

GBBS Pro News

Vol. 1

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Time on your hands

Using the clock(x) commands, made almost easy

By STEVE SCHNEIDER
Sysop, The RainForest BBS

All this clock stuff is really easy if you remember a few easy rules...

- clock(1) is the time used since the LAST clock(0)
- clock(2) is the user's time limit that you set when you validate the user
- clock(0) =RESETS= clock(1) and starts the timer again....

The =ONLY= way a clock(2) can be reset to a new value permanently (short of a bug such as some users are running into right now) is by changing the NIBBLE that stores it (in 1.0 and 1.2) to a different value...

=IF= you desire to reward a user during an upload or by other means what you do is =SIMPLE=.... (do I hear a halleluah??); first you store the current clock(1) in a variable that's =NOT= used elsewhere in your system except where you are looking for =TOTAL= real time on the system as in the user log, etc.. (This means that you have to change your a=clock(1) statements at logoff and elsewhere to (for an example using f1 as the variable) to a= clock(1)+f1.

<all times below are for seconds left....>

Then you do a f2=(clock(2)-clock(1)) statement, this stores the current time remaining for a user.... then we assign clock(2) the value of '0'; clock(2)=0 which tells the system that there is =NO= time limit so don't bother me!!!

If you =DON'T= want the timer going, like during an

upload, we then do a f1=clock(1) +f1 <this stores the total time on system to the f1 variable> and we can set f2 as already shown above for time remaining to a user...

=NOW= the fun part!!!! We do a clock(0).... this sets all the timers to -0- We do a clock(2)=0 which sets the timer on unlimited time.... we now go to upload or wherever you don't want the time limit.... after you exit where you don't want the time used subtracted, you do another f1=clock(1)+f1 (still tracking TOTAL time a user is on the system for logs); =ANOTHER= clock(0) to reset =EVERYTHING=; then you reset clock(2) to =F2= (this was the time this user had left before he went into the untimed section) <<<NOTE>>> this does =NOT= affect the permanent TIME limit that is stored in the user file!!

If you reward a user for uploads or bulletins posted or calls made or whatever you must reward the user in units of 10 minutes if you are making the reward =PERMANENT= as the formula for clock(2) that is stored in the user RAM is a value between 1 and 15 as a NIBBLE that is later times's 600 for seconds used in the calculations); you must then =WRITE= a new NIBBLE(1)= whatever somewhere before logoff so it is written back permanently..... if the reward is temporary (as in a payoff for a high score in a game or whatever) then after the clock(0), you do a clock(2)=f2 + whatever the reward is <in seconds> and the user gains the additional time.....

=ALL= is =LOGICAL=.... just think it out; leave me email or call me on my system at 305-434-4927 (=NOT= PC-P'able) if you still have a problem.

Highlights:

L&L: (303) 420-3568

Lance is officially a married man, now, and it's time to get back to work.

Support: L&L BBS is no longer supporting Mike Golaszewski's EXfer program. In Lance's words: "For the first 70 copies of GBBS Pro 1.3 sold, EXfer was included as a bonus. Because Mike and I could not reach an

agreement with (EXfer) 4.0, this bonus was removed. I apologise to anyone expecting to get EXfer with 1.3."

Support for that product has moved to Cottontail Ranch BBS, (602) 433-0159. Also, Night Shift, (303) 322-1544, has set up a support board for Shem The Penman Software. I've added both of those boards to my Highlights list.

Speaking of support.... Rick Buttell

(#254) is seeking support for a copy of something called GBBS for the IBM machines. I know I have heard that there was an old GBBS (NOT Pro) for the IBM. Does anyone know if there's still some support available for that product, or if it is still available anywhere? Anyone even know of a BBS that RUNS it?

See Highlights, page 3

Peripherals Plus

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BBS (214) 424-2001
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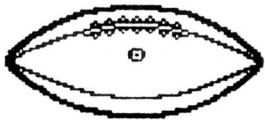
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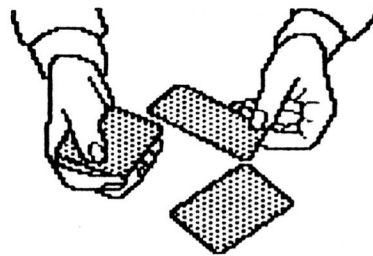
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For a demonstration call our BBS - we
are always on-line and you may order
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GBBS bulletin boards

