

Dragonfire BBS 128
Version 1.1

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YodaHead Software

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System Requirements:

- C-128 (80 Column Mode)
- 300, 1200 or 2400 Baud Modem
- 1 Monitor (Color Recommended)
- 1 Disk Drive (Minimum)
- 1 Printer (Optional)

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1.0 Introduction

Thank you for buying Dragonfire BBS 128. We here at YodaHead Software feel that this is one of the most complete Bulletin Board Programs on the market for the Commodore 128. Please read the entire manual before booting the system up.

This is YodaHead Software's 1st entry in the world of commercial software and would not have been possible without the entire support of my family. I would like to take this time to thank them all. To My wife, Linda, who has supported me throughout this entire fiasco and my daughter, Randi, who has been my inspiration go my thanks and love. Special thanks go to my Mom who said "Why don't you write your own?" and my Dad who had given me his support and guidance throughout the creation of this program. This project would be far from complete if it were not for my brother, Alan, who time and time again has provided much of the needed hardware and money to get this program off the ground. Last but not least special thanks go to my sister, Kim, who has offered her help and support many times throughout the creation of this program.

Jim Young

This Program is dedicated to all the "YodaHeads" of the world!

Are you a "YodaHead"?

2.0 Policies

Copyright

Dragonfire BBS 128 and all associated materials and documentation are copyrighted. You may not copy any of the documentation without the express written permission of YodaHead Software. You may make archival copies of the disk for your own use.

Limited Warranty

The Dragonfire BBS 128 software is sold on an as is basis, however the media(disk) that the software is stored on is warranted for 90 days from the date of purchase. If within the 90 day warranty period the media becomes defective the consumers sole remedy will be to return the defective disk to YodaHead Software and a new one will be provided free of charge. This warranty becomes void if the media becomes damaged due to misuse or circumstances outside of normal wear and tear. YodaHead Software shall not be held liable for any loss of profits either direct or indirect resulting from the use of this product or breach of warranty.

Updates

All updates to Dragonfire BBS 128 that are developed by YodaHead Software will be made available free of charge through a Bulletin Board that will be designated an Official Dragonfire BBS 128 Authorized Update Center. This practice will cease at the 1st sign of and pirating of any products distributed by YodaHead Software. Think about it sysops: you have nothing to gain by pirating your bulletin board software and everything to lose. Contact YodaHead Software for the Authorized Update Center nearest you.

Each Dragonfire BBS 128 system has a Serial Number assigned to it. Whenever you contact YodaHead Software or an Authorized Update Center be sure to state the Serial Number of your system. All updates will contain a complete set of new files (except the Serial Number File) including any support programs needed to convert your older version to the current version.

3.0 Getting Started

When you open your package you should find the following:

- 1 - Dragonfire BBS 128 Binder
- 1 - Dragonfire BBS 128 Disk Sleeve
- 1 - Dragonfire BBS 128 Master Disk
- 1 - Dragonfire BBS 128 Back-up Disk
- 1 - Software Security Key
- 1 - Manual
- 1 - Product Registration Envelope

Before using Dragonfire BBS 128 be sure to insert the Software Security Key into Joystick Port 2. Start your computer up as normal in 80 Column Mode and insert your Dragonfire BBS Master Disk into Drive 8. Type run "*" and hit return. The program will boot and display the title screen and prompt you for an input with this display:

- 1. Run Dragonfire BBS 128
- 2. Run System Support Programs
- 3. Create System Disk

1) Will load Dragonfire BBS 128 and prompt you to insert your System Disk into Drive 8. It will then initialize the Bulletin Board and prompt you to enter the current date and time then put the Bulletin Board online to accept calls.

2) Will prompt you to insert your System Disk into Drive 8 and load the active configuration and status into memory. You will then enter the support programs routines which will allow you to modify the status and/or configuration of your Bulletin Board(see System Support Programs).

3) Allows you to configure a new Bulletin Board. Once you enter this option it is a good idea to replace your Dragonfire BBS 128 Master Disk with a blank(see Creating a System).

4.0 Hardware

Modems

Dragonfire BBS 128 supports a wide variety of modems. Users of Hayes Compatible modems will want to make 2 important settings to their modem configuration before running Dragonfire BBS 128. The 1st setting is that you should enable the DTR option of the modem. This will allow the modem to return to the 'Command State' by toggling the DTR line. The 2nd setting is for the modem to refuse a 'Remote Loop-back Test Request'. Not all modems have this option so you may not even have to worry about it. Most Hayes Compatible modems can use the setting as Hayes modems but if you seem to have trouble switch to setting #5. Direct connect Hayes Compatible modems should use setting #4.

Modem Settings

- | | |
|---------------------|------------------------------------|
| 1. Hayes 2400 | 2. Hayes 1200 |
| 3. 1670 | 4. Direct Connect Hayes Compatible |
| 5. Hayes Compatible | 6. 1650 |
| 7. 1660(w/ C/D) | |

Drives

Dragonfire BBS 128 supports the Commodore 1541, 1571, 1581 and IEEE Disk Drives along with the ICT Mini/Data Chief Hard Drives. Dragonfire BBS 128 accepts drive numbers between 7 and 17 as valid drive numbers.

