

**Z-Msg Message Handling Program**

by

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## PREFACE

The Z-Msg Message Handling Program is used for local electronic mail, public and private access electronic bulletin boards (BBS), inter-office memo tool and product support aid using available communication channels. Written in C Language, Z-Msg is configurable without need for recompilation, using multi-function menu for quick and easy installation. Remote communications requires use of public domain program BYE.

Ease of use and state-of-art software functionality are designed into Z-Msg. Message editing by word, phrase and line, string searching, collecting usage statistics, configurability, and security of access are engineered into the program.

Installation of Z-Msg on a personal computer system not having telephone modem access is simple and quick, and requires little skill to install. Remote Bulletin Board System (BBS) message and file access requires installation of modem and port I/O dependent Assembly Language code. Though most code is contained within the various programs editing, equate setting, assembling, patching, and debugging is still required. Satisfactory installation of MDM7, MEX, Modem7 or equivalent programs indicates skill level required for a remote message handling system.

Sysop Manual and User's Guide completely describe Z-Msg Program installation, maintenance and use by System Operator and access by users.

The Introduction chapter of Sysop Manual contains list of recommended public domain utility programs for use in a remote dial-up environment. Those setting up an Echelon Z-Node should acquire document "Z-Node Configuration," written by David McCord. Recommended default values for BYE, XMODEM, SD and other required programs are discussed. Document (as file Z-NODE.CFG) is public domain and obtained from Echelon Z-Node Central bulletin board at telephone 415/489-9005 and may be available for downloading from other public message systems.

## Z-MSG SYSOP MANUAL

### Introduction

Z-Msg is electronic mail and message handling Bulletin Board System (BBS) designed to be closely compatible with METAL, and expanding on RBBS, DataTech, OxGate, and other message systems. It allows remote callers to enter and receive messages, news items, want-ads, and other text material. The software is used with the remote communication program BYE III, running under Echelon Z-System (ZCPR3 combined with ZRDOS) or Digital Research CP/M 2.2 operating system (OS). User interface is a series of convenient and easy to understand menus and command line prompts.

Hardware System Operation Requirements:

- o 58k or greater RAM under Z or CP/M 2.2 system.
- o 200k or greater disk space and two drives.
- o Several Public Domain programs (ZCPR, SD, BYE, XMODEM) required for remote access.

The message program consists of the following executable files:

### Z-Msg Executable Files

- |              |  |
|--------------|--|
| MENTR.COM    | - This program loads Z-Msg, and has it perform the initial login sequence overlay (MENTER.OVR). For owners of earlier versions, this performs the equivalent function of MENTER.COM. |
| Z-MSG.COM    | - The main message system. Handles message entry and retrieval, Sysop utilities, and all other message system functions.   |
| ZMCONFIG.COM | - Configuration program sets various system options into disk files.<br><br>Also included are several text files useful as a guide in setting up message system.                     |
| NEWUSER      | - Sample text file shown to first-time users of system.  |
| OSINFO       | - Sample file displayed when entering operating system if user is a novice.  |
| HELP.*       | - Various help files--use whichever one you like best, alter to your taste.  |

- Z-MSG.HLP       - Description of all public message system commands. The most appropriate place for this file is in articles or notes menu (see chapter describing special Sysop options).
- NOTES.IND       - A sample "NOTES" command index file (see the chapter describing special Sysop options).

Recommended Public Domain Programs

The following public domain programs are recommended for assist remote access systems. Many additional programs are available to enhance performance of a BBS, but these are foundation for message and file transfer systems.

- ZCPR1/2/3 -----  
Console Command Processor Replacement for security
- BYE III -----  
Remote access program, used to answer telephone.
- XMODEM -----  
Remote CP/M file transfer utility
- SD97 -----  
Super Directory upgraded for Z-System use

Except for ZCPR3, public domain programs are difficult to fully support, even though they are required by the Z-Msg Message Handling Program package. A competent assembly language programmer, or anyone familiar with the re-assembly of public domain assembly language programs should be able to get them running with little or no difficulty. Local users groups can provide great assistance in getting public domain programs working correctly. All we do is recommend those that assist in satisfactory message system operation. The rest is up to you.

The need for security in your system is highly stressed. If someone is able to download the USERS file, or perform certain standard operating system commands like ERA, REN, and SAVE, or use the USER command, harm could be done to the files on your system, and possibly to other users (such as when a USERS file is compromised)!

Installation

Before running Z-Msg, you must configure it for your system. A program called ZMCONFIG is supplied to make this job easy. As this program is run, go through each item on the menu changing options as applied to your system. A description of each option is provided in later sections of this manual.

**\*\* NOTE:** Typing RETURN to configuration prompts retains current value.

All files used in Z-Msg program should conform to the following format:

uu/d:ufn.typ

where uu = the user number, d = the drive, and ufn.typ is the unambiguous file name.

**\*\* Always specify complete filename, including user area and drive. Failure here leaves Z-Msg unable to locate files.**

## Running ZMCONFIG

When program runs, first prompt seen asks for a configuration file name. This applies to a file that you might have saved during previous executions of ZMCONFIG. If you have not saved a configuration file before, simply press the RETURN key. A menu is then displayed similar to this:

### Configuration Menu

1. Return to Operating System (optionally save configuration file)
2. Edit User Types
3. Private/Public System Setup
4. Files: Names and Locations
5. Maximum Tries user is allowed before being logged out
6. Real Time Clock Setup
7. BYE Parameters
8. Operating System Setup (ZCPR)
9. Location of System (Sign-on Message)
10. Printer log option
11. Five inch drive setup
12. 25th Status Line setup
13. Sysop Name and Password
14. Message base options (Maximum # of msgs, etc.)
15. Save current configuration in configuration file for later use
16. Get previously saved configuration file
17. Permanently save current configuration in Z-MSG or ZMCONFIG

Menu items are individually described in paragraphs of Configuration Commands section.

After completing ZMCONFIG, the system files are placed on desired disk/user areas. Suggested placements follows:

Placement of System Files

Location	File(s)
A: User 0	Z-MSG.COM must be here! BULLETIN, OSINFO, HELP, NEWUSER, SYSTEM.INF, WELCOME
A: User 1-12	Usually contain files available for downloading.
A: User 13	Reserved for special user uploads/downloads.
A: User 14	MENTR.COM, ZMCONFIG.COM, MUTIL.COM, CALLERS, COMMENTS, COUNTERS, LASTCALR, MESSAGES, SUMMARY, NOTES.IND, FEATURE.IND, USERS and all of the Overlay files *.OVR.
A: User 15	Usually reserved for private uploads to SYSOP. This requires enabling the private upload option in XMODEM.

Only Sysop user status should be given access to disk/user areas 14 and 15. Files and commands not available to ordinary users are here.

The Sysop must be first user who logs onto system (run MENTR and enter Sysop name). Please see chapter explaining special Sysop features and commands for a more complete description of this process.

#### BYE Setup

When using public domain BYE program for remote access of a Z-Msg system, you should modify BYE to automatically load a COM file when a call is received. The file loaded and executed must be MENTR.COM. An equate is found near beginning of BYE source listing permitting auto program loading. The filename to be loaded is found in DB pseudo-op about a fifth way from END of program listing.

## Configuration Commands

### Menu Item 1 - Return to Operating System

Use this option when you are finished configuring the system, or wish to cancel and return to Z or CP/M, depending on which operating system you use. The program prompts with:

Save current configuration?

If you reply YES to this prompt, you are asked for a configuration filename and where to place it. If RETURN is pressed, a re-prompt occurs. If response is not YES, operating system, either Z or CP/M, is entered.

\*\* It is strongly advised to save a configuration file for later use. Time is saved if only one or two values need changing or several different set-ups can be made available for different uses.

\*\* If by accident you fail to save your configuration, or unintentionally typed menu command, you may still continue from where you left off if you have not yet run another program:

If you are using Z or ZCPR and the GO command is enabled, simply type GO to continue. If you are not using ZCPR, create a GO command doing this:

```
SAVE 0 GO.COM
```

then type GO. You may erase the GO.COM file later if you like.

## Menu Item 2 - Edit User Types

The first question asked is default user type. The following tables describe each user type, and their default settings. Enter the character of the user type you wish a brand new caller to default to. On registration type systems, the default user type is usually set to NOOS (x), so that the person may not enter operating system.

NOTE: When using special Sysop ADD user command, the default type no longer applies. This command currently always sets user type to NORMAL (n).

There are 8 different user types, 5 of which have predetermined (default) parameters. The user types are as follows:

User Types

Type	Access Allowed
SYSOP	is allowed complete system access and control.
SPECIAL	is someone who can be trusted to help you do away with certain messages that might be left by 'twits' before you mark the person as a TWIT. They also have access to higher user areas on the system.
NORMAL	is the person who first logs on, and you don't know too well. They can leave messages and get to the OS, but have no 'special' privileges. You might decide to disallow entering messages and OS access until he leaves comments with a name, phone #, address or whatever other security tests you might like to give. They may still leave private comments to the Sysop when exiting the system, or using the APPLY or COMMENTS commands.
NOOS	is the same as a NORMAL user, except they can't get to the OS.
TWIT	is someone who has proven his disregard for rights of others and is not allowed on system under previously entered name or "handle". Such status is given to users who, after repeated warnings, do not meet your standard for respectability. You are judge!
USERA-USERC	Sysop and levels of special users you optionally determine.

Table below shows default settings for available user types:

Default User Types

char	name	#1	#2	#3	#4	#5	#6
+	SYSOP	15	30	YES	YES	YES	YES
s	SPECIAL	12	15	YES	NO	NO	YES
n	NORMAL	10	5	NO	NO	NO	YES
x	NOOS	0	5	NO	NO	NO	YES
X	TWIT	0	0	NO	NO	NO	NO
a	USERA	... <defined by you>		[these are optional]			
b	USERB						
c	USERC						

Each user type is displayed, and prompts request changes to user parameters. If you don't answer YES, next user category is displayed and again prompts for change. Otherwise, each available parameter is requested. A RETURN entered alone results in current value being retained. Options described below correspond to those in the above table:

#### Option #1 (b)

Maximum OS user area (0 to 15) available to message system user. A zero indicates NO OS access.