Compiled, Verified, © Copyright & Edited by: Jono Smith
June 16, 1987

System Name	Phone Number	Baud	Comments
**APSNET	(303) 698-6737	1200?	
**Weirton Computer Association....	(304) 797-1302	2400	
**The Electronic Forum.....	(313) 482-8090	1200	
**The Owl's Nest.....	(319) 396 2061	1200	
**The Atlanta Connection.....	(404) 929-0800	2400	
**Piedmont Middle School BBS...	(408) 259-6855	1200	
**R.A.C.I.N.E. BBS.....	(414) 632-7238	1200	
**Challenger BBS.....	(503) 485-7126	2400	
Computer Concepts.....	(612) 420-6486	2400 PC	
The City.....	(612) 484-1302	1200 PC	
Buckeye BBS.....	(614) 475-1823	2400	
**The Mortar Board.....	(617) 777-6236	1200	
C.I.A.....	(618) 277-4261	1200	
Main Street Data.....	(619) 439-6624	1200 \$ SYS	
The Embassy.....	(619) 459-6119	1200	
The Enchanted World.....	(619) 692-9518	2400	
The Apple Pack.....	(703) 370-4223	2400 SYS PC (202)	
The Gamer's Domain.....	(704) 364-3904	1200	
The Boardwalk.....	(707) 546-4815	300	
Corner of the Earth.....	(707) 792-2298	1200	
Europa.....	(713) 526-0714	1200 PC	
Chameleon.....	(713) 875-9868	1200 PC SYS	
**Genius' Palace BBS.....	(714) 621-2536	2400	
The Bootcamp III.....	(714) 774-0800	2400	
The Paradise Theatre.....	(714) 781-0264	300	
The Library.....	(717) 534-1460	1200	
The Task Force.....	(803) 654-8505	2400	
**Ken's Korner.....	(804) 460-5206	1200	
MicroLinc BBS.....	(805) 943-6837	1200	
Down the Rabbit Hole.....	(805) 984-3547	1200	
The ATTIC.....	(806) 381-2932	1200	
The Scavenger Hunt.....	(808) 622-5186	1200	
Infomaniac.....	(813) 584-4447	2400 PC	
The Dark Side of the Moon..	(817) 577-0579	1200	
The Zoot Suit.....	(817) 855-9429	1200 SYS	
Apple Connexion.....	(818) 332-7105	1200 PC SYS	
The Game Grid.....	(818) 701-6380	1200 PC	
The Apple Pie.....	(818) 881-9833	2400 PC	
Communications Hex.....	(904) 262-0558	1200	
The Apple Grove.....	(904) 262-0559	1200 SYS	
Serendpity.....	(904) 721-1166	1200	
The Informant.....	(907) 479-7215	1200	
The Atlantis GBBS.....	(912) 987-9829	300	
Boomtown Party Board.....	(915) 333-6224	1200 SYS	
The Flat Lander.....	(915) 335-6660	1200	
The Arb Research Bulletin..	(916) 324-6997	1200	
Apple-brary.....	(916) 481-5214	2400 SYS	
The Aves GBBS.....	(916) 758-2314	2400 SYS	
Durham After Dark.....	(919) 477-9552	2400 PC	
**Nemo Systems, Western Australia,	(09) 370-1855	2400	

Codes: \$ = Fee Required PC = PC Pursuit Accesible
SYS = Un-official GBBS Support Board Wk = Weekdays
Wke = Weekends ** = numbers mailed to Pro News for
inclusion in the list/Unverified

Highlights:

Continued from page 1

News for Apple IIs users: There is a new CLOCKS file that will allow the GS clock and all other ProDOS compatible clocks to show seconds. It should be available on L&L, if Lance has his new EFTS section open again.

Mods wanted: The first of the "collected GBBS mods" disks is out, and now all we need is an Index. As soon as I have one, I'll include it here.

Greg Broiles (#65) specifically requests a mod that saves a user's application to disk, say, on a msg file, so the sysop can look it up later without having to dig through reams of printer paper or on a database elsewhere on the computer system. Or, write the data so it is readable by Appleworks. How 'bout it?

By the way, in response to a question from Eddie Seaholtz (#66), Drew Mehan (#14) has flatly refused to give up his Fido/GBBS link with Echomail, "unless I get the right price, of course." Drew's board, if you want to beg, offer lots of money or just check it out, is The Inner World, (302) 323-0762 (3/12/2400).

