')
- L** Will list all of the ud sections available to that particular user along with how many new messages in each ud section.
- M** Will take the user to the electronic mail section. This works the same way as it does in the Main BBS.
- N** Automatically displays, to the user, only the new files that have been uploaded since their last call date. This is especially useful on systems that have very large upload/download areas. If there are 0 new the user will be prompted with 'Q or CR'. Where 'Q' is quit new scan and 'CR' (carriage return) is continue to next ud section.
- Q** Will quit back to the Main BBS.
- S** Accesses the Sub-Boards/Message Bases section of your BBS.
- U** Will allow a user to upload a file to your BBS. Once this is chosen the user will be prompted for two things. One, the filename they wish to upload the file under, and two, a description of the file they are uploading. Please take note that the description may not be over 250 characters long (that number includes control and Commodore characters!).

- # Where '#' is the number of the ud section. This will take a user to whatever # ud section they enter.
- > This will move forward to the next ud section.
- < This will move backward to the last ud section.
- \$ Views the directory file for whatever ud section the user happens to be in. The file numbers, block sizes, file types, and filenames will all be shown using this command.
- % Views the directory file for whatever ud section the user happens to be in. The only differences between this command and the '\$' command are that this will also display three additional pieces of information about each file. One, the handles of the uploaders, the dates they were each uploaded, and the descriptions for each file.
- *
- ,
- ? Views the upload/download command menu.
- ↑ Accesses the UD-Op's command menu, granted the user is either a SysOp or has UD-Op access to that ud section. The commands in the UD-Op mode are provided further on into this section.
- A x This does the same thing as the '%' command does, but instead of listing all files with descriptions etc..This will allow you to view a total description about one file at a time. Using this feature sure can save a lot of time if the file you wish to know about is in the middle of a very large ud directory file!
- CF Clears all file selections that have been made using the 'SF' command in case you feel that you made a mistake when selecting files to multi- download.
- D x Downloads a file from the current directory where 'x' is the number of the file the user wishes to download.
- K x Lets a user kill a file from the current directory as long as that user was the person who originally upload the file. This is good in case a user knows a file that they have uploaded did not properly transfer or something to that effect. When a user

uses this function, rest assured that the BBS will automatically minus whatever credits were awarded to the user for uploading it.

- MD** This works in two different ways. One, if you previously used the 'SF' command to select files then by hitting 'MD' you will initiate the multi- downloading sequence. Two, if you have not used the 'SF' command to select any files, (to be sure none are selected simply type 'CF'), then when you enter 'MD' the BBS will follow the same procedures stated in the first three paragraphs describing the 'SF' command. After you have chosen the files you wish to download the BBS will automatically initiate the multiple transfer mode.
- MU** Will activate the multi-upload sequence. Before beginning however the BBS will ask the user for a description to cover all of the files about to be multi-uploaded. Please note that multiple file transfers will only work when using the Punter ud protocol.
- Q!** This is the quick log off method. By hitting this the user will be immediately logged off without the system displaying any end files.
- S F** This allows a user to select files to be multi- download. Once 'SF' is entered the BBS will ask 'Scan File Names?'. If they answer yes they will then be prompted with, 'Start At #:', which is what file number the scanning of filenames should begin at. This helps a great deal when using large ud directories, hitting return will default to 1. Next the user is prompted, in order, with the filenames contained in that directory followed by a prompt of '[Yes, No, Done, Abort(>'. The user simply chooses the files that they wish to multi-download.

The second choosing method will be initiated if the user says no to the 'Scan File Names?' option. They will be asked for the file numbers of the files they wish to multi-download. These file numbers may be entered in two ways. One, they may be separated by colons, i.e., '4:8:12:52'. Two, they may be entered in ranges, i.e., '6-14'. The first example would have selected file #'s 4, 8, 12, and 52. While the example using ranges would have selected files 6 through 14. Both of these methods may also be combined, i.e., '4:6:9-17:22:27-31', etc.

Obviously the proper method to use for selecting files totally depends on how many files the user wishes to select.

Please note: A user may select files from multiple ud directories before starting the transferring. For instance, if you wanted files from directories 1, 2, 7, and 9, you may select all of the desired files from each one of those directories and once you begin the transferring, the BBS will automatically switch directories in the middle of the transferring and download all files selected.

- SN** This works exactly like the 'SF' command but with 'SN' it will only select files that are NEW to the user.
- SP** This will initiate a temporary system pause. This works the same as the 'P' command does in the Main BBS.
- TP** Toggles the Upload/Download protocol from what is currently in use. You have the two protocols of Punter and X-Modem available to you.
- Vx** This views a SEQuential file from the ud directory you are currently on, where 'x' is the number of the file you wish to view.
- MOD** Accesses the Modules/On-Line Games Sub-Section of the BBS and then lets them choose which game or module number they would like to go to.
- SYS** Accesses the Upload/Download area System Operators section, level permitting of course.
- CTRL Z** Anytime this is typed it will very quickly delete any and all characters that have been entered on that particular line.

Upload/Download Operators Section

These are the commands that are accessible to an on-line Upload/Download Operator, more so called a 'UD-Op'. Also are the appropriate descriptions to each command in the UD-Op section of the BBS. Remember that a user will only have access to these commands in the ud section's that you have given them UD-Op classification for.

- A** Will allow you to add a file to the ud directory. Once chosen, you will be prompted for a file name. Now this file's name MUST be spelled the exact way as it is on your disk or hard

drive. If it is not then you will only get a 'File Not Found!' message. However, when entered correctly the BBS will then ask you for the description you wish to add to this new file. The BBS has then added it to that ud directory.