#### Option #2 (b)

Time (in minutes) before disconnect occurs without keyboard or file activity. A zero indicates that the user is to be logged out immediately.

#### Option #3

The ability to kill messages not addressed to system user.

#### Option #4 (z)

ZCPR wheel byte status is setup with this option (era, ren, save, etc., controlled by WHEEL byte in ZCPR). This may also be used with newer versions of XMODEM to toggle the STATUS if ZCPR is not used. Also, if you are using ZCPR and the newer XMODEM, it is suggested STATUS equate be set to point to same address as ZCPR WHEEL byte address.

NOTE: The 'Master OS Privileges' prompt refers to this! This is not how you give OS access to users, see #1 above for that.

#### Option #5

The ability to read private messages not addressed to user is function of this option.

## Option #6

Ability to enter a public message is controlled by this option. The user may however still use APPLY or COMMENTS commands to enter a private message to the Sysop. Comments are accepted when leaving the system, as well as when entering operating system, Z or CP/M.

(b) = BYE III or greater required for options #1 and 2.

(z) = ZCPR setup for a SECURE system required for option #4.

## Menu Item 3 - Private / Public System Setup

A private system may be setup. This type of system will not allow users to automatically be added if their name is not found in the users file. An 8 character password will be required by everyone that wishes access.

You will be asked if you would like the system to be private, and if so, also be asked for an access password.

The default is a NON-PRIVATE system.

A special file called SYSTEM.INF is displayed if the user is refused access to a private system. Access may be refused if the system password, or the user's own password is not given correctly. The file might state how you can gain access to the system, or how to go about finding out your password if you've lost it. Once the file is displayed, the system will disconnect the caller. The file is not used in public systems.

Menu Item 4 - Files, Names and Locations

Several files are used by the message system. These files are either created by Sysop or automatically by Z-Msg. File description appears in Files Used by Message Program chapter. This menu item allows changing file names. Current settings are shown of each file and prompt for a new filename occurs. If change is not desired, simply press RETURN key.

The following table lists default filenames and locations in the order ZMCONFIG presents them.

File Order and Locations

1) 14/a:bulletin	14) 14/a:othersys
2) 14/a:welcome	15) 14/a:notes.ind
3) 14/a:users	16) 14/a:feature.ind
4) 14/a:callers	17) 14/a:meinfreq.ovr
5) 14/a:counters	18) 14/a:menter.ovr
6) 14/a:messages	19) 14/a:mesumm.ovr
7) 14/a:summary	20) 14/a:mekill.ovr
8) 14/a:newuser	21) 14/a:mesend.ovr
9) 14/a:lastcalr	22) 14/a:meuser.ovr
10) 14/a:help	23) 14/a:meSysop.ovr
11) 14/a:cpminfo	24) 14/a:memisc.ovr
12) 14/a:system.inf	
13) 14/a:comments	

Full filename must be specified using following format:

uu/d:ufn.typ

where uu = the user number, d = the drive, and ufn.typ is the unambiguous file name. Failure here could cause Z-Msg to not find files.

Menu Item 5 - Maximum Tries Before Logout

This value is simply how many chances a person gets when trying to logon to the system. If they use all of their chances, they get logged off. This is primarily of interest to PRIVATE systems, but can be used for either. Default is 5 attempts.

Menu Item 6 - Real Time Clock Setup

Current options available :

NO CLOCK - No real time clock available

COMPUPRO - Compupro System Support I real time clock on system. You are asked for the clock data and status ports. Normally the data port is 5Bh, and the status port is 5Ah, as supplied by Compupro.

HAYES - Hayes Stack Chronograph via a serial port. You will also have to enter data and status port addresses, and status mask. The data port is where commands are written, and the time and date are received. The status port, in conjunction with the status masks, is used to determine whether or not the serial port is ready to send or receive new data.

If you don't have any of the above set this one to NO CLOCK. The default clock is NO CLOCK.

Menu Item 7 - Bye Parameters

The BYE program may be setup to ask for the number of nulls. If you decide to have BYE do this, you must tell Z-Msg that this is the case, or it will reset it after the person logs on. You are prompted for your BYE setting.

The default is that BYE does not ask for NULLS. NULLS are characters sent after a Return character is sent. This is used primarily for the older (and slower) printing terminals that required time for the print head to return to the first column on a line. A NULL character has a value of 00h.

Menu Item 8 - Operating System (with ZCPR) Setup

If you are using ZCPR (public domain Console Command Processor Replacement), Z-Msg may be used to turn on or off the secure mode WHEEL byte according to the user type (see earlier configuration option). If you use ZCPR, be sure WHEEL location is correctly set. This location may also be used with newer versions of XMODEM to toggle the STATUS location, if ZCPR is not used.

Also, if you are using ZCPR and the newer XMODEM together, it is suggested you set STATUS equate in XMODEM to point to same address as ZCPR WHEEL byte address. STATUS byte in XMODEM controls downloads from private user areas (such as XMODEM S A15:MYFILE.TXT).

Defaults are: use ZCPR and WHEEL at location 003EH.

Menu Item 9 - Location of System Sign-on Message

This is a short (80 character maximum) text string which is displayed as your system identification, when somebody logs onto to system. Any standard displayable characters may be used in this identifier. (The string "Zilch!!!" is one exception, and must not be in the message.)

Menu Item 10 - Printer Log Option

If you would like the Callers Log, and comments sent to your list device (LST:) then modify this option. Normally a callers file, and comments file are generated instead of output going to the printer. These files will no longer be created if you are logging callers and comments to the printer.

\*\*\* Remember to leave your printer for this option \*\*\*

Menu Item 11 - Five Inch Drive Setup

This is a rather obscure option that was dreamed up after noticing the slow speeds at which some 5" drives re-select. Generally, after a drive is selected, it has a 5 second (or so) timer set. After that timer expires, the drive de-selects. The time required to re-select the drive is often noticeable when you are reading messages at 300 baud. If your controller is memory mapped, and the timer can be reset using a simple 'peek', then you should change the location of this option to that of your drive timer reset location. This will keep the drive motors spinning while printing lengthy messages, users log, or anything else that the timer might timeout on.

Menu Item 12 - 25th Status Line Setup

If you have a 25th status line on your system, you may display the current users name, status, location and time logged in, in it.

First, you must know the following:

- o The character sequence to move cursor to the 25th line. You will be asked for the sequence in HEX byte values.
- o The character sequence to return the cursor to continue from its prior location. You will be asked the character sequence in HEX values.

There are two methods for using the status line. The first requires you to know the following:

- o Your console DATA OUTPUT port.
- o Your console OUTPUT STATUS port.
- o The bit-mask that checks for TXRDY (the mask gets ANDED with what is read from the output status port, and if it's not 0, then a character is sent to the terminal).

For this method, simply enter the information above when you are asked.

The second method requires you to do a little more work. It may be used when you don't have the above information, or your computer uses a memory mapped display (and still allows a character sequence to be sent to its video driver, to use the 25th line). There are distinct disadvantages to this method, namely being that you must perform the following steps after booting up on the system disk which you plan on using for your system, and that it will cause problems if used with any other disk with a different operating system on it (it will work on any disks that you sysgen/gensys, etc., with the same operating system on it).

Bootup on the disk with the Z or CP/M system you are going to use when your BBS is setup. Then using DDT, follow the steps below (lower case indicates what you type):

```
A>ddt                ; run ddt, dsd or zdm
  DDT VERSION X.X
-10                  ; list code at address 0000
0000 JMP E803        ; this is a sample.. the address found
0003...              ; in the first jump instruction should
                      ; be noted.
-1E80C               ; Now, list code at the address
                      ; created by taking the first two digits
                      ; of JMP instruction above, and append
                      ; the digits 0C to them (E8 + 0C=E80C).
E80C JMP F554        ; Write down the address found in this
E80F...              ; jump instruction (F554 in this example).
-^C                  ; exit DDT, the hard part is over..
```

Now, with the number you just wrote down, run ZMCONFIG, and select the 25th line menu option. When asked for the status port and status mask values, set them to 0 (zero). For the date port, enter the address you wrote down from the above sequence.

Remember, this sequence needs to be followed every time you change Z or your CP/M system (make BIOS changes, change size, etc.)!

Kaypro users may use the last method to gain 25th line access, follow the steps above, and use the following undocumented sequences to get to the 25th line:

```
1B 42 36 1B 42 37 1B 3D 38 20   (ALL IN HEX)
```

And the sequence to return is:

```
0D 0A 1B 43 36 0D 0A           (ALL IN HEX)
```

Older Kaypro systems may not support these features, and they are given here as a service. They have been tested, but no guarantee is made as to the function of the sequences on your system.

Menu Item 13 - Sysop Name and Password

As System Operator, you have a special 'built-in' password, just in case someone gets to the users file and finds out your other password. This is strictly a backup security measure. You must set the SYSOP name to your name (or 'handle'), then set a new password, of up to 8 characters, that is different from your USERS file password. Your name will be automatically capitalized if it is entered in all lower case.

Chapters 4 and 5 describe various commands, and privileges that only a Sysop has access to.

Menu Item 14 - Message Base Options Setup

Several limits are placed on the number of active messages, the number of combined active and deleted messages, line length, and maximum number of lines allowed in a message. Current defaults of each variable are displayed and changes requested.

Defaults:

Maximum active messages is 250 (value must be  $\leq 2000$ ).

\* This limits the number of messages that are 'active' on the system (active=haven't been deleted). Usually the value is a safety measure to avoid filling up the disk entirely.

Maximum combined active and deleted messages is 400 (value must be  $\leq 3000$  and greater than the maximum active messages).

\* This limits the total active and deleted messages allowed. This is a better method to limit disk storage problems, since it includes all messages that are currently on disk in its value. The primary purpose of this is to allow Z-Msg to purge messages, and not run out of memory in doing it.

Maximum length of a message line default is 80 (must be  $\leq 128$ )

Maximum number of lines a message may contain default is 100 (must be  $\leq 250$ ). Message text space is allocated dynamically (while the lines of text are being entered), and as such, you may run out of memory before the person is allowed to enter the maximum # of lines you specify here.