If you are using any ICT Hard Drives they must be configured into the Bulletin Board when you create your system. Dragonfire BBS 128 supports the ICT Hard Drives in their full partition mode. The term Secondary Address refers to the actual partition on the hard drive you wish to access. Entering a carriage return at any Secondary Address' prompt will cause it to default to partition 0. If you do not have any ICT Hard Drives configured into your system the Secondary Address is ignored.

Printers

Dragonfire BBS 128 supports online printers. Device 4 or 5 are acceptable printer device numbers. We recommend a Printer Secondary Address of 7 for the text output that will most likely be sent to the printer. Whenever the printer is accessed all data is 1st sent through a filter to remove all unprintable characters. To insure compatibility, all data sent to the printer is sent as a string. The only printer control character used is CHR\$(12), the Form Feed. Be sure to have your printer turned on as you boot your system up so the 128 can initialize it and recognize it on the bus.

5.0 Creating a System

Before creating a new system you must format a blank disk for each drive that you wish to configure into the bulletin board. After entering the 'Create a New System' from the title screen remove the Dragonfire BBS 128 Master Disk from drive 8 and replace it with a fresh blank, this disk will be formatted for you by the creation program. If you haven't read the manual fully please stop and do so now. You will need to know and understand some of the terminology used while creating your system. The creation process is broken down into 7 sections, they are:

- A) BBS Identity/Sysop Userlog Configuration
- B) User Messages
- C) Hardware Configuration
- D) Drive Assignments
- E) New User Status
- F) Message Base Configuration
- G) Auto Maintenance Options

A. BBS Identity/Sysop Userlog Configuration

In the 1st section you will input the Bulletin Board Name, Sysop Name, Date and other information to configure the sysop's userlog and Bulletin Board configuration.

B. User Messages

Here you will configure what messages will be displayed at 4 key points of the Bulletin Board's operation. They are:

Logon Message("open")	- Prior to logging on.
New User Message("new")	- Prior to New User Application
Welcome Message("welcome")	- After Logon Sequence
Logoff Message("off")	- After Logoff Confirmation

C. Hardware Configuration

Here you will set the configuration of the Bulletin Board to match the hardware that you have online. Choose your modem from the list displayed. If you do not have a printer online select 0 as the Printer Device Number. The final hardware selection deals with ICT Hard Drives. If you have any ICT Hard Drives online select yes and follow the prompts to configure the drives into the Bulletin Board.

D. Drive Assignments

There are 6 functions that must be assigned to drives, they are the Mail Drive, Menu Drive, Message Base Index Drive, and File Transfer Index Drive, Graphic Menu Drive and the Return from Module Drive. All the files that are in each category will be stored on the drive that they are assigned to. At each prompt assign a drive to for each category.

E. New User Status

The 1st 2 items that you must configure, deal with allowing an Application for access to the Bulletin Board to be accepted. You must decide whether to accept any Applications at all and to accept 300 Baud Applications or not. Next you will set the values for the New User Status Configuration. Some of the things you will input are how many calls a new user gets per day, how many blocks or credits in their account, time limit, module access etc. Finally the program will ask you if you want the Username to be assigned a Handle(which the user will be prompted to input) or by the user's real name.

F. Message Base Configuration

The 6th section deals with the configuration of the message bases. 1st you will be asked if you want to have the Message Base Credit Option on. If you choose yes, prompts will come up asking you how many credits and how many blocks per message posted to be added to the user's account. We recommend 40 blocks/.25 credits per message. Next you will be asked how many Public Message Bases you would like to have. Depending on the amount you choose the program will cycle through a routine asking you to set up the individual configuration for each base. When you have finished configuring the Public Bases you will repeat the process to configure the Bulletin Board for Private Message Bases if you choose to have them.

G. Auto Maintenance Options

This is the last section that you will need to configure. Here you will be 'Hard Configuring' the Auto Maintenance section. All of the options selected will be booted up each time the Bulletin Board is run. Many of the options selected here can be 'Soft Changed' while the Bulletin Board is online. If you have no printer online, the routine will skip over the printer options and configure them to be off. If you wish to have the Bulletin Board Auto Validate any or all of up to 50 drives during the Auto Maintenance Cycle select 'y', and follow the set-up prompts to configure the drives to be validated.

You are now done configuring your Bulletin Board, if you have configured any other drives than drive 8 into your Bulletin Board please insert a 'formatted' disk into them now. Insert a blank disk into Drive 8. You will be asked whether you want to format the disk in 1541 mode or 1571 mode(take your pick). After your system disk is created prompts will appear on the screen telling you what manual operations you must perform to finish the configuration of your Bulletin Board. Remove the System Disk and put the Dragonfire BBS 128 Master Disk into Drive 8. You are now ready to run your own Dragonfire BBS 128 Bulletin Board!!!

6.0 System Support Programs

This option is available from the Main Title Screen and allows the Sysop to modify the Bulletin Board and its configuration. In this the 1st version of Dragonfire BBS 128, most of the support programs can be found as online editors within the Bulletin Board itself. Some off-line support programs are:

- Reconfigure Modem
- Reconfigure User Messages
- Reconfigure Auto Validate
- Reconfigure ICT
- Reconfigure Graphic/Ascii BBS
- Create Public Message Base
- Create Private Message Base
- Change Device Number

7.0 Auto Maintenance

At midnight, or when a user logs off after midnight, an Auto Maintenance Routine takes over and performs a series of preconfigured routines, they are:

- Auto Validate - Validates all drives configured.
- Auto Status - Prints out the Daily System Status and Message Base Overview to the printer. It will then zero the Daily Status and reset the file for the next day.
- Auto Logbook - Prints the Logbook file to the printer and resets the file for the next day. If this option is off, the next day's date will be stamped to the Logbook file.
- Auto Feedback - Will print the sysop's mail to the printer and then scratch the file and set the sysop's mail count to 0.
- Auto U/L-D/L - This option will print the U/L and D/L Trailer files on the 1st and the 15th of each month and then zero out the file for the next 2 week cycle. Each day the new date is stamped to each of the trailer files.