K This works a bit differently than the 'K' function accessible by regular users. A SubOp may kill any file they wish from THEIR upload/download section only. They may do this by just typing 'Kx' where 'x' is the file number to kill, or just type 'K' by itself and select which files to kill. The SysOp however may use the same method OR use the 'SF' method talked about earlier for multi-directory maintenance! Killing a file will remove the file from both the ud directory it is in AND scratch it from the disk or hard drive itself.

R This works the EXACT same way as the 'K' command above does. The only difference is that instead of killing the file from the directory file and the disk, this command only removes it from the ud directory.

T This is another original DMBBS feature that will give you the option of making each ud section have a different status. It will toggle between...

Upload's Only / Download's Only / Closed / Regular

The user will see what status each ud section is under, each time they travel to that particular section. When the ud section is set to 'Regular', which is normal, it will not say a thing.

Any user may use this, the comma key, to stack their commands. This works the same as it does in the Main BBS.

↑ This will display the UD-Operators command menu. Please realize that the UD-Op mode does not have it's own prompt, only a separate command menu. All of your UD-Op commands will be entered at the actual ud section's prompt.

£ By hitting this the BBS will completely regenerate the ud directory. It will add every file that is on that disk or partition to the directory. For the description of each file the BBS will insert 'LOCAL UPLOAD!'.

£a This does almost the same thing as the '£' command does, but instead of regenerating the directory, this will APPEND to the directory without losing any of the files already saved into the

directory. Once this command is entered you will be prompted with 'Pattern[*]>'. What that allows is for you to add files using a pattern search, i.e., if you entered 't*' the BBS would only add those files beginning with a 't'. Another example would be if you entered 'S*=p' the BBS would only add PROGRAM files that begin with an 'S' but not sequential files. (P=Program/S=Sequential/R=Relative/U=User). If you wish to append the entire directory then just hit return or '*' at the pattern prompt.

- CTRL Z** Anytime this is typed it will very quickly delete any and all characters that have been entered on that particular line.

System Operators Section

These are the commands that are accessible to the SysOp and any Co-SysOps you may have, and the appropriate descriptions to each command in the System Operators section of the BBS.

- C** This will allow you to change the date. Please be sure to use the format of mo/da/yr.
- D** Will let you select a new Device # and Drive # to have set at the prompt's default. If you are using a CMD Hard Drive or the Lt. Kernal then you should enter your partitions or logical units as the Drive #. The format to change this default is...

'd device #:drive #' example: 'd 12:17' or 'd 8:1'

Where the 'd 12:17' changed the default to Device # 12 and the Drive # to partition 17. Let's say the second one, 'd 8:1' was a dual drive. Well it went to Device # 8 and Drive # 1 of the dual drive. If you are changing the default to a standard soft drive (disk drive) then you will always enter a 0 for the drive type: i.e., 'd 9:0' will go to Device # 9, Drive # 0. Also note that entering 0 for the Drive # when using most hard drives will equal the same as if you had entered your ROOT partition/lu.

The Device # and Drive # MUST be online for you to select them. Selecting a default that is not actually online will cause an error.

- E** Allows you to edit the account of any user on the BBS. The 'E' must be followed by either the user's account number or

their handle. For more information on editing a user refer to the sub-section entitled 'Validating/Editing Users' near the end of Section number 3.

- F** When you choose 'F' to make a file copy you must first be sure that your default Device & Drive #'s are set up to be your source of the copy. Once you have done this, simply type return and you will be prompted for the destination Device & Drive #'s. You must enter the Device & Drive #'s the same way you would to change the default except not using the 'd' before the numbers. i.e., 11:24 for a destination would mean Device # 11 and partition # 24. For standard soft drives (disk drives) make sure to enter a ':0' after the Device #. You will next be asked for the file name you wish to copy, you must enter this exactly how it appears on the disk or it will not find the file. Lastly, you will be asked whether it is a '[P]rogram or [S]equential' file. Once this is entered the BBS will tell you that it is copying that filename, and that is what it is doing.

Please note that an effective use of the ';' for stacking commands can make the job a lot easier when copying multiple files.

DMBBS will only file copy Program & Sequential file types.

- K** Followed by a user number, will kill any user. For instance if you typed 'k152' it would delete user # 152.
- Q** Will quit back to the Main BBS.
- R** Will run a module. This is not a function to play around with if you know not what your doing. As if you are running a module that is not properly set up to run in association with Series V it may very well mix your user stats up. However, if you do have a module you would like to go to that maybe you have created, then after hitting 'R' simply enter the required information of file name, device #, and drive # and the BBS will load and run the program. Also, each time a module is run using this method, it is recorded into the SysOp's callers log that it was done, the filename run, and what device & drive it was loaded from.
- S** Will take you to the SysOp Maintenance Module. This is how you would go about making changes to your BBS's configuration. Effectively using this program will allow you

to run your BBS at all times without having to ever take your BBS down!

V Views any sequential file. Simply type 'V', enter the file name (you may use a pattern), the device & drive #'s it is on, and whether you would like the output to go to the screen or to a printer.

W Accesses the on-line message maker which allows you to write new files or edit old ones. The commands for this editor are located in the next sub-section entitled 'On-Line Message Maker Commands'.

? Views the menu for the system operators section.

+ This will regenerate the 'namelist' file which was talked about in the filenames part of Section # 2. It is strongly advised that you update this file at least once a week. You may type '+' to succeed in this task.

\$ Views the ACTUAL directory of whatever your default device/drive # is set to, or you may enter the '\$' along with a new default device/drive #, on the same line, i.e., '\$9:22' or '\$14:0'. Once you are done the first step the BBS will prompt you for a pattern search. If you do not have one to use simply hit return or the '*' key.