Each message will take approximately  $384 + \langle \text{chars in msg text} \rangle$  bytes of disk storage. Additionally a block of memory is allocated which is equal to  $8 * \langle \text{max total msgs} \rangle$  bytes.

## Menu Item 15 - Save Current Configuration in Configuration File

You may save the changes you have made to the default configuration anytime. This allows you to continue where you left off, or to keep several different configurations on-hand for different purposes. You will be prompted for a filename, and it will default to the last drive and user area accessed if none are given. To restore the file at a later date, use the recall configuration file command (see next Item).

Note: Currently different versions of Z-Msg contain different formats of configuration files. When you receive a new version of Z-Msg, you will have to go through this configuration process from the beginning, and your old configuration file will not work correctly.

## Menu Item 16 - Recall Configuration File

If you have run ZMCONFIG before, and saved the configuration in a file (either thru a menu option, or when exiting to Z or CP/M) you may recall that configuration with this command. You will be asked for the user area and drive you wish to get the file from (defaults are the last used drive/user).

Note: Currently different versions of Z-Msg contain different formats of configuration files. When you receive a new version of Z-Msg, you will have to go through this configuration process from the beginning, and your old configuration file will not work correctly.

## Menu Item 17 - Make Configuration Permanent

An area is set aside in Z-Msg and ZMCONFIG which contains only options. This area is the same in all four files. ZMCONFIG is used to setup the appropriate configuration. You may then save the configuration in a file that can be loaded by ZMCONFIG later. To make any of the changed options permanent, you must save the new configuration in Z-Msg. The string "Zilch!!!" must not be added anywhere in Z-Msg or ZMCONFIG--it is the string used to find the location of the configuration area.

You will be prompted for a file name where the current configuration, should be saved. This should be either Z-Msg or ZMCONFIG. You should specify the full file location within the name, but the file type is assumed to be .COM if the type is left unspecified.

\*\* Once the program Z-MSG.COM has been configured, run MENTR and login under your name. The Sysop must be the first person to login to the message system. (See Special Features and Commands section in Sysop Maintenance chapter for details.)

\*\* Note - THIS COMMAND MUST BE USED TO COMPLETE THE SETUP PROCESS. NONE OF THE CONFIGURATION CHANGES YOU MAKE WILL BE PUT INTO OPERATION UNTIL THE APPROPRIATE FILES (USUALLY JUST Z-MSG) HAVE BEEN "PERMANENTLY" SETUP WITH THIS COMMAND \*\*\*

Files Used by Message Program

Several files are created and used by the system. None of them are REQUIRED to be created in advance; however, there are several files that you may wish to create, or edit to your liking.

## File Names and Descriptions

An asterisk (\*) in left-most column indicates a file created by you. All others are either created by Z-Msg or are supplied with it.

Filename	Description
*.OVR	These 8 files are overlays which get loaded according to the Z-Msg commands you issue. The chapter describing compilation lists which files are loaded according to what commands. Make sure these files are in the user area and drive you specified when configuring files, or Z-Msg commands will not work, and you will receive Overlay ERROR #10 (overlay not found) messages.
* BULLETIN	This file is displayed when the user logs onto the system. Usually bulletins concerning the system are found in this file; however, it may contain any login message you choose. File is created with a standard text editor.
CALLERS	This file contains System Callers Log if not being sent to the printer.
COMMENTS	This file contains comments left by Users when leaving the system, or jumping to Z or CP/M, if the file is not routed to the printer. This file does nothing but grow, after reading comments, you should delete or archive the file to save disk space, and keep it current.
COUNTERS	This file is created by the message system automatically. It contains next system message number, number of active messages, and number of previous calls. If compatible clock board not being used, the date will be kept here for convenient updating.
* OSINFO	This file is displayed when a novice enters the OS, Z or CP/M. Usually it contains a few OS hints and system

dependent notes. A sample OS Info file is included on distribution disk.

\* FEATURE.IND

This is an index file for featured articles (displayed with either the 'features' or 'articles' command). The file has the following format:

```
chars 1-17 -----
File name (uu/d:ufn.typ)
```

```
chars 19-end of line -----
File description which is printed in
menu.
```

Each line must be at least 19 characters long. The file may be created with any standard text editor. There is a maximum of 25 files in the index file. Please see the chapter on Sysop features for an example.

You may add comments in this file by merely starting each line with a ";" which is to be a comment.

You can display text in the index file by placing an asterisk ( \* ) as the first character in the line, followed by the text to be shown. It will show up within the menu in the same order as it is in the file. For instance, if you wish to subdivide sections of files in the menu with different headings, you could have something like:

```
*      General Interest Features
*
12/b:mytext11.txt My text file, oh boy!
11/a:generalt.ext Just some text.
*
*      Special Interest Features
14/c:specialf.ile News on new stuff!

.....etc.....
```

HELP

This is the system command help file. It is displayed in response to the HELP (or ?) command. You may alter it to suit your tastes.

LASTCALR

The LASTCALR file contains information about the current, or last logged in caller. It includes the name, time and date of login, and a pointer to further information contained in the USERS file. The MENTER overlay creates this file when somebody first enters the system

and Z-Msg reads the file thereafter.

## MESSAGES

This is the message file itself. It contains all messages handled including header and text for each message entered. The message text itself is stored in text editor-like format, with each line ending in a Carriage Return/Linefeed sequence. The message header always starts on a 128-byte record boundary, thus up to 127 bytes of disk storage may be wasted in one message. This is not a large problem however, since typically no more than 64 bytes are not used. Most other message systems make similar trade-offs, such as allocating 64 characters for every line, regardless of how long it actually is.

Note, when someone 'kills' a message, the message remains in this file until you use PURGE to remove them.

See SUMMARY file for information on the format of the message header.

### \* NEWUSER

This file is shown to the user the first time he logs onto the system. You can put anything you like into it. As before, this is a standard text file. A sample of this file is distributed with Z-Msg.

### \* NOTES.IND

This is the index file for the 'notes' command. Its contents are like the FEATURE.IND file in every way. See description of FEATURE.IND for more info.

## SUMMARY

This is a message summary file. It contains one record per message, which contains a message header that is identical to the message header used in the message file.

The format of the message header is as follows:

Bytes	Function
0/1	- Contain the message number.
2/3	- Contains the CP/M record of the message header in the message file.
4/5	- Contain the messages' 'parent' if this is a reply

to a message. If this is not a reply to another message then this is 0.

- 6/7 - Message number of the first reply to this message. 0 if there are none.
- 8/43 - This is the receiver of the message. Both first and last names together with a space in-between them.
- 44/57 - This is the first name of who sent the message.
- 58/77 - This is the last name of the person who sent the message.
- 78 - This is a message status character. It will be 'n' for a normal message, 'p' for a private message, and 'x' for a killed message.
- 79/80 - Number of lines in the message.
- 81/88 - Date the message was entered.
- 89/96 - Time message was entered.
- 97/127 - Message topic.

Note: 16-bit numbers are stored in standard low byte/high byte sequence.

\* SYSTEM.INF

A text file containing anything you would like displayed to someone who unsuccessfully tried to gain access to your private system. This file is only used in a PRIVATE system.

USERS

This is the users file, it contains users names, locations, passwords, and parameters. Each user takes one CP/M record (128 bytes). Format as follows:

Bytes	Purpose
-----	-----
0/1	- User number.
2/16	- Users first name.
17/37	- Users last name.
38/46	- Users password.

- 47/55 - Date last logged on.
- 56/64 - Time last logged on.
- 65/93 - City user is calling from.
- 94/95 - Last read message (high msg at last logon)
- 96 - Userstatus:
  - '+'=Sysop 's'=Special
  - 'n'=normal 'x'=noos
  - 'X'=twit
  - 'a','b','c'=user defined types.
- 97 - Internal user type flag, derived from user status above.
- 98 - Upper/Lower caseflag
  - '1'=upper only, '0'=uplow.
- 99 - Auto jump to OS instead of BBS. '1'=go to the BBS.
- 100 - Expert user? '1'=yes.
- 101 - Bell on? '1'=yes.
- 102 - Auto msg read at logon?
  - '1'=yes.
- 103 - Reserved.
- 104 - Number of nulls.
- 105 - Terminal height. 0=no pause.
- 106 - Terminal width.
- 107/108 - Future TCAP (Z-System) pointer entry.
- 109/110 - Future upload count.
- 111/112 - Future download count.
- 113/114 - Future time on system count (total minutes for the day).
- 115/116 - Reserved.
- 117/118 - Number of calls user's made.
- 119/123 - Reserved.
- 124/127 - Currently Unused.

Note: 16-bit numbers are stored in

standard low byte/high byte sequence.

- \* WELCOME This file is displayed by BYE when entering the system. The message system may also print this at the users request. It should be system introductory text.

### Sysop Maintenance

Several Commands are added to Z-Msg for people with Sysop status. Those relating to message or users file maintenance are described below.

The only Sysop maintenance necessary is purging of old messages (those which have been 'Killed'). This should be done a few times a month, or as it is required by your system, since old messages will still take up space on the disk until you have done so. Please refer to the "purge" command below. Your message base must never exceed 400 (default and changed with ZMCONFIG.COM) total active and 'killed' messages; Z-Msg is not able to purge messages if this limit is exceeded.

Commands list below are shown with acceptable abbreviations in upper case letters, remainder of command name in lower case.

### Maintenance Commands

#### "ADd" user command

This is most commonly used in a private system to allow certain people to gain access to the system. In a public system, this functions similar to the MENTER overlay, except that the user is always assigned the normal user status (n).

#### "Delete" user command

This command is used to remove a user from the users file. It does this by setting the user number to 0 in the file. Subsequent new users will obtain the old user number and position in the users file of the deleted user.

For example: deleting user #43, next new user would become user #43 and be in same file position.

You may specify the user, either by their full name as is shown in the users file, or by user number in the users file.

#### "EDit" user command

You may change a user's name, city, password and status using this command. You will be shown the user's name, if you would like to change it, just enter the new name, otherwise hit return. The same goes for the city and password. When you get to the user status, you must enter a valid status/type character (or return if you aren't changing it). A list of valid characters is shown on a table in the section on installation (menu item 1). You will then receive a prompt asking if all of the information is correct. If you say yes, the edited user information will be saved, and you will be re-prompted for a new user to edit. If you answer NO, you will be asked if you would like to abort

editing this user, if you do not answer the abort editing question, you will be re-prompted for new name, city, status until you have resolved the edit.