All of these options have been 'Hard Configured' (to disk) and are loaded into the computer each time the Bulletin Board is run. While the Bulletin Board is running you may go the Bulletin Board Options Screen and 'Soft Change' any of the options. During the Auto Maintenance Routine the Bulletin Board will monitor the modem for incoming calls. If a call is detected, the Bulletin Board will answer and display a message to the caller that the Bulletin Board is in it's Auto Maintenance Mode. Hang the modem up and resume with the Auto Maintenance Routine. If you are using a modem that does not have Auto-Answer, it will not check for incoming calls during the Auto Maintenance Routine.

8.0 Menus

There are a few rules concerning the menus that you should become familiar with. In this version, 1.0, all menus must be on Drive 8. This will change to any drive in version 1.1. Menu names are made up of a 3 digit number ranging from 100 to 999. There are 3 reserved menu numbers, they are: 100 (Main Menu); 105 (Sysop Menu); and 120 (Message Base Menu). All other numbers are valid for you to assign to menus that you create. All menus are stored on the Menu Drive in the configuration of the Bulletin Board.

Menus are created/edited in the Menu Editor(see Editors). each menu can have up to 30 items in it. Each item in a menu has a minimum Security Level attached to it that will insure that only the commands that a user is entitled to see are loaded into memory. Each item also has an 'Action Code' attached to it that will perform that task designated by the 'Action Code' when the correct key is entered. The range of valid Security Levels is from 1 to 10 with you the Sysop being assigned a 10 and a New User being assigned a 1. When a user hits a key, it is interpreted by the menu routine, and if it is valid, the corresponding 'Action Code's' task will be performed. If the key is bad, the Menu will reprint itself. The menu output is 'Hot' and checks for any input while the menu is being displayed.

There are a few reserved keys in the menus. The 'F1', 'F7', and 'Esc' keys are reserved by the Sysop Intervention Routines(see Sysop Intervention). The '?' key will print the menu or display the full menu for users who have the X-Pert Toggle on. The '*' key is the door to the Sysop Menu(105). If a user who has a Security Level of 9 or greater presses the '*' key, the Bulletin Board will load the Sysop Menu. If the user doesn't have a high enough level, the 'Invalid Command' Message is displayed.

Sysop Menu

Menu 105 is the Sysop Menu. It is accessible through the '*' key while being logged on to the Bulletin Board and by hitting the 'Esc' key from the Waiting Screen. This is probably the most powerful menu on the Bulletin Board. From here you can edit users, modify the Bulletin Board and much more. A sample Sysop Menu has been created for you and should contain all the features that you should need. Once you get familiar with the other 'Action Codes' you can add or subtract things to the menu as you wish.

Some things to know about the Sysop Menu: You have full access of the Message Bases from this menu; you can toggle to any base(including private bases); read any messages and write messages. If you read any messages from the Sysop Menu from Sysop Mode(not logged on), your Password file will be rewritten to delete the previously new messages. You have the option of manually saving your new messages from the Sysop Menu. If you post a message from Sysop Mode, the file will not be updated and your new messages will be left intact. All Message Base activity is documented in the Logbook upon aborting back to the Waiting Screen. If you hit the '*' key while you are in the Sysop Menu, it will display the Serial Number of your Dragonfire BBS 128 Master Disk. Be sure not to change the abort Action Code for this menu.

Displaying Sequential Files

You can display a sequential file while calling a menu. Refer to the Action Code Chapter to get the proper codes. You can choose to display a file that the user can or cannot abort. In either case, the sequential file that is being displayed can be aborted from the Console(Sysop) Side by hitting 'S'. The file to be displayed must be on the configured Menu Drive. The file also must have a name that starts with the menu number preceding it(eg. you want to call menu 200 and display a file named 'hello'. Rename 'hello' to '200hello' and place the file on the Menu Drive. Go to the Menu Editor and create the proper item.).

Called Menus

Occasionally you will want to access the same menu over again and again from many different locations. You may want to use a 'Called Menu' for this purpose. A 'Called Menu', is a menu that is loaded, but the preceding menu that called it is saved on the stack. When the user is done with the 'Called Menu' and hits the abort key, the Bulletin Board will abort back to the preceding menu. Check the Action Code Chapter for the applicable codes.

Graphic/Ascii Menu's

Dragonfire BBS 128 allows Graphic and/or Ascii Menu's. The program will automatically create and format the Ascii Menu's, the Graphic Menu's must be created seperately by the Sysop(see Graphic/Ascii BBS).

9.0 Action Codes

The Action Codes are the backbone of the Bulletin Board. They control every task that the Bulletin Board performs. Currently there are 55 Action Codes available in Dragonfire BBS 128. Listed below are the Action Codes. On the top line you will see the name of the Action Code with a description of what task the Action Code performs beneath it. The line under the description will tell you how to set up the actual menu entry. Please refer to the Menu Editor to learn the menu structure and terminology.