@ Notifies the BBS that you are issuing a DOS command of some sort. You may use any of the full array of Commodore DOS commands, as long as this '@' is preceding each command.

If you are using a regular soft drive then just regular commands are fine. However, if you are using a device with a Drive #/Partition/LU then immediately after your DOS command you MUST enter the proper Drive # or it will default to whatever your ROOT partition is. Example:

'@n:disk name,id' is a fine way to format any soft drive, but to format or issue a DOS command to a Drive # controlled device you MUST enter the Drive # as so...

'@n25:disk name,id'..We are formatting partition/lu number 25. PLEASE remember to do this or you could find yourself formatting a wrong Drive #!

- , You may use this, the comma key, to stack your commands while in the SysOp's mode. This works the same way it does in the main BBS.
- CTRL Z** Anytime this is typed it will very quickly delete any and all characters that have been entered on that particular line.
- Note: The Upload/Download section also has a separate SysOp mode to it. However, there are few differences. Commands '+, E, and K' are not available. However, there are also two new commands:
- U** This will allow you to have someone upload a file directly to a certain Device #/Drive # without you having to add to any ud directory files.
- D** This will allow you to have someone download a file directly from a certain Device #/Drive # without you having to add to any ud directory files.

On-Line Message Maker Commands

These are the commands that are accessible to an on-line user, and the appropriate descriptions to each command in the Message Maker (sometimes called Editor) of the BBS.

- CTRL A** Will print the handle of the user online. If you are responding to mail OFFLINE and hit this, then the handle of the SysOp will be displayed.
- CTRL G** Incorporates a bell sound into your message.
- CTRL I** This will insert a message separating marker into whatever sequential file you are editing. This is the character that the BBS recognizes as being a new post in the sub-boards, a new file entry into a ud section directory file, etc. The character that CTRL I sends out is a CHR\$(255), and it will look just like a checker board. Only a SysOp is able to use this command in the editor, although you should really never have to use it.
- CTRL N** Initiates lowercase Commodore graphics mode. You should not need to enter this command

unless you have used CTRL U somewhere before it in the same message.

CTRL O

Will allow a SysOp to load in any sequential file. You will be prompted for the file name, device #, and the drive #. You may also use this to merge numerous sequential files by loading one right after the other all in the same message.

CTRL P

This will issue a pause 1/10th seconds long.

CTRL U

Initiates uppercase Commodore graphics mode. This will allow any user to use the graphic characters that may only be seen when the screen is in upper case mode. Be sure to use CTRL N to reset to lower case graphics before saving your file.

CTRL V

Incorporates a light gong sound into your message.

CTRL W

Toggles between Word Wrap Off/Wrap 40/Wrap 80 columns. DMBBS's word wrap is a TRUE COLUMN word wrap and not a CHARACTER wrap like most other BBS programs. What this means is you can enter as many characters such as cursor movements and graphics as you want and the BBS won't make it wrap! The BBS will NOT word wrap until the cursor itself ends up in the rightmost column.

CTRL Y

Will print the location of the user online. If you are responding to mail OFFLINE and hit this, then the BBS Name will be displayed.

CTRL Z

If you enter this with nothing on the line you are typing it on, then it will quickly delete the last line of the message. If you enter this command on a line that has some characters on it then it will simply erase what is on that line only.

SHIFT INST DEL

This will allow a user to 'PUSH' anything on the same line as the cursor to the right. This along with nominal graphic skills can help create a very professional graphics presentation.

- CLR HOME** This will allow a user to 'PULL' anything on the same line as the cursor to the left. This along with nominal graphic skills can help create a very professional graphics presentation.
- SHIFT CLR HOME** Will make the message clear the screen.
- .S or /S** To save your message.
- .R or /R** To read your message before saving it.
- .E or /E** To edit your message.
- .A or /A** To abort your message.
- Q** This is the command to quit from within the actual 'EDIT' mode's prompt.
- ?** By doing this at the 'EDIT' prompt you will be shown the editor's help file. (file name 'edit')
- C x** This is how to change a line while at the 'EDIT' prompt, where 'x' is the line number to change.
- D x** This is how to delete a line while at the 'EDIT' prompt, where 'x' is the line number to delete.
- DA** This will allow you to delete all of the lines that are on the screen at once while at the 'EDIT' prompt. There are 7 lines shown with each editing screen.
- Ix** This is how to insert a line while at the 'EDIT' prompt, where 'x' is the line you wish to insert a line in front of.
- RETURN** This will continue on to the next editing screen, or abort back to the actual message maker if the line is the last editing line in 'EDIT' mode.

On-Line Function Key Definitions

These are the explanations of what the F-keys do while a user is on-line.

- F1** This will force the user that is on-line into chat mode with the SysOp.

F 2 Will allow the SysOp to quickly change some of the more vital statistics about the user that is on-line. The choices you are prompted with are...

New Level?

Credit Amount Left?

Calls Allowed Today?

Minutes Left This Call?

SysOp Comment?

The user cannot see any of these questions nor can they see your answers, although while you are at these questions the user is not able to do anything so try to make your selections quickly so no-one will know.

F 3 Hitting this will toggle the window on the top line of the screen. Here is what is displayed on each of the four window modes:

1. User # / Level # / Handle / Telephone #
2. Total Posts / Uploads / Downloads / Credits
3. Last Call Date / Password / Location
4. Age / Birth Date / Your SysOp Comment

One note however, please only try to toggle the window when the user is not typing or else it could go into a short 5 second loop.

F 4 This will force the user to the SysOp's command menu, if there is one available, in whatever part of the BBS or a module you are in.