"PURge" messages command

This command is the most important, command for Sysops in Z-Msg. It is used to free up disk space currently being occupied by 'killed' messages.

When a message is deleted, only a few pointers and flags are changed within the message and summary files indicating that the message is no longer active. The message still uses up file space in the message/summary files. This command should be done fairly frequently, depending on how many messages are killed. In general, a weekly clean-up of old messages is sufficient.

If you use the default purge method, a backup of each of the current message, summary and counters files is made. The backup files are named messages.bak, counters.bak and summary.bak (assuming default file names are used) and are placed on the same drive as the original files.

\*\*\* You must make sure that you have enough disk space for two copies of these three files here! \*\*\*

If you specify a drive/user area for the new files to be placed, there must be enough room for them in that area of your system. The new files will never occupy more disk space than the files they are to replace. The new files will be called MESSAGES, SUMMARY and COUNTERS in the specified area. It should be noted that you must never specify a new drive/user area that already contains these files, chances are that you would loose both files, and have to recover older versions of the message base, unless you have made your own backup copies.

A disk system reset is done before the purge, allowing you to conveniently swap disks in a second drive, for output to another drive/user area.

You may recover from certain types of errors or accidents by first erasing (remember always make and keep backups of all files, before erasing) SUMMARY file. Then, enter Z-Msg and without doing anything else, do a message purge. You will notice that when the system builds the summary (when it is checking for mail), it will seem terribly slow compared to the normal method. This is because it is scanning each message, and reading through the WHOLE message file to build a table in memory that is used in the purge function. If the errors you are encountering are caused by the summary file, or possibly bad records in the message file, this is the procedure you should follow to try and correct the problem. If bad message headers are found, they will be noted, and avoided during the purge function.

"Print" users file command

This command searches for and prints to the system LST: device, the user specified. If no user is specified, it will print the entire USERS file. If a user number is given, it will start printing users from that number. If an alphabetic string

is entered, then it will search for and print any users who have that string in their name OR city/state. This command functions exactly like the List users command, except that output is sent to the printer.

### Special Features and Commands

Sysop is maximum access and control-of-computer category, enabling certain extra commands and features. Articles and notes may also be setup by Sysop.

The following sections describe features, differences, and options available.

### Sysop Name, Password, and Login

There is a 'built-in' Sysop name and password (setup via ZMCONFIG) which should match your user-id. You must be the first user to login to the system, giving you user #1. You will be prompted for a Sysop password when you either use your full name or enter a 1 (one) as the user number.

Note: You may not use the standard 'l<user-pass>' format of entering the system, you must instead use the format:

```
1;<Sysop-pass>;<user-pass>
```

<Sysop-pass> refers to the built-in Sysop password and the <user-pass> refers to the password in the users file. Once you login for the first time, issue the '!' command (see below), and save your options with the 'User' command so that Z-Msg program knows you as Sysop.

### "!" (exclamation mark) Command

This command may be used by anyone, but should be known only to the Sysop. It toggles the Sysop flag, enabling and disabling Sysop status. This is helpful when you have a trusted user online and would like to get to th OS when you haven't given user access to the OS yet. It comes in handy other places too, you will come across them on your own. Note: you must issue this command yourself the first time you logon, and save the status with the 'User' command. This prevents the off chance that you forget to login as the first user, and someone else gets Sysop access to the system (era, save, ren, cp, peek, etc., commands in Z or CP/M).

You are prompted with the cryptic message 'Prove it!', in which you reply with the built-in Sysop password. Input is not echoed to the screen, so it is reasonably safe to use this command with company.

With the Sysop status on, the following commands change slightly, or are added. (Assumes DEFAULT Sysop privileges are in effect.)

### "+" (plus) Command

This command enables you to read the comments file. You will be asked after reading it, whether you would like to purge

(erase) the file. Note: this command will not work if the printer log option is in use.

The 'list' command (list users file) displays the users' passwords in addition to normal output from this command. Command should be used with caution when others are nearby.

The Sysop may read any message on the system, regardless of who it is to, or if it is private.

The ZCPR Wheel byte is set to UNSECURE (allowing era, ren, and like commands in Z and CP/M if using ZCPR with secure mode active). This too is an option which can be changed, see the section on configuration.

You are given access to user areas 0 through 15. See configuration section if you wish to change this.

You may delete any message, regardless of who it is to.

The 'Callers' and 'Z' (list callers to the system commands) ask you if you would like to purge the callers file once you have read it. This command is defeated (as is the + command) if you have selected the printer log rather than the disk log in the installation and configuration section.

Custom Files

As described in chapter Files Used by Message Program, you may customize several files which the user is shown using various commands, and automatically in some cases. All are standard files of text which are simply displayed to the user (BULLETINS, WELCOME, etc.) except for the two files NOTES.IND and FEATURE.IND which deserve further explanation.

These files are indexes to other files which are displayed in the same manner as BULLETINS, and the other text files. The format of the index files are as follows (repeat of description in chapter Files Used by Message Program):

chars 1-17 : filename (uu/d:ufn.typ)
chars 19-<end of line> : file description which is printed in the menu.

Each line with a file name must be at least 19 characters long. The file may be created with any standard text editor. You may make comments in the file by preceding a comment line with a ";" and using no more than one line per comment (i.e., ; at the beginning of each comment line). If the line starts with an asterisk (\*), the rest of the line will be displayed within the menu. The following example index file would allow the bulletins, cpminfo, an advertisement for Z-Msg, and an article on Satellites to be displayed using the 'articles' or 'features' command. The format is the same for the 'notes' command. Note the ";" leading a comment embedded in the file.

FILENAME: FEATURE.IND

Filename File description
1-17 19-<end of line>
Column: V.....V V.....(etc)
Text: 11/A:BULLETIN.DOC The latest bulletins.

```

15/B:OSINFO      Info on using operating system.
      *
      *
      *
0/A:Z-MSG.EI     Z-Msg advertisement.
      *
2/C:SATELLI      Interesting news on satellites
; this is a comment....we have no more files!

```

It's that simple!

There are a maximum of 25 files in each index file--should be sufficient.

#### Read Message Options

Several new options are now provided to Sysops during a selective read command (RS, RP, etc.). The following is a list of the new options:

```

K = Kill PREVIOUS message (last message header shown).
E = Edit the SENDER of the PREVIOUS message.
D = Delete SENDER of the PREVIOUS message.
P = Print CURRENT message to the printer (LST: device).
W = Write CURRENT message to a disk file. You may also
    write over or append to, a file that already exists.

```

#### Enter Message Options

You may transfer text from a file to the text of a message you are entering with the Enter message command. The text is placed at the end of the current text buffer. Select the 'F' option at the editor prompt to perform the function. A disk reset is performed before the file you wish to read is opened, allowing you to change disks.

Re-Compiling Message Program

If source code for Z-Msg is purchased following source files are available:

- XPM.H - The CP/M file i/o header file.
- XPMIO.C - Source for the CP/M file and terminal handlers (these are general routines, and can be used without the message system).
- HMCONFIG.H - The configuration header file. This is the file that contains the current configuration of the message system in SOURCE format.
- HMH.H - Global variable definitions, and #DEFINES.
- HMLIB.C - Several 'common' routines used by the main program, and various overlays.
- ZMCONFIG.C - Main source for ZMCONFIG.
- Z-MSG.C - Main source for Z-Msg.
- MENTR.ASM - Program to load Z-Msg and execute MENTOR overlay.
- MES.C - The resident message handling part of Z-Msg.
- MENTER.C - Source for enter overlay.
- MESUMM.C - Source for summary function overlay.
- MEKILL.C - Source for kill/unkill message overlay.
- MEUSER.C - Source for Sysop's user maintenance commands overlay.
- MESYSOP.C - Source for the message purge function, and a few other Sysop functions (overlay).
- MEMISC.C - Misc. commands overlay.
- MEINFREQ.C - Infrequently used commands overlay.
- MESEND.C - Enter message overlay.

Also included as source is submit and library files:

- COMP.SUB - Submit file to compile any of the C source files. (Format: SUBMIT COMP file \*\* do not include .C \*\*)
- LM.SUB - Submit file to link Z-Msg after changing one of the resident, or main routines (non-overlay).

- LC.SUB           - Submit file to link ZMCONFIG.
- MASTER.SUB       - This submit file compiles and links all message system files.
- LO.SUB           - Submit file to link an overlay. You must use this anytime you change an overlay. (format: SUBMIT LO ovname \*\* no file type!!)
- METALIB.LIB      - Aztec C (v1.05g) relocatable library with other common library routines which have already been compiled.

60k or greater operating system memory is required to compile message program.

To compile the entire message program, simply SUBMIT MASTER. But make sure there is at least 120k free on compile disk. All of the .C files and METALIB must be on the current drive. If you are using ZCPR, the compiler (CII), the overlay linker (OVLN) and the assembler (AS) may be on either A: or the current drive, otherwise they too must be on the current drive.

When you are compiling a single C file, all of the above holds true, except that the linker and METALIB.LIB need not be present. Examples:

```
B>submit master      ; this compiles and links everything
A>submit comp hmlib  ; compiles hmlib.c (NOTE: no .C ext.)
A>submit lm          ; link Z-MSG (used after non-overlay change)
B>submit lo mesend   ; link overlay
```

The following table indicates which files are required for each SUBMIT file.

