

METAL User's Guide

User's Guide Introduction

This manual describes the basic METAL operations and commands.

The convention of underline and bold face text is used to indicate operator entry.

For example:

Command (? for help): ?;g;n<cr>

illustrates a prompt from the computer and a user response "?;g;n<cr>". Places where this convention does not apply are noted. The <cr> indicates that you should press the RETURN or ENTER key.

(what this command does is: display the HELP.MET file (? command); log off the system (g command); no comment for sysop (n))

Page Pause

By default the screen will pause after 24 lines are shown. If expert mode is set then [more] is displayed at this pause, and you can continue by typing any character. The message "[press RETURN to continue]" will be shown to novice users. You may turn OFF the pause function by using the USER command to set the terminal height to 0. You may also use this function to set a different number of lines before the pause.

Special Characters

All commands and parameters may be entered in either upper or lower case characters with no distinctions. Most control characters will be ignored by the message system, however, a few perform special functions and are described in the following section. The high bit of all characters is ignored, allowing for non-standard text file uploading.

Control Characters

Certain control characters perform special functions while you are in the message system. Control characters are entered by holding the "control" (sometimes "CTRL") key down while pressing a letter key simultaneously. The following is a list of special control characters and their functions:

Control E

You may toggle the echoing of characters you type by using this command. This simulates to some extent a half duplex communications link. It may come in handy when you experience long time delays in long distance modem communications.

Control I (tab)

You may use the tab character to space over to the next tab stop. Currently these stops are positioned every eight spaces.

Control J (linefeed)

The function of this character on most systems is to cause the display (or printer) to advance one line. This can be a problem when you try to send text files to a message system, since many editors imbed this character within the text. METAL avoids this problem by converting it to a space character.

Control K or K and Control X or X

You may cancel most commands with one of these characters. Any output is terminated, and the command will be aborted. Commands which may not be aborted in this way have a note to that effect in their description.

Control O or O

Allows you to skip to the next message during one of the message read commands. The line currently being displayed may be finished before skipping to the next message.

Control S or S

Suspends any text currently being displayed on your terminal (or computer). This is useful when you don't have time to read what is being shown. Type any character to continue display.

Command Separation

Most commands and their parameters may be separated by a semicolon (';'). This allows you to enter multiple commands on a line or to specify parameters on the same line as the command. This also means that there are several places where semicolons may not be used as parameters. Additionally, a space character may be used to separate a command and the first parameter of that command. Exceptions to these rules are noted.

Valid Examples of Separation Characters:

R;234<cr> or R 234<cr> would retrieve message 234
K 123;S 123<cr> would kill message 123, followed by a message summary scan starting at message 123. A semicolon must be used to separate the commands. Note the ';' separating commands.

x;rs t:all users &s:marshall amp(cr)

would first set the expert user mode, and then selectively read all messages which are to 'All Users' and about a 'Marshall Amp'.

Invalid Separation Character Use:

R 123 124 145(cr) Can't separate command parameters with a space.
E John Doe This is the Subject(cr) Same here..

First Time Logon

The process of entering the message system is called Logging On (Logon) or Logging In (Login). During this process, the following things happen:

When first entering the system you are shown a file called WELCOME which usually contains current notes of interest to callers. Following this information, you will be prompted for your name or System User ID. The first time you enter the system you must give your name. You may enter either your full name or just your first name. If you enter only your first name you are prompted for your last. You may also separate your first and last names with a semicolon.

Examples of entering your name on the system:

David Letterma(cr)n

David;Letterman(cr)

David(cr)

Letterman(cr)

The system will now ask you to enter a password which you will need to remember in order to logon to the system in the future. It may be up to 8 characters long, and must not begin with a number. Only displayable characters are allowed (no control characters), and lower case characters are converted to upper case. An asterisk (*) indicating the number of characters you have typed is shown instead of the actual characters that you are typing. You are asked to type the password twice to make sure that you typed it correctly the first time.

At this point you are given something called a System ID. This will be a number, followed by your password. When you logon in the future, using this ID instead of your name will speed the process up (the system will still use your name in messages).

A file called NEWUSER is now displayed to give more information about the system to first time users.

The BULLETIN file is now displayed. This file contains items of timely interest to users. After this, there are no new user differences.

Please use the APPLY command to register yourself on the BBS system when you get to the Command: prompt.

Subsequent Logons

The first time you logon a password is entered, which must be used every time you logon. You are also given a System ID code which consists of a user number and your password. During future logons, you may give either your name and password or your System ID in response to the name prompt.

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The System ID will allow much quicker verification, and is the recommended method of entering the system.

The format by which you logon is very flexible, allowing you to use the method that you remember best. In the next examples we assume a person named David Letterman, with a password of LATENITE, and a System ID of 1230LATENITE. Any of the following may be given in response to the name prompt to log this person in:

- 1) David Letterman(cr)
LATENITE(cr)
- 2) David Letterman;LATENITE(cr)
- 3) 1230LATENITE(cr)
- 4) 1230(cr)
LATENITE(cr)

There are many other possible combinations.

Once you are verified by the system (your password is checked against the one you entered the first time), you will be shown the BULLETIN file and certain system statistics. These include the number of callers, how many public and private messages there are, the last date you logged onto the system, and other useful information. The system will then check for any messages addressed to you and tell you about them.

What's a Message?