F 5 Will toggle the chat indicator between you being NOT AVAILABLE to AVAILABLE. The user cannot see when this has been altered except when they send a chat request.

F 6 Forces a user on hold and this same command will also take the user off hold. When the user gets put on hold they cannot see anything at all that you are doing.

F 7 This will take the user that is on-line out of chat mode with the SysOp and back to the BBS.

level! This is possible because the BBS contains a 'BIT' for each and every sub-board, ud section, library, and on-line module. With this bit left alone, the user must rely on his/her security level to access these area's of the BBS. However, by changing this bit, the user will be allowed access to that area regardless of the security level normally needed to access it.

Prime Time & Back to Back Calls (#3 In userlog)

By leaving these bits at 0 the user will not be able call during Prime Time (granted you have a time set), and will not be able to make Back to Back calls. With these set to 1 the user will be able to do these things.

Sub Bits (#15 In userlog)

For the sub bits it is very easy to understand. All subbits will be defaulted to 0 when a user first gets onto your BBS, (meaning that sub is level controlled not bit controlled). To give a user access simply change that 0 to a 1. Also, to give a user Sub-Board Operators status, SubOp, simply enter a 2. However, if the person you wish to be SubOp will also need a bit to access their sub, then add the 1 for access, and the 2 for SubOp access together for a total of 3 and enter the 3 instead.

Note 1: If a user already DOES have access to a sub-board by their security level, then by giving them a 1 you will be turning that sub OFF from them.

Note 2: When someone uses the 'TL' (toggle linkage) command on a certain sub-board. It will purposely add a 4 in that subs bit location for that user. So if you edit a user and see 4's don't get alarmed as this is normal.

Specifics for Sub Bits

- 0 No bit is currently active for that sub-board.
- 1 Will give access if they don't have access by level, or take access away if they do have access by level.
- 2 Will give any user SubOp access to whatever sub-board this bit is placed under.
- 4 Tells the BBS that a user has Toggled the Linkage of that particular sub-board, from their new message scan.

Please note that these should be added when combining bits, so it is possible to have a bit as high as 7 which would mean the user was given access, given SubOp access, and they toggled the linkage on that sub as well.

Group Bits (# 16 In userlog)

Group Bits are a combination of the bits for the ud section, libraries, and on-line modules. They may be a little more difficult to understand at first but they use the bits in just about the same way as the sub-boards do.

Note: If a user already DOES have access to a library, on-line module, or ud section by their security level, then by giving them the bit for that area you will be turning that section OFF from them.

Specifics of Group Bits

- 0 No bit is currently active for that library, module, or ud section.
- 1 Will give them access to that number Library file if they don't have access by level, or take access away if they do have access by level.
- 2 Will give them access to that number On-Line Module if they don't have access by level, or take access away if they do have access by level.
- 4 Will give them access to that number Upload/Download Section if they don't have access by level, or take access away if they do have access by level.

Please note that these should be added when combining bits, so it is possible to have a bit as high as 7 which would mean the user was given access to that library, that module, and that ud section.

DMBBS Terminal Mode (DM-Term)

These are the commands that are accessible to the SysOp, and the appropriate descriptions to each command in the DMBBS Terminal Module.

This will allow you to call other BBS's without having to shut off your computer and load another terminal program. We have included this full featured terminal for this reason.

Once you have entered DM-Term, your window line on the very top of the screen will display a number of things. Displays the current time, the version of DM-Term you are using, whether the buffer is opened or closed (o=opened/c=closed), transfer protocol (p=punter/x=xmodem), your current baud rate, and whether you are in Commodore graphics or ASCII mode.

Below this is your main menu, which we will now define the commands for.

- F 1** Saves your terminal configuration into the term's stats file entitled 'term.stats'. Each time you go to DM-Term, the program will completely default to your prescribed configuration. Included into the configuration are your baud rate, macro's, phone book, and whether to go to Commodore graphics or ASCII once entered. Be sure to do this each time you add a macro or add a BBS to your auto dialer's phone book, or else they will not be there the next time you enter DM-Term.
- F 2** Will allow you to change your current baud rate.
- F 3** Takes you to the buffer commands menu.
- 1 Views the current buffer.
 - 2 Saves the current buffer to disk.
 - 3 Transmits the current buffer over the modem.
 - 4 Clears the current buffer.
- F 4** Takes you to the transfer sections menu.
- 1 Upload a file.
 - 2 Download a file.
 - 3 Multi-Upload files.
 - 4 Multi-Download files.
 - 5 Toggles protocols between Punter and Xmodem.

Additionally, if you are on another DMBBS v5.xx, when you choose to upload, download, multi-upload, or multi-download, DM-Term will automatically kick into the proper transfer mode and prompt you for file names and device/drive #'s. All of this saves you the time of exiting the term mode and entering the transfer sections menu. This will only work while you are on another DMBBS v5.xx.

Please note that Xmodem will not support multiple file transfers.

- F 5** Takes you to the disk commands and macro sections menu. Here is a description of the options:
1. Enter a DOS Command - When you choose # 1 to enter a DOS command do not precede the DOS command with the '@' key as you do in DMBBS's regular SysOp modes. The DOS command you enter will be directed to the Device # you have the term set for.

hit return on those questions and they will remain as they were.