Require Files for Submit Operations

SUBMIT File	Files			
-----	-----			
COMP <file> *no ext*	<file>.C	cii.com	as.com	
LC	meconfig.o	hmlib.o	xpmio.o	metalib.lib
LO <file>	<file>.O /* used after you compile it */			
LM	metal.o	mes.o	hmlib.o	xpmio.o
	metalib.lib	mekill.o	mesumm.o	meuser.o
	menter.o	meSysop.o	mesend.o	meinfreq.o
	memisc.o	movbgn.o		
** LC, LO and LM above also require OVLN.COM **				
MASTER	metal.c	menter.c	mes.c	meconfig.c
	hmlib.c	xpmio.c	xpm.h	metalib.lib
	mekill.c	mesumm.c	meuser.c	meSysop.c
	mesend.c	meinfreq.c	memisc.c	hnh.h
	hmconfig.h	ctype.h	movbgn.o	
	cii.com	as.com	ovln.com	

#### Modification notes

The clock routine is likely candidate for a change. There are many clock/calendar set-ups, making it difficult to support all of them. Currently only the Compupro System Support 1 clock and the Hayes chronograph clock are supported. To add code for your real time clock, only one function need be changed. The basic clock routine (readclock()) simply returns the time and date (formatted hh:mm:ss and mm-dd-yy respectively) in the global character variables time[] and date[]. You must first act as though you are using the compupro clock, or others. This involves initiating the variable O.RTC to COMPUPRO in the file HMCONFIG.H. Alternately you may use ZMCONFIG to change the clock setting to COMPUPRO, or other clock. You must then replace the readclock() routine with one to read your clock.

Consult subroutine source listings provided for further details.  
use.

## Z-MSG USER'S GUIDE

### Introduction

Z-Msg program, among other things, is a Remote Bulletin Board System (BBS). This guide explains how to use the program. Messages may be sent between users and between the System Operator (Sysop) and users. This is sometimes referred to as "electronic mail" and may be used in local area networks without using telephone lines. Z-Msg has many features which set it apart from public domain and commercial message systems. These features and overall operation are described herein. User should refer to Sysop Manual for installation documentation and procedures with regards to handling and care of system operation.

The convention of underline and bold face text is used herein to indicate operator entry. For example:

COMMAND ( or type ? for help ) : **?;g;n**

illustrates prompt from computer and user response "?;g;n". Places where convention does not apply are noted.

-----

Commands are described in following sections and listed in their full length format. The acceptable abbreviation for each command is shown in upper case and enclosed in brackets, rest of command in lower case.

Since computers operate in different ways, it is impossible to give you aid in how to run your computer, and how to get to the Z-Msg Message Handling Program, but we shall assume a standard implementation where:

1. System is remote and using program BYE.
2. System uses Z operating system or standard CP/M commands.
3. User has already logged into the system (you must know how your modem software works to do this) and is entering the message system for the first time.

Your modem program documentation is used to learn how to call other systems and use commands available to logon, exit, enter terminal and command modes, and other features of the software.

This Guide includes material for general and message handling command description, helpful notes and use of control codes, quick command reference table, and sample online session.

## General Usage Commands

The following commands are listed in alphabetical order, and pertain to general capabilities of the message system other than those used to enter and retrieve data from the message base.

Commands are listed in their full length format, with the smallest possible abbreviation shown in upper case and enclosed in brackets. Rest of command is in lower case characters.

### "[A]rticles" and "[F]eatures" Commands

The Articles command is used to provide you with a list of "articles" which you may review at your leisure. We use the term "article" to indicate a piece of information too long to be a message, and important enough to be a permanent part of the system. There may be up to 25 of these articles on line at once, of varying lengths, some short and some long at Sysop's discretion.

There is no difference between the "Articles" and "Features" commands.

Typing the "Articles" command at the command prompt will provide you with a list of "articles" which you may review. For example:

(Enter "?" for help) Command: A

1. Review of last fortnighter newsletter
2. Comments on Z System features
3. Installing Modem7 for first time users
4. Future expansions of this system
5. System Hardware online

Which Item ?

Responding with any of the numbers associated with the articles shown will cause the display of that article.

Help on using the BBS and other computer related topics can usually be found under this command. It is up to the System Operator as to what is placed here.

### "[B]ulletins" Command

This command will re-display the system bulletin file. The bulletin file generally is used to give new information about system operation or down time or such like. If you missed the bulletins when you first logged in, this is the command you use to read them. The "BYE" command description is under "Goodbye."

### "[C]alllers" and "[Z]" Commands

These commands display the recent callers of the system. There is no functional difference between the two. This command may not display anything if the Sysop has the system setup in a certain way, so don't worry if no results are shown.

## "[CH]at" and "[Y]ell" Commands

These commands will allow the user to call the system operator. A message is displayed, that shows who you are, and that you wish to talk to the Sysop. The terminal bell will also start beeping, to call his attention to you call. The beeping lasts for approximately 30 to 45 seconds. If the call for chat is answered by the Sysop, you will receive a message to that effect, and chat mode will begin. If he does not answer, you will be asked if you wish to leave private comments to him, so that he may read them later. You may abort your chat request during the calling sequence (the bells), by typing one of the system break characters (^K, K, ^X, X).

Once the Sysop answers your chat request, you'll be placed in a mode where all characters are echoed at both the Sysop's terminal, and on yours. The display will automatically wrap (CR/LF) at your terminal width setting (which defaults to 80). To exit chat mode, either you or the Sysop must type a ^K (Control-K).

There is also a command ("/") which allows you to enter chat mode without having it call to Sysop. This is useful if you know he is there, and you wish to talk to him without the "beep" "beep" normally caused by the "CHat"/"Yell" commands.

## "[C]pm" and "[J]ump" Commands

To enter CP/M or Z System with the option to leave private comments to the system operator use the "Cpm" form of this command. You will be prompted as to whether you wish to leave private comments to the Sysop, or not. This prompt also allows you to change your mind and return to the BBS.

If you do not wish to leave private comments to the Sysop, you should use the "Jump" form of the command to save time.

If you are a novice user on the system (you have not turned on the "expert" status), an information file about the specific use of Z or CP/M on the system. It usually contains notes about how to upload, or download files, finding files you are looking for, getting help, and other system specific information. The Sysop has prepared this text for his system, and it may vary from system to system, so you are encouraged, even if familiar with other systems, to read this text on a new system.

There are exceptions to the use of these commands:

1. If you do not have operating system access (determined by Sysop).
2. If your system does not have this feature.

Since not all Sysop's will want this feature, you should check with your System Operator on whether the Z or CP/M feature is available, what is there, and how to use it.

## "[EX]pert" and "e[X]pert" Commands

When familiar with the command set the user may elect to set his/her prompting displays to the expert mode. When in this mode, no auto-help menus are produced, and prompts become shorter. Entering the command again will change your status back

to the novice level. The "User" command will allow you to make this mode permanent, see the description of it for more information.

The "Features" command description is found under "Articles."

#### "[G]oodbye" and "[BYE]" Commands

These commands allow you to leave the system. You will receive a short goodbye message, and your modem will be disconnected.

To leave the BBS with the option to leave private comments to the system operator use the "Goodbye" form of this command. You will be prompted as to whether you wish to leave private comments to the Sysop, or not. This prompt also allows you to change your mind and return to the BBS.

If you do not wish to leave private comments to the Sysop before leaving, you should use the "BYE" form of the command to save some time.

#### "[H]elp" and "[?]" Commands

These commands will give you a short description of the commands that you may use in the BBS. The help file is maintained by the system operator, and may vary from system to system. It would be advised to read help on new systems, even though you may have been on other Z-Msg systems. There may be differences, or features added by the local operator.

When in doubt about a command, merely type "Help" or "?" for assistance.

More extensive help can often be found in either the Articles, or the Notes section of the system (see description of the "Articles", and "Notes" commands). This would depend entirely on the system operator, and how the system has been set up.

The "Jump" command description is found under "Cpm."

#### "[L]ist" Command

This command will inquire about a user of the system and will provide the last log in date, number of times called, last message read, and the City and State called from each person called from. When the "List" command is typed, the system will request a user name. This user name may be any ascii string, and does not have to necessarily be the correct spelling of the user's name. The string is matched with any part of the users' name or the city and state. The case of the string (upper or lower) does not matter, all searches are done ignoring the case. If a number is supplied instead of a character string, all users whose user number is greater than the supplied value will be displayed. Answering the prompt with a return will cause all users names to be displayed.

Examples:

Command: list smith

This would list all users of the system which have 'smith' in their name, or city.

Command: L LOS ANGELES

This would list all users who have 'LOS ANGELES' in their city or name fields (obviously this one would most likely be found in the city field).

Command: li 100

This one starts a complete list of users whose user number is greater than or equal to 100.

"[N]otes" Command

The "Notes" command is used exactly like "Features" and "Articles." It however, accesses a different set of files, and thus gives another group of up to 25 "notes." The two areas (notes and articles) are meant to provide the System Operator with a separation of interests. Typically the "Notes" command is used to describe system operation, rules, or lists of software available online. (See description of "Articles" command for further explanation.)

"[O]thersys" Command

This command shows a list of other systems which you may dial into, or any information which the System Operator chooses to put into a file accessed by this command. The output of this command is determined by the contents of the OTHERSYS file on the system.

"[ST]ats" command is described under the "#" command.

"[U]ser" Command

This command allows changing your password, or other user parameters. After typing this command you will receive a display showing which parameters you may change, (like number of nulls, upper or lower case, etc.) and then wait for you to input the number of the selection you wish to make.

A list of the available parameters follows:

- 1) User's experience. This is either EXPERT or NOVICE. If you know the system well enough not to need the extra help messages that appear during certain commands, you can change your experience to EXPERT, making messages more terse.
- 2) Bell toggle. This option controls whether or not you wish an audible beep (this works only if you have a terminal or computer which reacts to that ASCII BELL character) whenever the BBS expects input

of a line of text. No bell is sent when the system expects only a single character as input.

- 3) Number of NULLS. If your terminal requires time after a Return or Linefeed character is sent, you may set the number of NULL characters to send as a way of adding a delay. If you are using more modern equipment, or have no idea what NULLS are, chances are you don't need them (set them to 0).
- 4) Auto entering of CP/M. If you wish to bypass the BBS message section when you call in the future, change this option. You will still be prompted for your name and password, but you will enter CP/M immediately following that.
- 5) Auto read of new messages. If you wish to read the new messages on the system automatically each time you call, change this option. A selective read will be done immediately after the system checks for mail.
- 6) Change password. If you wish to change your password select this option, and enter a new one. As usual, passwords can be up to 8 characters long, and must not begin with a number.
- 7) Terminal height. This option allows you to change after how many lines the '[more]' prompt is given. The default is for 24 lines. If you do not wish any page pause at all, change this to 0 (zero).

