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living videotext, inc.

960 alice lane, menlo park, ca 94025

415-328-1510 (voice)

415-327-8876 (bbs)

1: WHAT YOU' LL NEED

Far West is \$0.74

the current release of the living bbs software (version 0.6) runs on an apple II computer equipped with the apple pascal software, a d.c. hayes micromodem and a phone line.

1.1: APPLE II, 48K, 16K CARD

in other words, an apple computer capable of running the "apple pascal" software package.

1.2: D.C. HAYES MICROMODEM

currently, the living bbs supports only the d.c. hayes modem... future versions may support other communication devices. the modem must be inserted in slot #2 on your apple II.

1.3: A PHONE NUMBER

you will need a separate phone line for your living bbs.

we suggest that you use a phone line without the special "call

waiting" feature.. "call waiting" can cause the bbs to hang up on callers when a call comes in while someone is using the bbs. furthermore, you want your phone to give a "busy signal" to anybody who calls while the bbs is busy. with "call waiting" you don't get a busy signal!

- Diskettes + Backups

1.4: TWO FLOPPY DRIVES OR CORVUS

we recommend that you use a hard disk with the living bbs software. but if you have to, the software will run with two 5^{1/4}" floppy drives.

the software cannot make use of more than two floppy drives, so you can't increase disk capacity by adding a third or fourth floppy drive.

1.5: APPLE PASCAL SOFTWARE

you will need a copy of the apple pascal software system, including the "apple0", "apple1", "apple2" and "apple3" disks.

you will certainly need to use the pascal "filer" program, the pascal text editor, perhaps even the pascal compiler.

2: LIVING BBS SYSOP KIT

there are four items in this package, you should check that you have all four!

*Dave + Matilda
customized together
copies made. 1 crash*

2.1: ITEM #1 - CODE DISK

this is the disk which contains your copy of the living bbs software and some datafiles which the bbs uses...

it is a pascal boot disk, if you insert it in drive #4: and power-up, the living bbs will boot on your apple (make sure that the database disk is in drive #5:). don't boot the disk now, we'll guide you thru the installation process later in this document. it also includes a maintenance utility program "bbsmaint.code" which is in the "exceptional maintenance" section, below...

needed on running sys. →

2.2: ITEM #2 - DATABASE DISK

this is a starter database for the living bbs... it contains excerpts from living bbs #1 (menlo park, ca).

this format is familiar to current users of the living bbs, as your system matures, you may want to add or delete sections. ←

2.3: ITEM #3 - USER'S MANUAL

this document describes the living bbs from the user's perspective. it tells you how to read the database, make new messages, etc. if you are unfamiliar with the living bbs, you should read this document first!

you may duplicate this document and distribute it to your users, you can even charge a nominal price (to cover duplication and distribution costs).

2.4: ITEM #4 - SYSOP MANUAL

a copy of this document is included in the living bbs sysop kit.

3: WHAT IT TAKES TO BE A "SYSOP"

the system operator (or "sysop") for a bulletin-board system is a very special person...

he (*) should have a working knowledge of programming and confidence in working with computers.

but he must also have certain leadership qualities - the sysop, more than any other person, determines the "atmosphere" on a bbs.

the more conscientious you are as a sysop, the better your bbs!

(*) throughout this manual, we use the pronoun "he" instead of "he/she" or "she/he" which are much clumsier. we hope that female (and male!) sysops are not offended by this policy!!!

4: SETTING UP YOUR LIVING BBS SYSTEM

starting a living bbs is an easy process, we have tried to make it as simple as possible, at the same time giving you enough flexibility to configure your bbs for your needs.

you should start with step #1 >after< you've read the introductory material and scanned the user's manual.

we have assumed that you are familiar with the ucsd pascal operating system, references to various features of ucsd pascal are not explained in detail.

if you are not familiar with ucsd pascal (or the apple implementation of ucsd pascal) we suggest you read the "apple pascal reference manual" (apple product number A2L0019).

CROSS REFERENCE

← check newer PASCAL Ref. Manual

4.1: STEP #1 - MAKE A BACKUP

our disks are >>>not<<< copy protected, you can and should make a backup copy of these disks!