- 1 - Chat
Will page the Sysop to chat with the online user.
(None)
- 2 - Quick Logoff
Will log the online user off without any confirmation.
(None)
- 3 - Display Sequential File (w/o abort)
Will print a non-abortable sequential file to the modem.
(DN and SA must be specified and the filename must be in the Data Field)
- 4 - Display Sequential File (w/ abort)
Will print an abortable sequential file to the modem.
(DN and SA must be specified and the filename must be in the Data Field)
- 5 - Long Logoff
Will log the online user off after he is 1st prompted with option to leave Feedback to the Sysop or abort back to the Bulletin Board.
(None)
- 6 - Send Mail
Allows a user to send mail to any other user on the system.
(None)
- 7 - Read Mail
Allows a user to read all mail in his mailbox.
(None)
- 8 - Feedback to the Sysop
Allows a user to send a piece of mail directly to the Sysop.
(None)
- 9 - Mail to a Specific User
This will allow you to set up a menu entry that will allow users to send mail directly to a specific user on the system.
(User to receive mail number goes in Data Field)
- 10 - X-Pert Toggle
This will allow a user to toggle the Expert Toggle on and off thus eliminating the full and needless display of the complete menu.
(None)

- 11 - Load Menu
Allows you to load a new menu.
(New menu number in Data Field)
- 12 - Display User List
Will display a list of all users on the system after receiving a starting number from the User.
(None)
- 13 - Write Message
Will allow a user to write a message in the Active Base.
(None)
- 14 - Read Message
Will allow a user to read messages in the Active Base.
(None)
- 15 - Long Message Base Toggle
Will display Active Base status and allow the User to toggle to another base. If there are 'New Messages' in the New Base, a message will be displayed.
(None)
- 16 - Load Message Base Menu
Will load Menu 120 and display the status of the Active Base.
(None)
- 17 - List Subboards
Will list all Public Bases for the user with the word 'NEW' after all bases that contain 'New Messages'.
(None)
- 18 - Enter private D/L Directory via P/W
Will prompt a user to enter the correct P/W to gain Access to a Private D/L Index.
(See Security Chapter)
- 19 - D/L From File Transfer Index
Will load the designated Index into memory and display the user's D/L status. He will then be allowed to D/L from the index entries.
(File Transfer Index Number in Data Field)
- 20 - U/L to Drive
Will allow a user to U/L to any Drive on the system after displaying the amount of Blocks Free on the Drive.
(Specify DN and SA)
- 21 - Load Online Module
Will allow a user to load an Online Module into the Dragonfire Environment.
(Specify DN and SA of Module with the name in the Data Field)
- 22 - Load Menu and Display Sequential File (w/o abort)
Will load the specified menu and display the sequential file.
(Menu number attached to filename in Data Field eg. "200hello")

- 23 - Load Menu and Display Sequential File (w/ abort)
Will load the specified menu and display the sequential file.
(Menu number attached to filename in Data Field eg. "200hello")
- 24 - Toggle Columns
Allows a user to toggle the output display of the Bulletin Board
from 40 to 80 columns and back.
(None)
- 25 - Toggle Display
Allows a user to toggle the display of the Bulletin Board from
Ascii to Graphics and back again while online.
(None)
- 26 - Toggle Protocol
Allows a user to toggle between the 2 file transfer protocols
used by Dragonfire BBS 128 (Punter/X-Modem)
(None)
- 27 - Change Password
Allows a user to change his Password on the Bulletin Board.
(None)
- 28 - Save New Messages
Allows a user to save all of the 'New Messages' on the system.
(None)
- 29 - Display Time, Date and Time Online
Will display the current time and date and time online.
(None)
- 30 - U/L to Private Drive via P/W
Will prompt the user for the correct P/W to gain access to a
Private U/L Drive.
(Specify DN and SA also See Security Chapter)
- 31 - Load a Called Menu
Will load the specified menu while saving the calling menu on the
stack. You must return with Action Code 34.
(Menu Number in Data Field)
- 32 - Load a Called Menu and Display a Sequential File (w/ abort)
Will load the specified menu while saving the called menu on the
stack and display the specified sequential file. You must return
with Action Code 34.
(Menu number attached to filename in Data Field eg. "200hello")
- 33 - Load a Called Menu and Display a Sequential File (w/o abort)
Will load the specified menu while saving the called menu on the
stack and display the specified sequential file. You must return
with Action Code 34.
(Menu number attached to filename in Data Field eg. "200hello")
- 34 - Abort from a Called Menu
Will reload the menu that was saved on the stack.
(None)