NOTE: If you use ^S (or S) to pause the display yourself, the '[more]' prompt will show 'terminal height' lines from that point. (ie. the line count is reset there).

- 8) Terminal width. During chat, and when using the summary command, the screen is adjusted for your terminal width. This does not currently effect other commands.

You are asked to enter the number of the item you wish to change. When you are satisfied with the changes you've made, press return at the "change" prompt. You will then be asked if you wish the options to be permanently saved for future logins. If you do not make the changes permanent, they will only last while you stay in the BBS (entering CP/M or logging out destroys all temporary changes).

#### "[W]elcome" Command

This will display the system login information, also known as the WELCOME file. This file is normally displayed when you initially enter the system, and can be re-read using this command. This file is designed by Sysop, and contents may vary.

## "[WH]o" and "[-]" Commands

These commands simply displays the name of the person who is logged onto the system.

The "Yell" command description may be found under "CHat".

The "Z" command description may be found under "Callers".

The "?" command is described under the "Help" command.

The "-" command is described above under the "WWho" command.

## "[#]" and "[ST]ats" Commands

This command displays various information about the message counters on the system, as well as other useful information.

The following is a list of information which gets displayed:

- o Your user number
- o The number of times you have called the system
- o The last date (and time, if there is a clock on the system) you called the system
- o Your last read message (high message on the system from the last time you called)
- o The total number of callers the system has had
- o The number of active (un-deleted) messages on the system
- o The number of active messages which are also private
- o The highest message number on the system

## "[/]" Command

This command allows you to type a comment line. That is, the rest of the line after the "/" is ignored. For example, if you want to see if the Sysop is there, but it's too late to have the bell on his terminal beeping, in case he's asleep, you could use something like:

Command: / Hello? Is anyone there?

## "[//]" Command

This command enters chat mode without calling Sysop. This is useful if you know Sysop is there, or if he wants you to not give the "CHat"/"Yell" commands. You'll be placed in a mode where all characters are echoed on both Sysop's terminal and yours. The display automatically wraps (CR/LF) at your terminal width setting (default is 80). To exit chat mode, either you or Sysop must type ^K (Control-K).

### Message Handling Commands

These commands are used to perform various functions pertaining to messages on the system.

#### "[AP]ply" and "[CO]mments" Commands

These two commands perform the same function, which is to enter a private message to the System Operator. The only thing you are asked for, is the message subject, and the actual text of the message. You may use this command even if you don't have the privilege of using the standard "Enter" command. The main purpose of having two names for the command, is that one 'sounds' like a valid command to "APply" (or register) for access on the system. The other ("COmments") is a quicker way to leave a message to the Sysop during later times, and for people who can also use the "Enter" command.

Apart from what is talked about above, this command functions exactly like the "Enter" message command. For more information, see "Enter" command description next.

#### "[E]nter" Command

Enter a new message into the message data base (prompted). Using this command, you may enter a message to anyone who is currently on the users listing. You can also enter messages to all users, and to the Sysop. Entering the message is accomplished in the following manner:

At the command prompt type Enter (or abbreviated to "E"). The system asks for name to send the message to. You respond with...

- a. a carriage return if for all users, or...
- b. exact first and last name of the person you want the message to go to. If you do not get the name exactly, the message will still be in the data base, but the user you are sending it to will not be alerted that a message exists. If the message is made private and you have entered the name incorrectly, it will not be able to be read. Or...
- c. "Sysop" (no quotes), if you wish to send the message to the System Operator.

The system now asks if the message is to be normal (public) or private, to which you respond...

- a. with "P" if you wish the message to be a private message, where only the person it is addressed to may read it. The System Operator is one exclusion to this rule, as he can read all system messages regardless of who they are to, or if it is private. Or...

- b. an "N" for normal. Actually anything other than a "P" will make the message normal (public). This kind of message may be read by any user of the system.

Now, the system will ask for lines of text followed by carriage returns. If you make a mistake on a line, or wish to use one of the other editor functions (described below), type a carriage return alone on a line.

#### Message entry editor commands:

Command	Description
A	This command aborts message entry, and returns you to the BBS, or continues reading messages if you decided to reply to a message in that mode.  ** WARNING: You loose all the text you have entered after giving this command. There is no turning back **
C	Continues entering a message from the point you left off, after entering the editor mode.
D	Delete a line of message text. This command deletes a line in your message. You are prompted for the line number you wish to delete. Note: after you delete a line, all the lines are renumbered, so that the line following the one you delete becomes that line number.
E	Edit a line of the message. This command allows you to exchange text within a line of your message. You are prompted for the text you wish to remove, and then prompted for the text you wish to put in the removed text's space.
I	Insert line of text. This command allows you to insert lines of text before other lines which you have already entered. You need to know the line number of the line that you wish to insert before. After you enter the new line, you return to the editor prompt.
L	List text of message. This command displays the text you have already entered. It is useful when you want to review your message, checking for possible errors, before you send it (save it).
R	Replace line. If you wish to replace a whole line of text with another complete line, use this command. You are asked for the line number you wish to replace, and then for the new line itself.

S Save message. This command sends the message to the designated person (or people). The message is saved to disk, and made permanent. You return to the BBS or continue reading messages, if you are replying to a message while in that mode, once you issue this command.

You stay in edit mode as long as you do not issue one of the 3 commands which either abort entry, save or continue text entry (A, S and C respectively).

#### "[K]ill" Command

This command allows you to kill (delete) a message that is currently on the system. You will be prompted for the message number you wish to delete, with reminders of the highest and lowest message numbers currently on the system. You may respond with the message number you wish to kill, and/or a search string function to allow multiple messages to be killed at one time (for explanation of the search string functions, see below). If you are an expert user, and you are able to delete the message (it is addressed to you, written by you, or you have special privileges allowing it), the message(s) will be immediately deleted. If you are a novice user, and you are able to delete the message, you are shown a reminder of who the message is from, who it is to, and the subject. You are then asked to confirm that this is the message you want to delete.

You will be told if a message is not found, or if you are not allowed to delete the message(s) specified.

SEARCH FUNCTIONS: (various commands other than "Kill" use these)

The following string search functions may be used by the Kill, UNkill, Read, and Summary commands (also with their aliases, and similar functioning related functions):

- o D: is used to search to "Date" field of messages
- o F: is used to search the "From" field
- o S: is used to search the "Subject" field
- o T: is used to search to "To" field
- o \*: is used to search 4 fields above

Following the search specification character (D,F,S,T,\*) and the colon (":") should be a string you wish to find within that field (or fields). The case (upper or lower) of the string is not important, and the search will be made independent of the case (Tim,TIM, and tim are all equivalent search strings).

For example: F:TIM would search for messages with "TIM" someplace within the "From" field of the messages.

and \*:SYSOP would find all messages to, from, or with a subject pertaining to the SYSOP.

The search parameter must be the last parameter given on the line. At the prompt which asks for the message number to read, kill, or start scanning at, you may enter the following forms:

<msg number> <search request>

The first form designates a starting number for the search to take place at. The second does a complete search of all messages starting with the first active one. Examples:

123+ T:Hammer Head

(note that the "+" character is a valid read command parameter, for details see information on the read commands. It is ignored in other commands, as the "+" is implied by Kill/Unkill/Summary)

400 \*:sysop

Finds all messages after #400 with "sysop" in one of the fields.

D:10/23

Finds all messages which have "10/23" in the "Date" field.

"[M]essages" Command

This is a helpful command which displays in the same form as when you login, a quick list of messages which are addressed to you. The list contains this information:

- o The message number(s)
- o Who each message is from
- o It will alert you of the message(s) which are Private
- o It will alert you of the message(s) which have been entered since the last time you were on the system.

Note: A similarly functioning method of finding messages to you but giving more details (the subject, etc.) about them, can be done using the "Summary" command and search functions.

(example: S T:your name - would perform such a function)

Note: Also, search functions may be used to read all messages to you, or all new messages to you, by using the following (respectively!):

RS T:your name                   ...and...  
RS N+ T:your name               (N stands for new messages)

Both examples use the selective read function, though the standard "Read" command would work equally well.

Descriptions of the search functions may be found under the "Kill" command in this document.

"[Q]uicksumm" Command

This command may be used to give a quick listing of message numbers and their subjects. You are prompted for the first message number you wish to start the scan at. The message number may be preceded by the letter 'K' to indicate that you also wish deleted ("Killed") messages to be shown in the summary. For example: K233 as a parameter would display all messages, killed or active, starting at message number 233. Note: only messages which were recently deleted may be shown with this method. If the Sysop has done a message file cleanup (purge) since the message was deleted, that message is gone forever.

This command accepts the search functions described in more detail elsewhere in this document.

A brief list of search functions follow (as a quick reminder):

- o T: to search the TO field for the message recipient
- o F: to search the FROM field for the message sender
- o S: to search the SUBJECT field
- o D: to search the DATE field
- o \*: to search above fields

"[R]ead" Command

With this command you may read public messages, and those messages that are addressed to you. If you have special privileges, you may also read other peoples' private messages (the Sysop determines this status, and it's rare for anyone without Sysop status to be able to do this, so don't worry too much about others reading your mail).

If a message is addressed to you, you are asked if you would like to leave a reply to it, and if you wish to delete (kill) it. These questions are asked immediately following the display of the message.

You are prompted for the message number, or series of messages you wish to read. A reminder of the lowest and highest message numbers on the system is provided. The following list describes the various forms of the message number parameter that are accepted, and what the purpose of each one is.