Mods in progress: Steve Boswell (#456) is beta-testing a new online game on Down The Rabbit Hole, (805) 984-3547. "It's an adventure module with a sysop section that lets you make tree-structured adventures much like a Choose Your Own Adventure." His will put the adventure into a single message file. Best of all, he plans to release it in the public domain....

Technical help: Clark Johnson (#120) wants to know if there's a patch that will cause an unknown uploaded file (\$00) to be stored as something recognizeable. I know there are utilities out there for ProDOS that will change a filetype, but can it be done from within GBBS? Clark thinks there might be some patches for X.UP that will allow this.

Doug Granzow (#368) asked about using the ram and ram2 pointers, especially using FILL with those areas. Steve Ross (#110) says that if you fill ram,64,0 you will "set all bytes, flags and nibbles to the null character, along with password and phone number. If you only want to clear out the bytes, flags and nibbles and not the password and phone number or last date on, you should fill ram+22,42,0."

Apple Pack: (703) 370-4223

I finally got through to the board, but still haven't seen a photograph of Ron Gabbert....

Tom Mielke (#49) complains that he is getting "waves" when he boots up GBBS with his ViewMaster 80 card. I get the same thing with my RamWorks. Is there something about Applied Engineering cards that

See Highlights, page 8

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- Survey search
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- Starter survey
- Up to 50 Questions
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Why, then, is the Den so very satisfying? Simple, Benny says. No morals.

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is a body that makes grown men cry, if ever they can tear their gaze from those eyes. That challenge.

Got it? Now picture Linda as the tour guide in a world of eroticism. Making your dreams become reality. And remember: No morals. So have your way with Linda, if you're a clever lad, and then move on to the other talented residents of Benny Haha's otherworld. And a truly ultimate goal.

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● Library 1401A — Board Features

● Library 1501A — General

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BBS: _____
BBS #: _____
Address: _____
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State: _____
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Products: _____

Mods!

```
=====
;[: =DIRECT= BACKSCAN for 1.2 :]
;[: Original Programming for :]
;[: the RainForest BBS :]
;[: by Steve Schneider :]
;[:(305) 434-4927 NOT PCP'able:]
```

;This modification allow a user reading a reply to a message to hit 'B'ackScan to take him =DIRECTLY= back to the message that prompted the reply without reading messages in between and without losing his place in quickscan or manual read. This is great for systems with high volumes of messages as it allows a reader to find answers to cryptic one-liners or answers within 100 messages all with the same title.

;The backscan in RFMSGSEG1.2 already in the downloads was an earlier version that scanned backwards by title and forced a user to read all with the same title and guess which of those with the same title prompted the reply.

;ALL CODE IS IN THE MSG.SEG <Written for ACOS 1.2 type messages; must be remodified for 1.3 messages>

```
bl.cmd2
print \"[B\"bb\",1-\"msg(0)\"] \"\
input \"Msg Base :\" i$
a=val(i$):push bl.cmd2
bl.cmd2a
if i$=\"A\" or i$=\"Q\" pop:return
if i$=\"H\" f$=\"b:help.msg\":goto show.file
if i$=\"J\" goto bl.jump
if left$(i$,1)=\"J\" then i$=mid$(i$,2):goto bl.jmp3
;-----
```

;ADD or MODIFY your code in your MANUAL POST command to include 'ki=mn'.
;This sets the variable 'ki' to 'mn' since it's not a auto-reply

```
if i$=\"L\" or i$=\"P\" then sb$=\"\":d=0:ki=mn:goto bl.post
;-----
```

```
bl.post
if not b2 print \"Requires special access...\":return
edit(0):if kl goto bl.post2
if msg(0)=mb print \"Sorry, no room on this board\":return
if msg(0)=info(1) print \"Board directory full\":return
if info(6)<29 print \"Board bit-map full\":return
bl.post2
if not b2 print \"Sorry...Special access required...\":return
home: print sc$:print \"Writing the message header...\":if
sb$<>\"\" print \"Subj: \" sb$
;ETC,ETC,ETC
cc=Clock(1)
input@2\"Upload your message via XMODEM [Def=N]?
i$:if i$=\"Y\" gosub uxmodem:else gosub editor
if not edit(2) un=xx:return
cc=Clock(1)-cc
print \"Wait..\";
```

if (kl>0) and (kl<=msg(0)) kill #msg(kb):crunch:pz=1
;MODIFY this line to include 'ki' at the end; this tags the message info to trace the reply with the REAL internal message number [msg(a)]

```
a=msg(0)+1:print #msg(a),un,sb$,ki
bl.show
d=0:if a=0 then a=1:print\"Can't go any further
back....\"\\:return
if nn<=msg(a) then nn=msg(a)+1
x=0:if lr<=msg(a) then lr=msg(a)+1
bl.show1
;-----
```

