

renegade

Bulletin Board System

Software Manual

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Renegade Bulletin Board System Software Manual

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Foreword

What is Renegade?

Renegade BBS is a bulletin board software derived from the Telegard BBS 2.5g source code. Telegard is in turn a modified version of the WWIV Pascal source code. Renegade, however has been vastly modified and improved from the original TG 2.5g source.

Changes can be browsed from a file known as WHATDONE. Renegade offers Sysops the ultimate in BBS configuration, allowing your BBS to achieve a unique look and feel.

Cott Lang originally wrote renegade. Patrick Spence and Gary Hall are the currently authors of it.

Renegade is a Beta test BBS software. In the past, there were clamors for registration, but there is no way to register the software per se. The authors ask that you donate \$25 for the use of the software. In return, you are provided with an account on either of their boards and direct support.

Renegade uses the SPAWNO routines by Ralf Brown to minimize memory use while shelling to DOS and running other programs.

A Note On Version Numbers

Some of you are probably noticing the change in Renegade's version numbers. 5-11-96 Exp was the last release using the date for the version. After 5-11 Exp, Patrick Spence took over production of Renegade and changed the version numbers to the following format:

vyr-day.b os

yr	Year in which this version was released
day	The Julian Date the version was released
b	Either b or a, depending on type. Indicates beta copy or alpha copy, respectively
os	Native Operating system

For example, v98-101b dos would be taken to mean that it was released as a Native DOS Beta copy on the 101st day of 1998.

Upgrading from 5-11 Exp

One of the changes Patrick Spence made when he took over Renegade production was to consolidate the updates into one archive. Previously, upgrades were done by getting the upgrade package, copying over the RENEGADE.EXE and RENEGADE.OVR files, and then making any changes outlined in the WHATSNEW file.

However, now things have gotten extremely easy. Upgrading is as simple as unzipping the distribution into a temporary directory and running UPGRADE.EXE, this will extract and implement the necessary files for the upgrade.

Going from 5-11 Exp to 98-xxx will involve some work. The Who's On List, Last Callers list, User List, and BBS List are now configurable. The MCI codes to use in these files are detailed in the WHATSNEW.XXX as well as in Chapter 4. Also, the way Renegade pads MCI codes has changed, so you'll want to recheck all your files to make sure everything looks the way you want it to with the new padding scheme.

Chapter 1 - Installation, Startup, and the WFC Screen

System Requirements

Required: 80486 Processor, 285K Available Conventional Memory, FOSSIL Driver

Recommended Minimum: 80486DX/33 Processor, 570K Available Conventional Memory

Memory: 1024K Available EMS Memory

Installing Renegade

Unzip the distribution archive into a temporary directory, and run INSTALL.EXE. Answer the questions as you're prompted.

System Startup and Command Line Parameters

Renegade is started by changing to the main Renegade directory, and typing 'RENEGADE'. If you do not have a FOSSIL driver installed, you will receive an error message to that effect. If you wish to load Renegade without a FOSSIL driver, you must do so in Local mode, using the -L parameter, detailed below.

Renegade accepts the following Command Line Parameters:

- Bnnnnn** This command tells the BBS that a user is already connected at *nnnnn* baud. When loading Renegade with this parameter, the WFC screen will be skipped and the user will be dropped directly into the logon sequence.
- EEnnn** If a critical error occurs during the operation of the BBS, it aborts to DOS with an ERRORLEVEL value of *nnn*.
- ENnnn** Whenever a user logs off, and the -Q parameter is specified on the command line, Renegade returns an errorlevel of 0 if no new echomail was entered, and an errorlevel of 2 if new echomail was entered. This commandline changes the errorlevel Renegade will exit with to *nnn*. **Note:** When pressing Q from the WFC screen, Renegade will exit with an errorlevel of 255, regardless of whether or not this parameter is used.
- Ixxx** If you wish to pass Called ID information to Renegade, use this parameter. This is most likely to be used in conjunction with a mail tosser that supports Caller ID.
- Kxx** This changes the screen display mode to 25, 43, and 50 lines respectively. I.e., -K25 will change Renegade to 25-line mode (the default), -K43 will change Renegade to 43 line mode, and so on.
- L** This tells Renegade to load itself in local mode. While in local mode, Renegade will ignore the modem entirely (it won't send anything out to the modem, and won't respond to incoming calls).
- Mn** Will create a QWK mail packet for user *n* then return to DOS.
- Nn** Specifies which node to load (i.e., -N1 loads Node 1, -N2 loads Node2, etc.). Make certain that you've turned multi-node support on in the Main System Configuration before you implement this parameter on your command line.
- P** Pack the message bases and return to DOS.
- S** Sort the File areas and return to DOS.
- Q** Quit to DOS instead of the WFC screen upon logoff.
- Un** Will upload a REP mail packet for user *n* then return to DOS.
- Xnnnn** External event start time in *nnnn* minutes. Renegade will treat this as a built in hard event and log the user off in *nnnn* minutes.

WFC Screen Information

Time/Date:	The current time and date.
Today's Stats:	
Calls	Number of calls today
Posts	Number of public posts today
Email	Number of E-Mail messages sent to day
Newusers	Number of new users today
Feedback	Number of E-Mail messages sent to the Sysop today
# UL	Number of Uploads today
Kb UL	How many Kilobytes was uploaded today
# DL	Number of Downloads today
Kb DL	How many Kilobytes was downloaded today
Minutes	Number of minutes the board was used today
Overlays	Where the BBS loads itself into (Disk/EMS/XMS)
Megs	Space left free on the current drive (in MB)
System Averages:	
Calls	The average number of calls per day
Posts	The average number of posts per day
# UL	The average number of uploads per day
# DL	The average number of downloads per day
Activity	The average activity (in %) per day
System Totals:	
Calls	Total number of Calls the BBS has had
Posts	Total number of Posts the BBS has had
# UL	Total number of Uploads the BBS has had
# DL	Total number of Downloads the BBS has had
Days	Total number of Days the BBS has been online
Other Info:	
Node	Which node is currently on screen
Errors	How many fatal errors occurred today
Mail	Number of E-mail in the Sysop's Mailbox
Users	Total number of Users the BBS currently has
Under	Shows what OS you are running the BBS from.

WFC Screen Commands

A	Sends the "modem answer" command to the modem. It is normally not used, but for testing the connections and when you have an error, this is helpful. If everything is configured correctly, the BBS should automatically answer the phone.
B	Enters the Message Base Editor.
C	Displays today's list of callers.
D	Drops to the OS command shell, allowing you to use some commands that aren't available through Mini-DOS. Type EXIT to return to the WFC Screen.
E	Enters the Event Editor.
F	Enters the File Base Editor.
H	Sends the hang up string to the modem.
I	Sends the Initialization string to the modem.
L	Displays the Sysop Logs. You can display either today's log, or the backlog for up to however many days you define as the maximum in the System Configuration.
M	Allows reading of All E-mail messages posted to the system. It does not specify the viewing of a particular user's E-mail.
N	Displays the list of users currently online. (Multi-Node Only)
O	Sends the off hook string to the modem.
P	Allows the Sysop to pack the message bases.
Q	Exits the BBS and returns to the OS with an ERRORLEVEL of 255.
R	Prompts for a username, and then displays the contents of that users mailbox.

- S** Enters the System Configuration.
- U** Enters the User Editor.
- V** Enters the Voting Editor.
- W** Allows you to send E-mail messages to other users, either individually or via various mass mail criteria.
- X** Enters the Protocol Editor
- Z** Displays the usage log information contained in the HISTORY.DAT file, which contains a record of all general system activity. Just to note, the percent activity is roughly the number of minutes used that day divided by 1440 minutes (24 hours).
- #** Enters the Menu Editor.
- !** Validate Files - If you're not setup to auto-validate uploads, this will allow you to validate them either manually or automatically.
- [SPACE]** Brings up the WFC local logon prompt. Choosing Y will proceed with a normal logon, pressing F will do a fast logon (skips most of the welcome screens) and pressing N returns you to the WFC. If Local Security Protection is turned On, the Fast Logon option will not be available.

- \$** Loads the Conference Editor
- [TAB]** Switches you between modem and WFC mode. In modem mode, you can send commands to the modem, but if the phone rings, Renegade will still answer the call.

If Local Security Protection is turned On, then only two commands are available from the WFC Screen; [SPACE] and Q. Pressing Q will exit to DOS, just like the normal WFC command. [SPACE] will bring up a prompt for the sysop password. If the password is entered correctly, then the WFC can be used normally. If someone logs on, when they logoff the WFC screen will blank and then ask for the password again. If the password is entered, and the WFC screen remains idle, after a time it'll prompt for the password again before functioning normally.

Chapter 2 - Sysop Function Keys

The following function keys are available only when a user is online:

Alt-B	Toggles "beep after end" on and off. This feature will take the phone off hook and sound an alarm when the user logs off, letting you know that the system is available for use.
Alt-C	Toggles chat mode on and off.
Alt-E	Allows modification of the user's security information (SL, DSL, AR & AC flags, file points). Prints the "Sysop Working" string to the user while this window is displayed.
Alt-F	Prints fake line noise to the user.
Alt-G	Allows enabling and disabling of activity trapping and chat capturing for a user.
Alt-H	Hang up on a user and return to the WFC menu.
Alt-I	Toggles the User's input On and Off. For the obvious reasons, user input is toggled on. If toggled off, then the user's keystrokes won't do anything.
Alt-K	Allows you to select a hang up message to display (HANGUPnn.*) before hanging up on the user and returning to the WFC menu.
Alt-L	Toggles the local screen on and off.
Alt-M	Toggles temporary Sysop access for a user. If the user still has Temp Sysop access when they logoff, they will be returned to their original status when next they call.
Alt-N	Switches you to the next Sysop window in order. Sysop Window must be turned on; see Alt-S.
Alt-O	Conference System toggle. If toggled to off, any access levels requiring the user to be in a certain conference are ignored.
Alt-P	Displays a file from the local hard disk to the remote user.
Alt-Q	Turns off the "user attempted to chat" alarm. If a user pages the sysop when he's available and the sysop doesn't answer, this annoying little pager sound will continue. The only way to stop it is to break into chat with the user, wait until they logoff, or use Alt-Q.
Alt-R	Displays the chat reason in the Sysop window. Sysop Window must be turned on; see Alt-S.
Alt-S	Toggles the Sysop window on and off.
Alt-T	Toggles the Sysop window display between the top and bottom of the local screen.
Alt-U	Toggles the user's input and output on and off. Users input and output is toggled on at the beginning of each call by default. If toggled off, then the user's keystrokes will not do anything. In addition, the remote display will no longer be updated; the remote user's screen is in essence frozen until the sysop presses Alt-U again, or the caller hangs up.
Alt-V	Prompts the sysop for a validation level and then validates the online user at the chosen level.
Alt-W	Same as Alt-E except that the "Sysop Working" string is not displayed.
Alt-Z	Sends a continuous stream of beeps until the user presses a key or hangs up.
Alt++	Adds five minutes to a user's total time left.
Alt--	Subtracts five minutes from a user's total time left.
Alt-(F1-F5)	Changes to Sysop Window 1-5 depending on which function key you hit (F1-F5). Sysop Window must be turned on; see Alt-S.
F1-F10	Hitting one of these keys will activate the Sysop Defined Macro that was defined in System Variables.
Ctrl-Home	Shows help screen with all of the Sysop function keys and a brief description.

The following function keys are available anywhere in the system, whether or not a user is online:

- Alt-n** Executes a batch file called "GLOBATn.BAT", where "n" is a number from 1 to 9. (i.e., if you have a batch file named GLOBAT1.BAT, and press Alt-1, Renegade will immediately run that batch file, Alt-2 runs GLOBAT2.BAT, and so on) The GLOBATn.BAT files must be present in your main BBS directory.
- Alt-D** Prompts for a filename and then captures the contents of the screen to that filename.
- Alt-J** Performs a local shell to DOS. Sends the "Sysop has shelled to DOS" string before entering DOS, and the "thank you for waiting" string after returning.
- Scroll Lock** Toggles Sysop Availability for chat. If On, Sysop is *not* available for chat at all. If Off, then the regularly defined chat hours are used (if none are defined, then the sysop pager will always be active, unless Scroll Lock is turned on)
- Ctrl-SysRq** Allows the Sysop to choose to generate a run time error.

Chapter 3 - ACS System

Most of the ACS functions have the same basic syntax: A letter followed by the parameter of the function. Please note that these commands are not case sensitive.

A <i>nnn</i>	Age of User	Must be at least <i>nnn</i> years old.
B <i>nnn</i>	Baud Rate	Must be connected at <i>nnn</i> 00 baud.
C <i>x</i>	Conference	Must be in Conference <i>x</i> (@-Z).
D <i>nnn</i>	DSL	Must have DSL of <i>nnn</i> or higher.
E <i>x</i>	Terminal Emulation	Must be in terminal emulation <i>x</i> . (A=ANSI,V=AVATAR,R=RIP,N=NONE)
F <i>x</i>	AR Flag	Must have AR flag <i>x</i> . (A-Z)
G <i>x</i>	Gender	Must have gender <i>x</i> . (M/F)
I	Invisible Mode	Must be in Invisible Mode.
J	Novice Mode	Must not be in Expert Mode.
K <i>nn</i>	Message Base	Must be in Message Base <i>nn</i> .
L <i>nn</i>	File Base	Must be in File Base <i>nn</i> .
M	Voting	Must have voted on all of the voting topics.
N <i>nn</i>	Node Number	Must be on node <i>nn</i> .
O	Sysop Status	Sysop is available.
P <i>nnn</i>	Credits	Must have at least <i>nnn</i> credits in account.
R <i>x</i>	AC Flag	Must have AC flag <i>x</i> . (LCVBA*PEKM1234)
S <i>nnn</i>	SL Level	Must have an SL level of at least <i>nnn</i> .
T <i>nnn</i>	Time Left	Must have at least <i>nnn</i> minutes of time left online.
U <i>nnn</i>	User Number	Must be user number <i>nnn</i> .
V	Validation	Must be a validated user.
W <i>n</i>	Day of the Week	<i>n</i> must equal current day (0=Sunday .. 6 = Saturday)
X <i>nn</i>	Subscription Expiration	<i>nn</i> must be greater than or equal to the number of days remaining before the user's subscription expires.
Y <i>nnn</i>	Time of Day	Must be at least <i>nnn</i> minutes after midnight.
Z	Post/Call Ratio	Must have enough posts per call for their SL.

Some examples:

A21 Must be 21 years old.
B96 Must be connected at 9600 baud or higher.
FS Must have AR flag "S".
T20 Must have at least 20 minutes time left.
Y360 Must be later than 6:00 am.
N1ER Must be logged onto node 1 with RIP active.

For added ACS control, there are five logical operators that can be used.

For access to happen:

&	Logical AND	Both functions must be true
	Logical OR	Either function can be true
!	Logical NOT	Function is not true

These are the all on/off settings:

^	Logical TRUE	Everything is true
%	Logical FALSE	Everything is false

Examples:

AND	S20D50	Requires the user has an SL of 20 and a DSL of 50.
OR	S20 FA	Requires that the user have either SL 20 or AR flag "A".
NOT	!FA	Requires that the user not have AR flag "A".

The TRUE and FALSE operators are used to give everyone access, or to give nobody access. "^" Means that all users have access, and "%" means no users at all have access.

For even more complex ACSs, parentheses are allowed to group ACS settings together to be compared to another set:

(S20FA|D255) means that the user must have at least SL 20 **and** AR flag "A" **or** DSL 255.

A few more examples:

S50	User must have SL 50 or higher .
!S50	User must not have SL 50 or higher.
VV U1	User must be validated or be user #1.
A21FAS50	User must be 21 years old and have AR flag "A" and have SL 50.
!(A21FAS50)	User must not be 21 years old, have AR flag "A" or have SL 50.
!N234	User must not be logged onto node 234.

Chapter 4 - Special Files

Unless otherwise noted, all files mentioned in this section must be present in your MISC directory off the Renegade main path.

The BBS List

Renegade's BBS List is now in binary format. It stores more information, and allows the person entering the BBS into the list to edit the information later. It displays in two formats, regular (the short, traditional format) and an extended version that includes much more thorough information. The BBS List will now sort itself automatically, so no third party utilities will be required.

Regular List:

You can configure the format of the regular list with the following three files:

Header: BBSNH.xxx
Information: BBSMN.xxx
Footer: BBSNT.xxx

Extended Format:

You can configure the format of the extended list with the following three files.

Header: BBSEH.xxx
Information: BBSME.xxx
Footer: BBSET.xxx

In BBSMx.xxx, you can use the following local MCI codes:

~BN BBS Name	~DA Date Added	~DE Date Edited
~DS Description	~PN Phone Number	~SN Sysop Name
~SP Speed	~SW Software	~UN User Added

You are limited to 1024 bytes in BBSMx.xxx and all other configurable listings. Since this is for each entry, and before MCI interpretation, if you use that much, people are going to fall asleep waiting for the listing to end.

The Last Callers List

You can configure the format of the Last Callers List with the following three files:

Header: LASTH.xxx
Information: LASTM.xxx
Footer: LASTT.xxx

You can use LASTM.xxx the following local MCI codes:

~CA Caller Number	~DK Download Kilobytes	~DL Downloads
~ES E-mail Sent	~FS Feedback Sent	~LC Location
~LO Logon Time	~LT Logoff Time	~MP Messages Posted
~MR Messages Read	~ND Node Number	~NU * if new, else space
~SP Speed	~TO Time On (in minutes)	~UK Upload Kilobytes
~UL Uploads	~UN User Name	

The Who's Online List

Header: NODELH.xxx
Information: NODELM.xxx
Footer: NODELT.xxx

You can customize NODELM.xxx with the following local MCI codes:

~AC	Activity	~AG	Age	~AT	Node Active (Y/N)
~AV	Available (Y/N)	~LC	Location	~TO	Time On
~NN	Node Number	~UN	User Name	~RM	Room number
~SX	Gender				

All of these MCI codes return "-" when a user is not on that node, or is invisible.

The User List

You can configure the format of the User List with the following three files:

Header: USERH.xxx
Information: USERM.xxx
Footer: USERT.xxx

You can customize USERM.xxx with the following local MCI codes:

~DL	Downloads	~DK	Download Kilobytes	~LC	Location
~LO	Last on Date	~NO	Note	~RN	Real Name
~SX	User Gender	~UK	Upload Kilobytes	~UL	Uploads
~UN	User Name	~U1	User Definable 1	~U2	User Definable 2
~U3	User Definable 3	~AG	Age	~MP	Message Posts

The Trashcan File

What it is, simply, is a plain text file called TRASHCAN.TXT in your MISC directory containing the names of people, or words, that you do not want to be able to apply to your system. The format is one name per line, one after the other.

Example:

```
Ken Reaverson  
Adrian Blood  
Pretty Hate Machine
```

If this person were to apply to your board, and this is what your TRASHCAN.TXT looked like, this person would receive the message "Sorry, can't use that name" and prompted to enter my name/handle again. It is not case sensitive, but it is spelling sensitive. Also, there are no wildcards allowed (Adrian* will not prevent Adrian Paul, Adrian Blood, or Adrian Blackburn from applying to your system).

The NEWLET.ASC File

This file, if it exists, will be sent to a new user when his account is saved to the user record. The file should be left in the MISC directory. It has the following format:

```
[FROM]  
[SUBJECT]  
{ MESSAGE TEXT (FIRST LINE)  
.  
.  
.  
(LAST LINE) }
```

Each is on a separate line, and FROM is on the first line. Any replies to this message are sent to the same user number as the new user application.

The Global Menu

The Global Menu is an optional menu that can do some pretty cool stuff. Any command inserted into the global menu can be run from anywhere on the BBS. All regular Menu CmdKeys will work, with one exception. The GOSUB (-/) command will not work from the Global Menu.

If the Global Menu is not already present, you'll have to create it yourself. Be very careful how you assign commands on the Global Menu. Make sure that the letters you assign aren't used anywhere else on the BBS, or they'll be run in sequence, and the results will probably be something different than what you had hoped for.

Example:

Let's say I want to insert a command that will check and see what users are online. I create a menu named GLOBAL.MNU in my MENU directory. I load up the Menu Editor and insert a new command that looks something like this:

```
Menu filename: GLOBAL
Command #1 of 2

1. Long descript :(/W)ho's Online
2. Short descript:(/W)ho's Online
3. Menu keys      :/W
4. ACS required   :""
5. Cmdkeys       :NO
6. Options       :
   Flags         :None
Q. Quit
```

From now on, no matter where I am, if I press /W, the Who's On List will display. Now, imagine if I had assigned the Menu Key as L instead of /W. If that had been the case, anywhere there was an L command already present, it would have run the present command first, and then the global one. So at the Main Menu, the Callers Today list would have displayed, followed immediately by the Who's On list.

If you had to create the GLOBAL.MNU yourself, delete the Quit to Main Menu command already present in the menu, it's redundant.

If there's a menu you don't want using the global commands, you can turn them off. Most of the default menus allow the use of the Global commands, and all new menus you create default to being able to use the menu commands.

The READP, FILEP, and NEWINFO Menus

All three of the menus in this section must exist in the MENU directory off the main Renegade Path.

READP.MNU

This is the menu that's used while reading any message on the BBS. Do not delete this file under any circumstance, and do not rename it. Renegade looks for the filename READP.MNU, and does not operate when it doesn't exist.

You can change the menu prompt, add in extra commands, and modify it just like any other menu, just be careful to keep the message reading and replying commands there.

FILEP.MNU

The FILEP.MNU serves the same function as the READP.MNU, except it's used when listing files. The cautions with the READP.MNU apply here as well, do not delete or rename this file.

NEWINFO.MNU

As above, do not delete or rename this file, Renegade expects it, and new users won't be able to complete the application process if it doesn't exist.

This is the final step before the user is actually saved to the user record. At this menu, they can change the information they've been asked during the application process. It is important to note while at this menu, the user does not have a user number. Do not use any commands, which will check for a user number, because it'll bomb out.

Chapter 5 - System Configuration

The main part of keeping Renegade set and going is the way you set up the system configuration. This section is normally selected by the "S" command at the WFC screen. Once there, the following menu is displayed:

System configuration:

- | | |
|-----------------------------------|------------------------------|
| A. Main BBS Configuration | B. Modem/Node Configuration |
| C. System ACS Settings | D. System Variables |
| E. System Toggles | F. File System Configuration |
| G. Subscription/Validation System | H. Network Configuration |
| I. Offline Mail Configuration | J. String Configuration |
| K. Color Configuration | L. Archive Configuration |
| M. Credit System Configuration | |
| 1. Time allowed per day | 2. Max calls per day |
| 3. UL/DL # files ratio | 4. UL/DL K-bytes ratio |
| 5. Post/Call ratio | 6. Max downloads per day |
| 7. Max download kbytes per day | 8. Update System Averages |

Enter selection (A-L,1-8) [Q]uit :

Selecting one of the keys will take you to the corresponding section of the system configuration. Pressing "Q" will take you back to the WFC screen (or the Sysop Menu).

A. Main BBS Configuration

This area is where many of the different BBS options are configured. After you select this option, the following menu is displayed:

Main BBS Configuration

```
A. BBS name/number   :The Arizona Chattle Ranch (602-264-6518)
B. SysOp's name     :Lone Ranger      C.
D. SysOp chat hours :*None*           E. Minimum baud hours :Always
F. Regular DL hours :Always allowed   G. Minimum baud DL hrs:Always
H. BBS Passwords    :                  I. Pre-event warning  :60
J. Startout menu    :START            K. Bulletin Prefix   :BULLET
L. Multinode support:Off              M. Network mode     :Off

0. Main data files dir.   :C:\RG\DATA\
1. Miscellaneous Files dir.:C:\RG\MISC\
2. Message file storage dir:C:\RG\MSGs\
3. Menu file directory   :C:\RG\MENU\
4. Nodelist (Version 7) dir:C:\IM\NODELIST\
5. Log files/trap files dir:C:\RG\LOGS\
6. Temporary directory   :C:\RG\TEMP\
7. Protocols directory   :C:\RG\PROT
8. Archivers directory   :C:\DOS\
9. File attach directory :C:\RG\FILE\
R. RAM drive/multinode path:D:\
```

Enter selection (A-M,R,0-9) [Q]uit :

- A** This option allows you to enter the name and the phone number of your BBS. The Name defined here is what will be displayed by the %BN MCI Code, and the Phone Number is what will be displayed by the %BP MCI Code.
- B** This option allows you to enter the username of the Sysop. This is mostly cosmetic the only thing this option determines is what the %SN MCI Code will display.
- D** This option allows you to declare your chat hours. When someone pages you during these hours, a bell will sound to inform you that a user wishes to chat. **Note:** If you do not declare chat hours, your users will be able to page you at all hours.
- E** This option defines the hours that the minimum baud rate callers may log on. Some Sysops prefer to restrict the hours available to users of lower baud modems for various reasons.
- F** This option defines the hours that file downloading is allowed.
- G** This option defines the hours that low baud callers may download files.

H This option brings up something like the following display:

```
System Passwords:
  A. SysOp password      :DOWN
  B. New user password   :FOR
  C. Baud override password:LIFE
```

- **A** Defines the Sysop Password. This is the only one of the three passwords that must be defined. In general, this is the password that will be prompted for when using all Sysop specific commands.
 - **B** If this is defined, then any new user applying to the system will need to input this password when prompted before continuing with the application process. If this password is not defined, then nothing will be asked for, and a user may apply to the system unhindered.
 - **C** If this password is defined and a user connects at a baud rate lower than the minimum logon baud rate defined in the System Variables then the user will be prompted for this password. If they get it right, they'll be allowed to logon. If they get it wrong, Renegade will hang up on them. If the password is not defined and a user connects at a lower baud rate than allowed, they'll simply be hung up on.
- I** This options sets the number of seconds before a scheduled vent is run in which the user is warned. In other words, if you've got an event running in two minutes, and this option is set to 60 seconds, Renegade would warn the user one minute before the event logged them off. If you an event was about to run in 5 minutes, and this option was set to 300 seconds, then the user would be warned five minutes in advance.
- J** Menu where users with an undefined Startout menu will start from. (Normally set to MAIN) The Startout menu is the menu, which the user is first in contact with. Some Sysops prefer to have the menu set to something else to perform some type of maintenance before the user gets to the main menu.
- K** Prefix of the Bulletin Files. Normally left Blank or set to BULLET, Sub-Bulletins under the OS CmdKey for an explanation.
- L** This option allows you to tell Renegade if it has 1 or more nodes. If multi-node, you must use the -Nx command to load node x.
- M** This option will allow you to turn the Network mode on. It activates the following:
- **A** Forces local security on.
 - **B** Disables all function keys unless a Sysop is logged on.
 - **C** Disables the Sysop window system.
 - **D** All WFC commands are disabled except [SPACE] and Q.
 - **E** If no node is specified on the command line, the node will assume it is a local node, and automatically configure itself as the next available node number.
- Note:** As of this writing, E isn't operational; Renegade will load in local mode, but it'll load as node 1, even if there is a node one already loaded. The authors have been informed of the problem.
- R** This option defines the drive where multi-node and such information is stored. This can be a RAM drive to increase performance. The Multi-Node Data <MULTNODE.DAT> file (which stores who is on what node, their location, activity, sex, time online) and any messages sent from one node to another are stored in this directory.
- 0** This option defines the directory in which your main data files are stored. (.DAT, .DIR, etc.)
- 1** This option defines the directory in which your text files are stored. (.ANS, .ASC, .INF, .ASW, etc.)
- 2** This option defines the directory in which your messages are stored. (.BRD, .MIX, etc.)
- 3** This option defines the directory in which the menu files are stored. (.MNU)

- 4 This option defines the directory in which the Version 7 Nodelist files will be stored. A Version 7 Nodelist is something compiled by a third party program. It is not the text file containing names, locations and phone numbers, and so on; that's the raw nodelist. The author of this documentation recommends QNode, written by James West, which should be available on most support BBSes.