- o <message number>  
This form simply reads the message number specified.  
Example: 123
- o <message number>;<message number>;<etc...>  
This allows you to read the specified messages.  
Examples: 123;456;678  
          144;11;77

- o <message number>+  
This allows you to read all messages from the specified message, thru the last message. The read is sequential, except where there is a reply to any of the messages in the list. In this case all replies to the message are shown immediately following the message which they are replying to.  
Examples: 123+  
          993+
- o <message number>-  
This form allows you to read messages in reverse sequential order (latest messages to earliest). This command does not show replies in any special order as the '+' form does.  
Example: 4378-
- o N+ and N-  
These forms work exactly like the above forms, except the 'N' stands for the highest message number the last time you were on. Thus N+ reads all new messages, and N- reads all old messages (in reverse order).
- o <any above form> <search function>  
Using any of the above forms in combination with search functions performs specialized functions. Search functions may also be used alone, without the above parameters preceding them.  
Examples: N+ T:YOUR NAME  
          4989- \*:SYSOP  
          F:MY NAME

Search functions are described in more detail elsewhere in this manual. Search functions follow as reminders:

- o T: to search the TO field for the message recipient
- o F: to search the FROM field for the message sender
- o S: to search the SUBJECT field
- o D: to search the DATE field
- o \*: to search above fields
- o K<anything above>

If you precede any of the above forms with the letter 'K', you will also be shown messages that have been deleted previously. Note: only messages which were recently deleted may be shown with this method. If the Sysop has done a message file cleanup (purge) since the message was deleted, that message is gone forever. No space may exist between the 'K' and the other parameters. Examples: K213  
                  K\*:SYSOP  
                  K1094 T:TIM

### "[REPlly]" Command

To reply to an existing message, use this command. You are asked for the message number you wish to reply to. Following that, the system will show you who the message will be to (the person that sent the message that you are replying to). Then you will be shown the previous subject of the message, and asked to confirm if that is the subject you wish to use. If not, you are asked for a new one. After that, this command functions exactly like the "Enter" command described earlier. Refer to the description of "E" for more information.

The "REStore" command is described under the "UNkill" command.

### "[RN]s" and "[RP]" Commands

These commands allow you to selectively read all the messages that were left on the system since you were last on. They work exactly like "RS N+" commands (see next for description of read selective, "RS" command). This is one of the most handy and often used commands of Z-Msg program.

Search parameters are not allowed in this command.

### "[RS]" and "[RR]s" Commands

Selective read commands allow reading or skip messages, after seeing message header information (number, subject, from, to, and date). The "RS" version of command reads messages in chronological order starting at message number specified. An exception is when there are replies to a message. In this case, any replies immediately follow a message. The "RRs" command reads messages in reverse order, from present to previous. This form does not do any special reply handling, and is a true backwards chronological read.

The search options, described in detail elsewhere in this document, may also be used with both of these commands.

As convenient reminder, list of search functions follows:

- o T: to search the TO field for the message recipient
- o F: to search the FROM field for the message sender
- o S: to search the SUBJECT field
- o D: to search the DATE field
- o \*: to search all of the above fields

After being shown the message header information, you are asked if you wish to read the message (prompt similar to "[read y/n/r/q/?]").

Your response may be:

- N No, don't read this message. Go to next message in the list.
- R Reply to the message number immediately preceding this message (last one whose header info was displayed).
- Q Quit reading messages. Enter normal command mode.
- Y or anything else. Yes, read this message.

## "[S]ummary" Command

This command may be used to give a complete information summary of messages on the system. The following information is provided:

- o The message number.
- o The date the message was entered.
- o The receiver of the message (who it's addressed to).
- o Who sent the message.
- o The subject of the message.
- o The status of the message (if it's private, or deleted).

You are prompted for the first message number you wish to start the message scan at. The message number may be preceded by the letter 'K' to indicate you also wish deleted ("Killed") messages to be shown in the summary. For example: K233 as a parameter would display all messages, killed or active, starting at message number 233. Note: only messages which were recently deleted may be shown with this method. If the Sysop has done a message file cleanup (purge) since the message was deleted, that message is gone forever.

This command accepts search functions described in more detail elsewhere in this document. A list of these search functions are here as reminders:

- o T: to search the TO field for the message recipient
- o F: to search the FROM field for the message sender
- o S: to search the SUBJECT field
- o D: to search the DATE field
- o \*: to search above fields

"Summary" shows a listing of current messages with a listing of their author, date entered, time entered, and subject matter. A more elaborate version of the "Q" command described above, but handier for finding a given message from one person to another. The Scan command may be used with search parameters exactly as shown in the Q command above. These parameters are self prompted when S command is called.

## "[UN]kill" and "[RES]tore" Commands

These commands allow you to restore a message that was deleted earlier. You must supply the message number of the message to delete. You may also use search functions, described elsewhere in this document, with this command.

These search functions are listed here as reminders:

- o T: to search the TO field for the message recipient
- o F: to search the FROM field for the message sender
- o S: to search the SUBJECT field
- o D: to search the DATE field
- o \*: to search above fields

\*\*\* These commands can only be used to restore messages which were deleted AFTER the Sysop last did a message purge function. Since this varies from system to system, you should use the

"Summary" or "Read" (or similar) commands with the 'K' option, to see if the message you want to restore, is one of those which still exists on the system. \*\*\*

### Notes and Control Characters

#### Notes to Users

All commands and their parameters may be separated by a semicolon (';') so that a whole command, or several commands may be entered on one line. This also means that there are several places where semicolons may not be used as parameters. You may have semicolons within message text however. Examples:

```
R;234           would retrieve message 234
K;123;S;123    would kill message 123, and then do a
                summary scan starting at message 123

S;123;K;224;E;john smith;new stuff
                would do a full scan beginning at message
                123, then kill message 224, and then
                enter a message to John Smith about new
                stuff.
```

In addition to the semicolon separation, all commands may be separated from their parameters with a space character (' '). This can always be used between command and parameters, but will not work to separate most commands from each other. As a rule, spaces may be used in place of semicolons for command separation if the parameter which follows does not allow a space as part of the parameter.

For example, the following commands work correctly:

```
R 123           reads message 123
S  432         does a summary scan starting at message
                432
E John Dohn;This is the Subject
                enters a message to John Dohn about "This
                is the Subject".
```

The following commands do not:

```
R 123 124 145  Since the read command accepts a space
                before a search request.
E John Dohn This is the Subject
                Since a name may contain spaces, it does
                not know where the name stops and other
                parameters begin (same for the subject).
```

#### Control Characters

There are several control characters accepted by the system. These allow you to perform various functions during the use of certain commands. Control characters are typed by holding down the CONTROL key on the keyboard and the appropriate letter, simultaneously.

A list of the control characters available and their functions follows:

Control S or S

Suspends any output being displayed on your terminal (or computer). This is handy when you wish to catch up on reading a message, or other text that is being shown.

Control K or K and Control X or X

Most commands and displays are cancelled with these codes.

Control O or O (the letter O)

Skip to the next message when reading multiple messages. These characters do not react immediately. They are performed when the current line is completely displayed.

Quick Command Reference

<b>Articles</b>	- Display system ARTICLES/FEATURES menu
<b>APply</b>	- Enter private message to Sysop
<b>Bulletins</b>	- Display system bulletins
<b>BYE</b>	- Exit system without leaving private comments
<b>CHat</b>	- Chat with Sysop (after calling)
<b>COmment</b>	- Enter a private message to Sysop (like APply)
<b>Cpm</b>	- Enter Z or CP/M, optionally leave private comments to Sysop
<b>Enter</b>	- Enter a message
<b>EXpert</b>	- Toggle expert/novice status
<b>Features</b>	- Display FEATURES/ARTICLES menu (same as Articles)
<b>Goodbye</b>	- Leave the system, optionally leaving private comments to the Sysop
<b>Help</b>	- Display short command list (like this one)
<b>Jump</b>	- Jump to OS, without leaving private comments
<b>Kill</b>	- Kill (delete,remove) message
<b>List</b>	- List users of system
<b>Messages</b>	- Display list of Messages addressed to you
<b>Notes</b>	- Display NOTES menu
<b>Othersys</b>	- Display Other remote BBS systems list
<b>Quicksum</b>	- Give a Quick summary of messages (subject only)
<b>Read</b>	- Read messages
<b>REply</b>	- Reply to an existing message
<b>REStore</b>	- Restore a deleted (killed) message
<b>RNs or RP</b>	- Read New messages Selectively
<b>RRS</b>	- Read messages in Reverse order Selectively
<b>RS</b>	- Read messages Selectively (forward order)
<b>Summary</b>	- Display a Summary of messages
<b>STats</b>	- Display message/user Statistics
<b>UNkill</b>	- Unkill a killed (deleted) message
<b>User</b>	- Change/Display User parameters
<b>Welcome</b>	- Display Welcome message (one active at login)
<b>WHo</b>	- Display user name
<b>eXpert</b>	- Toggle expert/novice status
<b>Yell</b>	- Yell for Sysop (same as CHat)
<b>#</b>	- Display message/user statistics (same as STats)
<b>?</b>	- Display short command list
<b>-</b>	- Display user name
<b>/</b>	- Ignore rest of line (comment line)
<b>//</b>	- Enter chat mode without calling

Sysop Commands

<b>ADD</b>	- Add a user to the system
<b>Delete</b>	- Delete a user from the system
<b>EDit</b>	- Edit a user on the system
<b>PRint</b>	- List users file to the printer
<b>PURge</b>	- Purge message file (perm. delete killed msgs)
<b>!</b>	- Toggle Sysop status (requires password)
<b>+</b>	- Read comments file

\*\*\* Bold upper case characters are acceptable abbreviations \*\*\*

Sample Session

The following is a sample session using the Z-Msg Message Handling Program. User entry is shown **Bold face and underlined**.

You would use your modem and software to log into your remote system, and the remote system will either chain the Z-Msg BBS, where you would see a display like the one we present here, or follow the instructions given to you by your System Operator to get into the Z-Msg BBS.

It would look similar to sample session shown below. Your display may vary slightly as messages and prompts may change slightly from Z-Msg software version to another.

(First, Z-Msgs Log On Message...)

Z-Msg Message Handling Program, Version 1.20b

Silicon Valley Z-Node 415/555-4097

(Now, Bulletin file is displayed)

Special Bulletins....

Usually users read these at least once...

(User is logged in...)

What's your name (or user ID)? **joe**

What's your last name? **blow**

(Now the system will go look for you)

[Checking for previous logon]

(Found you so...Identify by password)

**TRON**

Enter password? 1234 <--- NOTE the system displays this even though you typed the above.