;ADD/MODIFY the next two lines; it now reads back the old 'ki' as 'rn' which is the REAL system number of the message this was a reply to or the same REAL number of this message if it wasn't a reply and sets 'ki' to msg(a)

```
rn=0:ki=0
input #msg(a),d,sb$,rn:setint(2):ki=msg(a)
;-----
if (d=l1) or (d=l2) or (d=l3) print\"Message writer has
been locked out.\"\\\"Continuing to next message.....\":return
print #x,\"a\" of \"msg(0)\" is titled \"sb$
copy #6,#x:x=0:setint(\"\")
if key(1) x=1:return
if key(2) return
```

```
bl.show2
if (i$=\"+\") and flag(22) d=0:a7$=\"\":a8$=\"\":return
input@2 \"\\\"SubBrd: \"i$:if not flag(35) print sc$:home
;-----
```

;ADD the 'B' command; sets y = a so we can search without losing our place

```
if i$=\"B\" y=a:goto bcmd
;-----
```

;ADD the following label/section:

```
band
if rn=0 print \"No chain for this message.\":goto bl.show2
if ki=rn pprint \"The chain starts here.\":goto bl.show2
print \"Searching message base...\"\\
bcmd.1
y=y-1:if y=0 print\"Prior message not found.\"goto
bl.show2
input #msg(y),b,t$,xx:kg=msg(y)
if kg=rn goto bcmd.3
goto bcmd.1
bcmd.3
print #x,\"y\" of \"msg(0)\" is titled \"t$
copy #6,#x:x=0:setint(\"\")
goto bl.show2
```

The end.... See documentation, following page. --->

Documentation for the backread mod

As we quickscan or manual scan the message base we are now inputting two more variables to help us tag messages for replies, etc. If the message being inputted is a message written before you add this mod. the variable 'rn' will be set to '0' so the backscan mod. knows there is no prior message to link to.

If the message has been written since the mod was installed it will read 'rn' from the message (which is the =REAL= system message number this was a reply to) and at the same time read the =REAL= system message number of the current message (and set 'ki' to msg(a)) in case you want to reply to this current message instead of backscanning to the message this message replied to .

In the BCMD code (if you decide to 'B'ackscan a message) we start searching the subboard backwards until we find the message with a =REAL= system number ('kg') that matches the 'rn' tag we have or we run out of messages (the original scrolled off or was killed).

Note that we set 'y' to 'a' as we entered the 'B' command so that message manipulation doesn't disturb where we are in the quickscan or manual read mode when we come back. In fact, also note in the BCMD code that we search using different variables for all so we don't screw anything up.

In the AUTO-REPLY post mode, the 'ki' that we set earlier will mark the message we are now posting with the real system number for future backscans of the message we are now replying to.

In the MANUAL post mode we set 'ki' to the current 'mn' (message number that msg(a) will be set to as we save the current post) as there is not a message number being replied to.

Any command that you enter at the message bar of a backscanned message applies only to the message you were originally reading before you backscanned. If you reread, it will be the message you were reading before you 'B'd back... same with AUTO-REPLY and KILL and EDIT and so on and so forth...

If you do have questions I'd be happy to help. This was written for the message storage variables used in 1.0/1.2; users with 1.3 will have to compensate by using these same techniques to modify their segments..

****Note****

You should modify all your message inputs/prints on your system to the same format as we are using here so as not to input three variables in one place from a four variable message or print three to a four..

Stephanie A. McGrath

Someone's been giving it all away

"Hey, I see you're running GBBS Pro. Can I get a copy of it from you? I just want to see what it looks like."

"I know where I can get you a copy of the P+ Stock Market Game, if you give me a copy of SPUR."

You're looking at my e-mail. If you run a popular GBBS board, you probably see similar letters.

And even as you A)uto-reply, "HELL NO!" you know that those brazen pirates will get copies of all that stuff from some fellow sysop who paid \$125 for his own GBBS.

Shake your head in disbelief.

I love GBBS Pro. I'd like to enact a law requiring all Apple bulletin boards to run GBBS Pro. We all bought Pro for our own reasons, and we run Pro boards because we like the software.

And someone is giving it away.

Shake your head in disgust.