What a Version 7 Nodelist does is aid in sending Netmail. If a Version 7 Nodelist exists, Renegade is able to fill in most of the blanks for you. When sending netmail without a Version 7 Nodelist defined, Renegade will ask for the following: Name of recipient, their address, and then the subject. It is quite possible for a message to be addressed incorrectly in this manner. If a Version 7 nodelist is defined, Renegade is a little more helpful. When sending Netmail, Renegade will ask for either a name or address.

The Name it's looking for in this case is the name of the sysop, which is not necessarily the person you want to address the netmail to. If you don't know the name of the sysop, but you do know the address, use it. If you enter an invalid address, Renegade will form you of as much and ask you to try again. If you enter a valid address, a screen something like the following pops up:

```
Enter a name, a Fidonet address, or an Internet address.  
:1:114/252
```

```
System: The Courts of Chaos (1:114/252)  
Sysop : Patrick Spence  
Phone : 1-602-241-1039  
Where : Phoenix Az  
Cost  : 0 credits
```

```
Is this correct? No
```

If you confirm this is the correct information, Renegade will next ask who you want this addressed this netmail. It'll fill in the sysops name by default.

By using a Version 7 nodelist, the mail isn't going to be addressed to a non-existent node. It also makes a user confirm their choice, thereby lessening the chances of accidentally addressing the netmail somewhere else.

- 5 This option defines the directory in which the trap files, system log files and capture chat files are stored. (.LOG)
- 6 This option defines the directory in which temporary files are stored. This directory is used for various things to hold files while using them, but when they aren't permanent.
- 7 This option defines the directory in which the protocol drivers will be held. These include DSZ.EXE, HSLINK.EXE, etc. These files are used in the Protocol Editor as your file transfer programs.
- 8 This option defines the directory in which the archive drivers will be held. These include PKUNZIP.EXE, ARJ.EXE, PKZIP.EXE, RAR.EXE, etc.
- 9 This option defines the directory in which the files, which are attached to E-mail and Netmail, are to be sent to.

B. Modem Configuration

Modem Configuration allows you to set up how the modem and Renegade will work together. Upon selecting this option, the following menu is displayed:

```
Modem/Node Configuration

1. Maximum baud rate: 38400          2. Port number           : 2
3. Modem init           : ATZ|       4. Modem answer         : ATA|
5. Modem hangup        : ^           6. Modem offhook       : ATH1M0|
7. COM port locking    : On          8. Digiboard support   : Off
9. CTS/RTS flow        : On          A. XON/XOFF flow       : Off
B. Drop file path      : C:\BBS\NODE\ C. ACS for this node:
D. TeleConf Normal     : [%UN]:      J. Answer on ring     : 0
E. TeleConf Anon       : [??]:      K. MultiRing only    : Off
F. TeleConf Global     : [%UN GLOBAL]:
G. TeleConf Private    : [%UN PRIVATE]:
H. IRQ string          : 4
I. Address string      : 02F8
R. Modem result codes

Enter selection (1-9, A-K, R) [Q]uit :
```

Note that the command strings can contain the following special characters:

- | Sends a carriage return (^M) to the modem.
- ^x Sends a control character to the modem. (^M can be typed as a | here.)
- ~ Performs a half-second delay before sending the next character to the modem.
- ^ Toggles DTR for .25 seconds.

Each menu option is described in detail below.

- 1 This is where you can set the maximum baud rate of your modem. If you're locking the COM port, this is the speed at which the port will be locked.
- 2 This is the COM port that this node's modem is connected to, which can be COM1 through COM64.
- 3 This is the command that initializes the modem. This is very important, as it tells the modem how to operate under the BBS environment.
- 4 This is the command that Renegade sends to the modem in order to answer an incoming call.
- 5 This is the command that hangs up the modem.
Note: As of 4-05 Exp, if the hang up string is not defined, or does not contain a DTR toggle, the modem will not hang up. In this way, Renegade may be used as a Door. Make damned sure there's a ^ somewhere in that string. I personally use only ^. It's quite effective at dropping carrier.
- 6 This is the command that places the modem, and the phone line off hook.
- 7 This option toggles whether or not the COM port is locked. If your modem supports rates above 2400 baud, make sure this is set to on.
- 8 This option should be set if you are using a DigiBoard. What a Digiboard is, and what it does, is beyond the scope of this document.
- 9 This option toggles CTS/RTS flow control on or off. Flow control tells the computer or modem when to start and stop sending or receiving information to/from the other device. CTS/RTS is also known as Hardware Flow Control.
- A This option toggles XON/XOFF flow control on and off. See the information above about CTS/RTS flow control. XON/XOFF is also known as Software Flow Control. Pick one or the other, but don't use both. The CTS/RTS is the preferable Flow Control.
- B The complete path to where the door files (CALLINFO.BBS, DORINFOx.DEF, DOOR.SYS, etc.) will be written for this node. If this is left blank, the files are written to main BBS directory. If you define this directory, you must create it. Renegade will not do it for you.
- C A User must meet the ACS that is set here in order to login to this node. If they do not, when they login, the BBS will hang up on them.
- D The string defined here is what will be displayed in front of normal text sent from this node while in

- Teleconference.
- E** The string defined here is what will be displayed in front of an anonymous message sent from this node while in Teleconference.
 - F** The string defined here is what will be displayed in front of a message sent from this node to the users current Global Channel while in Teleconference.
 - G** The string defined here is what will be displayed in front of a private message sent from this node while in Teleconference.
 - H** Please note, this option does not tell Renegade which IRQ to use for this node. This option is cosmetic only. The value here is what will be shown by the %E MCI Code.
 - I** Please note, this option does not tell Renegade what port address to use for this node. This option is cosmetic only. The value defined here is what will be shown by the %C MCI Code. If you need to set the com port to use a different IRQ and port address, you must do this through your FOSSIL driver, not through Renegade.
 - J** If you want the BBS to answer on a ring other then the first ring, enter the number here.
 - K** This will toggle the option to use the Multi-Ring, also called Ring-Mate or Distinctive Ringing option. Pick up after the set number of secondary rings.
 - R** These are the result codes returned by the modem when the NO CARRIER and other various baud rate conditions are encountered. The menu that appears looks like this:

Modem configuration - Result Codes

A. NO CARRIER	: NO CARRIER	B. RELIABLE	: /ARQ
C. OK	: OK	D. RING	: RING
E. CALLER ID	: NMBR =	F. ID in user note:	Off
G. CONNECT 300	: CONNECT	H. CONNECT 600	: CONNECT 600
I. CONNECT 1200	: CONNECT 1200	J. CONNECT 2400	: CONNECT 2400
K. CONNECT 4800	: CONNECT 4800	L. CONNECT 7200	: CONNECT 7200
M. CONNECT 9600	: CONNECT 9600	N. CONNECT 12000	: CONNECT 12000
O. CONNECT 14400	: CONNECT 14400	P. CONNECT 16800	: CONNECT 16800
Q. CONNECT 19200	: CONNECT 19200	R. CONNECT 21600	: CONNECT 21600
S. CONNECT 24000	: CONNECT 24000	T. CONNECT 26600	: CONNECT 26600
U. CONNECT 28800	: CONNECT 28800	V. CONNECT 31200	: CONNECT 31200
W. CONNECT 33600	: CONNECT 33600	X. CONNECT 38400	: CONNECT 38400
Y. CONNECT 57600	: CONNECT 57600	Z. CONNECT 115200	: CONNECT 115200

A-D, and G through X are default result codes, and for all Hayes Compatible modems, these shouldn't be changed.

E is the string that is received when you get CID information. Different modems use different strings; some use NMBR =, some use CALR =. Check your modems manual to find out which one you support.

F is a toggle for CID. If you want the information; Phone Number, Name, etc. to be inserted in the User's User Note, toggle this on. If you don't have CID, or don't want it inserted in the Note, leave this off.

C. System ACS Settings

Upon selecting this option, the following menu is displayed:

System ACS settings

A. Full SysOp	:s255	B. Full Co-SysOp	:s250
C. Msg Base SysOp	:s200	D. File Base SysOp	:s200
E. SysOp PW at logon	:s255	F. Add voting choice	:s125
G. Post public	:vv	H. Send e-mail	:^
I. See anon pub post	:s100	J. See anon E-mail	:%
K. Global Anon post	:s100	L. E-mail anon	:%
M. See unval. files	:vv	N. DL unval. files	:s200
O. No UL/DL ratio	:s30	P. No PostCall ratio	:s200
R. No file point chk	:^	S. ULs auto-credited	:s250
T. MCI in TeleConf	:s250	U. Chat at any hour	:s250
V. Send Netmail	:%	W. "Invisible" Mode	:s250
X. Mail file attach	:vv	Y. Change a vote	:^

Enter selection (A-Y) [Q]uit :

- A** This setting defines the security level for a full Sysop.
Note: This also defines the level for which the /\XX global command keys can be set.
- B** This is the ACS Level that a user must have in order to be qualified as a Full CoSysop.
- C** This setting defines the security level for a message base Sysop.
- D** This setting defines the security level for a file base Sysop.
Note: C and D are more or less obsolete these days. With the addition of the FILEP and READP menus, a sysop can change who has access to what commands. In addition, each message base has it's own setting for Sysop ACS. You can change the strings as they're defined here, but they don't really do anything.
- E** This setting defines the security level in which the Sysop password must be specified during the logon process.
- F** This is the access needed to add a voting choice when the topic is added with "add choices off".
- G** This setting defines the security level required to post normal public mail.
- H** This setting is similar to option G, except that it pertains to normal E-mail.
Note: If you set this to a higher ACS than a New User who has just applied to the system has, they will not be able to send a new user letter to the sysop.
- I** If a user qualifies for this ACS level, they will be able to see the real name or handle on any anonymous public messages. The message header would look something like this:

```
Date: 8:49 pm Fri Apr 10, 1998      Number : 1 of 1
From: <<<<Anonymous>>>>          Base   : General Stuff
To   : All                          Refer  #: None
Subj: Boo!                           Replies: None
Stat: Normal                         Origin  : Local
Real: PC Tech to All
```

Only those meeting this ACS see the Real: portion of the header. Everyone else would see this:

```
Date: 8:49 pm Fri Apr 10, 1998      Number : 1 of 1
From: <<<<Anonymous>>>>          Base   : General Stuff
To   : All                          Refer  #: None
Subj: Boo!                           Replies: None
Stat: Normal                         Origin  : Local
```

- J** This setting is similar to option I above, except that it pertains to normal E-mail instead of public messages.

- K** This setting defines the security level that allows a user to post anonymously on ANY message base. If a user meets this ACS, it will override the individual anonymous settings for each individual message base. The one exception to this is if it's set to %; if % is used, then the individual base settings will still be honored. If you use ^ here, then users will be able to post anonymously on any public message base, regardless of the individual settings.
- L** This setting is similar to option K, except that it deals with E-mail.
- M** This setting defines the security level that allows a user to see un-validated files when looking through the file lists.
- N** This setting defines the security level that allows a user to download un-validated files.
- O** This setting defines the security level at which upload/download ratio checking is turned off.
- P** This setting defines the security level at which the post/ call ratio check is turned off.
- R** This setting defines the security level at which file point checking is turned off.
- S** This setting defines the security level at which uploaded files are automatically credited to the uploader. This is useful to prevent uploading of "garbage" files to balance an Upload/Download ratio for further downloading.
- T** This setting defines the ACS needed to use MCI codes in the teleconference area.
- U** This setting defines the security level at which a user can force a chat page with the Sysop when he is not available.
- V** This setting defines the security level at which a user can send Netmail to another BBS on a network.
- W** This setting defines the security level at which users can logon to the BBS, in multi-node mode only, and be "Invisible" to the other nodes when they log on, and in the node listing.
- X** This setting defines the security level at which a user can "attach" a file to E-mail that they send on the board.
- Y** This setting defines the security level at which a user can change his vote in the voting section.

D. System Variables

Upon selecting this option, the following menu is displayed:

System variables

```
A. Max private sent per call:255      B. Max feedback sent per call:5
C. Max public posts per call:255     D. Max chat attempts per call:3
E. Normal max mail waiting :25       F. CoSysOp max mail waiting :50
G. Logins before bday check :0       H. Swap shell should use :EMS
I. Number of logon attempts :3       J. Password change every :0 days
K. SysOp chat color :9              L. User chat color :3
M. Min. space for posts :100         N. Min. space for uploads :500
O. Back Sysop Log keep days :7      P. Blank WFC menu minutes :2
R. Alert beep delay :5              S. Number of system callers :0
T. Minimum logon baud rate :9600    U. Minimum download baud rate:9600

0. F1 Macro : " "
1. F2 Macro : " "
2. F3 Macro : " "
3. F4 Macro : " "
4. F5 Macro : " "
5. F6 Macro : " "
6. F7 Macro : " "
7. F8 Macro : " "
8. F9 Macro : " "
9.F10 Macro : " "
```

Enter selection (A-U,1-9) [Q]uit :

- A** This option sets the limit for the amount of E-mail that any single caller can leave during a call.
- B** This option sets the limit for the number of feedback messages that any single caller can send during a call.
- C** This option sets the limit for the number of public messages that any single caller can send during a call.
- D** This option sets the limit for the number of chat attempts that any single caller can make during a call.
- E** This option sets the limit for the amount of E-mail that can be kept waiting for a certain user.
- F** This option sets the limit for the amount of E-mail that can be kept waiting for a CoSysop.
- G** This option sets the number of logons a user can have before the BBS checks to see, as a security feature, if the user knows what the birth date they entered into the BBS at the first logon.
- H** This option tells the BBS where to swap memory to when the BBS "swaps" out of Renegade. The locations are either (D)isk, (E)MS Memory, (X)MS Memory, (N)on XMS Extended Memory or (A)nywhere.
- I** This option sets the number of attempts a user can make to log on to the BBS, before the BBS hangs up on them.
- J** This option sets the amount of days before a user has to change their password as a security precaution.
- K** This option sets the Sysop chat color. This only matters to the users that can view ANSI colors, as this color is the one that is used while the Sysop is typing.
- L** This goes along with option K, except that it's the user chat color.
- M** This option sets the minimum amount of hard drive space (in Kilobytes) that must be available on the hard drive in order to post a message.
- N** Pretty much the same as option M, except that it deals with the minimum amount of free space in order to upload. If less than this space is available, uploads will not be permitted.
- O** This option sets the number of days that the Sysop backlogs are kept. (Maximum is 15 days.)
- P** This option sets the time of inactivity before the WFC screen is blanked as a screen saver function.
- R** When a user pages the Sysop, and he doesn't answer, the PC speaker on his end will continue to

emit a very irritating sound to let him know someone tried to page him. This option defines the number of seconds between the irritating noises.

- S** This option defines the number of calls the BBS has received. This number is automatically incremented each time a user remotely logs into the BBS.
- T** This option defines the minimum baud rate that can call into the BBS.
- U** This option defines the minimum baud rate that can download files from the BBS.
- 0-9** These are the F1-F10 Sysop Definable Macros that only the Sysop can use on the BBS. If the sysop presses F1 on the local keyboard, then what is defined as the F1 macro is what will be displayed.

E. System Toggles

Upon selection this option, the following menu is displayed:

System flagged functions

A. Handles allowed on system:On	B. Phone number in logon	:On
C. Local security protection:Off	D. Use EMS for overlay file	:On
E. Global activity trapping :Off	F. Auto chat buffer open	:Off
G. AutoMessage in logon :Off	H. Bulletins in logon	:Off
I. Last few callers in logon:Off	J. User info in logon	:Off
K. Strip color off SysOp Log:On	L. Offhook in local logon	:On
M. Trap Teleconferencing :Off	N. Compress file/msg numbers	:On
O. UL duplicate file search :On	P. SysOp Log type	:File only
R. Use BIOS for video output:Off	S. Use IEMSI handshakes	:Off
T. Refuse new users :Off	U. Swap shell function	:On
V. Use shuttle logon :On	W. Chat call paging	:On
X. Time limits are per call :Off	Y. SysOp Password checking	:On

1. New user message sent to :5
2. Mins before timeout bell :2
3. Mins before timeout :5

Enter selection (A-Y,1-3) [Q]uit :

- A** This option specifies whether or not handles are allowed on the system. A handle is an alias. Like CB Radio. Some users like the anonymous aspect of BBSing, but it is your choice.
- B** This option specifies whether or not the user's phone number is asked for during the logon process.
- C** This option controls local security protection. When Local Security Protection is turned on, the sysop password must be entered from the WFC screen in order to do anything (though the Q command still works from the WFC screen, regardless of whether or not Local Security Protection is on). Also, all passwords will be masked on the local display, as if it were remote. This is useful if the local computer is located in a place where many people might be passing near it. This not only protects your user data, but prevents others from possibly causing harm to your BBS. All told, if you're the only one that ever sits down in front of your computer, it's safe to leave this off.
- D** This option specifies whether or not the RENEGADE.OVR file is to be accessed from EMS memory. If the overlay can't be stored in EMS, Renegade will access the overlay from disk as usual. Accessing the overlay via EMS is much faster than accessing it from disk.
Note: As of Renegade v98-101b, the overlay will load into XMS if it is available. This can speed things up and free up RAM if you unload your EMS driver.
- E** This option controls global activity trapping. If set to on, it will log everything every user does to disk.
- F** This option specifies whether or not to automatically open the chat buffer during a chat session. If on, the entire conversation will be recorded in the CHAT.LOG in your LOGS directory.
- G** This option specifies whether or not the auto-message is displayed during the logon process.
- H** If this is on, and any Bulletins have been updated since the users last call, this will tell them which bulletins have been updated and ask if they'd like to see them. If it is turned off, nothing about bulletins will be said during login.
- I** This option specifies whether or not the last few callers list is displayed during the logon process.

- J** This option specifies whether or not the user's status is shown during the logon process. If so, then it will read the YOURINFO.ASC present in your MISC directory. If the file does not exist, nothing will be displayed.
- K** This option specifies whether or not Renegade's color codes will be stripped from the Sysop log.
- L** This option specifies whether or not the phone should be taken off-hook during local logons.
- M** This option will toggle whether or not the messages going through teleconferencing should be logged or not.
- N** This option controls the "compression" of file and message base numbers. This option takes a little explaining.

If you have ten message bases (1-10), and bases 2, 6 and 9 are restricted from certain users. Normally when the list of message areas is displayed, those areas are not shown, leaving a gap in the listings (1, 3, 4, 5, 7, 8, 10). If this option is set to on, all the message base numbers are made contiguous (1, 2, 3, 4, 5, 6, 7) to the user. They user won't realize that they're restricted from seeing something. The tradeoff is that system performance might suffer a little bit, and that the number of areas you're allowed to have with compression on 2,048 is significantly smaller than the number you can have with it turned off 65,535.

- O** This option controls the search for duplicate files during the uploading procedure. If this is turned on, and Renegade detects a duplicate filename, the file just uploaded will be deleted.
- P** This option controls the output of the Sysop log. You have three choices.
- File Only: Puts the log in the SYSOPxx.LOG file.
 - Printer & File: Same as File except it outputs the log to the printer also.
 - Printer Only: Sends the log to the printer only.
- R** This option specifies whether or not ROM BIOS routines are to be used for all local screen output.
- S** This option specifies whether or not IEMSI handshaking will take place or not. IEMSI is simply when the user defines certain pieces of information in his terminal program such as Real Name, Address and such. It basically speeds up the logon.
- T** If this is on, then the BBS will not accept any new users. If it is off, they will be able to apply as normal.
- U** This option defines if Renegade will Swap memory if it shells out of the BBS. Renegade tends to default this to off when installed.
- V** This option defines if the BBS will use the Shuttle Logon.
- W** This option toggles Chat call paging. After a user pages you, the board buzzes you to remind you that the user wants to chat.
- X** This option defines if the time limits are per call or per day.
- Y** This option defines if most options some are logon, most functions in Sysop menu, etc. ask for the Sysop password before letting you execute the command.
- 1** This option defines the number of the user that will receive "new user" messages. **Note:** If you do not wish to have a new user message sent to anyone, select [D]isable.
- 2** This option specifies the number of minutes before the bell is sounded to alert the user that the system is about to "time out". **Note:** If you do not wish this to go into effect, select [D]isable
- 3** This option specifies the number of minutes that are allowed to pass with no activity before the system "times out". **Note:** If you do not wish this to go into effect, select [D]isable.

F. File Section Configuration

Upon selecting this option, the following menu is displayed:

```
File section configuration

A. Upload/download ratio system      :On
B. File point system                  :Off
C. Daily download limits              :Off
D. Test and convert uploads           :On
E. Point rewarding system             :Off
F. Search for/User FILE-ID.DIZ       :On
G. Recompress like archives           :Off
H. Point reward compensation ratio:50%
I. File point compensation ratio      :4 to 1
J. Base file size per 1 file point:10k
K. Upload time refund percent         :150%
L. "To-SysOp" file base               :1
M. Auto-validate ALL files ULed?     :No
N. Max k-bytes allowed in temp dir:500
O. Min k-bytes to save for resume    :100
```

Enter selection (A-O) [Q]uit :

- A** This option specifies whether or not upload/download ratio checking is active.
- B** This option specifies whether or not a file point file system is active.
- C** This option turns the daily download limits on or off.
- D** This option toggles if the uploads will be recommended and converted to the current file base's archive setting.
- E** This command works with option H. If this is turned on, the user will receive the percentage defined in H of the files file point worth every time the file is downloaded.
- F** This option will toggle whether or not Renegade will search an uploaded file for FILE_ID.DIZ. It is a file that describes what the file is, no matter what the user enters for information.
- G** This option will toggle whether or not Renegade will recompress archives when the file is uploaded. This is helpful to force Maximum Compression, add an AV stamp, etc.
- H** This option defines the % of the file's points that is rewarded to the uploader whenever the file is downloaded.
- I** This option defines how many points the user gets per file credits they've earned; i.e., with the setting above, if a user uploaded a file worth 1 file point, they would receive 4.
- J** This option defines what 1 file point is equal to in K; i.e.: if set to 10k, every 10k of a file will charge the user 1 file point.
- K** This option defines the percentage of time that a user is refunded after uploading a file.
- L** This option defines the file base that is set to "Sysop Only". This is for Sysop-only uploads which are sent by putting a "\ " as the first character in the file description.
- M** This option specifies whether or not all uploaded files are to be auto-validated.
- N** This option defines the maximum number of kilobytes allowed in the temporary archive working directory.
- O** This option defines the minimum number of kilobytes that must have been sent during an upload before it can be saved for a resume-later upload operation.

G. Subscription/Validation Levels

This section describes the various subscription levels (26, A-Z) and the access they receive with the level, along with the expiration date. Upon selecting this option, the following screen is displayed:

```
A. New User Settings          B. Validated Access
C.                            D.
E.                            F.
G.                            H.
I.                            J.
K.                            L.
M.                            N.
O.                            P.
Q.                            R.
S.                            T.
U.                            V.
W.                            X.
Y.                            Z.
Subscription editor (?=help) :
```

Level (A) is always used for New Users, and option (B) is for Validated users. The other 24 levels are open for what you need.

```
Subscription level A
```

```
A. Description: New User Settings
B. New SL      : 10
C. New DSL    : 10
D. AR flags   : -----
E. AC flags   : -----/----
G. New credit : 0
H. Expiration : No expiration
I. Expire to  : No change
K. AR upgrade : Hard
L. AC upgrade : Hard
M. Start menu :

Enter selection (A-M) [Q]uit :
```

- A** This option defines the description of the Subscription Level.
- B** This option defines the security level (SL) of the user.
- C** This option defines the Download Security Level (DSL) of the user.
- D** This option defines the AR flags available for the subscription level.
- E** This option defines the AC flags available for the subscription level. **Note:** A full list of the AC flags and their functions can be found in the Appendix.
- G** When upgraded to this level, this is the amount of credit that will be added to the user current total.
- H** This option defines the number of days until this subscription level expires.
- I** This option defines what subscription level the user will be set to when the current one expires.
- K** This option defines whether or not the AR Flag upgrade is hard or soft. If it is a Hard upgrade, then the user will be forced into this set of AR flags, and any others they may possess will be toggled off. If it is a Soft upgrade, then the any new AR flags made available by the subscription level will be toggled on.
- L** This option defines whether or not the AC flag upgrade is hard or soft. See option K for an explanation on the difference between Hard and Soft upgrades.
- M** This option defines the default start menu for the subscription level.

H. Network Configuration

Upon selecting this option, the following menu is displayed:

```
Network configuration

A. Net addresses
B. Origin line      : The Arizona Chattle Ranch
C. Strip IFNA kludge lines : Yes      1. Color of standard text : 0
D. Strip SEEN-BY lines   : Yes      2. Color of quoted text   : 9
E. Strip origin lines    : No       3. Color of tear line     : 4
F. Add tear/origin line  : Yes      4. Color of origin line   : 3

G. Default Echomail path : C:\RG\ECHO\
H. Netmail path          : C:\IM\MAIL\
I. Netmail attributes    : Private Crash Kill-Sent
J. UUCP gate address     : 0:0/0.0

Enter selection (A-J,1-4) [Q]uit :
```

A This option goes to the Net Addresses Menu (explained below).

```
Network addresses

A. Address #0 : 8:442/0.0      B. Address #1 : 10:220/204.0
C. Address #2 : 0:0/0.0      D. Address #3 : 0:0/0.0
E. Address #4 : 0:0/0.0      F. Address #5 : 0:0/0.0
G. Address #6 : 0:0/0.0      H. Address #7 : 0:0/0.0
I. Address #8 : 0:0/0.0      J. Address #9 : 0:0/0.0
K. Address #10 : 0:0/0.0     L. Address #11 : 0:0/0.0
M. Address #12 : 0:0/0.0     N. Address #13 : 0:0/0.0
O. Address #14 : 0:0/0.0     P. Address #15 : 0:0/0.0
Q. Address #16 : 0:0/0.0     R. Address #17 : 0:0/0.0
S. Address #18 : 0:0/0.0     T. Address #19 : 0:0/0.0

Enter selection (A-T) :
```

A-T Defines your given Fido-style address. You will be prompted for each individual component of the address (zone, net, node and point numbers); pressing [ENTER] at any prompt will leave that component unchanged.