- Q** Quits back to the DM-Term main command menu.
- +** Will allow you to add a BBS to your list. You will be asked six questions. They are, BBS Title, Phone Number, Baud Rate, Commodore Graphics (y or n), Your ID Number, and Your Password. Then when you call a BBS with the auto dialer, from the phone book, DM-Term will auto-adjust to the settings of that particular BBS!
- #** Where '#' is the number of the BBS, will auto dial that entry from the phone book.
- F7** Toggles between Commodore graphics and standard ASCII display modes.
- F8** Quits back to the BBS's Waiting For Call screen.
- RETURN** Enters the actual terminal mode.
- F1** Quits back to the DM-Term main command menu.
- F3** Will transmit your user ID number to the BBS you have called IF you have called the BBS using the auto dialer/phone book.
- F5** Will transmit your user password to the BBS you have called IF you have called the BBS using the auto dialer/phone book.
- F7** Will toggle the buffer on/off.
- C= + F1** Transmits macro number 1.
- C= + F3** Transmits macro number 2.
- C= + F5** Transmits macro number 3.
- C= + F7** Transmits macro number 4.

System Maintenance Module

This program has not yet been created, however, once we have completed the System Maintenance Module we will be updating the Users Manual and making the new program available to all registered DMBBS Series V owners.

Section 4

Explanations of the Stats Files

Userlog Data

The numbers on the right represent the amount of bytes stored in that location.

LOG # 1

Alias	35
Location	35
Grp Set 1	03
Grp Set 2	03
Password	10
Real Name	15
Phone #	20
Computer	10
Last Call	08
Birth Day	08
Age	01
String Grp	08
Credits	02
Credit Ratio	01
Mod Plays	40
<u>Grp Bits</u>	<u>40</u>
Total	239

LOG # 2

Sysop Cmt	20
Sub Bits	30
<u>Last Read</u>	<u>64</u>
Total	114

Breakdown of Grp Bytes

Grp Set 1:	Sec. Level	01	z(1)
	Prime Time	01	z(2)
	Back/ Back	01	z(3)

Explanations of the Stats Files

DMBBS

Grp Set 2:	Time Left	01	z(4)
	Calls Tody	01	z(5)
	# of Mail	01	z(6)
String Grp:	# of Calls	02	(tc)
	# of Posts	02	(tp)
	# of Uplds	02	(yu)
	# of Dwlds	02	(yd)
Grp Bits:	Libraries	01	&1
	Modules	01	&2
	Transfers	01	&4

Credits

Number Credits (nc)

'opt.stats'-Various Important Optional Settings

File Format

lc , mt , ic , br , pa
t3 , ul , nl , cp , ct
am , om , re , hu , hm
ts , es , em , uw , ch
rl , r2 , cr , ml , ap
lu , ld , t8 , ut , sb

Format Definitions

lc = credits to deduct if carrier is lost

mt = modem type
1 = 1650
2 = 1660
3 = Hayes Compatible
4 = Mighty Mo
5 = 1670
6 = Avatex/Regular

ic = carrier inverted?
0 = No
1 = Yes

br	=	baud rates
		0 = 300 Baud Only
		1 = 300/1200 Baud
		2 = 1200 Baud Only
		3 = 300/1200/2400 Baud
		4 = 1200/2400 Baud Only
		5 = 2400 Baud Only
pa	=	printer secondary address
t3	=	level to allow 300 baud transfers
u1	=	level for transfers
n1	=	level for new users
cp	=	credits per post
ct	=	credits per block of UD (new user default)
am	=	level to access modules
om	=	level to leave omni message
re	=	level for remote access
hu	=	need post before ud's (16 off)
hm	=	need post before modules (16 off)
ts	=	number of title screens
es	=	number of ending screens
em	=	level to edit one liners
uw	=	level to write on the wall
ch	=	# of characters for X-Command (256 off)
r1	=	level to read users callers log
r2	=	level to read sysops callers log
cr	=	# of chats before boot
m1	=	minimum level to post
ap	=	level allowed to anonymous post

lu = level needed to upload
 ld = level needed to download
 t8 = run a midnight mod?
 0 = No
 1 = Yes
 ut = level for unlimited time
 sb = level to access sub bases

'lev.stats' - Level Names/Time/Calls Per Day, etc.

File Format

lv , cl , mn , tl\$

Format Definitions

lv = access level
 cl = number of calls per day
 mn = number of minutes per day
 tl\$ - title of that level

'reg.stats' - Main BBS Operations

File Format

dt\$
 cl , nf , gu , pt , sm , ne
 sp , ep , d% , mx
 nu , bn\$, sy\$
 de(x) , dr(x) , sp\$(x)
 sp\$(0) , nl
 me(x) , mr(x) , sm\$(x) , dc\$(x)
 ll(x) , lf(x) , lb\$(x)
 nd\$(x) , nt\$(x)
 lc\$(x)

Format Definitions

dt\$	=	today's date
cl	=	total # of system callers
nf	=	high # of news file
gu	=	guests on/off 0 = off 1 = on
pt	=	printer on/off 0 = off 1 = on
sm	=	amount of sysop mail waiting
ne	=	number of new users for the day
sp	=	time to start prime time (military time)
ep	=	time to end prime time (military time)
d%	=	keyboard lockout on/off
mx	=	maximum # of users
nu	=	current number of users
bn\$	=	the BBS'S name
sy\$	=	the sysop's handle
de (x)	=	userlog, system, mail, sub, lib
dr (x)	=	userlog, system, mail, sub, lib
sp\$ (0)	=	root directory dos/part. cmd
nl	=	number of libraries
me (x)	=	load device, subs, uds, term
mr (x)	=	load drive#, subs, uds, term
sm\$ (x)	=	load file, subs, uds, term
dc\$ (x)	=	disk cmd, subs, uds, term