- 35 - File Options
Will call up the File Options routine, which is a Support Program on the Bulletin Board.
(None)
- 36 - Printer Options
Will call up the Printer Options routine, which is a Support Program of the Bulletin Board.
(None)
- 37 - D/L from Private Drive
Will prompt the user to enter the correct P/W gain access and D/L from a Private Drive's Directory.
(Specify DN and SA also See Security Chapter)
- 38 - User Options
Will call up the User Options routine which is a Support Program of the Bulletin Board.
(None)
- 39 - View Logbook
Will display the Logbook and ask if you would like to delete it.
(None)
- 40 - BBS Settings
Will allow you to 'Soft Change' many of the Auto Maintenance Options as well as some other Bulletin Board Options.
(None)
- 41 - DOS Commands
Allows you to enter the commands directly to your drives. To abort from this option enter a carriage return at the prompt.
(None)
- 42 - Abort from Sysop Menu
This is the only command that you should use to abort from Menu 105.
(None)
- 43 - BBS Editor
Will allow you to enter the Bulletin Board Editor that contains the Download Editor and the Menu Editor, which are both System Support Programs.
(None)
- 44 - Quick Subboard Toggle
Prompts user to enter a Public Base and displays the status of the New Active Base.
(None)
- 45 - Load Message Base and Message Base Menu
Will load the Message Base specified and then load Menu 120.
(Message Base to enter in Data Field)
- 46 - Download from Directory
Will display the directory of the Drive specified and allow a user to Download files from it.
(Specify DN and SA)

- 47 - Kill New Messages
Allows the user to Kill all of his 'New Messages'. The User is then prompted for a yes/no answer to be sure that the messages are not killed accidentally.
(None)

- 48 - Display System Status
Will display the current System Status.
(None)

- 49 - Display Message Base Overview
Will display the current Public Message Base Overview.
(None)

- 50 - Enter Private Base via Password
Will prompt a user to enter the correct Password to enter a Private Message Base.
(See Security Chapter)

- 51 - Enter Private Menu via P/W
Will prompt the User to enter the correct P/W to enter a Private Menu.
(See Security Chapter)

- 52 - Toggle Wordwrap
Allows the User to toggle the Wordwrap on and off. This option is very useful to post Graphic Messages.
(None)

- 53 - Display Command Inactive
This will display the message "Sorry, Not Implemented Yet" when a user selects the Menu Key.
(None)

- 54 - Display Graphic/Ascii Sequential File(w/o Abort)
When in Full Graphic BBS Mode the file displayed will be either Graphic or Ascii depending upon the User's setting (see Graphic/Ascii BBS).
(Specify DN & SA and put Root Filename in Data Field)

- 55 - Display Graphic/Ascii Sequential File(w/ Abort)
When in Full Graphic BBS Mode the file displayed will be either Graphic or Ascii depending upon the User's setting (see Graphic/Ascii BBS).
(Specify DN & SA and put Root Filename in Data Field)

- 56 - Change Active Base
This option will change the Active Message Base and remain in the same Menu.
(Specify Base Number in Data Field)

As you can see, there are a lot of options to choose from. It will take a little while before you get totally familiar with the Action Codes and their structure. One thing that you may have noticed already, is that all the Action Codes are not for every user. Many of the Codes are for Sysop use only and we advise that you to be very careful about putting the System Support Codes out for Public Use.

10.0 Sysop Intervention

'Sysop Intervention' is a group of keys that give the Sysop control over the actions of the Bulletin Board while there is a user online. These keys are available at any input prompt and while the menu is being displayed.

- 'F1' - Engages and disengages the chat routine. The Sysop Online Editor is active during chat.
- 'F7' - Literally kicks the user off of the Bulletin Board. It displays the message ' Connection Terminated' and logs the user off.
- 'Esc' - Enters the Sysop Online Editor. Here you can modify the users online security level and time limit. To abort from this routine, hit return at the prompt.
 - '+' - Increases the users Security Level by 1.
 - '-' - Decreases the users Security Level by 1.
 - 'T' - Adds 15 minutes to the users time limit.
 - 'R' - Reloads the Menu (used after a Security Level change).

11.0 Mail

Dragonfire BBS 128 has a private mail system in which any user can send mail to any other user. All mail will be stored on the configured Mail Drive. There is one file for each users mail(if he has any at all). The only limit on the amount of mail that a user may receive is disk space, as each new piece of mail is appended to the old one. At the end of a users mail filename, you will see that there is a date stamped to it. This date is the date that the 1st piece of mail was sent to the user. This makes it easy for you to see who doesn't clean their mailbox out.

When a user logs onto the Bulletin Board, it will check to see if he has any mail waiting for him. If the user has mail, and his Security Level is 5 or less, he will be forced to read it. If his security level is higher, a prompt will appear asking him if he would like to read it now or later. While reading his Mail, the user has the option of directly replying to the user who sent him the Mail, proceeding to the next piece or viewing the current letter again. If the users Security Level is higher than 5, he will have the option of aborting the reading of Mail and leaving his Mail intact. Only by this preceding option and dropping carrier, can a user abort from reading their Mail without deleting it first.

When entering mail to another user you will be prompted to verify the correct user and enter a subject. Once this is done, the body of the mail is taken by the Text Editor (see Text Editor).

12.0 Message Bases

There are 2 kinds of Message Bases available in Dragonfire BBS 128; they are, Public Bases and Private Bases. There is a designated Message Base Menu; it is Menu 120. Each Message Base can have as many as 100 messages and has an index to hold it's configuration. All Message Base Indexes will be stored on the Message Base Index Drive that you specified in the creation routine. The Message Bases are fully self-maintained. When 'New Messages' are entered the Bulletin Board will delete the oldest message in that base and readjust the index accordingly. When laying out your Message Base Drive leave a 1 file buffer so that the bases will be able to maintain themselves.