4.2: STEP #2 - BOOT THE FLOPPIES

even if you plan to operate your bbs using a hard disk (such as a corvus or a nestar), you should first check that your disks aren't damaged and that they work under your configuration.

place the "boot disk" in #4: (slot 6, drive 1), place the "database disk" in #5: (slot 6, drive 2), turn the power on.

Turn brightness on sys monitor down

after a short booting process you should see a message at the top of your screen which says:

inbetween calls:

type (escape) to exit program

type (return) for direct connect

type (spacebar) for local test.

these are the commands which the bbs will accept from your local keyboard.

system console

4.2.1: (ESCAPE)

gets you to the ucsc pascal c(ommand prompt. this can be useful if you want to do a f(iler operation, or take your bbs "off-the-air". to restart the bbs after entering ucsc pascal, either:

1) hit the "reset" key,

→ 2) type "i" to the ucsc pascal c(ommand prompt.

3) or tupe "xbbs(return)" to the ucsl pascal c(ommand prompt.

4.2.2: (RETURN)

ADVANCED Feature
 pressing (return) tells the bbs "even though the phone is not ringing, i'd like you to pick up the phone and turn your carrier on." when is this useful? imagine that you're talking to a friend on a voice line and you're telling him about your bbs. you want to show the friend how the bbs works...

the (return) command allows you to connect the voice line to the bbs computer's micromodem without forcing your friend to hang up and re-dial the bbs computer.

4.2.3: (SPACEBAR)

the (spacebar) tells the bbs "i want to use the bbs from my local keyboard": after you hit the space bar, the system will act as if you dialed the bbs from a remote phone, with one very important difference. *(if you log on as SYSOP)*

check log on
 you are given special "susop privileges". this means that you can edit >any< message, you can delete any message, powers which are normally reserved for the author of each message.

use care in exercising these powers (your users will appreciate it!).

but when you have to, you can intervene on the side of good taste using the special sysop privileges!

for the next step you will need to enter the bbs, so press the (spacebar) key...

4.3: STEP #3 - EDIT THE LEAD PARAGRAPH

after you have answered the questions which the bbs asks (your name is now "susop"), press "x" to get you into "expert user mode".

the top headline in your database reads "summit of the living bbs". underneath it is a "paragraph" which gives the location and phone number of this bulletin-board.

you should change these entries to correspond to your location and phone number. use the "e" command to edit the paragraph (with the ==> pointing to "summit of the living bbs"), then use the "x" command to change "menlo park, ca" to your town.

use the "x" command again to change the phone number.

4.4: STEP #4 - BROWSE AROUND THE DATABASE

use the travelling commands to read the database, making sure that all the material is intact.

use the "*" command, there should be one numbered message (message #0).

the "table of contents" command (press "t") is a good way to test the structure of your database disk. if the disk is damaged, the damage will probably show up in the "t" command listing.

if you have any problems, give us a call. — 328-1510

4.5: STEP #5 - EDIT THE OPTIONS FILE

using the ucsc pascal editor, edit the file "*bbsoption.text".

~~Use Apple I:~~ Use Apple I: diskette in Drive 1 (vol. #4), lbbbs diskette in Drive 2 (vol #5)

move the cursor down to the second to last line (reads "415-555-1212").

delete the line and insert in its place the phone number of >>your<< bbs.

the other lines in this file tell the bbs where it can find other files (useful for configuring the system for larger disks). right now you shouldn't change any of the other lines. just write the file out

8 u F

(using the "qs" command) and exit the editor.

4.6: STEP #6 - YOU'RE ON THE AIR!!!

you should test the final setup by dialing your bbs from a remote terminal. be sure that the d.c. Hayes modem card is plugged into slot #2. be sure that the d.c. Hayes is plugged into a phone line.

if this test works, your living bbs is on the air! we suggest that you dial up other bulletin-board systems in your area and leave messages announcing your new bulletin-board system. be sure to tell them that it is a "living bbs" - the latest in modern bbs'ing!

if you are using a hard disk, you will want to move the living bbs files to your hard disk, possibly making the database file larger, etc. (more about that later).

even if you plan to use a hard disk, we suggest that you operate your bbs as a "floppy-based" system for a little while (a week or two).

we offer this wish - "may you have many nice people call your living bbs!"