- ll (x) = level for lib #x
- lf (x) = number of lib files
- lb\$ (x) = lib #x name
- nd\$ (x) = news file date created
- nt\$ (x) = news file title
- lc\$ (x) = 0 guest lockout password (none=off)
1-5 last 5 callers

'sub.stats'-Subs/Message Base Operations

File Format

de (x) , dr (x) , sp\$ (x)
 me (x) , mr (x) , sm\$ (x) , mp\$ (x)
 sp\$ (0) , ns , ps
 lv (x) , hm (x) , mp (x) , ap (x) , su\$ (x)

Format Definitions

- de (x) = userlog, system, mail, sub, lib
- dr (x) = userlog, system, mail, sub, lib
- sp\$ (x) = userlog, system, mail, sub, lib
- me (x) = load device, bbs, uds
- mr (x) = load drive#, bbs , uds
- sm\$ (x) = load file, bbs , uds
- mp\$ (x) = load cmd, bbs , uds
- sp\$ (0) = sub partition command
- ns = number of subs
- ps = packet size for subs
- lv (x) = level for sub #x
- hm (x) = high message for sub #x
- mp (x) = max sub packets (must be multiple of ps)

ap (x) = level to anonymous post (16 = off)

su\$ (x) = title of sub #x

'uds.stats' - Upload/Download Section Operations

File Format

de (x) , dr (x) , sp\$ (x)
 me (x) , mr (x) , sm\$ (x) , md\$ (x)
 sp\$ (0) , nd , ol
 d1 (x) , d2 (x) , cs (x) , us (x)
 ln (x) , pu (x) , mb (x) , op (x)
 ud\$ (x) , dc\$ (x)

Format Definitions

de (x) = userlog, system, mail, sub, lib

dr (x) = userlog, system, mail, sub, lib

sp\$ (x) = userlog, system, mail, sub, lib

me (x) = load device, dmbbs, subs

mr (x) = load drive#, dmbbs, subs

sm\$ (x) = filename , dmbbs, subs

md\$ (x) = dos command for load device

sp\$ (0) = dos command for root partition

nd = number of ud directories

ol = operator level for uds

d1 (x) = device for ud section #x

d2 (x) = drive# for ud section #x

cs (x) = credit system on

0 = on

1 = off

- us (x) = status of ud reg,upl,dow,closed
 - 0 = Regular
 - 1 = Upload Only
 - 2 = Download Only
 - 3 = Closed
- ln (x) = level needed to access section
- pu (x) = everything is a private upload (0=no/1=yes)
- mb (x) = minimum blocks free to allow in section
- op (x) = operator ID# to run section(x)
- ud\$(x) = title of ud section #x
- dc\$(x) = dos command for section #x

'mod.stats' - On-Line Mods/Games Section Operations

File Format

mm
 lv(x), ^{de}dr(x), ^{dr}de(x), pl(x), ~~lt(x)~~
 md\$(x), pt\$(x)
 A(x), B(x), md(x), pt(x)

Format Definitions

- mm = number of mods
- lv (x) = level needed for mod #x
- dr (x) = drive for mod #x
- de (x) = device for mod #x
- pl (x) = plays per day for mod #x
- lt (x) = load type for mod #x
 - 0 = No Fastload
 - 1 = 1541 Fastload
 - 2 = 1571 Back Side Fastload
- md\$(x) = title of module #x (exact file name!)
- pt\$(x) = partition command for mod #x

A(x) Device mod Stats
 B(x) Drive " "

'trm.stats' - DM-Term Section Operations

File Format

bd , mq , nb
 me(x) , mr(x) , md\$(x) , mp\$(x)
 mc\$(x)
 bn\$(x) , bp\$(x) , br(x) , cg(x) , un\$(x) , pw\$(x)

Format Definitions

bd = baud rate to enter with

mq = graphics or ascii
 0 = ascii
 1 = graphics

nb = number of bbs's in phone book (up to 50)

me(x) = load device for dmbbs

mr(x) = load drive# for dmbbs

md\$(x) = file name of dmbbs

mp\$(x) = partition/Dos command

bn\$(x) = name of bulletin board

bp\$(x) = phone # if bulletin board

br(x) = baud rate bbs runs at

cg(x) = default to C/G or ascii
 0 = ascii
 1 = graphics

n\$(x) = user number on that bbs

pw\$(x) = password on that bbs

Pointers For Editing Stats Files

After you have run your BBS for a good amount of time, you will start to realize how the stats files are set up. Being able to manually modify your stats files, instead of using the SysOp Maintenance Module, will allow you to make modifications more rapidly. However, there are a few EXTREMELY important tips you must know before you attempt to modify any stats files using the editor.

1) Remember that ANY place there is a number in the stats, there must be a SPACE before and after the number. For example:

```
' 5 , 2 , 7 '
```

The only exception is if the number is the last character on the line then you should NOT put a space after the number, just hit return.

2) Any place there is text there will be NO spaces before or after. Here is a number/text combination for an example:

```
' 2 , 6 , 0 , text , 5 , 7 '
```

3) If you are adding something such as a sub-board or something, most likely there is another place you must change other than just adding the sub-board. For instance, if you do add a sub-board you must also change the number elsewhere in the 'sub.stats' which tells the computer how many total subs there are.

4) NEVER insert control characters anywhere except for titles of subs, ud's, libraries etc.

5) When altering stats just make sure to copy whatever is on the lines your changing, exactly how it appears, while only changing your desired variables.

6) It is very wise to make a quick back-up copy of the stats you are about to edit, even if you are experienced with editing stats, better safe than sorry.

If you follow these basic principles you will find that changing the parameters of your BBS can get a lot quicker and a lot easier than it first was. If you get errors such as 'File Data Error' or 'Bad Subscript Error' then you have changed something the WRONG way. If you have entered everything properly then the BBS will never give you an error.