- B** Defines the default Origin line added to the bottom of new echomail bases.
- C** Toggles stripping of IFNA kludge lines from incoming messages.
- D** Toggles stripping of SEEN-BY lines from incoming messages.
- E** Toggles stripping of origin lines from incoming messages.
- F** Toggles the automatic addition of tear and origin lines to messages posted in FidoNet bases
- G** This is the default prefix for the echomail directories.
- H** This is the default prefix for the Netmail bases.
- I** This option toggles the Netmail attributes.
- J** This option defines the UUCP gate address for Internet email.
- 1** Defines the color used to display normal text. (Default=0)
- 2** Defines the color used to display quoted text. (Default=9)
- 3** Defines the color used to display the tear line. (Default=4)
- 4** Defines the color used to display the origin line. (Default=3)

I. Offline Mail Configuration

Offline Mail is a system where one computer takes messages, compresses it to a file, then you transfer it to the other computer, and it is processed. This saves time online for other people to call, and to cut down on any phone charges.

Offline Mail Configuration

A. QWK/REP Packet name :TREMERE
B. Welcome screen name :C:\RG\MISC\QWK
C. News file name :C:\RG\MISC\QWKNEWS
D. Goodbye file name :C:\RG\MISC\QWKOUT
E. Local QWK/REP path :C:\DL\
F. Ignore time for DL :On
G. Max total messages :2000
H. Max msgs per base :250
I. ACS for Network .REP:%

Enter selection (A-I) [Q]uit :

- A** This option is what the name of the QWK packet, which is created, will be called and what the reply is called, without the QWK or REP extension.
- B** This option is the complete path and filename, without extension, of the welcome screen in the QWK file.
- C** This option is the complete path and filename. Without extension, of the news file in the QWK file.
Note: Renegade does not generate a news file; you must either create it yourself, or via third party utility.
- D** This option is the complete path and filename, without extension, of the goodbye file in the QWK file.
- E** This option is the complete path to where you normally have your QWK files and REP files for when you want to read the BBS's messages offline with the other mail packets. If the file *.QWK already exists, the new packet will be renamed to *.QWA, then *.QWB, then *.QWC up to *.QWZ.
- F** This option can be set if you want people to have unlimited time for downloading their mail no matter what the time they have left, let them download their mail packet.
- G** This option will set the Maximum Total number of downloadable messages.
- H** This option will set the Maximum Total number of downloadable messages per message base.
- I** This option will set the ACS needed to upload Network Reply packets.

J. String Configuration

String configuration is where the customizable prompts, quotes, questions and text are located.

String configuration - page 1 of 6

A. Anonymous :Somebody
B. Logon note #1:Enter your Real Name, Handle
Logon note #2:or ID#:
C. Logon prompt :[Node %ND] [Logon]:
D. Echo chr :p
E. Your password:Password:
F. Your phone # :Last 4 Phone Digits: (XXX)XXX-
G. Engage chat :%LF%PA%CL%SN chatting with %UN
H. Exit chat :Chat Terminated... Press Enter To Continue
I. Sysop working:[Wait]
J. Pause screen :[Pause]

Enter selection (A-J,[,]),(Q)uit :

- A** This string is what gets displayed to all users when the mail they are reading was sent anonymously.
- B** These lines are displayed when the BBS asks for a user name, real name, user number, or NEW for a new user.
- C** This is displayed just before the input area, and is usually a prompt such as "Logon:" that lets the caller know that the system is ready to log them on.
- D** This is the character that is echoed to the screen when the caller types sensitive information.
- E** This string is displayed when the user is supposed to enter their password when logging on.
- F** This string is displayed when the user is supposed to enter their phone number when logging on.
- G** This string is displayed when the Sysop has engaged the Chat mode.
- H** This string is displayed when the Sysop disengages the Chat mode.
- I** This string is displayed when the Sysop is performing a function while a user is online.
- J** This string will be displayed when the screen is about to be scrolled off the top and Renegade wishes the user to press a key before continuing the display.

String configuration - page 2 of 6

- A. Message entry L#1:You are entering a message with a max of %LF lines. /S saves it.
- B. Message entry L#2:Also, users like to be refreshed what they said. Use /Q to quote please.
- C. NewScan start:Now Scanning %MB#50
- D. NewScan done :- Completed!
- E. New User Password:Newuser Password:
- F. Automessage by: :By:
- G. Auto border char.:-
- H. Quote header L#1 :@F is quoting @T from a message wrote on
- I. Quote header L#2 :@D titled @S.
- J. Continue prompt :[Continue Y/N/C]

Enter selection (A-J,[,]),(Q)uit :

- A** This is the first line of the description for entering public messages and E-mail, displayed just after the header information is entered.
- B** This is the second line of the description for entering public messages and E-mail.
- C** This message is displayed at the start of each message base during a Newscan of messages.
- D** This message is displayed at the end of each message base during a Newscan of messages.
- E** This message is displayed when asking for the New User Password.
- F** This message is displayed as the header of the Auto-Message.
- G** This character surrounds the text in the Auto-Message above and below it.
- H** This string is the first line that is displayed when the user quotes a message. There are four MCI codes in this string that will only work here.

@D will display the date the reply was sent.
 @F will display who the message was sent from.
 @S will display the subject of the message.
 @T will display who the message was to.

- I** This string is the second line that is displayed when the user quotes a message. There are four MCI codes in this string that will only work here.

@D will display the date the reply was sent.
 @F will display who the message was sent from.
 @S will display the subject of the message.
 @T will display who the message was to.

- J** This string will be displayed when the screen is about to be scrolled off the top and Renegade wishes the user to press a key before continuing the display with (Y)es, (N)o, and (C)ontinuous.

A. Shell to DOS L#1:
B. Reading email: :[%UN [%TL]%LF[Reading Email] :
C. Chat call L#1 :Now Paging %SN ...
D. Chat call L#2 :[BEEP]
E. Shuttle prompt :[Node %ND] [Shuttle]:
F. Name not found :Sorry, we have no such user under than name.
G. Bulletin line :[Select a Bulletin] [#/?/Q]:
H. Protocol prompt :[Select a Protocol] [#/?/Q]:
I. Chat call reason:%PA%CL%SN requests that a reason be given for this chat request.

Enter selection (A-I,[,]),(Q)uit :

- A** This message is displayed when the Sysop has performed a shell to DOS.
- B** This is the prompt displayed when the user is reading their private E-mail.
- C** This message is displayed when a user pages the Sysop for chat.
- D** This message is displayed while the BBS is paging the Sysop during chat hours. It is displayed nine times, with a beep between each one.
- E** This line is displayed when a user is at the Shuttle Logon menu and they are to enter their name.
- F** This message is displayed if the user name entered during the logon process is not a valid user name on the BBS. **Note:** This does not work for the shuttle menu, only regular logins.
- G** This message is displayed below the list of the BBS bulletins.
- H** This string is displayed when the user is about to transfer a file. It's used to find out which protocol they want to use.
- I** This is the string that asks for the reason the user is paging the sysop.

A. List line :Listing Files in %FB - (Press P to Pause)%LF%PA
B. File NewScan line:Scan for new files...
C. Search line :Search all directories for file mask.
D. Find Descrip. L#1:
E. Find Descrip. L#2:Enter a Text String to locate in Listings.
F. Download line :Download! You have an ACCOUNT BALANCE of %AB.
G. Upload line :Upload! There is %FKk bytes free on the current drive.
H. View content line:Enter filename(s) to view:
I. Insuff. credits :Sorry, you do not have enough credits for this function.
J. Bad UL/DL ratio :Sorry! Upload/Download ratio unbalanced.
Questions? Leave
Feedback. Thanx!

Enter selection (A-J,[,]),(Q)uit :

- A** This message is displayed when the user selects to list files at the file transfer menu.
- B** This message is displayed when the user selects to scan for new files.
- C** This message is displayed when a user searches for a particular file or set of files.
- D** This is the first line of the message that is displayed when a user wants to search for a text string in the file lists.
- E** This is the second line of the message described in option.
- F** This message is displayed before a user enters a filename to download.
- G** This message is displayed when a user attempts to upload a file.
- H** This message is displayed when a user attempts to view the contents of an archive file.
- I** This message is displayed when a user attempts to download a file that is worth more file points than they have.
- J** This message is displayed when a user attempts to download a file when their upload/download ratio is out of balance.

String configuration - page 5 of 6

```

A. Logon incorrect :Logon incorrect.
B. Get filespec L#1:[Enter]=All Files.
C. Get filespec L#2:File Mask :
D. Add to batch      :File added to batch
E. Adding batches   :Enter filename(s) for addition to the batch queue.
F. Reading prompt   :[%MB]%LFBegin reading at [1-%HM] (Q=Quit):
G. Sysop PW prompt  :^0System password: ^5
H. Use defaults     :Pressing <ENTER> will use the Defaults
I. Newscan begins   :Initiating GLOBAL^Newscan^--
J. Newscan done     :Completed GLOBAL^Newscan^--

```

Enter selection (A-J,[,]),(Q)uit :

- A** This is the string that will be displayed if a user enters the incorrect password or phone number during logon.
- B** This is the first line of the message displayed when a file search is being attempted.
- C** This is the second line of the message displayed when a file search is being attempted.
- D** This message is displayed when a user has added a file to the upload or download queue.
- E** This message is displayed when the user wants to flag a file for batch downloading.
- F** This prompt is displayed when the user starts reading messages.
- G** This is the prompt displayed when asking for the sysop password at login.
- H** This message is displayed when the user is entering a message. It informs the user that default statements will be used if they press [ENTER] at the prompt.
- I** This message is displayed when the user starts a new scan of the available message areas.
- J** This message is displayed when the new scan of message bases is done.

String configuration - page 6 of 6

```

A. User question #1 :What is your Mother's Maiden name?
B. User question #2 :You have a ship - you will use it - What shall we
  call it?
C. User question #3 :What is your Rank?
D. User editor display #1 :Backup PW
E. User editor display #2 :Ship Name
F. User editor display #3 :Rank

```

Enter selection (A-F,[,]),(Q)uit :

- A Sysop definable question #1.
- B Sysop definable question #2.
- C Sysop definable question #3.
- D User Editor Display for Sysop definable question #1.
- E User Editor Display for Sysop definable question #2.
- F User Editor Display for Sysop definable question #3.

K. Color Configuration

After choosing this option, the following menu comes up:

```

NN:Description                               :Colors
==:=====
1  Chattle Ranch                             0 1 2 3 4 5 6 7 8 9
2  Renegade Default                          0 1 2 3 4 5 6 7 8 9

```

Color Scheme editor (?=Help) :

- D This will delete one of the color schemes that are available.
- I This will insert a color scheme into your current list.
- M This will modify a current color scheme, and bring you to the next menu. After pressing M and choosing the scheme you wish to modify, the following menu is displayed:

Color Scheme 1 of 1

```

1. Description      : Renegade Default
2. System colors   : 0 1 2 3 4 5 6 7 8 9
3. File Listings
4. Message Listings
5. File Area Listings
6. Message Area Listings
A. Offline Mail screen
B. Private Mail Listing

```

Edit menu (?=Help) :

- 1: Changes the description of this scheme
- 2: Changes the different colors of the ^P color system.
- 3: Changes the colors in the file listing.
- 4: Changes the colors in the message listing.
- 5: Changes the colors in the file area listing.
- 6: Changes the colors in the message base listing.
- A: Changes the colors in the Offline mail listing.
- B: Changes the colors in the private mail listing.

After pressing 2, the following is shown:

```

0. System color 0: Bright White on Black
1. System color 1: White on Black
2. System color 2: Blue on Black
3. System color 3: Bright Cyan on Black
4. System color 4: Bright Blue on Black
5. System color 5: Bright Magenta on Black
6. System color 6: Bright White on Blue
7. System color 7: Magenta on Black
8. System color 8: Blinking Bright Yellow on Black
9. System color 9: Bright Black on Black

```

System color to change :

- 1-9: Pressing any of these keys will change the system color that corresponds to the number you pressed. The available colors are displayed, then you are asked which color will be your foreground, and which will be your background. You are then asked if you want the foreground to be blinking. After you have entered your answers, you are displayed with what your selection looks like, and you're asked if it is what you wanted.

After Pressing 3 on the color scheme menu, the following menu is shown:

```
+-----+-----+-----+-----+
| File Name | Size | Description                MS-DOS Games #8 |
+-----+-----+-----+-----+
*RENEGADE.ZIP 351300 Latest version of Renegade!
*RG      .ZIP 276420 Latest RENEGADE upgrade.
                This is the latest upgrade available
                Uploaded by: John Smith

(A) Border          (B) File Name field  (C) Pts Field
(D) Size field      (E) Desc Field      (F) Area field

(G) File name       (H) File Points     (I) File size
(J) File desc       (K) Extended        (L) Status flags
(M) Uploader        (N) Search Match
```

Color to change :

- A: This key will change the color for the border.
- B-F: These keys will change the color for the given letter in the listing header.
- G-N: These keys will change the color for the given letter in the actual listing. (Status Flag is the *, Invalid, etc.)

After choosing what you wish to modify, the available colors are displayed, then you are asked which color will be your foreground, and which will be your background. You are then asked if you want the foreground to be blinking. After you have entered your answers, you are displayed with what your selection looks like, and you're asked if it is what you wanted.

After Pressing 4 on the color scheme menu, the following menu is shown:

```
+-----+-----+-----+-----+-----+
| Msg# | Sender          | Receiver          | Subject          | Posted |
+-----+-----+-----+-----+-----+
* 1    Herb Avore     Peter Abbot       Help!             01/01/93
* 2    Robin Banks    Helen Beck        Re: Renegade     01/01/93
> 3    Noah Zark     Lou Zerr          Modems            01/01/93

(A) Border          (B) Msg Num field  (C) Sender Field
(D) Receiver field  (E) Subject Field  (F) Date field

(G) Msg Num         (H) Msg Sender    (I) Msg Receiver
(J) Subject         (K) Msg Date      (L) Status flags
```

Color to change :

- **A:** This key will change the color for the border.
- **B-F:** These keys will change the color for the given letter in the listing header.
- **G-L:** These keys will change the color for the given letter in the actual listing.
(Status Flag is the *, Unvalid, etc.)

After choosing what you wish to modify, the available colors are displayed, then you are asked which color will be your foreground, and which will be your background. You are then asked if you want the foreground to be blinking. After you have entered your answers, you are displayed with what your selection looks like, and you're asked if it is what you wanted.

After Pressing 5 on the color scheme menu, the following menu is shown:

Num	Name	Num	Name
1	␣ SysOp Directory	2	␣ Renegade: Prgrm/Docs
3	Renegade: General Utils	4	Renegade: Graphic/Bull Maker
5	Renegade: Menu Related	6	␣ Renegade: Netmail
7	␣ Frontdoor	8	␣ User Uploads
9	␣ Doors	10	␣ Doom: Prgrm/FAQs
11	␣ Doom: Editors	12	␣ Doom: WAD (Levels)
13	Doom: WAD (Sounds)	14	Doom: Dmaud Patches
15	␣ Doom: Dehacked	16	␣ Doom: Dmgraph Patches
17	␣ Doom: Local Tourney Stats	18	␣ Trade Wars 2002 Prgm/Faqs
19	␣ Trade Wars 2002 Add-Ons	20	␣ Lord: Prgm/FAQs
21	␣ Lord: Add-Ons	22	␣ Lord: Editors

- (A) Border (B) Base Num field (C) Base Name Field
(D) Scan Indicator (E) Base Number (F) Base Name

Color to change :

- **A:** This key will change the color for the border.
- **B-C:** These keys will change the color for the given letter in the listing header.
- **D-F:** These keys will change the color for the given letter in the actual listing. Scan Indicator is the ␣ to show if you are scanning that base.

After choosing what you wish to modify, the available colors are displayed, then you are asked which color will be your foreground, and which will be your background. You are then asked if you want the foreground to be blinking. After you have entered your answers, you are displayed with what your selection looks like, and you're asked if it is what you wanted.

After Pressing 6 on the color scheme menu, the following menu is shown:

Num	Name	Num	Name
1	␣ US-NET	2	␣ MS-DOS
3	␣ Apple	4	Macintosh
5	Commodore	6	␣ Ops-Only
7	␣ Humor	8	␣ BBS Plugs
9	␣ Ham Radio	10	␣ Debate
11	␣ Story Time	12	␣ Suggestions
13	␣ Games Galore	14	␣ Buy-Sell
15	␣ Twilight 2000	16	␣ Tradewars 2002
17	␣ Upgrades	18	␣ Reviews
19	␣ Slam	20	␣ Environmental Issues
21	␣ Programming	22	␣ Tagline Conference

```

23 p Science Fiction
25 p System Announcements
27 p Netbase
29 p Ham Radio (UNI)
31 p SysOps and Moderators
33 p Chit Chat (UNI)
24 p Renegade
26 p Portland Computer
28 p Buy / Sell (UNI)
30 p Hardware (UNI)
32 p User Comments Conference (UNI)
34 p Local Net

```

```

(A) Border          (B) Base Num field  (C) Base Name Field
(D) Scan Indicator (E) Base Number    (F) Base Name

```

Color to change :

- **A:** This key will change the color for the border.
- **B-C:** These keys will change the color for the given letter in the listing header.
- **D-F:** These keys will change the color for the given letter in the actual listing. Scan Indicator is the p to show if you are scanning that base.

After choosing what you wish to modify, the available colors are displayed, then you are asked which color will be your foreground, and which will be your background. You are then asked if you want the foreground to be blinking. After you have entered your answers, you are displayed with what your selection looks like, and you're asked if it is what you wanted.

After Pressing A on the color scheme menu, the following menu is shown:

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Num | Message base name | Short | Echo | Total | New | Your | Size |
+-----+-----+-----+-----+-----+-----+-----+-----+
  1   General          GENERAL  No    530   328   13   103k
  2   Not so General   NSGEN   No    854   86    15   43k
  3   Vague            VAGUE   No    985   148   8    74k

```

```

(A) Border          (B) Base num field  (C) Base name field
(D) Short field     (E) Echo field     (F) Total field
(G) New field       (H) Your field     (I) Size field

(J) Title           (K) Base Number    (L) Base name
(M) Short           (N) Echo flag      (O) Total Msgs
(P) New Msgs       (R) Your Msgs     (S) Msgs size

```

Color to change :

- **A:** This key will change the color for the border.
- **B-I:** These keys will change the color for the given letter in the listing header.
- **J-S:** These keys will change the color for the given letter in the actual listing. Title is the "QWK System is now .."

After choosing what you wish to modify, the available colors are displayed, then you are asked which color will be your foreground, and which will be your background. You are then asked if you want the foreground to be blinking. After you have entered your answers, you are displayed with what your selection looks like, and you're asked if it is what you wanted.

After Pressing B on the color scheme menu, the following menu is shown:

```

+-----+-----+-----+-----+-----+-----+-----+-----+
| Num | Date/Time          | Sender                | Subject                |
+-----+-----+-----+-----+-----+-----+-----+-----+
  1   01 Jan 1993 01:00a  Izzy Backyet          Renegade

```

1 01 Jan 1993 01:00a Rhoda Bote Upgrades

(A) Border (B) Number field (C) Date/Time field
(D) Sender field (E) ject field
(F) Number (G) Date/Time (H) Sender
(I) Subject

Color to change :

- **A:** This key will change the color for the border.
- **B-E:** These keys will change the color for the given letter in the listing header.
- **F-I:** These keys will change the color for the given letter in the actual listing.

After choosing what you wish to modify, the available colors are displayed, then you are asked which color will be your foreground, and which will be your background. You are then asked if you want the foreground to be blinking. After you have entered your answers, you are displayed with what your selection looks like, and you're asked if it is what you wanted.

P This will set the position of a scheme in the list.

Q This will quit you from the color configuration menu, and bring you back to the System Configuration Menu.

L. Archive Configuration

Upon selecting, the following menu is displayed:

Archive configuration edit

```
NN:Ext:Compression cmdline      :Decompression cmdline      :Success Code
==:====:=====
+1 ZIP pkzip %F %I  PKUNZIP -o % 0
+2 ARJ ARJ a -y %F  ARJ e /y %F  0
```

```
1. Archive comment file:C:\DLOAD\AQ.HDR
2. Archive comment file:C:\DLOAD\SYSOP.HDR
3. Archive comment file:C:\DLOAD\DOOM.HDR
```

Archive edit (Q,?=help) :

1-3: Archive comments -- Allows the definition of up to three different archive comments, which can be added to archive files automatically after they have been uploaded.

D Delete Archive Remove an entry from the archive format table.
I Insert Archive Creates a new entry in the archive format table.
M Modify Archive Allows modification of the archive format table entries.
Q Quit and Save Saves the table and returns to the System Configuration menu.

The following screen is displayed after you choose an archive to work on:

```
Archive #1 of 3

1. Active                : Yes
2. Extension name       : ZIP
3. Interior list method  : "/1" - *Internal* ZIP viewer
4. Compression cmdline   : pkzip %F %I
5. Decompression cmdline : PKUNZIP -o %F %I
6. File testing cmdline  : pkunzip -t %F
7. Add comment cmdline   : rezip.bat %F %C
8. Errorlevel for success : 0
Q. Quit

Edit menu: (1-8,[,],Q) :
```

The "[" and "]" keys will allow you to move back and forth between each entry in the list.

- 1** This option specifies whether or not the archive format is active.
- 2** This option specifies the extension used for files saved in the particular archive format.
- 3** This option defines the way the board is to view the contents of archive files in the current format.
 - **/1:** Uses the internal ZIP file viewer
 - **/2:** Uses the internal ARC file viewer
 - **/3:** Uses the internal ZOO file viewer
 - **/4:** Uses the internal LZH file viewer
 - **/5:** Uses the internal ARJ file viewerIf you have defined an archive format that is not supported internally, use this option to define the command line required to view the archive's contents.
- 4** This option defines the command line used to create or update an archive file using this format. If this line is blank, Renegade assumes the file is compressed. This is for people who want to test things such as GIF files, while leaving the Recompress Archive flag on. Before, files would be deleted because they could not be compressed.
- 5** This option is similar to option 4, except that it defines the command line used to extract files from an archive file. All rules and restrictions mentioned above also apply.
- 6** This option is similar to option 4, except that it defines the command line needed to check the integrity of an archive file.
- 7** This option is similar to option 4, except that it defines the command line used to add a comment to an archive file.
- 8** This option defines the ERRORLEVEL value that the archiving program returns when an operation has been successfully completed. Most programs return a level of 0.

M. Credit Configuration

This section defines the number of credits for use on the BBS.

Upon selecting this option, the following screen is displayed:

```
Credit System Config

A. Charge/minute      :10
B. Message post       :-10
C. Email sent         :10
D. Free time at logon :50
E. Internet Email Cost :500

Enter selection (A-D) [Q]uit :
```

- A** Change the amount charged per minute.
- B** Change the amount charged per message posted.
- C** Change the amount charged per E-mail sent.
- D** The amount of credits given to the user if they don't have enough to logon at the time.
- E** The cost to sent E-mail over the Internet.

1. Time Limitations

This section defines the maximum amount of time (in minutes) that a user can remain online for their particular security level (SL).

Upon selecting this option, the following screen is displayed:

```
Editing: Time limitations
```

```
0:1   20:20  40:50  60:90  80:110  100:130  120:130  140:130
1:1   21:20  41:50  61:90  81:110  101:130  121:130  141:130
.     .     .     .     .     .     .     .
.     .     .     .     .     .     .     .
.     .     .     .     .     .     .     .
19:10 39:40  59:80  79:100  99:120  119:130  139:130  159:130

Range settings (S)et (T)oggle (Q)uit :
```

- S** Set Sets the SL values for a range of SL areas. You are asked to enter the starting and ending SL areas, and the new value to be placed in those spots
- T** Toggle Switches the display between showing SL areas 0-159 and 160-255.
- Q** Quit Returns you to the System Configuration menu.

Just for definition, the SL is on the left, then a colon, then the time limit on the right.

3. Call Allowances Per Day

This section works like the Time Limitations section except this section sets the number of calls allowed per day.

4. Upload/Download Number of Files Ratio

This section works like the Time Limitations section except this section sets the number of files that a user can download for every file that they upload. If set to 0, this function becomes disabled for that SL.

5. Upload/Download Kilobytes Ratio

This section works like the Time Limitations section except this section sets the number of kilobyte that a user can download for every kilobyte that they upload. If set to 0, this function becomes disabled for that SL.

6. Post/Call Ratio

This section works like the Time Limitations section except this section sets the number of posts per call ratio that must be kept in order to have a correct PCR. This is helpful if you want to keep people out of the file transfer section until they get productive in posting, etc.

Some people have gotten confused about this section. You want to enter the number of posts that a user of that Security Level (SL) would need for the ACS "ZZ", per 100 calls. (I.e.: if this was set to 25, the user would have to post 25 messages for every 100 calls they make. If they don't, they won't have ACS "ZZ", and therefore can't do anything that you have "ZZ" in.)

6. Maximum Downloads Per Day

This section works like the Time Limitations section except this section sets the number of downloadable files per day.

7. Maximum Download Kilobytes Per Day

This section works like the Time Limitations section except this section sets the maximum amount of files per day based upon the size of the files.

8. Update System Averages

This command will update the current System Averages. This command should only be used when the statistics get messed up.

Chapter 6 - User Editor

Renegade User Editor [3 of 12]

```
A. User name : PC Tech           L. Security : 255
B. Real name : Frank Tanner      M. D Security: 255
C. Address   : Frank Tanner      N. AR:-----
D. City/State: Phoenix, AZ      O. AC:-----/1234
E. Zip code  : 12345            P. Sex/Age   : M94 (00/00/00)
F. Sysop note: Techno Sysop     R. Phone num : 000-000-0000
G. Backup PW : Support          T. Last/1st  : 11/25/94
(08/30/94)
H. Ship Name : Gettin' Help     V. Locked out: Inactive
I. Rank      : Support          W. Password  : [Not Shown]
J. Status    : [DEL] [TRP OFF] [LOCK] [ALRT] X. Caller ID :
K. QWK setup : ZIP              Y. Start Menu:
```