5: NORMAL MAINTENENCE

as with any system or machine, the living bbs requires maintenance to keep it running. if your bbs was an automobile, these items would be akin to normal maintenance like rotating the tires, changing the oil, and filling the gas tank...

5.1: BACKING UP

this is most important! a disk crash is certain to happen (according to murphy's law, it will probably happen at the worst possible time).

when it happens, you will want to have a good backup!

there are two files which change as people add and delete messages on your living bbs: "bbs.db" and "bbsheap.data". when you make a backup of the bbs, you should make a copy of these two files.

5.2: CHANGING THE DATE

the living bbs reads the date off the pascal boot disk (disk #4:). to change the date, enter the pascal filer and set the date using the d(ate command.

5.3: KRUNCHING THE DATABASE DISK

when your database fills, you have two options - you can either make the database larger (only possible if you have a hard disk!) or you can delete some older messages on the database disk.

we call this "krunching". use the (spacebar) command to enter the bbs, then use the "!" command to delete messages.

its a good idea to post a message announcing your disk krunch so that callers will know that some messages have disappeared since they last called. also use some predictable formula for deleting messages and describe this formula in your announcement. here's a couple of examples:

"i trimmed some of the old messages from the fun questionnaire" or "i cleaned out some old letters in the mailbox section".

you might also trim messages when certain sections have become congested, even if you don't have a full database.

6: EXCEPTIONAL MAINTENENCE

following the automobile example, exceptional maintenance of your bbs is akin to adding a car stereo or air conditioning. the maintainer

program is like a "body shop" you can use it to repair a dents and scratches or even to add "tail-fins" to a full database. (don't take these analogies >>too<< literally!)

6.1: THE OPTIONS FILE

when the system boots, it looks for a file named "bbsoption.text". this 7-line file contains various filenames and options which "configure" the bbs.

a description of each of the options follows...

6.1.1: LINE #1 - REMOTE OR NOT REMOTE

if this line reads "REMOTE" (all upper-case) then the bbs will boot as a remote bulletin-board system. otherwise, it will skip the "inbetween calls" mode and put you directly into the "living bbs" prompt, exactly as if you had called the bbs over the phone line.

this option is useful if you are setting up a "personal bbs" and don't want the bbs to be accessible by outside callers.

6.1.2: LINE #2 - WHERE IS YOUR DATABASE?

provides the bbs with the name of your database file. if you should change the name of your database file, you must also change this line.

6.1.3: LINE #3 - WHERE IS YOUR MANUAL?

provides the bbs with the name of the file which contains the user's manual database. this feature is de-activated in this version of the living bbs. so any string of characters here is ok.

6.1.4: LINE #4 - WHERE IS YOUR "HEAP"?

provides the bbs with the name of the file which contains the "heap" or "index" for the bbs. the information contained in this file is used by the "msg scanner" facility.

6.1.5: LINE #5 - WHERE IS THE SIGN-ON MSG?

provides the bbs with the name of the file which contains your sign-on message. when a user signs on your bbs. the system asks this question...

are you a new user (y/n)?

if the user responds "y" then the bbs displays the contents of this file. you may want to edit the contents of this file. to describe the purpose of your particular bbs.

6.1.6: LINE #6 - YOUR PHONE NUMBER

this version of the living bbs uses this string only when the user is signing-off using the "q" command. future versions of the living bbs

may use this string for message forwarding and automatic upload/download of information.

6.1.7: LINE #7 - EXERCISE OR NOT EXERCISE

if this line reads "EXERCISE" (all upper-case) then the bbs will periodically read random blocks from your boot disk while it is waiting for a caller. most systems will want this option turned off. if you have a hard disk which tends to "disappear" if its not accessed often (we used to have one!). then you will want this option turned on.

6.2: THE MAINTAINER PROGRAM

the living bbs maintainer program provides several useful facilities for maintaining your bbs system. to run the program type "xbbsboot:bbsmaint(return)" to the ucsl pascal "c(ommand" prompt. then, four options are presented to you...

6.2.1: OPTION #1: CREATE

use this command to create a new database file. you may, for some reason want to start a new database.

6.2.1.1: SELECT THE CREATE COMMAND

press (spacebar) until the "menu cursor" is over the "create" command.
press (return).