Dragonfire BBS 128 has a Message Credit Option which will add a pre-configured amount of Download Blocks/Credits to a users account each time he posts a message. This option can be controlled 3 ways: you can turn the option off at the main level and cancel it totally; you can turn it on or off at the base level to have it in selected bases; or you can turn it off for a specific user by changing his 2nd Security Level to 0. The 2nd Security Level is basically a flag concerning the user's Message Base status. If you put a value higher than 6 in his 2nd Security Level the user will have Message Base Aide Status and be allowed to delete any message on the system.

When a new Message Base is entered the Bulletin Board will load the Index and then load Menu 120; the Message Base Menu. All menu items pertaining to the reading and writing of messages will take place in the Active Base. Whenever a 'New Base' is entered the Base Name will be displayed along with a 'New Messages' display if the base contains them. If the User decides to read messages, he will be prompted with a display asking how he would like to read them. If there are no Active Messages in the Active Base, a message will be displayed telling the user that. When the user has decided on the order he wishes to view the messages he will then be asked if he would like to pause between the display of the messages. When pausing between the messages the user can reply to the current message via another Public Message or Privately through E-Mail. If the user has Aide Status or wrote the message, he will have the option of deleting the message. Also the user can abort from reading message here, view the message again or continue on to the next message. If the user chooses not to pause between each message, he will still have the option of aborting back to the menu level through a single keystroke. When writing a message, the user will be asked to input a subject and a person to whom the letter is addressed. The body of the message is then taken by the Text Editor (see Text Editor).

The messages displayed carry 2 numbers: a Message Number and a Reference number. The Reference Number is the actual number of the message in that base and part of the filename that is stored on disk. The Message Number refers to the position of the message within the index. The Message Number is subject to change but the Reference Number is not.

Public Bases

There can be up to 100 Public Message Bases. All Public Bases are accessible through the Toggle Base Action Codes. There are other helpful Message Base Commands that will show the status of the Public Message Bases. The 1st will list all the Public Bases to the screen with the word 'NEW' following all bases that contain 'New Messages'. The 2nd will list the Overview of all Public Bases. The overview shows the configuration and status of the bases (eg. # of messages, max. # of messages, last message #, etc.). The Public Bases can also be entered through a menu. Read the Action Code Chapter for a full list of Message Base Action Codes. Public Base numbers run from 1 to 100. Base 1 is the Active Base each time the Bulletin Board is reset.

Private Bases

You may have up to 40 Private Message Bases. These bases function in the same manner as the Public Message Bases, except for the method of entry. Private Bases can only be entered through a menu or by an Action code that requires the user to enter the correct Password to gain access to the base. In the Sysop Menu the Private Bases CAN be toggled to in the same fashion as the Public Bases can be toggled to. The Private Bases are not listed when a user selects the List Subboard or Message Base Overview Options, but are printed out in the Daily Status Report during Auto Maintenance.

13.0 File Transfers

Dragonfire BBS 128 uses 2 protocols to transfer files to and from the Bulletin Board. They are Punter and X-Modem. Punter, as a rule, should be used for all transfers between 2 Commodore computers. X-Modem is generally used to allow Non-Commodore computers to transfer files to and from the Bulletin Board.

To monitor and limit users from excessive transferring, Dragonfire BBS 128 uses a credit/block credit transfer option. You can configure the Bulletin Board to add or subtract credits/blocks from the users account each time he transfers a file. When a User is configured for blocks, the amount of blocks that the file takes up is added or subtracted from his account. The credit option works a little differently, there are 4 levels of credits that depend on the length of the file, they are:

1 - 125 Blocks	0.5 Credits
126 - 250 Blocks	1.0 Credits
251 - 375 Blocks	1.5 Credits
376 - ??? Blocks	2.0 Credits

Upon each transfer, the amount of credits will be added or subtracted. If a user tries to Download a file the Bulletin Board will 1st check his account, if the user does not have enough credit in his account, a message to that effect will be displayed.

Downloading

Downloading from Dragonfire BBS 128 is done 2 ways. The 1st is from a Download Index that the Sysop must create and the second is by viewing the Directory of a Drive and entering the Filename to Download. When a filename is selected to be Downloaded, the Bulletin Board checks the user's account to see if he has enough credits/blocks for the transfer. The user will be then asked to verify the information that he wishes to Download before telling him to enter receive mode to accept the file. After the transfer the Blocks/Credits are subtracted from the User's account and the file info will be stamped to the Download Trailer File.

Uploading

All files that are Uploaded to a Dragonfire BBS 128 must be sent to a drive that you assign. The Bulletin Board will display the amount of Blocks Free on the Drive that will receive the file and ask the user for the Filename he wishes to Upload. After the file is received, the file data will be stamped to the Upload Trailer File and the proper amount of blocks/credits added to the user's account.

14.0 Editors

Text Editor

The Text Editor is responsible for accepting the text for all messages, mail and sequential file entries. In the Text Editor, all keystrokes are run through a check routine to keep unwanted characters from being inputted. When a user is in Graphics Mode, the Text Editor will allow him to toggle the screen display from upper case mode to lower case mode and back again. 'Ctrl-U' will toggle the display to upper case mode and 'Ctrl-N' will toggle it to lower case.

The Text editor allows you to input up to 50 lines of 79 characters and gives you the opportunity to edit any of the data entered. All editing functions are prompt driven and can be aborted by hitting return at the first prompt. The Text editor has a wordwrap feature that will automatically format the data. When a user is entering a message that is utilizing graphics, it is wise not to depend on the wordwrap feature and manually hit return and cursor back to the spot that he was working on.