```
1. Call records- TC:9           TT:157           CT:1             TL:82           TB:0
2. Mail records- PB:0           PV:0             FB:4             WT:0
3. File records- DL:1-304k      UL:1-171k       DT:0-0k
4. Pref records- EM:Auto        CS:Yes          PS:Yes          CL:Yes          ED:Reg
5. Subs records- CR:5500        DB:8            BL:5492         ED:01/24/95    ET:B
```

Select item:

- A** Alters the user's name. If the BBS allows handles, this name can be set differently from the user's real name.
- B** Alters the user's real name.
- C** Alters the user's address.
- D** Alters the user's city and state/province.
- E** Alters the user's postal zip code.
- F** Alters the comment field if you want to be reminded of something about the user.
- G** Alters the user's answer to the 1st Sysop Definable Question.
- H** Alters the user's answer to the 2nd Sysop Definable Question.
- I** Alters the user's answer to the 3rd Sysop Definable Question.
- J** This command toggles the status of the user:

- 1: This command can be set to record every action of a user from logon to logoff.
- 2: This command is used to turn auto-chat buffering on.
- 3: This command will output the user's actions to a separate Sysop log specific to the user.
- 4: This command will alert the Sysop when the user logs on the next time.

The Display next to Status doesn't display the status of chat buffer or Sysop Log, but notifies you if the user is Deleted or if they are locked out.

- K** Alters the configuration of the user's QWK packets.
- L** Alters the user's security level (SL).
- M** Alters the user's download security level (DSL).

- N** Allows toggling of the user's AR flags. NOTE: AR Flags can get complicated. Unlike AC Flags, AR Flags are not predefined, you as the sysop can use them for whatever you please. This is done by ACS checking (see the Fx ACS level in Chapter 3). For example, if I want to set access to my file menu to users only with AR Flag F, I change the access on the file menu via the menu editor to read "FF" (without the quotation marks). After doing this, if a user tries access the file menu, and they do not have AR flag F toggled on, then they will be denied access to the menu. If they do have AR Flag F toggled on, they'll be allowed to access the menu. In this manner, a sysop could pick and choose who has access to the file menu simply by toggling that user's flags.
- O** Allows toggling of the user's AC flags. AC Flag Definitions:

Penalty Flags

- **L:** Can logon ONLY once/day -- Does not allow a given caller to have more than one BBS logon in a given day.
- **C:** Can't page Sysop -- Does not allow the caller to use the chat command throughout the BBS.
- **V:** Posts marked unvalidated -- Marks all public messages as "unvalidated" until the Sysop decides to either validate or delete them.
- **U:** Can't list users.
- **A:** Can't write a Auto-Message. This command will not allow the user to replace the current Auto-Message with one of their own.
- ***:** Can't post/send anon. -- This flag prevents the caller from being able to post public or E-Mail messages anonymously.
- **P:** Can't post at all -- This flag prevents a user from posting any messages in any message base.
- **E:** Can't send E-mail -- This flag prevents the caller from sending any E-mail to another user.
- **K:** Can't vote -- Does not allow the caller to have access to the voting booth.
- **M:** Mandatory Reply or Deletion of E-mail. User must either read and reply to his/her mail, or delete it.

Reward Flags

- **1:** No UL/DL ratio check -- This flag will suppress the upload/download ratio check.
- **2:** No post/call ratio check -- This flag will suppress the post/call ratio check.
- **3:** No file points check -- This flag will suppress the checking of a user's file points when requesting a download of a file. This flag also prevents file points from being deducted from a user's balance.
- **4:** Protection from deletion -- This flag will prevent a user's account from being deleted.

P Alters the user's date of birth and gender.

Q Exits the user editor.

R Alters the user's telephone number.

T Alters the date that the user last called the BBS.

V This option allows a user to be "locked out" from the BBS; the user will not be allowed to log back on under that name or handle. You will be prompted for a lockout filename, which will be displayed to the user if they try to log on again.

W Alters the user's password. NOTE: As of 4-05 Exp, all user passwords are encrypted and cannot be viewed from the user editor. They can, however, still be changed with this option.

X This is where the Caller ID information is stored if Renegade is receiving it.

Y Alters the starting menu for the user. If not specified, default from System Configuration is used.

1 Allows alteration of the user's calling records:

- Total calls
- Total time on
- Calls today
- Time left today
- Illegal logon attempts
- Amount of time in Time Bank

- 2** Allows alteration of the user's mail records:
 - Total public posts
 - Total private posts (E-mail)
 - Total feedbacks sent
 - Mail waiting
- 3** Allows alteration of the user's File records:
 - Number of downloaded files
 - Number of downloaded kilobytes
 - Number of uploaded files
 - Number of uploaded kilobytes
 - Number of downloads today
 - Number of downloaded kilobytes today
- 4** Allows alteration of the user's Preferences:
 - Emulation Type
 - Clear Screen
 - Screen Pause
 - Color Monitor
 - Editor Type
- 5** Allows alteration of the user's Subscription records:
 - Credits
 - Debit
 - Date of Expiration
 - Expiration Level
- ;** Toggles between "long" and "short" display modes.
- :** Used to turn off the re-display of the user account records in-between commands.
- ** Views the contents of Slog#.Log where # is the user number.
- [** Allows editing of the record previous to the current one. If you are at the first record, this command will move to the last record.
-]** Allows editing of the record after the current one. If you are at the last record, this command will move to the first record.
- =** This command restores the original information for the current record, if you didn't move to another record or if you didn't leave the user editor.
- {** Searches backwards in the user file for all users matching the criteria defined in search options.
- }** Searches forward in the user file for all users matching the criteria defined in search options.
- *** This option will validate a user to a new security level A-Z, set in Subscription Access.
- +** Alters the status of the user's mailbox. If the mailbox is closed, no E-mail can be sent to that particular user. The question is also asked of if the mail is to be forwarded to another user.
- U** Moves directly to another user's record. You may enter the user number, the user name, or a partial search string. The user file will be searched for every user name that contains the search string, and you will be prompted one by one.

S Specifies certain criteria for searching for users. The following criteria are defined:

- General text
- ACS
- SL
- DSL
- AR flags
- AC flags
- Status
- Days since last on
- Days since first on
- Number of calls
- User age
- User gender
- # 1/10's call/post
- #k DL/1k UL
- # DLs/1 UL

In addition, there are several commands that can be used while in this sub-menu:

- (L)ist options - List the current definitions for each option.
- (T)oggle options on/off - Toggle an option on/off.
- (C)lear options - Make all options inactive.
- (U)sers who match - List all users who match the defined criteria.
- (Q)uit - Return to the user editor.

- This command will display the user's answers to the "Newuser" questionnaire.

^ Toggles deletion of a user's record.

Chapter 7 - File Base Editor

Upon entering the file base editor, the following screen will be shown.

```

NNN:File base name      :Flags :ACS      :UL ACS  :DL ACS  :Maxf
-----:-----:-----:-----:-----:-----
1  Sysop Directory     --N--- s255c@          d255     2000
2  Miscellaneous      ----- s20c@          d20      2000
3  Apogee Programs    --N--- c@           s255     2000
4  Epic Megagames     --N--- c@           s255     2000
5  Nor'Easter Software --N--- c@           s250     2000
6  Renegade Software  --N--- c@           s255     2000

```

<CR>	Redisplay Menu	Redisplays the listing of file bases.
D	Delete File Base	This command deletes a file base.
I	Insert File Base	This command creates a new file base.
M	Modify File Base	This command allows you to modify an existing file base.
P	Position File Base	This will move a file base from one position to another.
Q	Quit	Exits the File Base Editor.
T	Toggle Display	Toggles the display mode of the File Base Editor.

When you select the (M)odify command, you will be asked which base you want to modify. After you choose the base, a screen like the following is displayed:

```

1. Name      : Sysop Directory
2. Filename  : SYSOP
3. DL/UL path : F:\SYSOP\ / F:\SYSOP\
4. ACS req'd : s255c@
5. UL/DL ACS : / d255
6. Max files : 2000
7. Password  :
8. Arc/cmt type: ZIP/1
   Flags     : --N-----
Q. Quit

```

Enter selection (1-8) [Q]uit :

- 1** Allows you to rename the current file base. It stores the name as ASCII text, with a maximum of 40 characters.
- 2** Allows you to alter the directory filename, which stores the information on each file in the file base.
- 3** Allows you to reconfigure the path to which your files are uploaded and downloaded to/from.
- 4** This command sets the ACS settings that the user must have to access to enter the file base.
- 5** This command sets the ACS settings that the user must have in order to download and upload to the file base.
- 6** This is the maximum number of files allowed in a file base. If a user tries to upload a file when the maximum number of files is reached, the BBS will not allow the transfer.
- 7** This option sets a password that a user must enter correctly password to enter the base.
- 8** This enables file bases to be set up with different compression types and comments as defined in the archive configuration.
- [** Goes to the previous file base.
-]** Goes to the next file base.

- C** CD-ROM Flag: This feature toggles whether or not the file base is kept on a CD-ROM or not. If toggled on, it will disallow the file base to be newscanned. Files on the CD-ROM (either Batch or Single Download) will be copied to the BBS Temporary Directory under the CD directory. They are automatically purged as they are downloaded, or when the next user logs in.
- D** Date Uploaded Flag: This flag will show the date that the file was uploaded.
- F** Displays the first file base.
- G** GIFSpecs Flag: This flag is used for directories containing GIF pictures. If active, the BBS will insert in the description the size and color information about the files in the current base when the *8 CmdKey is used. It is written in the following format:

(Width,Height,# of colors)

Width and Height are in pixels.
- I** In Path Flag: If toggled on, the *.DIR file for the particular file base will be stored in the download path instead of the DATA directory.
- J** Displays the specified file base.
- L** Displays the last file base.
- N** No-Ratio Flag: Sets the file base to not have UL/DL ratio or file points checks.
- P** Toggles whether or not this file base will be scanned for duplicate files.
- Q** Exits the file base editor.
- S** Show Uploader Flag: This flag will show the name of the user that uploaded the file.
- U** Unhidden Flag: If active, it will display a file base in an area listing regardless of whether or not the user has access to that base. If the user lacks access, it will show in the directory list, but no base number will be shown.

Configuring CD-ROM File Areas

CD-ROM areas are pretty easy to configure under RG. CD's are a nice addition to any BBS. They hold over half a gig of files, and unless you play Frisbee with them, leave them under heat lamps, or practice other destructive little habits, the media will probably outlive you. Note: This section will assume that any CD you're adding will have all the files in one directory. If the CD you wish to add has more than one directory of files on it, repeat these steps for each directory on the CD.

Adding a CD to your BBS begins by creating a file base for it. Make sure the Download Path is pointing to the CD drive and the directory the files are in (i.e., if your CD-ROM is drive F: and the files are in BURN, set the path to F:\BURN) As for the upload path, you have a choice to make. Obviously, you can't upload files to the CD. You can still upload files to that file base, they'll be stored in the UL path that you define. If you don't intend on storing any files beyond what's already on the CD, then set the UL path to the same as the DL path.

Press C to turn the CD-ROM flag on for the area. This is important; by turning the C flag on you're telling Renegade to copy the files off the CD and onto the local hard disk before transferring them to a remote system. I recommend this; downloading from a CD is slow, and if you're using a disc changer, you really do not want to the discs to change in the middle of someone's download. It should look something like this:

```

1. Name           : CD #1 [Online] - Renegade Source Code
2. Filename       : CDROM1
3. DL/UL path     : E:\RGSRC\ / E:\RGSRC\
4. ACS req'd      : s50
5. UL/DL ACS      : /
6. Max files      : 2000
7. Password       :
8. Arc/cmt type   : ZIP/1
   Flags          : ----C-
```

Next, put the CD into the drive, login, go to your file menu, change to the new file base, and locally upload the files.

If the files on the CD have FILE_ID.DIZ's or DESC.SDI's, you will not have to enter the descriptions by hand.

There is an alternative. If there is a file named FILES.BBS anywhere on the CD, you can save yourself quite a bit of pain and trouble. The FILES.BBS should contain the file descriptions for the files on the CD. There are several third party utilities available that can import the files and their descriptions listed in a FILES.BBS into your Renegade file base.

These individual programs will have their own documentation on how to import a FILES.BBS into your setup. You may have to do some searching to find one that works for you, however. I recommend RGMaint by Gary Hall. However, there is no version of RGMaint that has been released for this version of Renegade. Using the older version of RGMaint **will** cause file corruption and data loss.

Chapter 8 - Message Base Editor

Upon entering to the message base editor, a screen like the following will be displayed.

```

NNN:Base name          :Flag :ACS          :Post ACS  :MCI ACS   :MaxM:A
-----:-----:-----:-----:-----:-----:-----
1  General Messages    L----          s20          250  N
2  MS-DOS              L----          s20          100  N
3  Apple               L----          s20          100  N
4  Macintosh           L----          s20          100  N
5  Commodore          L----          s20          100  N
6  Ops-Only           L---- s20fb|s250 s20          100  N
7  Humor              L----          s20          100  N
8  BBS Plugs          L----          s20          100  N
9  Ham Radio          L----          s20          100  N
10 Debate             L----          s20          100  N

```

<CR>	Redisplay Menu	Redisplays the listing of message bases.
D	Delete Message Base	This command deletes a message base.
I	Insert Message Base	This command creates a new message base.
M	Modify Message Base	This command allows you to modify an existing message base.
P	Position Message Base	This will move a message base from one position to another.
Q	Quit	Exits the Message Base Editor.
T	Toggle Display	Toggles the display mode of the Message Base Editor.

When you select the (M)odify command, you are asked which base you want to modify. After entering your choice, a screen like the following is shown.

```

Message base #1 of 27

1. Name          : General Messages
2. Filename      : GENERAL
3. Base type     : Local
  Message path: Unused
4. ACS req.      :
5. Post/MCI ACS: s20 /
6. Sysop ACS    : s255
7. Max Mess     : 250
8. Anonymous    : No
9. Password     :
N. Net Address  : Unused
C. Colors       : Text=0, Quote=9, Tear=4, Origin=3
M. Mail flags   : Unused
O. Origin line  : Unused
T. Toggles      : -----
P. Perm. Index  : 28
Q. Quit

```

- 1 The name of the message base.
- 2 The name of the message files.

3 Designates the message base type. Three types are currently available:

- **Local:** Allows the exchange of messages only between the users of the BBS.
- **Echomail:** Allows the exchange of messages, via a FidoNet type message network system.
- **QWKMail:** Adds origin lines and tear lines to messages, but does not export or add addresses. This is for use with the QWK Networking feature.

When a base is defined as Echomail, you will be prompted for a disk drive message path.

4 The ACS requirements that the user must meet in order to access the message base.

5 The user must have this ACS setting in order to post messages on this base.

6 This is the ACS setting for users to have "Sysop Commands" available to them. This is helpful for BBS moderators.

7 This is the maximum number of messages that can be posted on the base. (Default is 100) When the number of messages exceeds this limit, old posts start getting removed when the base gets packed.

8 This determines the anonymity level of the message base. Available anonymity levels are:

- **(Y)es:** anonymous allowed.
- **(N)o:** anonymous not allowed.
- **(F)orced Anonymous:** This automatically makes every post on the base anonymous.
- **(D)ear Abby:** This is for a "Dear Abby" problem solving message base. A user may post a message under any one of these three possibilities:
 - "**Problem User**": Posted by a user who wants help, but wishes to remain anonymous.
 - "**Abby**": Allows another user to respond to a problem post, with anonymity.
 - User Name and Number:** Allows a caller to post a problem/suggestion under their handle and user number.
- **(A)ny Name:** Allows users to post messages using any name they like.

9 When active, this will prompt a user for the password which must be entered correctly in order to access that message base.

C Defines the colors used for standard text, quoted text, tear, and origin lines for Echomail and Groupmail messages.

M Defines the various flag settings used when tossing, scanning, and posting Echomail and Groupmail messages. The currently available flags are:

- **K:** Strip IFNA kludge lines.
- **S:** Strip SEEN-BY lines (Echomail only).
- **O:** Strip origin lines.
- **T:** Add tear and origin lines to posted messages.
- **I:** Sets the message base to Internet Status.

N Let's you select another node number to use if you are involved with 2 or more mail networks.

O Defines the origin line placed at the bottom of Echomail and Groupmail messages.

P Defines the QWK packet conference that this base is permanently assigned. Normally when created, this will be equal to the base number. If a base below this one is deleted however, the QWK replies will always be brought into this conference because of the permanent number.

Q Exits the message base editor.

T Allows you to edit the base's flag set. The flag definitions are:

- **R:** Real Names Flag: If active, real names are stored in the "From:" and "To:" fields of each message.
- **U:** Unhidden Flag: If active, it will display a message base in an area listing regardless if the user has access to that base. If the user does not have access to the base, the name of the base will be shown without a base number.
- **A:** Strip 8-bit ASCII/ANSI Flag: If active, ANSI codes and 8-bit ASCII characters (127-255) are removed from messages before they are posted.
- **P:** Private Messages Flag: If active, this allows private posts to be allowed in the message base. **Note:** If a Private message is posted within an echomail base, it will still be sent out with the rest of the mail. The Private flag affects local status only.
- **F:** Forced Flag: If active, this will disable the Q command, making the base a "Mandatory Reading" base to read every message.

Chapter 9 - Protocol Editor

The main screen of the protocol editor looks the following screen:

```
NNN:ACS      :Description
=====
+0           (Q) Quit - abort transfer
+1           (Q) Quit - abort batch transfer
+2           (Q) Quit - abort resume transfer
```

Protocol editor (?=help) :

<CR>	Redisplay Menu	Redisplays the listing of protocols.
D	Delete Protocol	This command deletes a protocol.
I	Insert Protocol	This command creates a new protocol.
M	Modify Protocol	This command allows you to modify an existing protocol.
P	Position Protocol	This will move a protocol from one position to another.
Q	Quit	Exits the Protocol Editor.

When you select the (M)odify command, you will be prompted for the entry number to modify. After you choose the protocol, a menu similar to the following will be displayed:

```
Protocol #0 of 46

!. Type/protocl:Active - Single
1. Keys/descrip:"Q" / "(Q) Quit - abort transfer"
2. ACS required: ""
3. Temp. log    : *None*
4. <U>L log     : *None*
   <D>L log     : *None*
5. <U>L command: "QUIT"
   <D>L command: "QUIT"
6. Codes mean  :Transfer OK
7. <U>L codes  :(1)"" (2)"" (3)"" (4)"" (5)"" (6)""
   <D>L codes  :(1)"" (2)"" (3)"" (4)"" (5)"" (6)""
E. Environ. cmd: *None*
I. DL File list: *None*
C. Max DOS chrs:128   P. Log position: Filename: 0 - Status: 0

Edit menu (?=Help):
```

<CR>	Redisplays the menu.
[Moves the pointer to the previous entry in the protocol list.
]	Moves the pointer to the next entry in the protocol list.

I This option allows you to define the type and availability of the current protocol. The available types are:

- **Active:** The protocol is active.
- **Batch:** The protocol will transfer multiple files with one command.
- **Resume:** The protocol will transfer one file, and resume the transfer where it left off (if the previous transfer was aborted).
- **Bi-Directional:** The protocol will transfer files in both directions at the same time.
- **Reliable:** The protocol should only be available to those callers who connect with a reliable connection.

1 This option defines the command keys required to select the protocol and a description that will be displayed when requested.

2 This option defines the ACS requirements that the user must have to use the protocol.

3 This option defines the name of the file that holds the result log of a file transfer operation.

4 This option defines the names of the permanent result log files for upload and download transfers.

5 This option defines the commands required to perform file uploading and downloading. When pressed, you will be asked which command (upload or download) to define. You are then asked which type of command it will be. The four different command types are as follows:

- **(C)ommand:** The entry is assigned to a special function.
 - ASCII:** The selected file will be transferred to the remote user via ASCII transfer.
 - Batch:** The entry will not actually transfer a file, but instead will add the file to the batch transfer queue.
 - Edit:** The selected file's directory entry is edited and the information can be changed.
 - Next:** The selected file is skipped and the next file is selected.
 - Quit:** The selection is cancelled.
- **(E)xternal:** Allows you to define the actual DOS command line used with the protocol driver. Refer to the above list to determine the correct command line.
- **(O)ff:** Disables that particular function for the protocol.

6 This option toggles if the error result codes defined in option 7 mean a good or bad transfer.

7 This option defines the result codes (for both uploading and downloading) returned by the protocol driver after completing transmission of a file.

C This option defines the maximum number of characters allowed on the DOS command line. (Default is 128, which is the normal allowable DOS size.)

E This option defines the command that sets up an environment string for those programs that require environment variables to be set up in certain ways for a transfer log. For example:

"SET DSZLOG=%T" would set the DSZ.COM temporary result log filename to the name defined in option 3. If no environment setup is necessary, this string should be set to NULL ("").

Important: If you define a command with this option, make sure to define it in your AUTOEXEC.BAT file.

F Moves the pointer to the first entry in the protocol list.

I This option defines the name of the file in which Renegade will store the filenames to be transferred in a batch transfer.

J This command moves the pointer to the user specified entry in the protocol list.

L Moves the pointer to the last entry in the protocol list.

P This option defines the positions, on a single line of the temporary result log, of the filename and return status of the transfer.

Q Saves the current protocol list and returns to the main protocol editor menu.

Chapter 10 - Menu Editor

Upon entering the Menu Editor, you are presented with a screen that looks like the following screen:
 Renegade Menu Editor

```

Directory of E:\RENEGADE\MENU\*.mnu

ARCHIVE MNU AUTO MNU BATCH MNU BBSLIST MNU BYEBYE MNU
EMAIL MNU FEEDBACK MNU FILE MNU GOODBYE MNU LOGON MNU
MAIN MNU MESSAGE MNU MULTI MNU NETSTUF MNU OFFLINE MNU
ONLINE MNU PERSONAL MNU SCANFILE MNU SCANMSG MNU SHUTTLE MNU
START MNU SUBSCRIB MNU SYSOP MNU TIMEBANK MNU VOTING MNU
      25 File(s) 17862656 bytes free
  
```

Menu editor (?=help) :

Menu Editor Commands

- D** Delete Menu File This command deletes a menu file.
- I** Insert Menu File This command creates a new menu file. Default extension is .MNU.
- M** Modify Menu File This command allows you to modify the commands and information of a menu file.
- Q** Quit Exits the Menu Editor.

When you execute the (M)odify command, you will be asked for the menu name to modify. When you enter the name of the menu, a menu like the following is displayed:

```

NN:KK-Typ-Options      NN:KK-Typ-Options      NN:KK-Typ-Options
=====
1  A  -/  auto           11 E  -/  email          21 *  -/  sysop
2  B  -/  bbslist        12 N  -^  feedback        22 !  -/  offline
3  C  OC  1;Tell me about 13 O  -/  online          23 +  -Q  noredist
4  F  -^  scanfile       14 P  -/  personal        24 D  -/  multi
5  G  -/  goodbye        15 S  OS                               25 -  OA  nothing;B
6  /G  -^  byebye        16 V  -/  voting          26 =  DW  xcbv
7  I  OI                               17 U  OU                               27 R  -^  subscrib
8  J  OR                               18 X  OP  22                28 %  -^  netstuf
9  L  OL                               19 Y  OY
10 M  -^  scanmsg        20 $  -/  timebank
  
```

Menu editor (?=help) : ?

In this list, "NN" is the command number, "KK" are the keys used to execute the command, "Typ" is the type of command it is, and "Options" is the command data.

Menu Editor Commands

- D** Delete Command Removes a menu command.
- I** Insert Command Inserts menu command(s).
- L** Long Generic Menu Display how the long menu listing will look.
- M** Modify Command Allows you to modify the contents of a menu command.
- P** Position Menu Command Allows you to rearrange the order of the menu commands.

S	Short Generic Menu	Displays how the short menu listing will look.
T	Toggle Display Type	Toggles between the two formats which Renegade uses to display the menu commands.
X	Menu Data/Command Data Display Mode Toggle	Toggles between the menu command list mode and the menu information mode.

Menu Command Modification

When you activate the (M)odify command, you will be asked which command to modify. After you enter the command number, a menu like the following is displayed:

```

Menu filename: EMAIL
Command #1 of 9

1. Long descript : (R)ead Mail - Read private Electronic mail
2. Short descript: (R)ead Mail
3. Menu keys      : R
4. ACS required   : ""
5. Cmdkeys       : MM
6. Options       :
   Flags         : None
Q. Quit

Edit menu (?=help) :
```

Long Descript This field stores a long description of the menu command. If the menu keys are "GTITLE", this is the title.

Short Descript This field stores a shorter description of the menu command.

Menu Keys This is the actual string that the user enters when he wants to execute the command.

- If the menu key is more than one character in length, and the first character of the menu key is not a slash character ("/"), the user must enter two slashes in a row ("//"), and then the rest of the command.
- If a command has the menu key "FIRSTCMD", they will be executed first, before the user is able to enter any commands.
- If a command has the menu key "EVERYTIME", the command will be executed every time the prompt is displayed, and after the menu is displayed to non-expert mode users.
- If a command has the menu key "GTITLE", the line in Long Description is displayed as another title.
- If a command has the menu key "ENTER", the key to access the command will be the enter key.
- If a command has the menu key " " (space), the key to access the command will be the spacebar.
- If a command has the menu key UP-ARROW, DOWN-ARROW, LEFT-ARROW, or RIGHT-ARROW, the key to access the command will be the corresponding cursor key for menus that trap local and remote cursor key movement.

ACS Required This is the ACS requirement that the user must satisfy to use or see the command.

Cmdkeys This is the type of command to be executed. If you have "GTITLE" as the ACS, leave this blank.

Options This string contains command-particular information. If you have "GTITLE" as the ACS, this line is the color set for the options after the title. Bracket Color; Command Color; Description Color. (i.e. 4;0;5)

Flags See Below

Menu Command Modification Keys

[Displays the previous menu command.

] Displays the next menu command.

F Displays the first menu command.

J Displays the specified menu command.

L Displays the last menu command.

Command Flags

H Command Hidden Toggle

This tells Renegade not to display the menu command in the help file.

Menu Information Modification

When you press the "X" key at the main editor menu, you switch the display to show the other menu information:

```
Menu filename: MAIN
1. Menu titles      :--ø Renegade BBS ø--
   Menu title #2   :-- Main Menu --
2. Help files      :MAIN / *Generic*
3. Menu Prompt     :[@1 - @2]@MTime Left: [@V] (?=Help)@MMain Menu :
   ([@ - General BBSing]
   Time Left: [01:00:00] (?=Help)
   Main Menu : )
4. ACS required    :""
5. Password        :*None*
6. Fallback menu   :MAIN
7. Forced ?-level :None
8. Generic info    :4 cols - 4/0/5
9. Flags           :C---T-----
Q. Quit