6.2.1.2: NAME OF NEW DATABASE?

provide the name of the database which you want created. whenever the maintainer asks for a string, you have a couple of simple editing commands available to you...

6.2.1.2.1: (ESC) ERASES THE LAST CHARACTER

if you want to change part of the string which you are entering, press (esc) a few times to erase the unwanted characters.

6.2.1.2.2: (LEFTARROW) ERASES THE LAST WORD

(leftarrow) is a "high gear" version of (esc). it erases all of the characters up to and including the last blank in the string. when specifying a filename (which rarely contain blanks), (leftarrow) will erase the entire string.

6.2.1.2.3: ↑ FOR "OLD STRING"

the maintainer remembers the last string which you typed. whenever you type ↑, this "old string" is generated in your typed string...

6.2.1.3: HOW MANY BLOCKS FOR FILE?

the maintainer needs to be told how many 512-byte blocks should be allocated for this database. the maintainer suggests a number - 100, this size has no special magic properties, its just a round number and will make a database large enough to hold a modest document.

the maintainer will not accept a number smaller than 2 and larger than 30000.

type the number, followed by a (return). if you want to accept the suggested value of 100, simply press (return). (esc) erases the last numeric character.

6.2.1.4: FILE EXISTS, REMOVE IT?

the maintainer checks to see if the file already exists. if it does, then you are asked whether you want to remove the file before creating the new database file.

if you didn't intend to remove the existing database, type "n" (or (return) or (esc)) and the maintainer will remove the file.

if you >>>did<<< intend to remove the file, type "y"...

6.2.1.5: THEN THIS HAPPENS...

the maintainer displays this message...

```
creating "fun.db"
```

```
size = 100
```

a few seconds pass while the maintainer creates the file, then the top-level menu re-appears.

6.2.2: OPTION #2: SETSIZE

choose this option if you want to change the size of a database.

6.2.2.1: SELECT THE SETSIZE COMMAND

press (spacebar) until the menu cursor is over the "setsize" command.

press (return) to select the option.

6.2.2.2: SELECT FROM THE NEW OPTIONS

three options will appear, use "shrink" to make a database file smaller, use "extend" to make one larger, if you choose to do neither, select "punt".

6.2.2.2.1: OPTION #A: SHRINK

don't use this option, unless you are in contact with living videotext. you can do great harm with this command if you use it on the wrong database! a word to the wise!

6.2.2.2.2: OPTION #B: EXTEND

this command is "safe"... when a database becomes full, you may want to make the database file larger. that's what the "extend" command does.

6.2.2.2.2.1: EXTEND WHICH DATABASE FILE?

provide the name of your bbs database file, then tupe (return).

6.2.2.2.2.2: ADD HOW MANY BLOCKS?

the maintainer opens the database file, finds out how large it is and asks the question:

db size = 12, add how many blocks?

the number 100 is suggested, you can add as many blocks as you like, maintaining the limit of 30000 blocks per database, and assuming that there is enough space on your disk.

if there isn't enough space, the file will be made as large as

possible.

6.2.2.2.2.3: THEN THIS HAPPENS...

a pause of a few seconds, then the top-level maintainer menu re-appears.

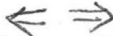
6.2.2.2.3: OPTION #C: PUNT

select this option if you want to return to the main menu.

6.2.3: OPTION #3: INDEX

use this command when for some reason, the "msg scanner" command doesn't work properly. it will generate a fresh file for the message scanner (see "bbsheap.data" in the options file)... this file is also called a "heap" or "index".

6.2.3.1: SELECT THE INDEX COMMAND

press  (spacebar) until the "menu cursor" is over the "index" command, then press (return).

6.2.3.2: BBS DATABASE FILE?

what is the name of your database file (the one mentioned on line #2 in "bbsoption.text") ? as you type in the name of the file, use (esc) to erase the last character... (leftarrow) to erase the whole string.

6.2.3.3: FILE FOR INDEX?

cut off msg #
this command will create a file which will become your "heap" file. the maintainer wants you to give it a filename for the heap. after you are finished with the process, you must make this filename agree with the filename on line #2 in the options file ("bbsoption.text").