(You are ok... system logs you on)

[Updating logs]

[Loading message system]

Z-Msg Message Handling Program  
Version 1.20b

(message program header displayed)

(Here is user Info for this session... )

You are caller 2042 (User #80).  
High message is 754.  
There are 102 active messages.  
Last message read was 753.

(Now the system looks for messages addressed to you ...)

[Checking for msgs]

(You don't have any in this case, so...)  
Sorry, no mail.

(Ok...Let's go do something!!...)

(? or HELP for help) Command: s

Enter the Message number of the first message you wish to start scanning at.

You will be given a list of msgs from that number to the last message.

Msg # to start at (452-753) ?700 (start with 700)

702 03-07 [R/641] From: DAVID MCCORD To: JOHN HUDSON :  
(19) dbase ii/SSM  
703 03-07 [R/573] From: DAVID MCCORD To: JOHN HUDSON : (8)  
Morrow Disk  
709 03-07 From: BYRON SMITH To: DAVE AUSTIN : (6) ZCPR3  
720 03-07 [R/700] From: BYRON SMITH To: SDS988 SCHICK : (4)  
PASSWORD  
722 03-07 From: HOWARD SMITH To: ALL USERS : (5) HD64180  
724 03-07 [R/692] From: ANDREW HART To: CHRIS SAMUELSON :  
(3) EAGLE, ET  
726 03-07 From: TAMARAX CO. To: ALL USERS : (16) Sale-  
High Quality Disks  
734 03-08 From: BYRON SMITH To: ERIC BEAR : (6) privileges  
736 03-08 From: ROB MAGES To: BYRON SMITH : (1) ZDM, DDT,  
DSD, AND SAVE  
738 03-08 From: SAM WONG To: DUANE AUSTIN : (7) M7LIB  
740 03-08 From: SAM WONG To: DEE POURCIAU : (24) MDM727  
745 03-08 From: DAVE RUTHERFORD To: BY : (4) U-Know-What  
747 03-09 From: KEN MOBERT To: ALL USERS : (20) This  
system & Mine

748 03-09 From: PHIL WIGHT To: ALL USERS : (19) MDM727  
749 03-09 From: LAWRENCE FINCH To: ALL USERS : (5) DISK  
FORMATS  
750 03-09 [R/740] From: TED SILVEIRA To: DEE POURCIAU :  
(12) MDM727  
[End Msgs]

(let's get the short version ...)

(? or HELP for help) Command: Q  
Enter the Message number of the first message you wish to start  
scanning at.  
You will be given a list of msgs from that number to the last  
message.  
Msg # to start at (452-753) ?700 (again 700 starting pt.)

702 dbase ii/SSM VB3  
703 Morrow Disk Jockey  
709 ZCPR3  
720 PASSWORD  
722 HD64180  
724 EAGLE, ETC.  
726 Sale-High Quality Diskette  
734 privileges  
736 ZDM, DDT, DSD, AND SAVE  
738 M7LIB  
740 MDM727  
745 U-Know-What  
747 This system & Mine  
748 MDM727  
749 DISK FORMATS  
750 MDM727  
[End Msgs]

(Let's retrieve a message ...)

(? or HELP for help) Command: r;750

(Here we used the ";" to separate command and message number,  
saving time... very handy)

Msg #750 posted 03-09-85 at 09:46 am by TED SILVEIRA  
To: DEE POURCIAU About: MDM727 (12 lines)

[Reply to msg #740]

(the reply to msg...means the message we are reading is a reply  
to message #740 entered through the reply command)

Dee--Hello, again, and excuse me for butting in, but . . .  
if your Freedom 100 function keys are anything like those on my  
Televideo 925, you have an even bigger problem. My TVI 925 also  
sends ^A plus an alphabetic character when I hit a function key.  
Unfortunately, it also puts a <CR> at the end of the sequence  
automatically, so I get something like ^\*AA<CR> whether I want the  
carriage return or not. This has kept me from using the function  
keys with MDM727 and with QWIKKEY, because neither is ready to  
accept the lead-in character plus TWO other characters (one  
alphabetic and one <CR>)--they only want to see ONE. If you ever  
solve this problem, I'd appreciate hearing about it.

Ted Silveira

Message # (452-753)? <CR>

(we don't want another--end with a carriage return)

(Getting help with the ? command... )

(? or HELP for help) Command: ?

\* \* \* Z-Msg Message Handling BBS Help \* \* \*

+++ General Commands +++

"B"	=	Display system login bulletins (important info).
"C" or "CPM"	=	Go to Z or CP/M, with extensive help shown before entering.
"G" or "BYE"	=	Log off from the system through Z-Msg BBS (comments req.).
"H" or "?"	=	Repeat the display of this message (get help).
"I" or "LIST"	=	Inquire about a user of this system (last log in date etc).
"O"	=	Show a list of other systems near this Z-Msg BBS.
"U"	=	Change your password, or User parameters.
"W"	=	Re-Display the system Log-in welcome message.
"X"	=	Select the expert mode (short prompts) of operation.
"Y" or "CHAT"	=	Call for the System Operator (6:00 p.m. to 10:00 p.m.).
"Z"	=	List today's callers to the system.
"#"	=	Show your current status on system and all counters.
"//"	=	Enter chat mode with no beeping.

## +++ Message System Commands +++

"E" = Enter a new message into the message data base (prompted).  
 "K" = Kill a message to you (only) in the data base.  
 "R" = Retrieve a specific message by number (repeating).  
 "REPLY" = Reply to a message in the data base (fills in 'to' portion).  
 "RP" = Read new messages in order since last log-in, with prompting.  
 "RS" = Read any messages in order with prompting.  
 "S" = Show a listing of messages with author and date info.

## +++ Message System Control Codes +++

Control S or S = Suspend output for viewing, any key to restart scrolling.  
 Control K or K = Cease current command and return to command mode.

Commands may be separated by a space or a semicolon to have more than one command on one line. Example : R;234 would retrieve message 234.

(? or HELP for help) Command: list

(Let's look for a person in the user mail list)

Enter search string, RETURN for ALL,  
 or user number to start listing at? meyer

(We look for the last name Meyer)

64 BILL MEYER from Aptos, CA  
 Msg at last logon 734. Last on 03-08-85  
 (Found it!)

(? or HELP for help) Command: list

(In this case we aren't so sure what to look for, so we get all users)

Enter search string, RETURN for ALL,  
 or user number to start listing at? <CR>

1 BYRON SMITH from Z-Node West San Jose, CA.  
 Msg at last logon 730. Last on 03-08-85

2 TIM GARY from Los Altos, Ca.  
 Msg at last logon 745. Last on 03-08-85

3 READ ROBERTS from San Francisco  
 Msg at last logon 579. Last on 02-27-85

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4 KIRK DE HAAN from SAN JOSE, CA.  
Msg at last logon 613. Last on 02-28-85

5 DAVID FLORY from TEANECK, NJ  
Msg at last logon 509. Last on 02-21-85

6 JOHN MESSINA from SAN JOSE, CA  
Msg at last logon 505. Last on 02-21-85

(Alrighty...let's enter a message to Mr. Meyer)

(Type command E to enter)

(? or HELP for help) Command: e

Message # will be 755

Who to (RETURN for all) ?bill meyer

(Here we send msg to Bill Meyer)

About ?new goodies...

(What's it all about Alfie?)

(Private/Normal) ?p

(With desire non-public... )

(Now we actually enter a line at a time hitting a <CR> at the end of each line)

Enter text following each line number.

To edit or end, hit RETURN alone on a line.

Up to 80 chars on a line, and 100 lines

1: Bill,

2: Here are new items I told you about.

3: Byron

4: <CR>

(We hit a final <CR> at the last line to end it.)

(now list it...)

(A)abort, (C)continue, (D)elite, (E)dit,

(I)insert, (L)ist, (S)ave :: Select ?L

1 Bill,

2 Here are new items I told you about.

3 Byron

(don't like line 3 so delete it...)

(A)abort, (C)continue, (D)elite, (E)dit,  
(I)insert, (L)ist, (S)ave :: Select ?d  
Delete what line ?3

(Ok, now edit line 2 a little....)

(A)abort, (C)continue, (D)elite, (E)dit,  
(I)insert, (L)ist, (S)ave :: Select ?e  
Edit which line? 2

Line Was:

2: Here are new items I told you about.

Enter changes, or Return if no change:

2: Here are new items I said I would get.

(and list it again...)

(A)abort, (C)continue, (D)elite, (E)dit,  
(I)insert, (L)ist, (S)ave :: Select ?l

1 Bill,

2 Here are new items I said I would get.  
(now continue starting at line 3... )

(A)abort, (C)continue, (D)elite, (E)dit,  
(I)insert, (L)ist, (S)ave :: Select ?c

3: I will call you later,

4: Byron

5:

(List it one more time... )

(A)abort, (C)continue, (D)elite, (E)dit,  
(I)insert, (L)ist, (S)ave :: Select ?l

1 Bill,

2 Here are new items I said I would get.

3 I will call you later,

4 Byron

(Now save it... )

(A)abort, (C)continue, (D)elite, (E)dit,  
(I)insert, (L)ist, (S)ave :: Select ?s

[Saving]

(Let's test to see if message is in... )

(? or HELP for help) Command: s;750

750 03-09 [R/740] From: TED SILVEIRA To: DEE POURCIAU : (12) MDM727

755 03-09 From: joe blow To: BILL MEYER <Priv> : (4) new goodies...

[End Msgs]

(Yes, there it is!)

(So, let's kill it since it is just a test message... )

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(? or HELP for help) Command: k  
Kill what msg (452-755)? 755

Msg #755 Entered 03-09-85  
From JOE BLOW  
To BILL MEYER <Priv>  
About: new goodies... (4)  
Confirm?y

[Deleting]

(let's try to get to the OS... )

(? or HELP for help) Command: j

You don't have access to Operating System.

(This system won't let me, or does not have ability... )

(Well, with OS access I'll simply sign off... )

(? or HELP for help) Command: g  
Wish to leave comments (y/n/r/?) ?y

Enter comments.

\*\* RETURN alone to end \*\*

Wait for the prompt after each line.

->Hello Sysop... glad to be able to use the system!

->

Z-Msg <OVER-AND-OUT>