I'm not Polly Purebread. I've used pirated copies of many software products before deciding that they didn't fit my needs. If I find a product I like, I buy it. Otherwise, I copy over the pirated disks. I'm not arguing for or against this kind of piracy.

But I will argue that pirating bulletin board software is different. If you want to test it, you can just call a system that is running the software and check out its options and capabilities.

When I started calling boards, I found AppleNet, FidoNet, TBBS and all those other systems barely acceptable. I had no interest in running a bulletin board on that software. They were all clones of each other -- bad clones, at that.

When I saw Paul Hutmacher's Europa BBS, (713) 526-0714, I knew immediately that it was running on some mighty special software. Paul isn't a bug "modder," so he was running almost 100 percent stock GBBS Pro.

But the Pro was spectacular. I was a user for about eight months before I started my own BBS. I was a faithful user: I learned the system, I saw Paul's code, I saw the capabilities of the software. I KNEW it would fit my needs. Even though I originally expected Chameleon BBS to be a short-lived endeavor, I bought GBBS Pro.

Since then I've purchased add-on mods. These mods are available for testing on many boards across the

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Highlights:

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might cause a wave?

Peripherals Plus: (214) 424-2001

There has been much discussion here about games-leeches, being as P+ is a support board for the wonderful P+ games. I'd be interested in columns from people who have solved the game leech problem.

Sysop Jan Porter has found a serious bug in the system.seg.s: "Below the label "KILL.PASS", the 5th line should read, if d1\$="" move ram2,58 to ram:print "\That user does not exist!":return Apparently this bug has been overwriting some sysops' stats....

Al Westerman (#322) has put out the official call for a User.edit.v1.3 segment.

The Cottontail Ranch: (602) 433-0159

Sysop Steve Playford, has opened sub-boards 9 and 11 for EXfer and GBBS support, respectively. This board is PC Pursuitable, so add it to your rotation list, and be sure to tell Steve that you're a GBBS Pro and/or EXfer sysop at logon.

EXfer: Mike Golaszewski's next version will include a credit system, and sysops will be able to turn the credit system on or off for any given library. That's GOOD for sysops who don't like credit systems.

The Night Shift: (303) 322-1544

Sysop Dave hart has opened support systems for "One Bug Too Many" and the new game, "A Day at the Morgue." He has both available online, if you want to try them out. Both are interactive fiction games by Shem The Penman Software.

Dave urges all owners of One Bug Too Many to register their products with him, because there are some bugs in the version released by L&L Productions, and those bugs have been corrected.

Caddyshack: (201) 920-2353

Sysop Rich Lowenburg is seeking a ProDOS shell for ACOS that will allow access to other files from the ACOS environment, without crashing the BBS> Rich would like to be able to do remote operations and access Appleworks from remote, make changes, and go back to the BBS. Any suggestions?

Gary Allen (#420) added ANSI colour commands to his BBS because of the lack of Apple users in the Louisville, Ky., area. Gary runs The Operating Room, (502) 245-3516 (1200 baud only), if you want to check it out or ask questions.

Come on, sysops; say no to GBBS pirate scum

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country; if you want to try the P+ mods, call their board.

So I get a little hot under the collar when some kid says he wants a free copy of GBBS so he can run a bulletin board for the summer.

But I spontaneously combust when I find GBBS Pro or its pay mods on other Pro systems' download section.

You know who you are. You bought a copy of this bulletin board program, and someone said, "Can I have a copy?" Instead of typing "HELL NO!" you gave it to him.

Hang your head in shame.

Now there are a hundred systems just like yours all over your city. They're running pirated versions of GBBS, all copied from the one that you gave out.

Jan Porter of P+ has said he sometimes feels like it's not worth the effort to write those great games and utilities only to have someone make it available to hundreds of other leeches through pirate channels.

Usually, when they find their "warez" up on some leech line, Jan or his partner can straighten out in one phone call, the "misunderstanding" about what their copyright entails.

The owners of GBBS-related copyrights (L&L Productions, P+, Mike Golaszewski, etc.) have issued official warnings: "Violators will be prosecuted."

Remember that the next time some leech loser calls your board and leaves feedback saying "I need a copy of GBBS [or SPUR or Exfer v4.0]. Mine crashed. I swear. My dog ate the original disk."

Just A)uto-reply: "HELL NO!"

....

Stephanie A. McGrath is editor of Pro News and sysop of Chameleon BBS, (713) 875-9868.

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