Menu Editor

Dragonfire BBS 128 has a full featured online Menu Editor. Here you can modify any menu on the system or create new menus. Each menu can have up to 30 items in it. Valid Menu numbers are 100 to 999 with 100 (Main Menu), 120 (Message Base Menu), and 105 (Sysop Menu) being reserved for system use. The Menu Editor is fully prompt driven. Some terminology used in the Menu Editor is as follows:

Command Key - Actual key used to activate Action Code.

Command String - Key function that is displayed on menu.

SL - The minimum Security level needed to access an entry.

DN - If an Action Code calls for a Drive to be named, it goes here.

SA - If an Action Code calls for a Secondary Address to be named, it goes here.

AC - This is the Action Code performed by the key.

Data Field - Any extra data that is needed by an Action Code is stored here.

Download Editor

Dragonfire BBS 128 has an online Download Editor in it. This Editor will allow you to create and edit indexes that the Users can Download from. All the indexes will be stored automatically on the Drive that you configured in the Creation process. The Editor is fully prompt driven and allows the Sysop to read from any directory, and directly add the data to any Download index.

When adding to the indexes from directories the Bulletin Board will give you 2 prompts. The 1st will be to enter the User # of the User that sent the file to the Bulletin Board. The 2nd prompt will allow you to enter a 29 character description about the file. When you display the index in the Editor, it will display the Drive Number and Secondary Address Number that the file is on. This will not be seen when the user displays the index while online. All indexes can have a maximum number of 100 entries in them.

User Editor

Dragonfire BBS 128's online User Editor allows the Sysop to modify any Users account, create or delete Users. The User Editor is prompt driven and can be aborted by hitting return. When a User is deleted, a 'N/A' is put in the Name Field of the account, and acts as a flag for the routine that reassigns unused User's numbers. If you wish to reserve an account number, put a 'n/a' in the Name Field and that account will not be reassigned.

NOTE: When in any Editor you may hit return at any prompt that asks for 'New.....'. This will keep the information the same and advance the Editor to the next item to be edited. This will allow you to edit accounts or items fast and efficiently.

15.0 General Information

This chapter contains odds and ends about Dragonfire BBS 128[®]. I have jotted down some little things that have crossed my mind as I have developed the software, some things are suggestions and others are just things that I have noticed.

- * The Auto Maintenance Carrier Check will not work with the 1660 or 1650 Modem.
- * When you enter a function, (eg. Add User, Edit User, etc.) you can abort from it by hitting return at the 1st prompt of the routine.
- * At all prompts the Bulletin Board will wait 1 minute for a key to be pressed after which it will automatically log the user off.
- * When the pause option is used, the Bulletin Board will wait 1 minute for a key to be pressed. If no key is pressed, it will unpause the routine rather than log the user off.
- * While reading messages, return can be entered as well as 'N' to advance to the next message.
- * Whenever the Bulletin Board is displaying a sequential file, it can be aborted from the console side by hitting 'S'.
- * During the initial logon sequence, the user is given 3 chances to log on. If he fails to log on correctly, the Bulletin Board will reset and hang up on him.
- * After a user logs on, the Logbook file is updated with the log on data and a System Status message will be displayed for the user. The Bulletin Board will then display the welcome message and check for any mail. After this sequence the menu's will have control of the User.
- * The Bulletin Board will not allow a User to apply for a new account after he has already created one.
- * If you ever create a sequential file outside the Bulletin Board environment, be sure to enclose all data within quotes.
- * Dragonfire BBS 128 supports Commodore Graphics. While in Graphics Mode, all the cursor keys, graphic symbols and color keys are available to the user.
- * When in the DOS environment, you may enter any DOS command directly on the Command Line. To change the Active Drive enter the Device Number on the Command Line. The Disk Status can be checked by entering '@' on the Command Line. You can leave the DOS Environment by entering a Carriage Return on a Blank Command Line.
- * The Mach 128 cartridge has been tested with Dragonfire BBS 128 and has shown NO compatability problems! (Disable Mach DOS[®] 1st)
- * Be sure to have ALL peripherels ON before turning your computer on. The 128 must initialize each device!

- * When using the Security Options it is wise not to use a password that starts with a number.
- * When reading large amounts of mail do not be alarmed at the flashing drive light, it is indexing itself.
- * If the Computer is ever turned off while in a Module be sure to scratch the file "temp".

16.0 System Files

This list is a description of all system files that Dragonfire BBS 128 uses. All files in the first group must remain on Drive 8, Secondary Address 0. A '*' in the description means that file is optionable and may not be used in all configurations. The files in the second group must remain on the drives that they were assigned to in the Creation Process.

- log - This file holds all the User information.
- config - This file holds the current Bulletin Board Configuration.
- status - This file holds the current Bulletin Board status variables.
- logbook - Contains the daily list of Users and New User info.
 - u/l - Upload Trailer File.
 - d/l - Download Trailer File.
 - ict - (*) Holds the Configuration for ICT Drives.
 - val - (*) Holds the configuration for the Auto Validate Routine.
 - open - (*) Logon Message.
- welcome - (*) Welcome Message.
 - new - (*) New User Message.
 - off - (*) Log Off Message.
- open.g - (*) Logon Message(Graphic).
 - g 100 - (*) Graphic Menu(Main).
 - temp - (*) Online Module Data.