Good Luck!

Section 5

Programming Modifications & Modules

Special Modifications to the BASIC Files

Let's say that you would like to add some features to the BBS but there is not enough room in the BASIC code to do so. This section includes some of the optional routines and goodies that can be easily removed to free up some bytes. There have also been some people who do not like the multiple questions at login. Ex: phone#, name, birthday. We will also explain how to modify that to do whichever you prefer. Note: You must load the source code into memory before you can do any of these changes. Also, be sure to save the source code when done, compile it with Blitz and then rename the file and copy it to your system disk's.

Edlt Number of News

On line number 542, A equals the number of news allowed at once plus 1. On line number 1724, A equals the same number. To change the max number of news, simply change this number to the number you want plus one.

Remove Omni Message

Edit line 1270 to read:

```
1270 gosub1600:u=0:gosub4
```

Then delete lines: 1274,1314,1680,1681,1682,1683,1684,1686,1688,1690

Remove The Graffiti Wall

Delete line#'s: 1272,1276,1278,1280,1281,1282,1284,1286,1288

Phone # Check Only

Edit line 1180 to read:

```
1180 a$="":b$=""
```

Then delete line#'s: 1181,1186,1188,1189,1190,1193,1194

Name Check Only

Edit line 1180 to read:

```
1180 a$="":b$=""
```

Then delete line#'s: 1181,1182,1183,1184,1185,1190,1193,1194

Birth Day Check Only

Edit line 1180 to read:

```
1180 a$="":b$=""
```

Then delete line#'s: 1181,1182,1183,1184,1185,1186,1188,1189

Keyboard Lockout Mode Password Change

To change the password in Keyboard Lockout Mode, simply edit line number 743, and modify the word "recall" to your password.

The Module Construction Kit

The module set is a collection of subroutines needed to control the i/o and other tasks involved in your dmbbs module. This documentation will detail how to make a module and what the routines in the mod kit will do for you.

Changes from 4.0

To update your modules made under the v4 mod kit, you will need to totally strip the old mod set and conform to the v5 mod set. Many of the line numbers will not be the same. For example, the input routine is now located at line #5. It used to be located at line #162. You should be an avid programmer in order to attempt this.

How to make a module

To make your module you load in the module set and type in your program starting at line 1500. This is where the module will transfer control. At this point you may write whatever you desire and when you are ready to return control to the bbs, simply add the statement goto 1134. You may run your program in basic to test it before compilation by doing the following:

1. Copy all files off your DMBBS original disk down to and including mock.dmbbs, to a blank disk.

Note: Make sure opt.stats is also copied.

2. Rename the file mock.dmbbs to dmbbs v5.0 on your newly created disk.
3. Copy your module to this disk and any stats files that your module needs to run.
4. Load dmbbs v5.0 and modify the first line of the program to contain your module name instead of the filename "your module".
5. You are now ready to boot your module just as if you are booting the bbs itself.

At this point you may want to set system variables to whatever you like if they are needed by your program. You may also operate the module in its basic form by adding it to your bbs and using the bbs to transfer control to it, however the program will not load the bbs back in correctly, since the memory locations will be incorrect.

To Compile a Module

When you compile your program it will make it faster and alert you to important errors. Your module must be compiled before it can be used properly on the bbs. You will need to use ARTISoft's Super Compiler which is now available from ARTISoft, or you may use the program BLITZ! by Skyles Electric Works...However you MUST have 2 disk drives to use the BLITZ! compiler. ARTISoft's Super Compiler will work with one or two drives, is MUCH faster and is very highly recommended. If you do happen to use BLITZ! though there are quite a few things you must do for your compiled program to work properly...

1. Insert a blank disk into drive 8
2. Type new
3. Type 10 rem
4. Type save"runtime",8
5. Insert your disk with the module on it into drive 8
6. Type load"module name",8
7. Insert other disk back into drive 8
8. Type save"module name",8

Simply, you want a disk that has a dummy program as its first program on the disk followed by your program. If you wish to compile other modules at the same time, you may include them on the disk as well. Then do the following:

1. Insert disk with blitz! on it in drive 8
2. Type load "blitz!",8
3. Insert your disk with the module on it in drive 8
4. Insert a disk to receive your program in the other drive.
5. Type run
6. At the first and second menus type 3
7. Answer the following prompts.
8. Compilation will start and take from 5-20 mins to complete.

When it is done, you will see 2 files on the receiving disk. The file with your module name is your compiled module, simply ignore the other dummy file. If any errors occurred, correct them and re-compile, otherwise your module is ready to try.

Module Variables

The following is a list of variables that may be important to you that are passed to the module from the bbs. Some of these variables are passed back to the bbs, so be careful to not modify them with the exception of nc. This can be useful to modify when games are made that take away or add credits. If you change nc, the bbs will update the user's stats.

un	=	user # on-line
na\$	=	user's name
g\$	=	carriage return
nc	=	user's credits
sl	=	user's security level
g%	=	baud rate
rb\$	=	user's backspace character
tm\$	=	current time
peek(686)	=	access mode (1=local access/0=on-line)
peek(701)	=	number of plays left

If you make a routine that asks if a user wants to play again, make sure you check if they have plays left, and if they do, to decrement their plays left by doing poke701,peek(701)-1. Be careful: the module kit also uses its own variables that may conflict with what you use so be careful not to use any variables that the module set uses. These variables will be listed in the next sub-section.

Subroutines

To use the subroutines listed below simply do a gosub of that line number. Before calling a routine make sure to set any variables or open any channels

required by input. The variables listed in output are variables you can check to get your results.