Menu editor (?=help) :
```

Menu Titles	This field contains the title(s) of the current menu.
Menu Title #2	
Help Files	This command inputs the filenames, which make up the menus of your menu system. The generic menus are specified if you set the strings to null. The first filename is the normal menu display, and the second filename is the longer menu display. If a "@S" occurs in either of these two filenames, it is replaced with the current user's SL.
Menu Prompt	This field contains the menu prompt that is displayed before it will accept commands from the user. It can be up to 120 characters long.
ACS Required	This is the ACS requirement that the user must have to use the menu. If the user does not have access, they will be sent to the fallback menu.
Password	If a menu has a password attached to it and a user attempts to enter the menu, the menu will ask for the password. If the entered password is incorrect, the user is sent to the fallback menu.
Fallback Menu	This is a legal menu file, which is loaded whenever the user does not have access to the current menu or if a menu error occurs.
Forced ?-Level	The help level setting that is forced when the user enters the menu. <ul style="list-style-type: none">• 0 -- No help level forcing.• 1 -- Expert level (only the prompt is shown).• 2 -- Normal level (the short menu is displayed).• 3 -- Novice level (the long menu is displayed).
Generic Info	This entry includes all the information that is used to generate the generic menus. <ul style="list-style-type: none">• C. Generic columns (how many columns of commands there are.)• Bracket color (the color of the bracket around the command letter.)• Command color (the color of the command letter inside the brackets.)• Description color (the color of the description of the command.)• S. Show menu (shows the short generic menu.)

Flags

See Table Below:

Menu Information Flags

C	Clear Screen Before Menu	This tells Renegade to clear the screen every time the normal menu is displayed.
D	Don't Center Menu Titles	This tells Renegade to leave the menu titles un-centered. This only affects the titles at the top.
F	Force Line Input	Toggles if hotkeys are allowed or not.
N	No Menu Prompt Toggle	This can be used if you want to put the menu prompt for the menu in the .ASC or .ANS file.
P	Force Pause Before Menu Display	The screen will be paused before the menu is displayed.
T	Auto Time Display Toggle	If this is set to on, a "time-left" string will be inserted right before the menu prompt. (Most people use the @V MCI command to insert a HH:MM:SS type format time left string in their menu-prompt.)
1	No ANS Prompt	Toggles menu prompt for ANSI users.
2	No AVT Prompt	Toggles menu prompt for Avatar users.
3	No RIP Prompt	Toggles menu prompt for RIP users.
4	No Global Display	Toggles whether or not the global menu commands are displayed in current menu.
5	No Global Use	Toggles whether or not the global commands are available for this menu.

Linking Menu Commands

When a user activates a menu command, Renegade executes all of the commands, which have the command letters, which were entered by the user. If two different commands both have the same command letters in them, both commands are executed in the order they are in the menu. When linking commands together, remember to put a description only on the first command in the link, and set the rest to null. This stops Renegade from displaying the command several times on the generic menu.

Menu System Commands (Command Keys)

The Command Key (CmdKey)'s are 2 letter codes which make Renegade do a certain function.

Offline Mail Menu Commands

ID	Download .QWK Packet	<none>
IP	Set Message Pointers	<none>
IU	Upload .REP Packet	<none>

Time Bank Command Keys

\$D	Deposit Time into Time Bank	maxminperday;max size of bank
\$W	Withdraw Time from Time Bank	maxminperday

Sysop Functions Command Keys

Note: Each of the commands in this section are recommended for Sysop use only. If Sysop Password Checking is turned on, all of these commands will prompt for the sysop password prior to execution. Some of these can do damage to your system if used improperly.

*B	Enter the Message Base Editor	<none>
*C	Change to a Different User's Account	<none>
*D	Enter the Mini-DOS Environment	<none>
*E	Enter the Event Editor	<none>
*F	Enter the File Base Editor	<none>
*L	Show Sysop Log for Certain Day	<none>
*N	Edit a Text File	<none>
*P	Enter the System Configuration Editor	<none>
*R	Enter Conference Editor	<none>
*U	Enter User Editor	<none>
*V	Enter the Voting Editor	<none>
*X	Enter the Protocol Editor	<none>
*Z	Displays System Activity Log	<none>
*1	Edit File(s) in Current File Base	<none>
*2	Sort Files in all File Bases by Name	<none>
*3	Read all Users' Private Mail	<none>
*4	Download a File from Anywhere on your Computer	<filespec> If [filespec] does not exist, the user is prompted for a file to download.
*5	Recheck Files in Current or all Directories for Size and Online Status	<none>
*6	Upload File(s) not in File Lists	<none> This command allows you to upload every file that is not currently in the Renegade file lists, but is in the directory. It will display filename, file size, and then prompt for a description. If it is an archived file, and you have description importing turned on, it will search for FILE_ID.DIZ or DESC.SDI. If neither is found, then it will ask for a description.
*7	Validate Files	<none> <ul style="list-style-type: none">• Manual: Manual Validation brings up the File Editing Menu for each un-validated file. You can alter any of its information, move it to another file base, validate it, or delete it.• Automatic: Automatic Validation will search all of your file bases for un-validated files and validate them where they are found without any prompting.• Point Entry: This validation type will search your file bases for all un-validated files, prompt you for the amount of credits you want to charge users for downloading the file, and then prompts you for how many credits to award the uploader. This is useful only to systems running on a file point system.

*8	Add Specs to all *.GIF Files in Current File Base	<none> The specs are a description in the format "(XXXxYYY,CCC)", where "XXX" is the X-resolution, "YYY" is the Y-resolution, and "CCC" is the number of colors in the palette.
*9	Pack the Message Bases	<none>
*#	Enter the Menu Editor	<none>
*\$	Gives a Long DOS Directory of the Current File Base	<none>
*%	Gives a Condensed DOS Directory of the Current File Base	<none>

Miscellaneous Command Keys

-C	Display Message on Sysop Window	<string> Note: If the Sysop Window is not active, then this option does nothing.
-F	Display a Text File	<filename> If no <path> is given, the file is assumed to be located in the DATA directory. If no <.ext> is given, Renegade will look for the standard extensions. MCI Codes are allowed here, so, for example, you can Display different ANSI files for different message bases.
-L	Display a Line of Text	<string>
-N	Shows Question	<question;quote> Displays quote if Y is pressed, and continues execution of Menu Keys if N is pressed. (Yes/No Question)
-Q	Read an Infoform Questionnaire File	<infoform questionnaire filename> If the Option is "", the filename is prompted for.
-R	Read an Infoform Questionnaire Answer File	<infoform questionnaire filename> If the Option is "", the filename is prompted for.
-S	Append Line to Sysop Log File	<string>
-Y	Shows Question	<question;quote> Displays quote if N is pressed, and continues execution of Menu Keys if Y is pressed. (Yes/No Question)
-;	Execute Macro	<macro> This command will enter <macro> into the user's macro buffer. Any ";"s in the <macro> string are substituted with a <CR>.
-\$	Prompt for Password	<password;prompt;badmessage> This command first displays <prompt> if it exists. If it doesn't, ":" will be displayed. If the password is entered incorrectly, [bad-message] will be displayed if it exists. (If entered incorrectly, any further linking is terminated.)
-^	Goto Menu	<menu filename>
-/	Gosub Menu	<menu filename>
-\	Return From Menu	<none>

Archive Command Keys

AA	Add Files to Archive	<none>
AC	Convert Between Archive Formats	<none>
AE	Extract Files From Archive	<none>
AG	Manipulate Files Extracted From Archives	<none>
AM	Modify Comment Fields in Archive	<none>
AR	Re-archive Archived Files Using Same Format	<none>
AT	Run Integrity Test on Archive File	<none>

Batch File Transfer Command Keys

BC	Clear Batch Queue	<u> If U is entered as the option, the upload batch queue is used. If the option is blank, then the download queue is used. <none>
BD	Download Batch Queue	<none>
BL	List Batch Queue	<u> If U is entered as the option, the upload batch queue is used. If the option is blank, then the download queue is used. <u>
BR	Remove Single File From Batch Queue	<u> If U is entered as the option, the upload batch queue is used. If the option is blank, then the download queue is used. <none>
BU	Upload Batch Queue	<none>
B?	Display Number of Files Left in Batch Download Queue	<none>

Drop File Command Keys

DC	Create CHAIN.TXT (WWIV door) and execute Option	<command to execute>
DD	Create DORINFO1.DEF (RBBS door) and execute Option	<command to execute>
DG	Create DOOR.SYS (GAP door) and execute Option	<command to execute>
DP	Create PCBOARD.SYS (PCBoard door) and execute Option	<command to execute>
DS	Create SFDOORS.DAT (Spitfire door) and execute Option	<command to execute>
DW	Create CALLINFO.BBS (Wildcat! door) and execute Option	<command to execute>
D-	Execute Option without creating a door information file	<command to execute>

Note: It is possible to make the drop file output the users real name instead of their handle. This is done by adding **R;** before the command to execute on the option line.

File System Command Keys

FA	Change file bases	<base#> or {+/-} or <L> <ul style="list-style-type: none">• base#: Change to specified base• +: Change to next base• -: Change to previous base• L: Lists available bases only• “”: Prompts for desired base
FB	Add file to Batch Download List	<filename> Filename must already exist in the file areas. The option simply bypasses the question for a filename.

FD	Download File on BBS to User	<filename> Filename must already exist in the file areas. The option simply bypasses the question for a filename. If the Sysop is logged in locally, Renegade will prompt for a path to copy the file to.
FF	Search all File Bases for Description	<none>
FL	List Filespec in Current File Base Only	<filespec> Overrides user input.
FP	Scan File Sections for New Files	<newtype> <ul style="list-style-type: none"> • G: Newscan all file bases. • C: Newscan current file base. • #: Newscan file base #. • “”: Newscan current file base.
FP	Change Pointer Date for New Files	<none>
FS	Search all File Bases for File Spec	<none>
FU	Upload File from User to BBS	<none>
FV	List contents of an archived file	<none>
FZ	Set file bases to be scanned for new files	<none>
F@	Create temporary directory	<none> If there is enough file base space left, this command prompts for a directory and creates a new, temporary, file base. After changing to a new area, it disappears, and will not show up on any list.
F#	Display Line/Quick File Base Change	<none> Displays the line "Enter the number of a file base to change to." If the user enters "#", or will switch to file base # if it exists.
Hang-up Command Keys		
HC	Careful Logoff of User	<string> <string> is printed, and the user must enter either Yes or No. If Yes is entered, LOGOFF.* is displayed and the user is logged off.
HI	Immediate Logoff of User	<none>
HM	Display String and Logoff User	<string>

Message System Command Keys

MA Message Base Change

<base#> or {+/-} or <L>

- **base#**: Change to specified base
- **+**: Change to next base
- **-**: Change to previous base
- **L**: Lists available bases only
- **""**: Prompts for desired base

ME Send private mail to user

<user#;reason>

If Option is blank, this command will prompt for a user name or number to send private mail to. Mail is sent to <user #> if it specifies a valid user number. If <reason> is specified, it is used as a "RE:" reason in the letter sent. If <reason> is not specified, the default reason is "Feedback".

<none>

<none>

<none>

<newtype>

- **G**: Newscan all file bases.
- **C**: Newscan current file base.
- **#**: Newscan file base #.
- **""**: Newscan current file base.

MK Edit/Delete Outgoing Private Mail

ML Send "Mass Mail"

MM Read Private Mail

MN Display New Messages

MP Post Message in the Current Message Base

<none>

MR Read Messages in Current Base

<none>

Allows users to read messages in current base in forward or reverse order.

<newtype>

- **G**: Newscan all file bases.
- **C**: Newscan current file base.
- **#**: Newscan file base #.
- **""**: Newscan current file base.

MS Scan Messages in Current Base

MU Lists Users with Access to the Current Message Base

<none>

MY Scan Message Bases for Personal Messages

<none>

MZ Set Message Bases to be Scanned for New Messages

<none>

M# Display Line/Quick Message Base Change

<none>

Displays the line "Enter the number of a message base to change to." if the user enters "#", or will switch to message base # if it exists.

Multi-Node Command Keys

NA Toggle Node Page Availability

<none>

ND Hang-up Node

<node#>

If Option is null, user is prompted for the node # to hang-up, otherwise node # is hung up.

NG Join Group Chat

<none>

NO View Users on All Nodes

<none>

NP Page Another Node for Chat

<node#>

If Option is null, user is prompted for node to page, otherwise node # is paged for chat.

NS Send a Message to Another Node

<node#;message>

If no options are specified, the current user will be prompted for the node to send the message to, and the message to send that node. If the option is 0, the message will be sent to all active nodes.

NT Stealth Mode On/Off

<none>

NW Function: Display

<string>

Miscellaneous Command Keys

O1 Shuttle Logon to BBS

<none>

This command is used when the shuttle login is in effect. It will allow any validated user past, but deny access to any un-validated users. It is only valid when the Shuttle Menu is turned on.

O2 Shuttle Apply to BBS as a New User

<none>

This command allows the user to apply to the BBS as a new user. This CmdKey is only valid when the Shuttle Menu is turned on.

OA Allow Auto-Validation of Users

<validationkey;semaphore>

validationkey: This key is required for command to work.

semaphore: This is completely optional. If used, Renegade will look for this file and only validate a user if it exists. If you specify a filename only, it's looked in your /TEMP[node] directory. Otherwise it looks for the full path + filename you specify. Also note: Renegade deletes this file once it is found and the user is validated.

OB Add Entry to the BBS List

<bbslist file>

If entered, the BBS list file is the alternate file to add the entry to. Default is "bbslist.bbs".

OC Page the Sysop

<user#;string>

- **user #:** If the SysOp is not available, this is the user number the message is left to.

- **string:** String to print, other than the why do you want to chat string.

OF AR Flag Set/Reset/Toggle

<function><flag>

<flag> is a any AR flag:
ABCDEFGHIJKLMNOPQRSTUVWXYZ

<function> may be one of the following:
+ Set flag, - Reset flag, ! Toggle flag.
Case is ignored.

OG AC Flag Set/Reset/Toggle

function><flag>

<flag> is a any AC flag:
LCVUA*PEKM1234

<function> may be one of the following:
+ Set flag, - Reset flag, ! Toggle flag.
Case is ignored.

- OL** List Today's Callers <ACS>
 <ACS>: The minimum ACS level to have to be added to the LASTON.DAT file.
- OP** Modify User Information <infotype>
 1 Address 14 Zip Code
 2 Age/DOB 15 Mailbox Status
 3 ANSI Type 16 Emulation
 4 City and State 17 Color Toggle
 5 Question #1 18 Pause Toggle
 6 Question #2 19 Input Toggle
 7 Handle 20 Clear Screen
 8 Phone Number 21 User Colors
 9 Password 22 Expert Mode
 10 Real Name 23 Country
 11 Screen Size 24 Clear & Pause
 12 Gender 25 Fullscreen Edit
 13 Question #3 26 QWK Packet
- OR** Change to Another Conference <conference character> or <?>
 The <conference char> can be any character from A to Z, or @ to switch to the main conference. If Option is "?", all conferences available to the user are displayed. If Option is blank (""), the user is prompted as to which conference is desired.
- OS** Go to bulletins menu <main bulletin;sub-bulletin>
 <main bulletin> is the bulletin displayed first, and after a "?" is pressed. <sub-bulletin> is the file prefix used for bulletin selections. Example: If <sub-bulletin> is MAIN, and the user enters "5", MAIN5.* is displayed. If Option="", <main bulletin> is set to "BULLETIN" and <sub-bulletin> is set to "BULLET". This is the default when bulletins are included at logon.
- OT** Display LASTON.DAT <numberofcallers;filename>
 • **numberofcallers:** Displays the number of callers defined. Blank is all callers.
 • **filename:** name of LASTON.DAT file.
- OU** User Listing <acs;filename >
 • **acs:** If this is defined, the user list will only show users of this access level
 • **filename:** This is the name of the configurable header, middle and trailer files to use. i.e. if filename=KEWL, KEWLH, KEWLM, and KEWLT will be used instead of the defaults.
- OV** BBS Listing <filename>

Auto-message Command Keys

UA	Reply to Author of current Auto-Message	<none>
UR	Display Current Auto-Message	<none>
UW	Write Auto-Message	<none>

Voting Command Keys

VA	Add Voting Topic	<none>
VL	List Voting Topics	<none>
VR	View Results of Voting Topic	<question#> If option is set to null, user is prompted for question to view the results of, otherwise user views results of question#.
VT	Track User's Vote	<user#> If option is set to null, user is prompted for a user to track, otherwise user tracks user#.
VU	View Users who Voted on Question	<question#> If option is set to null, user is prompted for a question to view, otherwise user views question #. This doesn't list users who have voted on the question, rather it lists the choices in the question and the users who voted that way.
VV	Vote on all Un-Voted Topics	<none>
V#	Vote on Question #	<question#> If option is set to null, user is prompted for question to vote on, otherwise user votes on question#.

Credit System Command Keys

\$+	Increase a User's Credit	<amount>
\$-	Increase a User's Debit	<amount>

File Scanning Command Keys (FILEP.MNU)

Note: The CmdKeys in this section must only be used on the FILEP.MNU. If they are used elsewhere, unknown results will occur. You have been warned.

L1	Continue Listing	<none>
L2	Quit Listing	<none>
L3	Next File Base	<none>
L4	Toggle Newscan of that Base on/off	<none>

Message Scanning Command Keys (READP.MNU)

Note: The CmdKeys in this section must only be used on the READP.MNU. If they are used elsewhere, unknown results will occur. You have been warned.

RA	Read Message Again	<none>
RB	Move Back in Thread	<none>
RC	Continuous Reading	<none>
RD	Delete Message	<none>
RE	Edit Message	<none>

Note: Only the original poster and those with Message Sysop Access to that particular message base, or those with Sysop access can use this command.

RF	Forward in Thread	<none>
RG	Goto next Base	<none>
RH	Set Highread Pointer	<none>
RI	Ignore Remaining Messages, and Set Highread Pointer	<none>
RL	List Messages	<none>
RM	Move Message	<none>
RN	Next Message	<none>
RQ	Quit Reading	<none>
RR	Reply to Message	<none>
RT	Toggle Newscan of Message Base	<none>
RU	Edit User of Current Message	<none>
RX	Extract Message	<none>
R#	Allows User to Jump to Message #	<none>

Note: Do **not** define a menu key for this command. The number of the message is considered the menu key, so make sure the menu key option in the Menu Editor when using this command is blank.

R-	Read Previous Message	<none>
-----------	-----------------------	--------

Chapter 11 - Event Editor

Upon entering the event editor, a screen as follows appears:

```
NN:Description                :Typ:Bsy:Time :Len:Days   :Execinfo
-----:-----:-----:-----:-----:-----:-----
+1 Pack Messages              Pak 0    00:00 292 SMTWTFS pack
```

Event editor (?=help) :

Event Editor Commands

<CR>	Redisplay Menu	Redisplays the listing of events.
D	Delete Event	This command deletes an event.
I	Insert Event	This command creates a new event.
M	Modify Event	This command allows you to modify an existing event.
P	Position Event	This will move an event from one position to another.
Q	Quit	Exits the Event Editor.

When you select the (M)odify command, you are asked to select the event that you would like to modify. After choosing, the event data is displayed:

Event #1 of 8

```
!. Active           : Yes
1. Description      : Pack Messages
2. Sched. type     : Pack msgs
3. Event data      : pack
4. Off hook time   : None.
5. Exec. time      : 00:00
6. Busy during     : Yes
7. Soft event      : Yes
8. Run if missed   : Yes
9. Last day exec   : Today
A. Days active     : SMTWTFS
B. Node number     : 0
```

Edit menu (?=help) :

Active	This determines whether or not the event is active.
Description	This describes the event. (Up to 80 characters)
Sched. Type	This is the type of event that will be executed. There are six choices: <ul style="list-style-type: none"> • ACS: Enables only certain callers who have the correct security settings to access the BBS at a certain time of the day. • Chat: Not implemented yet. • DOS: Shells to the DOS level and executes files defined in the Event Data. • External: This requires a batch file for execution, which is used to detect an ERRORLEVEL value. • Pack: This event packs the message bases by removing all deleted messages and adjusting the number of messages in each base to conform to the maximum limit set in the message base editor. • Sort: This event sorts the file bases by scanning the directories and sorting by name.
Event Data	This field will vary with the type of event being executed. <ul style="list-style-type: none"> • DOS: The name of the program to be run. • External: The ERRORLEVEL value to be used when the BBS quits to DOS. • ACS: The ACS setting that users must have. All others -- Not used; the event data field will be ignored.
Off Hook Time	This is the time before an event that the BBS will become busy. If a user is online, their online time is adjusted for the event.
Exec. Time	This is the time of day that the particular scheduled event will occur. It is defined in the 24-hour format.
Busy During	This field determines whether or not the modem will be made busy during the scheduled event.
Soft Event	This tells if the event is "Hard" or "Soft". Hard events will make Renegade shorten a user's time online if it will keep them on longer then when the event will run. Soft events wait for the user to logoff before the event is run.
Run if Missed	This field determines if the BBS should run the event if it missed it the last time it was supposed to be run.
Last Day Exec.	This field sets the number of days since the event was last run.
Days Active	These are the days of either the regular week, or the month that the scheduled event will occur. <ul style="list-style-type: none"> • Weekly: Event will occur at least once every week. A bar with the current days active will be displayed as follows: Current: SMTWTFS [] Modify by entering "X"'s under the days the event is to be active. • Monthly: This will occur only one day in the month, and is modified by entering the day it is to be run.
Node Number	This field determines which node will run the event. 0 means the first free node will run it.

Menu Command Modification Keys

- [Displays the previous event.
-] Displays the next event.
- F Displays the first event.
- J Displays the specified event.
- L Displays the last event.
- Q Exits the Event Editor and saves the events.

Chapter 12 - Voting Editor

The Voting Editor allows you to edit, insert, or delete the BBS's voting topics.

```
+-----+-----+-----+-----+
| Num |Votes| Choice                                     |
+-----+-----+-----+-----+
|  1  |  0  | Do you zip then fasten, or fasten then zip?    |
+-----+-----+-----+-----+
```

```
<CR>Redisplay screen
(D)elete topic      (A)dd topic
(M)odify topic      (Q)uit
```

- <CR>** Redisplays the screen.
- A** Adds a Voting Topic, as per the VA CmdKey.
- D** Prompts for a voting topic number and then deletes that topic.
- E** Prompts for a topic to edit.
- Q** Quits Back to the WFC Screen, or Sysop Menu.

Voting topic #1 of 1

```
1. Topic           : Do you zip then fasten, or fasten then zip?
2. Creator         : PC Tech
3. ACS to vote    : "VV"
4. ACS to add     : "VV"
5. # of votes     : 0
   # of choices   : 2
6. Reset voting
7. Edit choices
8. Add a choice
Q. Quit
```

- 1** This will alter the voting topic.
- 2** This will alter the username of who created the topic.
- 3** A user must meet the ACS defined here in order to vote on the topic.
- 4** A user must meet the ACS defined here in order to add a choice to the topic.
- 5** This option will change the number of votes being reported for this topic.
- 6** This will clear all voting results for this topic.
- 7** This option allows the editing of the individual voting choices.
- 8** This adds a voting choice.
- Q** Quits and returns to the Voting Editor.

Chapter 13 - Conference Editor

The Conference Editor allows you to add, edit, or delete conferences from the BBS.

```
N:Title                               :ACS
=:-----:-----:-----:-----:
@ General                               ^
```

Conference editor (?=help) :

Conference Editor Commands

<CR>	Redisplay Menu	Redisplays the listing of conferences.
D	Delete Conference	This command deletes a conference.
I	Insert Conference	This command creates a new conference.
M	Modify Conference	This command allows you to modify an existing conference.
Q	Quit	Exits the Conference Editor.

Chapter 14 - Mini-DOS Environment

Mini-DOS is a small, compact version of the DOS command line. When you enter this area, you will see something like:

```
E:\RENEGADE>
```

Where `E:\RENEGADE` is your BBS home directory.

CD Normal DOS change directory command.
CLS Normal DOS clear screen command.
CONVERT This command will convert an archived file to another archive format. The proper format for the command is:

```
CONVERT FILENAME.EXT XTN
```

Where `FILENAME.EXT` is the full drive:\path\filename with the correct archive extension of the archive you want to convert (i.e.: `RENEGADE.ZIP`). `XTN` is the archive extension that you want to convert the original file to (i.e.: `ARJ`). The archive type you want to convert to must be defined in the Archive Configuration.

COPY Normal DOS copy command.
DEL Normal DOS delete command.
DIR This command will provide a short DOS directory. The usage is the same as the normal DOS directory command.
DIRSIZE This command will provide the amount of space that a given file type takes up. The usage is:

```
DIRSIZE FILETYPE[.EXT]
```

Where `FILETYPE` is a valid DOS filename, `EXT` is an optional extension. Wildcards are allowed. "`DIRSIZE *.ZIP`" shows the total size of all the ZIP files, while "`DIRSIZE *`" will show the total size of all the files that don't have an extension.

DISKFREE This command will show the amount of space free on the current drive.
EDIT This command will pop up the old Renegade Editor, which is not unlike the DOS command `EDLIN`. If no file is specified, the file is then asked for.
EXT This command will allow the command after it (i.e.: `EXT DIR`) to pass to DOS directly, not relying on MiniDOS. Be very careful of who has access to MiniDOS. Anyone can use this command to format your hard drive, delete your root directory, or run a virus they've just uploaded.
EXIT Normal DOS exit command, which will return you to Renegade.
HELP or ? This command will up the `DOSHELP.*` file as a help file.
MD Normal DOS make directory command.
MOVE This command will copy a file or a group of files and then will delete the original files. The proper format for this command is:

```
MOVE FILESPEC.EXT DESTINATION
```

RD Normal DOS remove directory command.

RECEIVE This command will tell Renegade to receive a file from the remote computer. The full command is:

RECEIVE

After pressing enter, Renegade will prompt for a protocol, and if the protocol is a non-batch protocol, Renegade will prompt for a filename.

REN Normal DOS rename file command.

SEND This command is the opposite of receive, as it will allow the remote computer to receive a file that is sent from Renegade. No filespecs are required for the command. The filename is asked for and then the protocol.

TYPE Normal DOS type command. (If in Renegade, you have a page pause, the file you are typing will be paused.)

UNZIP This command will extract the files from an archive file, not just ZIP files, any archive type defined in the Archive Configuration can be extracted with this command. The proper format for this command is:

UNZIP FILENAME.EXT [OPTIONAL]

Where FILENAME.EXE is the full path and filename with extension of the archive. [OPTIONAL] is any optional information that should be passed to the Un-Archiver, such as destination, file to extract, etc.

VER This command will just notify you that you are in the Renegade DOS Emulator.

VIEW This command will use the Renegade Internal File lister and will list the files inside an archive. The proper use for this command is:

VIEW FILENAME

VIEW will search for wildcards for the extension. In order to see an archives interior with VIEW, that archive type must have been defined in the Archive Configuration.

ZIP This command is the opposite of the UNZIP command. It has the same format however:

ZIP FILENAME.EXT FILE1.EXT [FILE2.EXT ...]

Where FILENAME.EXT is the full path and filename with extension, FILE1.EXT is the full path and filename for the first file to be archived. [FILE2.EXT ...] is any other files you want to stick in the archive. The archive type you're compressing to must be defined in the Archive Configuration.

<x>: <x> = Drive Letter: Normal DOS change drive command. I.e. - C: changes to the C drive, D: to the drive, and so on.

Chapter 15 - Infoform Questionnaire System

How They're Made

Infoform questionnaires are text files with certain commands that only have meaning to the BBS. The questionnaire is stored in the MISC directory, in a file with the extension .INF, .INA or .INV (No Emulation, ANSI Emulation, or Avatar Emulation, respectively.) When users answer the question(s), their answers are also stored in the MISC directory, in a file with the extension ".ASW". Answers from other users are appended to the end of the answer file.

New User Questionnaire

A special Infoform questionnaire called NEWUSER is always given to a new user during the new user logon process. An example is listed below:

Alright! Only a few more questions to go before you can logon. Please answer the questions, as they are essential for Validation and just as a security measure. Don't worry though.... It's not a test. (it's a quiz..)

```
;YAre you the SysOp of a BBS (Y/N)? : *
;INO,NOSYSOP
```

What is the Phone # of the BBS?

```
###-###-####
;A ? *
```

```
;AWhat BBS software do you run? *
```

```
;AHow long has it been running for? *
;GNOSYSOP1
```

```
:NOSYSOP
```

Oh well! Someone's gotta do it, eh?