6.2.3.4: THEN THIS HAPPENS...

the maintainer makes a pass over the entire database reading each message. if the message is labeled with a message number (on the same line as the date), then maintainer adds that message to the heap. when the process finishes, the heap file is closed and the top-level menu re-appears.

6.2.4: OPTION #4: EXIT

select this option when you are finished using the maintainer program.

6.3: MOVING TO A LARGER DISK

when and if you choose to move your living bbs to a hard disk (or larger capacity floppy drives) you will have to move some files around and use the maintainer program to make your bbs database larger.

the instructions which follow will work in any new environment provided that environment supports the ucsd pascal filesystem.

6.3.1: THE DATABASE FILE

each database is stored in a pascal datafile. use the filer to t(transfer the database file to its new volume, making sure that there are enough <unused> blocks following your database file for expansion of the database.

6.3.2: MAKE THE DATABASE FILE LARGER

use the maintainer program (the "setsize" option) to extend the database file. the maintainer program is also described in this document.

6.3.3: MOVE THE PROGRAM FILES

you should use the filer program to t(transfer the contents of the bbs boot disk to a new volume. if you are using a corvus hard disk, you might want to create one big volume with all the codefiles >>and<< the database file.

two files >>must<< be on the pascal boot disk, if they're not present the bbs will not boot properly.

first, you must have a file named 'system.startup' on the boot volume. you might have to change this program (we have included the source code for this program in 'startup.text'). in this program is a statement:

```
setchain ('bbs.code');
```

if you have moved the bbs codefile, you should change this statement, compile the program (producing a file called 'startup.code'). then use the pascal filer to c(hange the name of this file to 'system.startup'.

the other file which must be on the boot volume is 'bbsoption.text'. this is the file which the bbs reads on booting. it tells it where the database file is as well as other important information. the contents of this file is described in the "exceptional maintenance" section.

7: KEEP IN TOUCH!

there are several good reasons why you should keep in touch:

7.1: LIVING BBS USER'S GROUP

share your experience with other people who are living bbs sysops.
the menlo park bbs is headquarters for the living bbs user's group.

7.2: NEW RELEASES

find out about new versions of the living bbs, we are always improving features, fixing bugs and twiddling around with the software.

7.3: BUGS!

learn how to cope with the bugs in the bbs software, report new bugs!

7.4: NEW PRODUCTS FROM LIVING VIDEOTEXT

if you like the bbs, you'll like some of the other products which we are developing here at living videotext. when it comes to "what's new", you'll find out about it first on the menlo park lbbs!

7.5: OR... JUST DROP IN FOR A VISIT!

we always have a pot of fresh coffee, comfortable chairs and we really >>like<< the people who operate living bbs'es!

our bbs is always open, 24-hours a day, 7-days a week at 415-327-8876.

EduNet Diskette in Vol #4

Power Up

See

EASY VERSION

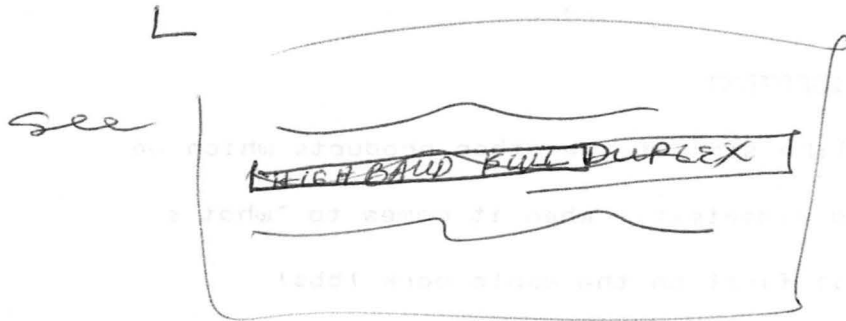
CIT Diskette in Vol #4

Power Up - computer - screen + modem

See

CIT TERMINAL MODE

We want to "change options" so type:



Type: D ↘ to change Duplex to Full
B ↘ to " BAUD to HIGH (=300)
T ↘ to begin acting as dumb terminal

see:

SCREEN BLANK

DIAL NUMBER

hear: CARRIER TONE; CONNECT DATA LINE, WAIT for SIGN ON MESSAGE LBP