- Base 1 - Message Base Index (Base 1).
- ml-1-02/15/88 - Mail File (User #1).
 - f/t1 - File Transfer Index (Index 1).
 - m 100 - Menu File (Menu 100).
- mb-1-100 - Message File (Base 1, Message 100)

17.0 System Security

Dragonfire BBS 128 offers a full line of Security Options. If the Sysop chooses to use one of the Security Action Codes, he must follow the directives listed under the description of the action. If the Action Code requires a number to be placed in the Data Field, that number MUST be part of the Password. A good rule to follow is not to use Passwords with numbers in them, as they may throw off the routine. Remember the user MUST type the entire Data Field to get access to the Security Options. Here is an example "305dlmenu", if this was in the Data Field and the user typed it exactly it would load Menu 305 which is a Secure D/L Menu.

18.0 Graphic/Ascii BBS

Dragonfire BBS 128 offers a Full Graphic's Mode in it's configuration. What this means is there will be seperate Menus and User Messages for Ascii and Graphic's Users. This option is Hard Configured on you System Disk but can be Soft Changed at any time through the BBS Options Function.

When you create the Graphic's User Messages you will use the same standard of names for the 4 files; but each name will end with a ".g". These files must reside on Drive 8 along with the other User Messages. When you use the option to display a Graphic/Ascii Sequential file you must also put a ".g" behind the name of the Graphic version of the file. The term 'Root Filename' refers to the Ascii name of the file.

Graphic Menus must also be created by the Sysop, these files will go on the Graphic Menu Drive that you configured in the creation process. A Graphic Menu file uses a "g " in front of the menu number(eg. "g 100" is the Graphic Main Menu). One thing to consider when using the Graphic Mode is that you must list all the commands that are in that Menu. This means that unlike the Ascii Menus, the User's will see every command that is available instead of only what he has access to. It will give the "Invalid Command" response if a User hits a key that he doesn't have access to.

19.0 System Registration

To be eligible for updates of Dragonfire BBS 128 each owner must fill out the questionnaire below and return it to YodaHead Software.

Owner's Name _____

Address _____

City, State, Zip _____

Voice Number _____

BBS Number _____

BBS Name _____

Dragonfire BBS 128 S/N _____

Comments:

20.0 Online Modules

Dragonfire BBS 128 is capable of loading Online Modules into its Environment. A Module can consist of a Game, System Disk Utility Program or just about any other application that can be thought of with the added ability of being accessed and operated remotely. An Online Module can be run by using Action Code 21 and following the Parameters specified by it. When using Modules you must place 2 files on the 'Return from Module Drive' that you specified in the Configuration Routine. The 2 files are: "df3" and "dragonfire 1.1". Please note that these files are subject to change as new updates are available. Updates will also be available to Modules as well as the BBS. All system files pertaining to the Module MUST be stored on the drive indicated in the menu entry.

There is a Security Option for the Online Module. If you put a 0 in the User's Module Access it will suspend his access, a 1 will give him normal User access, while a 2 will give him Sysop Access to a Module. When entering a Module or returning back to the BBS every remote User will be asked to re-enter his Password. This will insure that all accounts are secure in the event of carrier loss during the Module's load time. If for any reason the Computer is turned off while in a Module you MUST scratch the file "temp" on your System Disk before rebooting the BBS.

For more information on the availability and price of Online Modules contact YodaHead Software.

21.0 Acknowledgements

Dragonfire BBS 128 refers to many Products and Trademarks of other companies, we would like to take this time to recognize them below.

Commodore 64/128/1541/1571/1581 are Products and Registered Trademarks of:

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Marlton, NJ
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1-(609)-596-1772

YodaHead Software
P.O. Box 177
Marlton, N.J.
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1-609-596-1772

YodaHead Software Product Schedule 1988

- * Dragonfire BBS 128[®] suggested retail price \$75.00(March)
- * Dragonfire BBS 64[®] suggested retail price \$75.00.(July)
- * Dragonfire Online Game Modules[®] suggested retail price \$20-\$40.(April)
- * Dragonfire Online Module Creation Kit[®] suggested retail price \$50.00.(August)
- * Dragonfire Term 64[®] suggested retail price \$40.00.(July)
- * Dragonfire Term 128[®] suggested retail price \$40.00.(July)
- * YodaHead Bulletin Board Development Camp[®]. For those individuals that always wanted to learn the technology behind Computer Bulletin Boards but thought it was too hard. We teach the actual technology that made Dragonfire BBS 128[®] one of the most powerful Bulletin Boards available. Call for more info.

Remember, if you need more information on these or any other YodaHead Software Products give us a call. Also, YodaHead Software is looking for authors to write quality programs that are marketable. If you feel that you have the right stuff, let us know!

YodaHead Software
P.O. Box 177
Marlton, N.J.
08053
1-609-596-1772

The Rings of Chaos 128[®] 1.0 Fact Sheet

- * Role Playing Adventure.
- * Up to 25 Players per game.
- * 55 Rooms.
- * Players compete against each other.
- * Rainbow Prompts.
- * Every game different.
- * Adjustable configuration file.
- * Sysop Mode.
- * Fully automatic System Files.
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- * Free Updates^{*}.
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