```
:NOSYSOP1
```

Do you know of any of the current users on this BBS, or any other good users that could recommend you? (2 lines)

```
;A 1) *
;A 2) *
```

Ok! Thanks for answering the questions, and I'm sure you'll be validated very soon!

Questionnaire Commands

Below are listed all the Infoform questionnaire commands currently supported by Renegade. All commands must start on a separate line, beginning with a ";" character. Labels also start on a separate line, but beginning with a ":" character, and are followed by a string of characters, which define the label name. Everything else is treated as straight text. A ";" <string>" line is treated as a comment.

A<string>*	Displays <string> then inputs the string at the "*" character.
B<string>*	Similar to the "A" command, except the input is in uppercase only.
C"chars"<string>*	Displays string, then inputs a single character at the "*" character. Only accepted answers are the characters between the quote marks ("").
Dx<string>	Outputs a door file (See Door in Menu Commands for x) then executes <string>. All rules for standard door commands apply.
F<flag toggles>	Will toggle the AR flags. Refer to the Command Key "OF" in Chapter 10 for information on the <flag toggles>.
G<label>	Goes to label <label>. If <label> doesn't exist, the questionnaire will terminate.
H	Terminates questionnaire and hangs up on user.
I<string>,<label>	Branches to <label> if <string> was the last input value from a "A", "B", "C", or "Y" command.
K	Terminate questionnaire without saving answers.
L<string>	Outputs <string> to the questionnaire answer file only.
N<String>*	Displays <string>, then accepts either a "Y", or "N" at the "*" character. Defaults to No.
Q	Terminates questionnaire and saves answers in answer file.
R<flag toggles>	Will toggle the AC flags. Refer to the Command Key "OG" in Chapter 10 for information on the <flag toggles>.
S<acs>,<label>	If the user matches the ACS specified between quotes, execution will branch to <label>, like the G command.
T<filename>	Displays the file <filename>.
V<level>	Will validate a user up to level <level>.
Y<string>*	Same as N<String>, but defaults to Yes instead of No.

Chapter 16 - Teleconference

Teleconference Notes: All of the commands in this section that have username options (like /MSG, /EJECT, etc.) can have partial usernames. Ex: /PRIVATE Adr will send a private message to an online user with A,d, and r as the first part of their handle.

As of v98-101b, the Teleconference commands changed in syntax. They've been expanded from their former single letter commands (/P to /PRIVATE for example). The WHATSNEW wasn't entirely correct in the listed changes for Teleconference. The following mistakes were made in the WHATSNEW regarding the changes to Teleconferencing:

- The maximum number of global channels is erroneously reported as 255. The true maximum number is 32767.
- The /REGISTRY command was omitted from the WHATSNEW, but is documented below.

Basic Teleconference Commands

/?

Displays Help Screen (TELEHELP.xxx)

/\<cmdkey>

Executes <CmdKey> from teleconference. Sysop ACS Required.

/<action>****

Where <ACTION> is an action defined in the ACTIONS.LST File.

Performs the chosen action.

/ANON

Toggles the room between anonymous and non-anonymous mode. Must have a minimum of CoSysop ACS or be the moderator of the room in order to use this command.

/BYE

Logoff the system and hang up the modem.

/CLS

Clears the screen.

/ECHO

Toggles a users echo on and off. If Echo is on, everything you type will be echoed back and displayed to you as well as to everyone else. If Echo is off, only what you originally typed will be shown on your side.

/EJECT <user|node>

Ejects either User Name or Node Number, as specified, from the current room. Must have a minimum of CoSysop ACS or be the moderator of the room in order to use this command. Additionally, this command will not affect a user with Sysop ACS.

/FORGET <user|node>

Anything sent by either User Name or Node Number, as specified, will be ignored and not shown on your display.

/INTERRUPT

Toggles whether or not the users typing will be interrupted by messages sent by another node. If interrupt is on, messages from other nodes will display as soon as they are sent. If Interrupt is off, messages from other nodes will not display until the user finishes typing.

/INVITE <user|node>

Invites the specified user or node to a room. If the room is private you must have either Moderator status or CoSysop ACS to use this command.

/JOIN <channel #>

Leaves your current global channel and joins the specified one. If you join Channel 0, you are considered not to be in a channel.

/LIST

Displays the list of actions available for Teleconference (ACTIONS.xxx)

/ME <action>

Performs an action, the users name will be inserted.

/MODERATE <topic>

Makes the current user the moderator of the room, and optionally sets the rooms topic. Room #1 can only be moderated by a user with at least CoSysop ACS. Any user may moderate all other rooms on a first come, first serve basis.

/MSG <message>	Sends a message through your current global channel.
/PART	Leaves your current global channel.
/PRIVATE <user node> <message>	Sends a private message to either User Name or Node Number, as specified.
/PUBLIC	Toggles the room between public and private status. Must have moderator status or CoSysop ACS in order to use this command.
/QUIT <message>	Quits teleconference, with an optional message.
/REGISTRY <user>	This command will show the specified users responses to the infoform named REGISTRY if the answer file (REGISRTRY.ASW) exists in the MISC directory. This command is the sole exception to the partial username option. You must specify the full name of the user who's registry entry you wish to view.
/REMEMBER <user node>	Remembers a forgotten user (Messages sent by them will be displayed on the remembering users end again).
/ROOM >room number>	Join Room Number. Note: The number of rooms available depends on the number of nodes the system has. I.e., a 2-node system can have 2 rooms; a 10-node system can have a maximum of 10 rooms, etc.
/SHOW <room number>	If no Room Number is specified, this command will display a list of users in all active rooms. If a <room number> is specified, then only the users in that room will be shown.
/WHO	Displays the list of users currently online.

Global Channels: You may or may not be wondering what a Global Channel is. When you join a Global Channel (1-32767), any message sent on that channel will be displayed to everyone on the channel wherever they are on the BBS (the exceptions are if a member of the channel is in a Door or transferring files, in which case the messages will be displayed when the door is exited, or the transfer complete). Global Messages are sent via the /MSG command while in a chat room.

Predefined Actions (ACTIONS.LST)

The Teleconferencing Action File is a file named ACTIONS.LST in your DATA directory which will have pre-defined actions like the "/a" command, but without the "/a" use.

The format is:

```
[KEYWORD]
[STRING SHOWN TO USER]
[STRING SHOWN TO ALL BUT RECEIVER]
[STRING SHOWS TO ALL IF THERE IS NO RECEIVER]
[STRING SHOWN TO RECEIVER]
```

The 2 MCI codes that are for this file only are %S and %R, which stand for Sender and Receiver, respectively. A sample file:

```
kick
... and the kick is good!
%S just kicked %R square in the butt!
%S is kicking blindly!
%S just kicked you square in the butt!
laugh
Hahahahahahahahhahah!!!
%S is laughing at %R!
%S just burst out laughing!
%S is pointing at you and laughing!
punch
Ouch! That's smarts!
%S just punched %R right in the face!
%S is punching blindly!
%S just punched you right in the face!
```

If you enter "kick pc tech" for example, %S is replaced with your handle, and %R is replaced with "pc tech".

External Programs through Teleconference

Teleconference now allows users to execute external programs via a special type of action format. The first part of the action is an ":EXECx PROGRAM", where x is the drop file type and PROGRAM is the name of the program or batch file to run. Sample format:

```
TW
:EXECG TW.BAT
BLANK->
%S|15 is going to play TradeWars!
BLANK->
```

It is imperative that you leave in necessary blanks.

Chapter 17 - Conference System

Conferences can be difficult for the newbies to understand at first. The best way to explain how conferences work is by real-world example, so I'll be explaining them in terms of what I used them for on my own system.

I'm a member of more than a few echomail networks. Not all of my users like to see everything I have available at one time, nor do they like scanning through an area list of several hundred message bases just to find one in particular. My solution was to break them up into conferences.

You have 27 conferences available to you; @ and A-Z. Each one can be used to represent a category, a message network, or whatever you'd like.

The first thing to do is define the conferences within the conference editor. My list looks something like this:

```
Conference A - Local Message Bases
             B - RedNeck Net
             C - BlueNet
             D - 3X-Net
```

None of these contain material, which I need to restrict from young or immature eyes, so all the above conferences have their ACS set to ^.

So now I've defined the conferences. They don't do much but sit there. Conferences are actually part of the ACS System. Implementing a conference looks something like this:

```
Message base #189 of 193

1. Name       : [Fido] - Renegade Support
2. Filename   : RG
3. Base type  : EchoMail
   Message path: C:\REN\ECHO\RG\
4. ACS req.   : cB
5. Post/MCI ACS: / %
6. Sysop ACS  : fM
7. Max Mess   : 300
8. Anonymous  : No
9. Password   :
N. Net Address : 1:133/1004
C. Colors     : Text=4, Quote=3, Tear=3, Origin=4
M. Mail flags : -S-/T-
O. Origin line : The Arizona Chattle Ranch
T. Toggles    : R----
P. QWK Index  : 182
Q. Quit
```

Note option #4, ACS required. As per defined in Chapter 3, the c portion means conference, and the letter following is which conference the user must be in for access. So for this message base, a user must be in conference B in order to see the message base. Local Message Bases would receive an ACS of cA, RedneckNet would receive cB, and so on until all message bases and defined conferences are accounted for.

The procedure is basically the same if you want to split your file bases into conferences.

Okay, so now your message bases are all categorized. Next problem; there are only two Join Conference commands present on the system; one on the Main Menu, one on the Message Menu. Your users probably don't have a clue that you've switched to a conferencing system, so they're probably getting lost trying to find their favorite message base. Add a 'Join Which Conference?' prompt to the message newscan process.

The first thing to do towards accomplishing this is to load up the menu editor, load the Main Menu, and then locate the command that initiates the Message newscan. Insert something that looks like the following directly (sequentially) in front of the message newscan command:

```
Menu filename: MAIN
Command #12 of 30

1. Long descript :
2. Short descript:
3. Menu keys      :M
4. ACS required   :""
5. Cmdkeys        :OR
6. Options        :
   Flags          :None
Q. Quit
```

There's an important concept here; command stacking. Note option 3, Menu Keys. You already have a command defined for Menu Key M, the message newscan command. Now you're adding OR (which means Change Conference). What happens if two or more commands use the same Menu key within the same menu? All occurrences of the same Menu Key execute in the sequential order that they appear within the menu.

Now, in English; let's say Command #2 on the Main Menu uses Menu Key M. Now let's say that so does Main Menu Command #37. If this were the case, then when M is pressed from the main menu, command #2 would execute and then command #37 would execute immediately afterwards. The user would press one key, yet execute two commands.

So, now you've added the above command so that it appears in front of the message newscan command. What happens when you save this menu, logon, and press M from the Main Menu? You're prompted to join a conference, and then asked if you want to scan for new messages, just like normal.

Now those conferences you defined back at the beginning of this section actually mean something. The message bases are categorized.

Global Conference

Remember how I said above that some users don't want to see everything all at once that they don't like to be deluged with hundreds of message bases at once? Well, believe it or not, there are some users who actually do want to see everything all at once. They become very annoyed at having to change back and forth between conferences in order to make sure they don't miss anything.

This is where a Global Conference comes into play. The first thing to do is select an unused conference to fill the role. I use Conference Z, so now my conference list looks something like this:

```
Conference A - Local Message Bases
             B - RedNeck Net
             C - BlueNet
             D - 3X-Net
             Z - Join All Conferences
```

I still have nothing to hide from the users, so each defined Conference ACS remains at ^. Now for the implementation:

```
1. Name      : [Fido] - Renegade Support
2. Filename  : RG
3. Base type : EchoMail
   Message path: C:\REN\ECHO\RG\
4. ACS req.  : cB|cZ
```

Note the change in ACS requirements; instead of cB, it's now cB|cZ. The | separating the two ACS codes means 'or' as shown before. So in order to see this message base, a user would have to be in either conference B or in conference Z. All FidoNet bases would get this ACS, while the Local Message Bases get cA|cZ, RedneckNet gets cC|cZ, etc.

Chapter 18 - Setting Up Doors

Doors are among the easiest things to setup once you figure out how. It's in the learning process that confusion sometimes results.

First, you should understand what a door is; it's a third party program designed to do something specific (whether it be a game, a user registry, or an offline mail door) that runs independently of the BBS. In order to run correctly, the BBS and the Door need to have some common form of communication. This is done via drop files. A drop file is something generated by the BBS. The BBS puts important stuff like the online user's name, which com port they're connect on, and how much time they have left online into the drop file. A drop file is dynamic, and it can change several times in the course of a single call. Basically, the BBS takes a look at the current state of things, dumps that info into the drop file, then lets the Door take over. The Door reads the drop file, gets what info it needs, and then does whatever it was programmed to do. When the Door is done doing it's thing, it turns control back over to the BBS.

Each door wants to be setup in it's own special way. Some are fairly simple and some can drive a sysop to fits of mad rage. It would be impossible to give an all-knowing account of how to setup every kind of door known to sysop. There is a general formula, however. The first and most important thing is to figure out which drop file format the door supports. Renegade and the Door must support a common format, otherwise you cannot use the door.

Renegade supports the following drop file types:

DOOR.SYS,DORINFO1.DEF,SFDOORS.DAT,CALLINFO.BBS,PCBOARD.SYS, and CHAIN.TXT

Most modern doors support DOOR.SYS and/or DORINFO1.DEF. If you're given a choice of formats, use DOOR.SYS whenever possible.

The next thing that needs to be figured out is where is Renegade creating the drop file? Each node has to set it's drop file path via the Modem/Node Configuration. If it's not defined, the drop file should be created in the main Renegade directory. It is preferable to use separate drop file directories if you are running a multi-node BBS, as usage the other way can cause many problems if you have multiple players in the same Door at the same time.

For simplicity's sake, we'll assume the drop file is being created in C:\BBS.

Usurper is my door of choice for the following example.

Some doors are picky; they like the drop files to be present in the same directory that the door is being run from. Usurper is one of these; that means I have to get the drop file from Renegade's main directory to Usurper's directory.

```
@echo off
cd \doors\usurper
copy c:\bbs\door.sys
usurper
cd \bbs
```

This copies the DOOR.SYS to Usurper's directory, and then runs the game. Note: Some doors are nice. They have configuration programs that will ask you where the drop file is, and then they'll look for it in whatever directory you pointed it towards. Again, it's important to stress that each door has it's own way of working. Some you're going to have to fiddle with in order to get working, and gods forbid you ever have to worry about setting a door up for multi-node use. Okay, now to actually make the BBS run the game. By this time I've read through Usurper's documentation and I'm sure I've got it configured correctly. After that, I add the menu command to invoke it. The command looks something like this:

```
Menu filename: ONLINE
Command #12 of 30

1. Long descript :(1) Usurper
2. Short descript:(1) Usurper
3. Menu keys      :1
4. ACS required   :""
5. Cmdkeys       :DG
6. Options       :c:\rg\usurp.bat
   Flags         :None
Q. Quit
```

The Menu Key is 1; that means I press 1 in order to run this command. The CmdKey is DG, which tells Renegade to generate a DOOR.SYS (For the full list of which CmdKeys generate which drop files, refer to Chapter 10). The option tells Renegade what to run in order to load the door.

The overall effect works something like this; I press 1, Renegade generates DOOR.SYS in it's main directory and then runs usurp.bat. If everything is configured correctly, Usurper comes up, I spend 15 minutes committing vile acts of darkness, the BBS reloads, and I find another game to play.

If your BBS is multi-node, perhaps you would like the users on the other lines to know when someone is in a game when they perform a who's online. This is a fairly simple process to perform. Remember that Renegade allows you to perform multiple menu functions with a single keystroke. This allows for some interesting uses like is described here. To perform this, add a menu item with the same menu key as Usurper before the one that actually executes the Usurper Door, otherwise it will not be executed until you exit Usurper.

```
Command #11 of 30

1. Long descript :(1) Usurper
2. Short descript:(1) Usurper
3. Menu keys      :1
4. ACS required   :""
5. Cmdkeys       :NW
6. Options       :Usurper
   Flags         :(H)idden
Q. Quit
```

If you do not make this command hidden, it will display when you do a /? And there is no help file available for this menu.

Appendix A - Changing Colors

There are two easy ways of changing colors in Renegade. The first method is usable almost everywhere in Renegade. When you're where you want to change to another color, press [Ctrl-P] and then enter a number from 0-9. [Ctrl-P] is actually a macro type of key, because when you do hit [Ctrl-P], a ^ appears. The ^ is the actual, better way to change the colors. From then on, the color will be the one you set with the last command. It will stay the same color until the color is changed again by either the system or by another color code sequence.

Note: Just because the [Ctrl-P] key sequence does not produce the "^", doesn't mean you cannot change the color. Simply enter the "^" yourself.

Note: As of 4-05 Exp, pressing [Ctrl-P] then the number will produce the string. i.e. [Ctrl-P] 1 will produce "^1". In previous versions, the color change was instant and the user never saw the ^# part of the string.

Another way that can be used is called the Pipe System. Where you want to change the color, enter a "|nn" (without quotes). The nn is a number between 00 and 23. (two digits *must* be used.). The first 16 colors (00-15) affect the foreground color, and the last 8 (16-23) affect the background color. The colors are as follows: (Br = Bright, Dk = Dark)

00: Black	08: Dk Grey	16: Black
01: Blue	09: Br Blue	17: Blue
02: Green	10: Br Green	18: Green
03: Cyan	11: Br Cyan	19: Cyan
04: Red	12: Br Red	20: Red
05: Purple	13: Br Purple	21: Purple
06: Brown	14: Yellow	22: Brown
07: Grey	15: Br White	23: White

Note: On some cases, if you have used the ^# method of changing colors and the color you changed to with the ^ was flashing, you might have to enter another non-flashing ^ code before you enter a pipe code.

Appendix B - MCI Codes

MCI Codes are display variables. Some change from caller to caller, some change when the Sysop makes a configuration, and some change when a user does something online. An MCI code represents a piece of information. When Renegade sees the MCI code, it translates the code, and displays the relevant piece of information.

Account Balance	%AB
User's Address	%AD
Aborting Off	%AO
Baud Rate	%BD
BBS Name	%BN
BBS Phone	%BP
Clear Screen	%CL
Current Message Number	%CM
Current Conference Name	%CN
Credits	%CR
Current Conference Tag	%CT
User Defined Answer #1	%D1
User Defined Answer #2	%D2
User Defined Answer #3	%D3
Date	%DA
Debits	%DB
Daily Download Limit	%DD
Delay	%DE
Display File in MISC Directory	%DFfilename.ext%
User's Kilobytes Downloaded	%DK
User's Number of Files Downloaded	%DL
User's Download Security Level	%DS
Time of Day (morning, night, etc)	%DT
Date of Subscription Expiration	%ED
Days Left Until Expiration	%EX
User's E-mail Sent	%ES
User's E-mail Waiting	%EW
Current File Base Number	%F#
Current File Base Name	%FB
User's First Date On	%FD
Free Kilobytes in Current File Area	%FK
User's First Name	%FN
Mr. or Ms. by Gender	%GN
Highest Message Number Available	%HM
Illegal Logons	%IL
Daily Download Limit (in kilobytes)	%KD
U/D Ratio (in kilobytes)	%KR
User's Last Call Date	%LC
Line Feed	%LF
User's Last Name	%LN
User's Location (City/State)	%LO
Current Message Base Number	%M#
Current Message Base Name	%MB
Time Left (in minutes)	%ML
Minutes Online Thus Far	%MO

Messages Remaining to Read	%MR
Node Number	%ND
U/D Ratio (in files)	%NR
User's Terminal Emulation	%O1
User's Screen Size	%O2
User's Screen Clearing Toggle	%O3
User's Full Screen Editor Toggle	%O4
User's Screen Pausing Toggle	%O5
User's Hotkey Toggle	%O6
User's Expert Toggle	%O7
User's Mail Forwarding	%O8
User's Color Screen Toggle	%O9
Pause	%PA
Post/Call Ratio	%PC
User's Data Phone Number	%PD
Pausing Off	%PO
User's Number of Posts	%PS
User's Voice Phone Number	%PV
User's Password	%PW
Batch Queue - Download #	%QD
Batch Queue - Upload #	%QU
User's Real Name	%RN
Sysop Defined Category #1	%S1
Sysop Defined Category #2	%S2
Sysop Defined Category #3	%S3
Total System Callers	%SC
User's Security Level	%SL
Sysop Name	%SN
User's Gender	%SX
User's Time Bank Time Added Today	%TA
User's Time Bank Time	%TB
User's Total Calls	%TC
User's Number of Downloads Today	%TD
Time	%TI
User's Kilobytes of Downloads Today	%TK
User's Time Left	%TL
User's Time on Today	%TO
User's Total Time On	%TT
Total Users	%TU
User's Age	%UA
User's Birth Date	%UB
User's Calls Today	%UC
User's Kilobytes Uploaded	%UK
User's Number of Files Uploaded	%UL
User's Handle	%UN
User's Account Number	%UU
Renegade Version	%VR
User's Zip Code	%ZP

SPECIAL MCI CODES

Some single character MCI codes are used outside of what the remote user would see. These are used in Doors, Protocols, and Archivers, and other special places. Here is a list of them:

%A	Actual Baud Rate
%B	Baud Rate Reported (Locked, if active.)
%C	Archive Comment (Archivers only)
%C	COM Port Hex Address (Protocols only)
%D	Download File List
%E	COM Port IRQ
%F	File to be Processed
%G	Graphics (0=Off, 1=On)
%I	Filenames
%K	Complete Name and Path of the Current File Bases *.DIR File.
%L	Log File (Protocol)
%M	Main Renegade Directory
%N	Node Number
%O	Door Drop File for Current Node
%P	COM Port Number
%R	Current User's Real Name
%T	Time Left
%U	Current User's Handle
%1	Current User's Real First Name
%2	Current User's Real Last Name
%#	User Number

In ACTIONS.LST ONLY, the following MCI codes are applicable.

%G	Will display His/Her based on the sender's gender.
%H	Will display Him/Her based on the sender's gender.

In QUOTE SECTION OF STRING.DAT ONLY, the following MCI codes are applicable.

@F	User the message is from.
@T	User the message is to.
@D	Date of the message.
@S	Subject of the message.
@B	Message Base the message was posted on.

If you want to make sure the MCI code displays properly, you can pad and justify it. The command format is like this:

<MCI><Justification command><Length of string>

These are the justification commands:

#x - Centers the MCI in the middle of a string x characters long

Ex: %UN#50

{x - Left Justifies the MCI code

Ex: %UN{50

}x - Right Justifies the MCI code

Ex: %UN}50

Padding limits the amount of characters. For instance, if you pad the string to 20, and what would normally show is 25 characters, only the first 20 would display.

Appendix C - Optional Files

xxx = .ANS, .ASC, .AVT, or .RIP for ANSI, ASCII, AVATAR, or RIP respectively.

2MANYCAL.xxx	Displayed when a user logs on more times than allowed per day.
ACSEA#.xxx	Displayed to users during ACS event number #.
ACSEB#.xxx	Displayed to users refused during ACS event number #.
ACTIONS.xxx	List of available actions for teleconferencing. This is displayed by the /LIST command in Teleconference. Any changes to this file must be made by hand or by a third party utility.
ACTIONS.LST	This is the file containing the action list commands for teleconferencing. Any changes to this file must be made by hand or by a third party utility.
ARLEVEL#.xxx	Displayed to users with AR flag # set.
AUTOVAL.xxx	Displayed when users password validate themselves.
BATCHUL.xxx	Displayed before batch upload protocol is selected.
BATCHUL0.xxx	Displayed when batch upload is select with 0 files in the queue.
BBSEH.xxx	BBS Listing extended header.
BBSET.xxx	BBS Listing extended trailer.
BBSME.xxx	BBS Listing middle extended.
BBSMN.xxx	BBS Listing middle normal.
BBSNH.xxx	BBS Listing normal header.
BBSNT.xxx	BBS Listing normal trailer.
BDAY.xxx	Displayed on the user's birthday.
BDYS.xxx	Displayed if the user has had a birthday since their last call.
BULLETIN.xxx	Menu ANSI displayed during logon or by the OS CmdKey.
CHATEND.xxx	Displayed when exiting chat with the Sysop.
CHATINIT.xxx	Displayed when entering chat with the Sysop.
CHATOVR.xxx	Displayed if user has chat override ACS and Sysop not available.
COLOR.xxx	Color help file for inside message editor.
CONF#.xxx	Displayed after joining conference #. (# = @, A-Z)
CONFLIST.xxx	Displayed in place of internal conference listing.
DLBMAX.xxx	Can't flag: Batch would exceed upload/download ratio.
DLBTMAX.xxx	Can't flag: Batch would exceed max downloads per day.
DLHOURS.xxx	Displayed during hours when downloading isn't allowed.
DLMAX.xxx	Can't download: Exceeded upload/download ratio.
DLTMAX.xxx	Can't download: Exceeded max downloads per day.
DLOAD.xxx	Displayed before downloading a file.
DOSHELP.xxx	Renegade's DOS emulator help file.
DSL###.xxx	Displayed to users of Download Security Level ###.
FSHELP.xxx	Full screen message editor help file.
GOAWAY.xxx	Displayed when user attempts to chat with the Sysop more than allowed times.
HANGUP##.xxx	Displayed when you hang up with the HANGUPxx option.
LASTH.xxx	Last Caller header.
LASTM.xxx	Last Caller middle.
LASTT.xxx	Last Caller trailer.
LOGOFF.xxx	Displayed when the user is logged off.
LOGON#.xxx	Displayed after the user logs on, in sequence. (# = 1-9)
MULTILOG.xxx	Displayed if a user tries logging in while on another node.
NETMHELP.xxx	Displayed right after a user selects to send NETMAIL.
NEWAPP.xxx	Displayed right before new user application email sent.
NEWLET.ASC	Letter sent to new users.
NEWUSER.xxx	Displayed to new users.
NOACCESS.xxx	Displayed if a user doesn't have access to a menu.

NOBAUD.xxx	Displayed to callers who call in at less than the minimum baud.
NOBAUDH.xxx	Displayed to low baud callers who call outside low baud times.
NOCREDS.xxx	Displayed to users without credits at logon.
NODELH.xxx	Node Listing header.
NODELM.xxx	Node Listing middle.
NODELT.xxx	Node Listing trailer.
NONEWUSR.xxx	Displayed when system refuses new users.
NONODE.xxx	Displayed when user doesn't have the ACS to log on to that node.
NOSHUTT.xxx	Displayed when a user has not been validated at shuttle logon.
NOSYSOP.xxx	Displayed when the Sysop didn't answer chat call.
NOTLEFT.xxx	Displayed when a user runs out of time.
NOTLEFTA.xxx	Displayed when user attempt to logon with no time left. NOTE: If either of these files, NOTLEFT or NOTLEFTA exist in your MISC directory, Renegade will not offer to allow a timed out user to withdraw time from their time bank at logon.
ONCEONLY.xxx	Displayed to a user at logon only if the file is new since last logon.
PRELOGON.xxx	Displayed after Copyright notice, before login prompt.
PRESHUTL.xxx	Displayed before the shuttle menu
PRHELP.xxx	Message Editor help file.
PROTBDL.xxx	Protocols Listing - Batch Download.
PROTBUL.xxx	Protocols Listing - Batch Upload.
PROTRES.xxx	Protocols Listing - Resume Protocols.
PROTSDL.xxx	Protocols Listing - Single Download.
PROTSUL.xxx	Protocols Listing - Single Upload.
PWCHANGE.xxx	Displayed when forcing a password change.
REQFILE.xxx	Displayed when an offline file is requested for download.
REVENT#.xxx	Displayed when system event number # is approaching.
SL###.xxx	Displayed to users of Security Level ###.
TELECONF.xxx	Displayed when users first enter Teleconferencing.
TELEHELP.xxx	Displayed as help file in Teleconferencing.
TERMINAL.xxx	Displayed before asking terminal emulation type.
TIMEDOUT.xxx	Displayed when the user times out.
TRASHCAN.TXT	This is the bad user list. User names in this list will not be able to log on to the BBS as new users or existing ones.
UPLOAD.xxx	Displayed before uploading a file.
USER###.xxx	Displayed to user number ###.
USERH.xxx	User Listing header.
USERM.xxx	User Listing middle.
USERT.xxx	User Listing trailer.
WELCOME#.xxx	All welcome # Files will be displayed in sequence. (# = 1-9)
WRNGBDAY.xxx	Displayed to a user that fails the birth date check.
YESBAUDH.MSG	Displayed when 300 baud caller calls during 300 baud times.
YOURINFO.xxx	Displays information about the user. NOTE: Formerly this file was displayed by the OY command key in place of the default screen. However, as of Renegade v5-11 Exp, the OY command key has been removed. Copy the YOURINFO.ASC included in this archive to your MISC directory and change OY to -F in all your menus, and change #6. Options to say YOURINFO.

Renegade looks for certain extensions when displaying files out of the MISC directory. Which file is displayed depends on the file extension and the users emulation. The extensions are defined as follows:

- ASC** This generally denotes a plain text file. It can contain color codes, which are displayed to users in any emulation mode.
- ANS** This denotes a file saved in ANSI and will be displayed to users who have ANSI emulation or above.
- AN1-AN9** If a file with the extension of .AN1 exists, Renegade will pick and display a random file. For example; During the logon sequence, WELCOME.ANS is displayed. If WELCOME.AN1 exists, Renegade will randomly choose which file to display. This can go on from AN1 to AN9, allowing you to define up to ten files (ANS counts as well) of which Renegade will choose and display one of them.
- A0S-A6S** These files are displayed on different days of the week, ranging from 0:Sunday to 6:Saturday. They can be used in conjunction with the random files, too. (WELCOME.A01 for example, means the first random ANSI displayed on Sundays).
- AVT** This denotes a file saved in Avatar, and will be displayed to users who have Avatar emulation or above. If a user selects Avatar as their emulation, and no .AVT files exist, Renegade will fall back and display ANSI files instead. If no .ANS files are found, it will fall back to .ASC.
- AV1-AV9** Avatar follows the same guidelines for random files that ANSI does, only with AV1-AV9 as the valid extensions.
- RIP** This extension denotes a file saved in RIP format (see Glossary of Terms). RIP files are forced to display, even in expert mode. If a user selects RIP as their emulation, and no .RIP files exist, it will fall back to Avatar, then ANSI, and then to .ASC if necessary.
- RI1-RI9** RIP follows the same guidelines for random files that ANSI does, only with RI1-RI9 as the valid extensions.

Appendix D - Order of Logons

Order of Normal Logon

The following is the order in which files and strings are displayed in a normal logon.

If Logging on from the Shuttle Menu:

1. PRESHUTL.xxx (If Available) After user selects to logon, or if user uses any commands that require him/her to login with their information.
2. Enter Name or User Number
3. Enter Password
4. Enter Phone Number (Toggle)
5. Enter Birthday (After a definable # of logons)
6. Renegade Logo and Copyright Information
7. PRELOGON.xxx (If Available)
8. WELCOME.xxx (If Available) or WELCOME#.xxx where # = 1-9, in sequence. (For all available) (NOTE: If WELCOME#.xxx is available, WELCOME.xxx will not be displayed)
9. LOGON.xxx (If Available) LOGON#.xxx where # = 1-9, in sequence. (For all available) (NOTE: If LOGON#.xxx is available, LOGON.xxx will not be displayed)
10. Last Few Callers (Toggle)
11. SL###.xxx (If Applicable, and If Available)
12. DSL###.xxx (If Applicable, and If Available)
13. ARLEVEL#.* (If Applicable, and If Available)
14. USER###.* (If Available)
15. ONCEONLY.* (If Applicable, and If Available)
16. BDAY.* or BDYS.* (If Applicable, and If Available)
17. AutoMessage (Toggle)
18. User Information Screen (Toggle)
19. "New bulletins: ###,###,etc. Read them?" (Toggle, and If Applicable) If User selects to view updated bulletins
20. BULLETIN.*
21. "You have not voted..." (If Applicable)
22. "<name> replied to <subject> on <date>" (If Applicable)
23. "You Received XXX file points..." (If Applicable)
24. "Read Your Email?" (If Applicable)
25. Forced Password Change (Definable, displays PWCHANGE.xxx if available) If Startout Menu specified, go to the Startout Menu. If nothing specified in Startout Menu:
26. MAIN.MNU

If Not Logging on from the Shuttle Menu:

1. Renegade Logo and Copyright Information
2. PRELOGON.xxx (If Available)
3. Enter Name or User Number
4. Enter Password
5. Enter Phone Number (Toggle)
6. Enter Birthday (After a definable # of logons)
7. WELCOME.xxx (If Available) or WELCOME#.xxx where # = 1-9, in sequence. (For all available)
(NOTE: If WELCOME#.xxx is available, WELCOME.xxx will not be displayed)
8. LOGON.xxx (If Available) LOGON#.xxx where # = 1-9, in sequence. (For all available) (NOTE: If LOGON#.xxx is available, LOGON.xxx will not be displayed)
9. Last Few Callers (Toggle)
10. SL###.xxx (If Applicable, and If Available)
11. DSL###.xxx (If Applicable, and If Available)
12. ARLEVEL#.* (If Applicable, and If Available)
13. USER###.* (If Available)
14. ONCEONLY.* (If Applicable, and If Available)
15. BDAY.* or BDYS.* (If Applicable, and If Available)
16. AutoMessage (Toggle)
17. User Information Screen (Toggle)
18. "New bulletins: ###,###,etc. Read them?" (Toggle, and If Applicable) If User selects to view updated bulletins
19. BULLETIN.*
20. "You have not voted..." (If Applicable)
21. "<name> replied to <subject> on <date>" (If Applicable)
22. "You Received XXX file points..." (If Applicable)
23. "Read Your Email?" (If Applicable)
24. Forced Password Change (Definable, displays PWCHANGE.xxx if available). If Startout Menu specified, go to the Startout Menu. If nothing specified in Startout Menu:
25. MAIN.MNU

Order of New User Logon

The following is the order in which files and strings are displayed when a user applies for access. If Refuse New User is on and the Shuttle Menu is off.

1. NONEWUSR.xxx (If Available) and System drops carrier. If Refuse New User is Off (Shuttle Menu setting is irrelevant)
2. Prompt for New User Password (If Available, Definable). If New User Password is incorrect after 3 attempts
3. NONEWUSR.xxx (If Available) and System drops carrier. If New User Password is correct, or not defined
4. NEWUSER.xxx
5. Question Sequence (17 new-user questions)
 - a. User name or alias
 - b. Real name
 - c. Country Calling From
 - d. Street address
 - e. City, State
 - f. Zip code
 - g. Voice phone number
 - h. Gender
 - i. Birth Date
 - j. Sysop Defined Question #1
 - k. Sysop Defined Question #2
 - l. Sysop Defined Question #3
 - m. Screen Width
 - n. Screen Length
 - o. Screen Clearing
 - p. Screen Pausing
 - q. Password
6. NEWINFO.MNU, User saves information
7. NEWLET.ASC sent to user (If Available)
8. NEWUSER.INF (If Available)
9. NEWAPP.* (If New User Letter to the Sysop is Enabled)
10. New User Letter to the Sysop (If enabled). If the Shuttle Menu is turned on.
11. User is dropped back at the Shuttle Menu. If the Shuttle Menu is turned off.
12. "Read Your Email?" (If applicable). If Startout Menu specified, go to the Startout Menu.
13. MAIN.MNU

Appendix E - Common Modem Initialization Strings

In these days of high-speed modems, it goes without saying; Turn the Com Port locking on. It also goes without saying that you need a 16550 UART. Lock the Port at it's maximum baud rate in Renegade, as well as via your FOSSIL driver (refer to your FOSSIL drivers documentation for instructions on doing so). Be forewarned when locking your port at 115200, there's a chance that some older doors won't work. They were originally programmed with 57600 as the highest baud rate, and the extra character will throw it off. I recommend setting 57600 as your locked rates in everything.

This list of initialization strings is by no means comprehensive. If you have anything to contribute to it, please send all additions to pctech@mybellybutton.com.

For All Hayes Compatible Modems

- 4. **Modem answer:** ^ATA|
- 5. **Modem hangup:** +++~^ATH0|
- 6. **Modem offhook:** ^ATH1M0|
- 9. **CTS/RTS flow:** On
- A. **XON/XOFF flow:** Off

Generic 2400 Baud

- 1. **Maximum baud rate:** 2400
- 3. **Modem init:** ATV1S0=0&C1&D2M0E0|
- 7. **COM port locking:** Off

Generic 14.4k / 9600 Baud

- 1. **Maximum baud rate:** 57600
- 3. **Modem init:** atn3&k3&q5v1&c1&d2x4s0=0h0e0w2|
- 7. **COM port locking:** On

Boca 28.8 Vfc

- 1. Maximum baud rate:** 57600
- 3. Modem init:** ATZ|
- 7. COM port locking:** On

There are a few extra things that need to be done in order to get this modem to work. Load your favorite terminal program, and following the steps below in order.

- Step 1.** AT&F
- Step 2.** AT&C1&D2S0=0S95=3S11=55
- Step 3.** AT&W

That should get you something close to this:

ACTIVE PROFILE:

```
B1 E1 L1 M1 N1 P Q0 V1 W1 X4 Y0 &C1 &D2 &G0 &J0 &K3 &Q5 &R1 &S0 &T4 &X0 &Y0
S00:000 S01:000 S02:043 S03:013 S04:010 S05:008 S06:002 S07:020 S08:002
S09:006 S10:014 S11:060 S12:050 S18:000 S25:000 S26:001 S36:007 S37:018
S38:020 S44:020 S46:138 S48:007 S95:003
```

STORED PROFILE 0:

```
B1 E1 L1 M0 N1 P Q0 V1 W1 X4 Y0 &C1 &D2 &G0 &J0 &K3 &Q5 &R1 &S0 &T4 &X0
S00:000 S02:043 S06:002 S07:020 S08:002 S09:006 S10:014 S11:060 S12:050
S18:000 S36:007 S37:000 S40:105 S41:135 S46:138 S95:003
```

Then leave your initialization string in Renegade at ATZ|.

** Submitted by: Charles Bowman*

Cardinal 28.8i

- 1. Maximum baud rate:** 57600
- 3. Modem init:** AT&FE0M0&S1S95=3H0|
- 7. COM port locking:** On

** Submitted by: Carlton Griffin*

Cardinal 28.8/33.6 MVP288IS

- 1. Maximum baud rate:** 57600
- 3. Modem init:** AT&FE0M0&S1S95=3#CID=1H0|
- 7. COM port locking:** On

** Submitted by: Carlton Griffin*

Hayes 28.8k

1. **Maximum baud rate:** 115200
3. **Modem init:** ATH0Z0| *
7. **COM port locking:** Off

For the Hayes 28.8, you have to program your modem's volatile memory before hand. To do such, press [TAB] in Renegade to talk to modem and enter:

```
AT&F [ENTER]
ATW2S95=46 [ENTER]
AT&W0 [ENTER]
```

I have only been able to get it working with X00.SYS by locking the port at 38400 through the FOSSIL and leaving Renegade unlocked.

Suprafax 14.4k v.32bis

1. **Maximum baud rate:** 57600
3. **Modem init:** at&f2v1&c1&d2x4s0=0h0e0w2|
7. **COM port locking:** On

USRobotics 28.8 v.34

1. **Maximum baud rate:** 57600
3. **Modem init:** ATHMES25=0S0=0|
7. **COM port locking:** On

* *Submitted by: Tom Marks*

Zoom 14.4k

1. **Maximum baud rate:** 57600
3. **Modem init:** at&f&c1&d2v1m0s0=0s95=3|
7. **COM port locking:** On

Zoom 28.8k

1. **Maximum baud rate:** 57600
3. **Modem init:** at&c1&d2&k3h0m0e0v1w2|
7. **COM port locking:** On

Appendix F - Renegade Under OS/2 Warp 3 or Warp 4

The following instructions go into detail about how to configure your OS/2 system for optimum performance. Once configured properly, Renegade runs very well under OS/2.

The following topics are covered:

- General Tips and Information
- Tame
- SIO
- The Work Place Shell (WPS)
- Filebar
- Creating a Telnet Node
- Transfer Protocols
- Running OS/2 Programs with Renegade

In several places in this document I reference my system for locating various programs. Please note the following information for contacting me and accessing my system:

E-mail: lotl2@steelcity.net
Netmail and FREQ addresses: 1:129/230@fido.org
50:530/1@RGSNet
BBS #: 412-746-3592

If you are unable to FREQ a file from me, for whatever reason, and you have access to Internet e-mail, feel free to e-mail me and ask that I send you the file. I will be more than happy to send you whatever files you need.

What You Need

Before you begin, there are two things you will need:

Ray Gwinn's superb FOSSIL driver, SIO. It can be found on any good OS/2 BBS or at the author's World Wide Web site at <http://www.gwinn.com>. It can also be obtained from my system via File REQuest as SIO. As of this writing, the latest version is v1.60d. SIO is shareware.

A program to free up "time slices" for OS/2 while Renegade is idle. I use and highly recommend Tame, by David G. Thomas. It can be found on the Internet at <ftp://hobbes.nmsu.edu/pub/dos/tame333.zip>. It can also be found at any good OS/2 BBS, including mine, requestable as TAME. As of this writing, the latest version is 3.33. TAME is shareware.

General Tips and Information

Following are some basic tips on how OS/2 functions and how to improve its performance. OS/2 has a CONFIG.SYS and an AUTOEXEC.BAT just like DOS. However, the CONFIG.SYS is used exclusively for OS/2 applications. OS/2 applications *do not* see any of the settings in the AUTOEXEC.BAT.

The AUTOEXEC.BAT is used exclusively for DOS applications. This is very convenient for DOS applications, because if they require changes in the AUTOEXEC.BAT, you do not have to reboot for the changes to take effect. Simply make the changes, exit the DOS session, and open a new one. Programs such as device drivers for DOS applications can be loaded in the DOS_DEVICE settings for the app (see below).

If configured properly, device drivers for OS/2 sessions also apply to DOS sessions. For example, if you can use your mouse in an OS/2 session, you can probably use it in a DOS session without having to load a mouse driver. The same goes for CD-ROMs and network drivers.

File sharing capabilities are part of OS/2. It does not require SHARE.EXE to be loaded.

OS/2's method of un-deleting files requires the environment variable DELDIR to be set. DOS undelete programs sometimes work on FAT partitions, but they do not work on HPFS partitions.

If you are unsure what an OS/2 command or error message means, type "help <error>" or "help <command>" for help on that command. This is useful for unspecific error messages and for finding out what all those commands mean in your CONFIG.SYS.

By default, OS/2 verifies the writing of every file to your drive. This is secure, yes, but time consuming, especially for disk intensive applications, such as mail tossing. I recommend turning off VERIFY for at least your mail tossing batch files.

The DELDIR environment variable slows down mail tossing as well. I suggest making sure DELDIR is not set for your mail tossing batch files.

DOS batch files have the extension .BAT.
OS/2 batch files have the extension .CMD.

If a .CMD file starts with "/*", OS/2 considers it a REXX program, and will not treat it as a normal batch file.

OS/2 batch programming is the same as DOS batch programming.

High Performance File System (HPFS) drives are much faster and more reliable than File Allocation Table (FAT) drives. HPFS drives can be accessed from all sessions under OS/2. However, without the use of a third party driver, HPFS drives can not be accessed when running straight DOS. With that in mind, if you are planning on running OS/2 most of the time, you might want to consider using an HPFS partition and leave a small FAT partition for when you need to use DOS. Also keep in mind that HPFS requires more memory than FAT. All programs, especially mail tossing programs, love a disk cache. OS/2's FAT cache is defined in the CONFIG.SYS with the "DISKCACHE" line. OS/2 HPFS cache is defined with the CACHE statement usually located right after your HPFS driver (usually at the top of your CONFIG.SYS). The FAT cache is limited to 7 megs and the HPFS cache is limited to 2 megs.

You want be careful with using the command EXIT in batch files. It will close the session, whether it is OS/2 or DOS. In some cases, this is desirable. In most, it is not.

SIO

I highly recommend at least browsing the documentation for SIO before continuing. However, the documentation may be a bit overwhelming at first, especially for the novice. So I am including the basics required to get SIO installed and working properly.

First, extract the SIO archive into a directory of its own. Then run INSTALL. The installation program will locate and REM out the lines in your CONFIG.SYS that load the default COM drivers and insert two lines that will load SIO. In most cases, this is all you need to install SIO. However, in some instances, SIO may not work properly without a little intervention on your part. So, after installing SIO, close all your

programs and shutdown and restart OS/2. While OS/2 is booting up, watch for the SIO logo and take note what messages it displays. It should display what COM ports it found and loaded support for, and if you have a serial mouse, it should say "Not using COM port - the mouse has it" for that COM port. If SIO did not detect everything, or you want to configure SIO further, edit your CONFIG.SYS and locate the following lines:

```
DEVICE=<directory>\SIO.SYS
DEVICE=<directory>\VSIO.SYS
```

If SIO did not detect everything or install properly verify the lines for COM.SYS and VCOM.SYS have been REMed out. If you have a serial mouse, and SIO did not detect it, verify the VMOUSE.SYS, POINTDD.SYS, and MOUSE.SYS are located in your CONFIG.SYS before the lines for SIO. Be careful not to change the order of these three drivers. If they are loaded in the wrong order, you will lose your mouse support. If you have a COM port SIO did not detect, it is probably because the port is on a "non-standard" IRQ and address. To tell SIO where it is, add this to the "SIO.SYS" line:

```
(COMx,ADDRESS,IRQy)
```

Where COMx is the COM port, address is the Hex address for the port, and IRQy is the IRQ for the port.

Example: DEVICE=C:\SIO\SIO.SYS (COM3,3E8,IRQ2)
Would tell SIO to look for COM3 at IRQ 2, address 3E8.

If you want SIO to lock your ports to a certain rate add a colon after the COMx entry followed by the locked rate.

Example: DEVICE=C:\SIO\SIO.SYS (COM1:57600)

By default, once a session is using a COM port, another session can NOT access it. To configure SIO to allow multiple access to the COM port. Add a dash (-) in the fourth parameter for that COM port.

Example: DEVICE=C:\SIO\SIO.SYS (COM1,,, -)

For further information on SIO, please refer to SIOUSER.TXT and SIOREF.TXT included in the SIO distribution archive.

TAME

The primary function of TAME is to force Renegade to release CPU cycles to the system when Renegade is idle so that other programs can run normally. TAME has a *LOT* of configuration options, and it is easy to be overwhelmed by them all. The basic options are all that are needed, as we will show.

First, at least browse the TAME documentation. Second, add the following line to your batch file(s) that load

Renegade:

```
<pathname>\TAME /I <1, 5, or 9>
```

The higher the number is, the more aggressive TAME will be on Renegade. I suggest starting at 5, and if you find that Renegade is running fine, but everything else slows down, change it to 9. If 5 makes Renegade too slow, change it to 1. For further information on TAME, please see TAME.DOC in the TAME distribution archive.

The Work Place Shell

OS/2 Warp by default uses a program called the Work Place Shell (WPS), which is basically your desktop. It allows you to have icons, dragging and dropping icons, and quite a bit more. It, however, also uses a lot of memory. So, if you do not have at least 16 megs of memory, I recommend you use a replacement shell, such as Filebar by Eric A. Wolf. It is not as pretty, nor does it allow as many options

as the WPS does. But it uses significantly less memory, and, on low memory environments, it will improve performance immensely.

Filebar can be found on the Internet at any good OS/2 BBS, requestable as FILEBAR. It can also be found on the Internet at <ftp://hobbes.nmsu.edu/pub/os2/shell/fileb205.zip>. As of this writing, the latest version is 2.05. Filebar is Shareware.

I am including instructions for settings up Renegade using both the WPS and Renegade.

If You Use the WPS

The first thing you need is an icon for Renegade. To create an icon, open your templates folder. Find the "Program" icon, right click on it, and drag a copy of it to your desktop. Once you "drop" it, the properties for your new Icon will display for you to configure.

In the path and filename field, type in the path and filename of the batch file you use to run Renegade, or the path to your RENEGADE.EXE if that is how you run it. If you need to include parameters for the filename, place them in the "Parameters" field. You can set the "Working directory" to your Renegade directory, or your mailer directory (if you use a mailer), or you can just leave it blank.

At this point, click on the "Session" tab on the right side of the "Program - Settings" window. OS/2 should automatically detect that the program is a DOS program, and it will gray out non-applicable options. Renegade runs best in a DOS full screen (but it can be run in a window), so choose "DOS Fullscreen". Then click on the "DOS Settings" button. Click on the "okay" to list all DOS settings. You should now see a very long list of DOS settings. One of the great things about OS/2 is you can customize settings to the extreme. However, for the novice, it can be very overwhelming. So I'm just going to list those that are relevant and their associated settings. You will probably need to fine-tune these for your system, since every system is different. But this will provide a good start for you.

DOS_AUTOEXEC	The batch file you use to run Renegade.
DOS_BACKGROUND_EXECUTION	On
DOS_BREAK	On
DOS_DEVICE	<path to OS/2>\MDOS\ANSI.SYS (ANSI driver) <path to SIO>\VX00.SYS (FOSSIL driver)
DOS_FILES	Set to at least 40.
DOS_HIGH	On
DOS_UMB	On
EMS_MEMORY_LIMIT	Set to 512 if you have memory to spare and you have Renegade set to use it's overlay in EMS.
IDLE_SECONDS	This needs customized for your system. I suggest 30, but I have mine set to 60. If Renegade seems "jerky" and does not respond well, this may be too low.
IDLE_SENSITIVITY	This too needs customized for your system. I suggest 50, which is what I use. If Renegade is not responding well, this may be too low.
INT_DURING_IO	On
SESSION_PRIORITY	32. If this causes the rest of your system to slow down noticeably, set it to a lower value.
SIO_Allow_Access_COMx	Turn on for the COM port Renegade will be using. Turn off for the COM ports it will not be.
SIO_Idle_Sensitivity	This needs customized for your system. I suggest starting at 50 and start lowering it. If your ANSI screens start slowing down, it may be too low. The most effective setting seems to be 30.
VIDEO_FASTPASTE	On. This will help for pasting to Renegade from the clipboard.
XMS_MEMORY_LIMIT	Set to at least 1024. Use 2048 if you have memory to spare. This and EMS_MEMORY_LIMIT may need customized if you have door programs that like specific types of memory available.

Now click on "save" to save the settings. Then click on the "General" tab on the right to bring up the "General" settings. You can now name your icon. If this will be the only Renegade node, you might want to just call it Renegade". If it is going to be one of multiple nodes, call it "Renegade Node #1". If you are going to use multiple nodes, put a check mark in "template". Once it is a template you can drag copies off of it, like you did to create this, and it will have the exact same settings. You will only have to change the filenames, the name of the icon, and the DOS_AUTOEXEC setting. Now double click the upper left-hand corner of the settings window to close the window.

If you want Renegade to start automatically upon boot up, locate your startup folder and drag and drop the Renegade icon into it.

If You Use FileBar

The first thing you need to decide is what menu bar you will put Renegade in. I made a menu bar called "DOS Programs" for it and all other DOS programs I readily access.

Now that you have decided, click on FileBar (left side) and choose "Edit Menus. Navigate to the menu you want to add Renegade to, and click "Add Item". (Please note that it is easier to navigate this configuration screen with a mouse than it is with the tab keys.) Give it a name, such as "Renegade", if you are only running one node, or "Renegade Node #1" if you running multi-node. Renegade runs best in a full screen (but it will run windowed), so choose "DOS FS" under "Item Session Type". In "Pgm Path", put the complete path and filename to Renegade, or the batch file you use to run Renegade. Set "Directory" to the directory name of the batch file. In "Settings", type in the path name you put in "Pgm Path" followed by a filename with the extension .CFG, such as RG01.CFG. (Eg: "D:\RENEGADE\RG01.CFG").

Click on "Settings" to bring up the DOS settings. Click on "Okay" to bring up all the settings. You should now see a very long list of DOS settings. One of the great things about OS/2 is you can customize settings to the extreme. However, for the novice, it can be very overwhelming. So I'm just going to list those that are relevant and their associated settings. You will probably need to fine-tune these for your system, since every system is different. But this will provide a good start for you.

DOS_AUTOEXEC	The batch file you use to run Renegade.
DOS_BACKGROUND_EXECUTION	On
DOS_BREAK	On
DOS_DEVICE	<path to OS/2>\MDOS\ANSI.SYS (ANSI driver) <path to SIO>\VX00.SYS (FOSSIL driver)
DOS_FILES	Set to at least 40.
DOS_HIGH	On
DOS_UMB	On
EMS_MEMORY_LIMIT	Set to 512 if you have memory to spare and you have Renegade set to use it's overlay in EMS.
IDLE_SECONDS	This needs customized for your system. I suggest 30, but I have mine set to 60. If Renegade seems "jerky" and does not respond well, this may be too low.
IDLE_SENSITIVITY	This too needs customized for your system. I suggest 50, which is what I use. If Renegade is not responding well, this may be too low.
INT_DURING_IO	On
SESSION_PRIORITY	32. If this causes the rest of your system to slow down noticeably, set it to a lower value.
SIO_Allow_Access_COMx	Turn on for the COM port Renegade will be using. Turn off for the COM ports it will not be.
SIO_Idle_Sensitivity	This needs customized for your system. I suggest starting at 50 and start lowering it. If your ANSI screens start slowing down, it may be too low. The most effective setting seems to be 30.
VIDEO_FASTPASTE	On. This will help for pasting to Renegade from the clipboard.

XMS_MEMORY_LIMIT

Set to at least 1024. Use 2048 if you have memory to spare. This and EMS_MEMORY_LIMIT may need customized if you have door programs that like specific types of memory available.

Click on "Save" to save the settings. The settings are now saved in the file you set above in the "Settings" field. If you need to modify them at a later date, it may be easier just to edit that file with a text editor.

You should now be back at the "Edit Item Data" screen. If you want this node of Renegade to start up automatically, I suggest putting a check mark in "Launch Item At Start". Now click on "Okay" to finish the settings.

If you want to create a menu item for another node of Renegade, copy the item you just made (from the menu you are now at) and modify it to make all necessary changes. I suggest copying the configuration file

(that you defined in the "Settings" field) that you specified for the previous node and use the copy for this new node so that you have a different .CFG file for every node.

Creating a Telnet Node

Making a Renegade node accessible via the Internet through Telnet is extremely simple with OS/2 and SIO. Actually, SIO deserves most of the credit, because it comes with a program called VMODEM that does all the hard work. What VMODEM does is emulates a COM port over a Telnet connection. The only requirements are having an Internet PPP connection and a "free" COM port in your SIO configuration. What I mean by a "free" COM port is that the unregistered version of SIO only supports four COM ports. You need to have SIO emulate another COM port, and this takes up one of the four ports that SIO supports. To set SIO to emulate a COM port, add the following parameter to your SIO.SYS line in your CONFIG.SYS:

```
(COMx,INTERNET:ADDRESS,NONE:IRQ)
```

Where COMx is the COM port you want SIO to emulate, ADDRESS is the address you want SIO to emulate, and IRQ is the IRQ you want SIO to emulate.

Example: (COM4,INTERNET:2E8,NONE:10)

This will cause SIO to create a virtual COM4 that is available at address 2E8, IRQ 10.

All you have to do is tell Renegade to access that COM port for that node, set the address and IRQ in the modem configuration and you will be good to go. You can also run a mailer on this "virtual" COM port as well. Note that this COM port is *ALWAYS* locked at 57600.

Configuring OS/2 to access the Internet for a PPP connection is beyond the scope of this documentation. However, feel free to Netmail me if you need assistance with your configuration.

Transfer Protocols

The "standard" transfer protocol that is used with Renegade is DSZ. DSZ is an excellent program, however it has one flaw. It was designed to run in a single task DOS environment. Under OS/2, DSZ is a CPU hog and it will make everything else crawl while someone is transferring a file. The only solution to this is to use another transfer protocol.

Fortunately, the company that designed DSZ created another transfer protocol that works very well under OS/2 called FDSZ, which is designed to use a FOSSIL driver. It is a "prototype", but I have never had a problem with it. It can be FREQ from my system, magic name FDSZ. There are differences between FDSZ and DSZ. These include the F, D, handshake, and off commands, (The d (lower case) command is supported.) P, S, and Y parameters. The port command takes a number only. Otherwise, functionality is similar to DSZ.EXE.

Here is my protocol configuration using FDSZ:

```
XModem upload: fdsz %P rx %F
XModem dnlod: fdsz %P sx %F
YModem upload: fdsz %P rb -k %F
YModem dnlod: fdsz %P sk -k %F
ZModem upload: fdsz %P rz -m %F
ZModem dnlod: fdsz %P sz -m %F
ZModem batchU: fdsz %P restrict rz -m
ZModem batchD: fdsz %P -m @%D (note that it will appear as @D)
```

FDSZ has minimal (virtually 0) CPU usage on my system.

Note: Speaking only for myself, I use GSZ from Omen Technologies for my transfer protocols. While most people will tell you that GSZ is just a graphical version of DSZ, I've found that using it under OS/2 does not lag my system. There is one further advantage, GSZ uses the same command lines that DSZ does. When I changed from DSZ to GSZ, all I did was rename GSZ.EXE to DSZ.COM.

Running OS/2 Programs

32-bit OS/2 programs run significantly faster than their 16-bit DOS or 32-bit DOS counterparts. With this in mind, you may want to use an OS/2 program in conjunction with Renegade. But you are probably wondering "How can I do that when Renegade is a DOS program and OS/2 programs do not run from DOS sessions?" One option is to use a program by Hank Kelder called HSTART. HSTART can spawn OS/2 and DOS windows from OS/2 and DOS windows. You can obtain HSTART off of the Internet at <ftp://hobbes.nmsu.edu> in /pub/os2/util/system/hstart05.zip. You can also FREQ it from my system as HSTART05.ZIP. HSTART comes with a utility called HWAIT, which allows simple "signaling" between sessions. HWAIT can be used to send a signal to HSTART or to another HWAIT that is waiting for a signal. HWAIT can also be used to wait for a signal from another HWAIT. The signals can be named or unnamed.

To use HSTART and HWAIT the most efficient way, place them in a directory in both your OS/2 path and DOS path. With that in mind, generally there are three ways HSTART is used in a DOS session:

1. To spawn an OS/2 application from a DOS session and the DOS session continues without pause.
2. To spawn an OS/2 application from a DOS session and pause the DOS session until an unnamed HWAIT signal is received from the spawned session.
3. To spawn an OS/2 application from a DOS session and pause the DOS session until a named HWAIT signal is received from the spawned session.

Each method has its advantages and disadvantages. Therefore one may be preferred over another, depending upon the situation. Here are examples for each method:

1. Whenever Renegade exits and there is unsent mail, you want to automatically spawn an OS/2 session to run your OS/2 native mail processing sequence (such as CDRMAIL/2 and FastEcho/2). In this case, your batch file would have lines similar to this in it:

```
<export mail sequence>  
HSTART /FS C:\BATCH\SCANMAIL.CMD  
<continue batch file>
```

2. You want to run the OS/2 version of a door program. In this case, you do not want the DOS session to continue until the OS/2 session is complete. You only one run node so there is no possibility of another node running the same door and getting their signals crossed. Your batch file that Renegade calls would include a line similar to this:

```
HSTART /FS /WAIT C:\BATCH\LOD.CMD
```

The batch file "LOD.CMD" would have:

```
CD \DOORS\LOD  
LOD.EXE <parameters>  
HWAIT  
EXIT
```

Same scenario as above except you are running a multi-node system. Your batch file that Renegade calls would include something similar to this:

```
HSTART /FS C:\BATCH\LOD.CMD  
HWAID /W:LOD
```

The batch file "LOD.CMD" would have:

```
CD \DOORS\LOD  
LOD.EXE <parameters>  
HWAIT /S;LOD  
EXIT
```

For named signals for multi-node systems, you might want to have Renegade pass the node number that is calling to the batch file, and have the node number as part of the name for the signal. Just remember you will also have to pass that node number to the batch file that is being called so that HWAIT can send the properly named signal.

Please note that is easiest to have HSTART spawn a batch file instead of the program directly, and that the path to the batch file is usually required. When HSTART spawns a session, it searches the root directory

of your boot drive, and then the PATH, for the file it is spawning. It does not search the path HSTART is called from unless that path is in the PATH statement.

For further details on HSTART and HWAIT, please refer to the documentation included in the distribution archive for HSTART.

Written by Charles D. Gaefke © 1997, All Rights Reserved.

Appendix G - Renegade Under Microsoft Windows 9x/NT

Microsoft Windows 9x/NT, while not popular with many BBS sysops makes a good multi-node Renegade BBS environment. There are many arguments for and against using Windows 9x/NT; some are even valid. What it boils down to is using the operating system that you are most comfortable with. This appendix deals with setting up a Renegade BBS under Microsoft Windows 9x/NT.

First, you will need a FOSSIL driver. I strongly recommend against using a real-mode (CONFIG.SYS or AUTOEXEC.BAT based) FOSSIL driver. There are many reasons for this. Real-mode drivers use conventional RAM that would be available to your DOS applications if you do not use them. Real-mode communications drivers have also been known to cause operational problems with Windows 9x/NT, as well. The most common real-mode FOSSIL driver is X00.SYS. Version 1.53a of this FOSSIL driver has known compatibility issues with Windows 9x/NT. I strongly recommend using a protected-mode (Windows 9x/NT native) FOSSIL driver. The only one known to me at the time of the writing of this documentation is Woodruff Software's WinFOSSIL. Please note that I am not recommending this product over any other one. It just happens to be the one that I am most familiar with. The below configuration for setting up Renegade under Microsoft Windows 9x/NT is based upon my experience and trial and error methods. Therefore, I will be documenting how to set it up using WinFOSSIL as opposed to any other Win32 based FOSSIL driver. NetModem/32 is strictly for telnet BBS communications, therefore if you want to set up a BBS with dial-in capabilities, this FOSSIL driver will not work for you.

Setup of WinFOSSIL

Please note that the settings should be identical for each of the ports you are actually setting up under WinFOSSIL. If you are setting up a single node BBS, you need only concern yourself with Port ID 0000 under WinFOSSIL. If you are setting up multiple nodes you select the ports you need to configure via drop down selection of Port ID. Please note that the Port ID begins at 0000 and goes through Port ID 0015. Which gives you 16 ports maximum per Microsoft Windows 9x/NT workstation. If you are using differing speeds of modems, the settings for the ports could be different, but I discourage having multiple modems with multiple speeds as your users may complain.

Port Settings

Port ID

This tells the FOSSIL driver which port(s) you are using for telnet and which ones you are using for serial communications. Any port that you are using for telnet communications, you will need to click on the Port ID number and replace it with the word telnet.

Enable Fossil, selected for each active port

This tells the FOSSIL driver that you are using this port and it should enable FOSSIL support for it.

Locked Baud Rate, drop down box (9600, 19200, 38400, 57600, 115200)

This tells the FOSSIL driver what speed to lock the communications port at. The maximum recommended is 57,600 due to a limitation of some door programs.

Rx Buffer, drop down box (2048, 4096, 8192, 16384, 32768)

This tells the FOSSIL driver how much incoming buffer space to allocate. The recommended amount is 16384.

Tx Buffer, drop down box (2048, 4096, 8192, 16384, 32768)

This tells the FOSSIL driver how much incoming buffer space to allocate. The recommended amount is 16384.

Options

Don't Release Timeslice When Carrier Detected

Some applications, such as CE-XYZ do not recover properly after they have issued a release timeslice command and control is handed back to

Release Timeslice When No Port Activity Detected	<p>them Enabling this option forces Microsoft Windows 9x to manage the timeslice based upon inactivity of the MS-DOS session. The default, and recommended, setting is on.</p>
Enable Performance Statistics Monitoring	<p>This enables WinFOSSIL to aggressively manage the releasing of timeslices based upon the activity of the communications port. This reduces overhead for the MS-DOS application, however some MS-DOS applications may have problems when answering the telephone line; such as: Intermail and FrontDoor, or during file transfers. The default setting is off, however, the recommended setting is on if you are not running a mail tosser on the port you are configuring.</p>
Reflect COM Port State To VCD When Passing Port	<p>This allows you to monitor the communications performance statistics with the Microsoft Windows 9x System Monitor utility. This may affect performance on some systems. The default, and recommended, setting is off.</p>
Keep Port Open During MS-DOS Session	<p>This option allows WinFOSSIL to pass the communications port information to the Microsoft Windows 9x VCD (virtual comm device) for non-FOSSIL aware applications. Examples of some such applications are older versions of TradeWars 2002 and QuickBBS. The default, and recommended, setting is on.</p>
	<p>This option enables WinFOSSIL to keep the FOSSIL port active as long as the MS-DOS session is active. This option should be enabled if you are using Digiboard drivers and experience carrier drops when you are accessing your BBS from a mail tosser or when you are accessing external programs, such as doors, from your BBS. The default, and commended, setting is off.</p>

That is all there is to setting up WinFOSSIL. When I first set this up, it was very difficult because there was virtually no documentation at the time regarding setting a Renegade BBS up under Microsoft Windows 9x, much less setting up a Win32 FOSSIL driver. A lot of the settings were discovered due to trial and error. In the section that follows I will discuss configuring Microsoft Windows 9x to effectively operate in an MS-DOS based multi-tasking scenario.

Setup of Windows 9x

What follows is the configuration and modifications of several files necessary to configure Microsoft Windows 9x and MS-DOS applications, specifically Renegade BBS software, to co-exist in a happy, multi-tasking environment. By default Microsoft Windows 9x does not multi-task MS-DOS applications in an efficient manner. None of the following changes are difficult or irreversible. They are relatively simple to perform, and should not cause any conflicts with any other piece of software running on your system. I would, however, back up all of the files that you are going to make changes to just in case something goes wrong. I strongly recommend that you run your Renegade BBS from a workstation that is dedicated to the task instead of running it from your every-day use machine.

Modifying the SYSTEM.INI File

The SYSTEM.INI is located in your default Microsoft Windows 9x system root directory. On most systems that will either be C:\WINDOWS, C:\WIN, or C:\WIN9x. All of the modifications are to be made to the [386Enh] section of this file. Please add the following lines, with the exception of the [386Enh] header of course.

```
[386Enh]
LRURateChngTime=1250
LRUSweepReset=125
MinTimeslice=25
WinTimeslice=50,50
```

Creation and Configuration of the Node Shortcuts for Renegade

Create a Shortcut to the RENEGADE.EXE file for each node to be run with a different name.

Edit the properties of each shortcut that runs Renegade to reflect the settings shown below:

General Tab Program Tab

No changes needed.

- On Cmd Line add a -n{x} (where x is the node number, without the braces) Please note that this change is not necessary for a single node BBS.
- Run drop down box, select Maximized. This makes for faster screen updates if you are looking at the screen node.
- Close on Exit checkbox, select it.
- This will close the window for the node when you exit Renegade.

Font Tab Memory Tab Screen Tab

No changes needed.

No changes needed.

- Usage, select Full Screen. This is just for redundancy of the selection in the Program Tab.
- Window, no changes needed.
- Performance, select Fast ROM Emulation and Dynamic Memory Allocation. This will optimize Windows to use RAM to emulate certain BIOS calls. RAM emulation is much quicker than BIOS execution is.

Misc Tab

- Foreground, de-select Allow Screen Saver. This will keep your screen saver from operating, thus potentially robbing CPU time from the BBS. A blank screen screen saver will not use any CPU time, however, any screen saver that has animation uses CPU time. While it may not be much, any multi-node BBS needs all of the free CPU time it can get.
- Background, de-select Always Suspend. This will keep Windows 9x from stopping the execution of the BBS when the window is in the background or you have another application running. This is a major concern; especially for multi-node BBSes.
- Idle Sensitivity, select the lowest possible setting. This lowers the amount of time that Windows allocates to the application to be idle before moving on to the next application to determine if it needs CPU time.
- Mouse, de-select QuickEdit and Exclusive Mode. Renegade does not support mouse functions, so these settings are not necessary. It is undetermined if this changes the speed of the execution of the applications.
- Termination, Warn if Still Active, your choice. This tells you that you are going to exit a DOS application before closing the window instead of exiting the application properly. This is not necessary.
- Other, de-select Fast Pasting. Since you will not be cutting and pasting information across windows this is not necessary. It is undetermined if this changes the speed of the execution of the applications.
- Windows Shortcut Keys, de-select all. Some of the key combinations may cause problems with certain key combinations within Renegade and/or within doors.

Telnet With Windows 9x/NT

To the best of my knowledge, there is only one telnet/FOSSIL driver for Microsoft Windows 9x. It is called NetModem/32 by Allen Software Technologies. The current version only supports 4 telnet connections however. There are two for Microsoft Windows NT. One is WinFOSSIL/NT by Woodruff Software. It is important to note that the current version of this driver, as of the writing of this document, is in the beta stages. It runs reliably, but is not supported by Woodruff Software. The other version is not released as of the writing of this document has not been released yet. It is NetModem/NT by Allen Software Technologies. Both of these Win32 (Windows 9x/NT compliant) FOSSIL/telnet drivers are available through the internet. This portion of the document will discuss setting up a telnet BBS under Microsoft Windows NT and WinFOSSIL/NT, as this is the only Win32 scenario I am familiar with.

The Microsoft Windows NT portion of the telnet set up is just like the Microsoft Windows 9x version as far as the setup of the shortcuts and the SYSTEM.INI changes. The only real difference is to the FOSSIL driver and communications port setup.

Setup of WinFOSSIL/NT

Please note that the settings should be identical for each of the ports you are actually setting up under WinFOSSIL. If you are setting up a single node BBS, you need only concern yourself with Port ID 0000 under WinFOSSIL/NT. If you are setting up multiple nodes you select the ports you need to configure via drop down selection of Port ID. Please note that the Port ID begins at 0000 and goes through Port ID 0015. Which gives you 16 ports maximum per Microsoft Windows 9x workstation. If you are using differing speeds of modems, the settings for the ports could be different, but I discourage having multiple modems with multiple speeds as your users may complain.

Port Settings

Port ID

This tells the FOSSIL driver which port(s) you are using for telnet and which ones you are using for serial communications. Any port that you are using for telnet communications, you will need to click on the Port ID number and replace it with the word telnet.

Enable Fossil, selected for each active port

This tells the FOSSIL driver that you are using this port and it should enable FOSSIL support for it.

Locked Baud Rate, drop down box (9600, 19200, 38400, 57600, 115200)

This tells the FOSSIL driver what speed to lock the communications port at. The maximum recommended is 57,600 due to a limitation of some door programs.

Rx Buffer, drop down box (2048, 4096, 8192, 16384, 32768)

This tells the FOSSIL driver how much incoming buffer space to allocate. The recommended amount is 16384.

Tx Buffer, drop down box (2048, 4096, 8192, 16384, 32768)

This tells the FOSSIL driver how much incoming buffer space to allocate. The recommended amount is 16384.

Options

Don't Release Timeslice When Carrier Detected

Some applications, such as CE-XYZ do not recover properly after they have issued a release timeslice command and control is handed back to them. Enabling this option forces Microsoft Windows 9x/NT to manage the timeslice based upon inactivity of the MS-DOS session. The default, and recommended, setting is on.

Release Timeslice When No Port Activity Detected

This enables WinFOSSIL/NT to aggressively manage the releasing of timeslices based upon the activity of the communications port. This reduces overhead for the MS-DOS application, however some MS-DOS applications may have problems when answering the telephone line; such as: Intermail and FrontDoor, or during file transfers. The default setting is off, however, the recommended setting is on if you are not running a mail tosser on the port you are configuring.

Enable Performance Statistics Monitoring

This allows you to monitor the communications performance statistics with the Microsoft Windows 9x System Monitor utility. This may affect performance on some systems. The default, and recommended, setting is off.

Reflect COM Port State To VCD When Passing Port

This option allows WinFOSSIL/NT to pass the communications port information to the Microsoft Windows 9x VCD (virtual com device) for non-FOSSIL aware applications. Examples of some such applications are older versions of TradeWars 2002 and QuickBBS. The default, and recommended, setting is on.

Keep Port Open During MS-DOS Session

This option enables WinFOSSIL/NT to keep the FOSSIL port active as long as the MS-DOS session is active. This option should be enabled if you are using Digiboard drivers and experience carrier drops when you are accessing your BBS from a mail tosser or when you are accessing external programs, such as doors, from your BBS. The default, and recommended, setting is off.

URLs

Allen Software Technologies
Woodruff Software Systems
Tactical Software

<http://www.concentric.net/~Drip/>
<http://www.woodruff-software.com/>
<http://www.tacticalsoftware.com/>

Written by Frank Tanner

E-Mail: pctech@mybellybutton.com

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This is an entire re-write of this portion of the Renegade manual due to the fact that the previous version of this was decidedly biased against the use of Windows 9x for a multi-node Renegade BBS. There were also many portions that were blatantly incorrect, or incomplete.

Appendix H - ASCII Character Code Chart

To type the codes in, press ALT, then enter the code (ASCII Number) below on the Numeric Keypad, then release ALT.

000:	027:	054: 6	081: Q	108: l	135: ‡	162: ¢	189: ½	216: Ø	243: ó
001:	028:	055: 7	082: R	109: m	136: ^	163: £	190: ¾	217: Ù	244: ô
002:	029:	056: 8	083: S	110: n	137: ¨	164: ¤	191: ¿	218: Ú	245: õ
003:	030:	057: 9	084: T	111: o	138: Š	165: ¥	192: À	219: Û	246: ö
004:	031:	058: :	085: U	112: p	139: <	166: ¦	193: Á	220: Ü	247: ÷
005:	032:	059: ;	086: V	113: q	140: €	167: §	194: Â	221: Ý	248: ø
006:	033:	060: <	087: W	114: r	141: ¨	168: ¨	195: Ã	222: Þ	249: ù
007:	034:	061: =	088: X	115: s	142: ©	169: ©	196: Ä	223: ß	250: ú
008:	035:	062: >	089: Y	116: t	143: ª	170: ª	197: Å	224: à	251: û
009:	036:	063: ?	090: Z	117: u	144: «	171: «	198: Æ	225: á	252: ü
010:	037:	064: @	091: [118: v	145: `	172: ¬	199: Ç	226: â	253: ý
011:	038:	065: A	092: \	119: w	146: ´	173: –	200: È	227: ã	254: þ
012:	039:	066: B	093:]	120: x	147: ¨	174: ®	201: É	228: ä	255:
013:	040:	067: C	094: ^	121: y	148: ¨	175: –	202: Ê	229: å	
014:	041:	068: D	095: Ä	122: z	149: •	176: °	203: Ë	230: æ	
015:	042:	069: E	096: `	123: {	150: –	177: ±	204: Ì	231: ç	
016:	043:	070: F	097: a	124:	151: –	178: ²	205: Í	232: è	
017:	044:	071: G	098: b	125: }	152: ~	179: ³	206: Î	233:	
018:	045:	072: H	099: c	126: ~	153: ™	180: ´	207: Ï	234: ê	
019:	046:	073: I	100: d	127: ¨	154: Š	181: µ	208: Ð	235: ë	
020:	047:	074: J	101: e	128: ¨	155: >	182: ¶	209: Ñ	236: ì	
021:	048:	075: K	102: f	129: ¨	156: œ	183: ·	210: Ò	237: í	
022:	049:	076: L	103: g	130: ,	157: ¨	184: ¸	211: Ó	238: î	
023:	050:	077: M	104: h	131: f	158: ¨	185: ¹	212: Ô	239: ï	
024:	051:	078: N	105: i	132: ¨	159: Ÿ	186: °	213: Õ	240: ð	
025:	052:	079: O	106: j	133: …	160: ¨	187: »	214: Ö	241: ñ	
026:	053:	080: P	107: k	134: †	161: ¡	188: ¼	215: ×	242: ò	

Appendix I - Run-Time Errors

Certain errors while Renegade is online cause it to exit back to DOS. Whenever this occurs, the screen image is sent to a file called ERROR.LOG in your main BBS directory, along with certain pieces of information such as the time, date, error number, BBS version, the user who was on and what baud rate they were on at.

A message is also sent to the Sysop log and the user's screen when an error occurs. If an error does occur in Renegade, please report it to either your local support hub, or one of the Renegade Alpha sites. Please send along the information at the top of the section where the error is in the ERROR.LOG file.

Default Renegade Errorlevels

0	No error
1	Critical error
2	New Echomail entered
255	Normal Exit from WFC screen

DOS Errorlevels

2	File not found
3	Path not found
4	Too many open files
5	File access denied
6	Invalid file handle
12	Invalid file access code
15	Invalid drive number
16	Cannot remove current directory
17	Cannot rename across drives

I/O Errorlevels

100	Disk read error
101	Disk write error
102	File not assigned
103	File not open
104	File not open for input
105	File not open for output
106	Invalid numeric format

Critical Errorlevels

150	Disk is write-protected
151	Unknown unit
152	Drive not ready
153	Unknown command
154	CRC error in data
155	Bad drive request structure length
156	Disk seek error
157	Unknown media type
158	Sector not found
159	Printer out of paper
160	Device write fault
161	Device read fault
162	Hardware failure

Fatal Errorlevels

200	Division by zero
201	Range check error
202	Stack overflow error
203	Heap overflow error
204	Invalid pointer operation
205	Floating point overflow
206	Floating point underflow
207	Invalid floating point operation
208	Overlay manager not installed
209	Overlay file read error

Appendix J - Renegade Support

One of Renegade's many strong points has always been it's third party support. The authors can't shoulder the burden of helping out new sysops alone; otherwise they would never get any work done. If you're looking for help, and don't know where to find it, it is my hope this will give you a starting point.

Author Support:

The Pool Room

Sysop: Dr. Seuss (Gary Hall)
Phone #: <not listed>
Fido Address: <none>

Echomail Support:

FidoNet RENEGADE: The Official Renegade Support Echo
Moderators: Don Cranford (1:3634/37)
Charles Bowman (1:3651/9.10)
Patrick Spence (1:114/252)

Internet Support:

World Wide Web

The Official Renegade Homepage

<http://www.egate.net/renegade>

Webmaster: Rob Williams

E-mail: diablo@cryptic.org

Renegade BBS Author's Web Site

<http://ariven.zzweb.com/>

Webmaster: Patrick Spence

E-mail: tachyon@cryptic.org

The Official Renegade Suggestions Site

<http://www.three-d.net/dore/renegade>

Webmaster: Tony Pascale

E-mail: dream.master@three-d.net

FTP

The Official Renegade FTP Site

<ftp://europa.humberc.on.ca/pub/renegade>

Siteop: Rob Williams

Internet Relay Chat Chat Server Network: Undernet

Channel: #renegade

Master Channel Op: Ariven (Patrick Spence)

Glossary of Terms

ANSI	Short for American National Standards Institute, in BBS slang it's a format for saving files. The format was adopted by ANSI as it's standard, and the format acquired the name of the organization as a result.
CTS/RTS	Short for Clear to Send/Request to Send, respectively. Also known as Hardware Flow Control.
Dial-In	This type of connection is used when connecting to a BBS via direct modem connection.
DOS	Short for Disk Operating System. Usually preceded by a prefix of some sort. MS-DOS is Microsoft DOS, published by Microsoft, PC-DOS is IBM's commercial version of DOS, and DR-DOS is manufactured by Digital Research (which was purchased by Novell).
Local	From the Sysop's point of view, any system that is accessed by basically sitting down in front of it. Everything else is remote. The computer he runs his BBS off of is the local computer. The local computer's screen is the local display, anything typed on the local computer's keyboard is local input.
Newbie	Slang for novice; sometimes used interchangeably with the word clueless. Sometimes used as a derogative, other times as friendly chiding (depends on the person saying it). In general, it denotes a person new to the hobby, and therefore not yet familiar with most of it's aspects.
Node	One occurrence of Renegade for the purpose of running a BBS.
OS	Short for Operating System.
OS/2	Short for Operating System/2, an operating system created by IBM.
Remote	Not on the local computer; If a user sits down in front of their computer and dials into a BBS, they are the remote end of the connection; that users screen is the remote display, whatever that user types is remote input.
RIP	Short for Remote Imaging Protocol, this is an emulation that requires at least an EGA monitor. It never really caught on, but RIP was a 'pretty' emulation, artists drew in the format because it allows for clearer (and smaller) pictures than the other emulations.
Telnet	This is the connection type used when connecting to a BBS via the internet. It also refers to the type of client application used for such a connection.
WFC Screen	WFC is short for Waiting For Caller. It's the blue screen with all the commands and statistics that is seen when Renegade is first loaded.
Win32	This refers to the 32-Bit Microsoft Windows Operating Systems. This includes Windows for Workgroups (if Win32s is loaded), Windows 95, Windows 98, and Windows NT.

Credits

The main parts of this manual were originally written by Theo Van Dinter – December 27, 1992 through January 2, 1993, and the other various dates that Renegade came out. Ken Reaverson has written some of this manual, however, an even larger portion has been re-written since he has left the Renegade Project. Little, if any of his original working is intact, however, credit is being given where credit is due.

Other parts were written by Cott Lang in the WHATDONE file that is released with the new versions of Renegade.

Some chapters were written by third party individuals. They retain the copyright to their work, as noted at the end of the relevant chapters. All chapters are included with the permission of it's author. Some information has been taken, absorbed, and re-written as necessary in an easier to read format. Where this has been performed, credit is still being given to the original author.

This version of the Renegade Documentation was brought to you by Frank Tanner. Please note that Ken Reaverton originally wrote portions of this document.

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