Example 1: How to output a line to modem and screen:

```
1500 o$="this is my module.":gosub3
```

Example 2: How to ask a question:

```
1500 r$="what is your name?":gosub5  
1510 o$="your name is "+i$:gosub3
```

You will use those two routines more than any others.

Memory Locations

For advanced module writers who want to know what memory locations are available to them:

`$c8e0 - $c9df` This is a buffer area used by the system to input data from the disk. You can use it yourself for temporary storage.

Unfortunately, there are no areas you can use for your own ml routines, since the bbs uses all the memory, even that under basic and kernal. You may use locations 251-254, however, note that some IEEE devices disturb those locations during activity. Because of this we suggest avoiding this as it may cause lock-ups on those IEEE devices.

Hints

If you want to make many small games, put them all in the same module, do not make many small modules because of the time it takes to get from one to the other. Combine your modules!

Conclusion

Well that is about it, We hope you have fun making your own modules, and if you create a module you think is good enough to sell, please don't hesitate, You may get in touch with us via Voice at 301+553+0201, the BBS Line at 301-553-0001 or you may write us...WE ARE INTERESTED, so don't delay...CALL TODAY...

Reserved MOD Kit Variables

a, a\$, ab, ah, ai, ak, ap, aq
 b, b\$, bl\$, br
 c, c\$, c4, cd, cd\$(), cs, cs\$, cs(), ct
 d, d\$, dl(), d2(), d9, da, dc\$(), de, de(), dr, dr(), dt\$
 em\$, en, es, et
 f\$, fm, ft\$
 g, g\$, g%
 h, hl, h2
 i, i\$, il
 j
 k, kz%
 l, la, ld, ln, ln\$, ln(), lt
 m, m2, ml, mb(), md\$, me(), mn, mp\$(), mq, mr(), mt, mt\$
 n, na\$, na\$(), nc, nd, nx
 o\$, ol, op(9)
 p\$, p2, pd(), pf(), pm, pu()
 q, qq
 r, r\$, rb, rb\$, rd, re, rf, rh, rl, rp, rt
 s, sa, sc\$, sl, sm\$(), so, sp\$(), st
 t, tc, tc\$, ti, ti\$, tl, tm\$, tp, tq
 u\$, ud\$(), un, us()
 v, vi\$
 w
 x, x\$, xx
 y, yd, yu
 z, z\$, z\$(), z(), z4, zv\$, zy, zz

You might want to keep track of these variables and of your own when writing a module. It makes it much easier if you add the variables to this list that you have created. That way you have much less of a chance of using the same variable twice (which can get very confusing). We also suggest that you acquire a copy of Crossref 64 by Mr. Jim Butterfield. This program will list all of your variables in the program and what line numbers they can be found on among other things. Good luck and remember there can be nothing more confusing than crossing variables...

Section 6

Registration & Warranty Information

How to Become a Registered DMBBS Owner

Once you have purchased and received your DMBBS Series V package from your dealer or ARTISoft, you will want to register. By becoming a registered owner of DMBBS Series V you are entitled to an account on any of the various info line BBS's around the world and also the main support BBS's. From these BBS's you have the ability to download any new Public Domain on-line games/modules for your DMBBS.

Also, we at ARTISoft are unable to provide you with any customer service until you have become a registered DMBBS owner. There will be no exceptions to this policy!

To become registered simply fill out the included white registration card and mail it to ARTISoft immediately. Make sure to fill this card out as completely as possible. The sooner you become registered the sooner all of these benefits will become available to you.

DMBBS Return Policy

ARTISoft provides all DMBBS customers with a solid 30 day money back guarantee. This does NOT include any modules or accessories purchased under a separate invoice than the original DMBBS purchase. We are sorry but shipping and service charges are not refundable.

Goods being returned must be returned in new, original condition, freight prepaid, and must also include all accessories and be accompanied by a letter stating the reason for the return. All returns must also be accompanied by the original invoice/receipt.

However, to utilize this 30 day guarantee, you MUST contact ARTISoft's customer service department at (301) 553-0201 and obtain a RA Number (Return Authorization Number). This RA Number must be very clearly marked in large characters on the outside of the shipping carton. ARTISoft will NOT under ANY circumstances accept delivery of a return without an approved RA Number visible on the return package.

This return policy only applies if you have purchased DMBBS directly through ARTISoft. If you have purchased DMBBS through one of our dealers then this policy is void to you.

Transferring Your Registration

If you wish to sell your DMBBS Series V to someone else, you may do so at whatever price you wish. However, for the new owner to become a registered owner either you, the seller, or the buyer, must send in the \$25 registration transfer fee. Until this fee is received, the new owner will not be considered a registered owner and will forfeit any and all owner privileges until the fee is received.

Replacement Accessories

If you ever need to obtain replacement disks for your original DMBBS disks, you must send us the originals along with \$10 and we will return to you brand new originals.

For a replacement DMBBS Series V binder you may just send us \$10 for a new one.

To obtain any users manual corrections and additions simply call customer service and request them.

If for some reason you need a new Security Key (dongle) for your BBS to operate, you **MUST** send your old non-functioning one to us along with a \$15 replacement fee. If you have somehow lost your Security Key or it was stolen etc.. The **ONLY** way you may obtain a new one is to send in a written and signed request along with a replacement fee of \$40.00. Obviously you should keep a close eye on your security key when people are over and such, as we will make **NO** exceptions to this policy for anyone!

If within the first 30 days of ownership any part of your DMBBS Series V package is defective, ARTISoft will, at its discretion, repair or replace any part deemed to be defective at no charge to the original customer.