Messages in METAL consist of the same information you would expect to find in a letter received through the mail, including:

- * The name of the person sending the message.
- * Who the message is to.
- * The date (and time if a clock is available) the message was entered.
- * The subject of the message.

Additionally, each message may be either private or public. A private message may only be read by the person it's addressed to and the person who sent it. Public messages (also referred to as 'normal' messages) can be read by anyone on the system.

All messages are assigned a number by which the system quickly accesses them. These numbers always increase by one for each new message entered.

Message Search Functions

Unless specified, all message commands accept search functions which allow you to select messages based on the information described above (sender, recipient, subject, and date).

Search functions:

- D: search the DATE field
- F: search the FROM (sender) field
- S: search the SUBJECT field
- T: search to "To" field
- *: search all of the above fields

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 search will be made independent of the case (Tim,TIM, and tim are all equivalent search strings).

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For example:

F:TIM(cr) would search for messages with "TIM" someplace within the FROM field of the messages.

*:SYSOP(cr) 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)
...or... (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(cr) selects all messages from number 123 to the last one, which are to someone called "Hammer Head". The plus sign after a number indicates all messages starting at the specified message.

400+ *:sysop(cr) to find messages after #400 with "sysop" in any of the fields.

D:10/23(cr) finds messages which have "10/23" in the DATE field.

If you specify multiple search specifications, a match in ANY of the fields will signify a match for that message. The following methods may be used to specify multiple search fields:

- * By including multiple search specification characters before the colon. For example: FT:Franky Joe matches all messages with 'Franky Joe' in either the FROM or the TO fields.

- * By also specifying different search strings. For example: F:SYSOP T:JOEY FRANKS(cr) would match all messages that are from the Sysop OR to Joey Franks.

It is also possible to find messages which match all of the search specifications. Meaning that you could find messages which are from the Sysop AND to Joey Franks. A message that the Sysop left to All Users would not match. To use this form of search function add the and symbol (&) in front of one of the fields. For example: F:SYSOP &T:JOEY FRANKS(cr)

Now What?

The very best way to learn about the message system is to experiment, experiment, take a nap, and experiment some more. The following sections describe all of the system commands and how to use them. Just remember, when in doubt, try it out!

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General Usage Commands

This section describes general commands which do not act upon messages. Commands are listed in alphabetic order and the smallest acceptable abbreviation of each command is shown underlined.

ARTICLES and FEATURES Commands

These commands are 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 in each menu, and any item may point to another menu.

The Sysop sets up the article menus which usually contain additional information about the use of the system. Examples of what might be found here are: lengthy instructions, system rules, newsletters, etc..

An example of using this command follows:

Command ('?' for help):A

Articles and Features

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

[1][articles] Select item:

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

BULLETINS 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.

BYE Command

See description under GOODBYE.

CALLERS and Z Commands

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

CHAT and YELL 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 your 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 52). 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 the Sysop. This is useful if you know he is there, and you wish to talk to him without the "beep" "beep" "beep" normally caused by the CHAT/YELL commands.

CPM and JUMP Commands

To enter CP/M 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 CP/M on the system will be displayed. It usually contains notes about how to upload or download files; how to find files you are looking for; how to get help, and other system specific information. The Sysop has prepared this text for his own system and it may vary widely, so you are encouraged, even if familiar with other systems, to read this text on a new system.

These commands will not be available to you:

If you do not have operating system access (determined by Sysop).

If your system does not have this feature.

Since not all Sysop's will want this feature, you should check with your System Operator to see if the CP/M feature is available to you.

EXPERT and X Commands

When familiar with the command set the user may elect to set his/her prompts 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.

FEATURES Command

See description under ARTICLES.

GOODBYE 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.

HELP 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 METAL systems. There may be differences or features added by the local operator.

When in doubt about a command, merely type ? 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.

JUMP Command

See description found under CPM

LIST Command

This command lets you inquire about a system user and will provide the last log in date, number of calls, high message at last logon and the City and State for each person listed. 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.

Examples:

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

L LOS ANGELES(cr) This would list all users who have 'LOS ANGELES' in their city or name fields.

NOTES Command

This command is used exactly like FEATURES and ARTICLES. It, however, accesses a different set of informative files. 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.)

OTHERSYS 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.

STAT Command

See described under the # command.

TIME Command

This command shows the current time and date in addition to your elapsed time on the system. Nothing will be shown if a real time clock is not installed.

USER 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.). The system then waits for you to select the number you wish to change.

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). If you are using an OZROM or are at 2400 baud, you should probably set this at 5 nulls.

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- 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) 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.
 - 6) 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.
 - 7) Terminal height. This option allows you to change the number of lines shown before a page pause. The default is 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 page pause 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 affect 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 the Operating System or logging out destroys all temporary changes).

WELCOME Command

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

WHO and - (minus sign) Commands

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

YELL Command

See description under CHAT.

Z command

See description under CALLERS.

? Command

See description under the HELP command.

and STATS 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:

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

/ Command

This command allows you to type a comment line. 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?(cr)

// Command

This command enters chat mode without calling the Sysop. This is useful if you are continuing a conversation with the Sysop, or if he wants you to not give the **CHAT/CHAT** command. You'll be placed in a mode where all characters are echoed on both the Sysop's terminal and your own. The display automatically wraps (CR/LF) at your terminal width setting (default is 52). To exit chat mode either you or the Sysop must type ^K (Control-K).

Message Handling Commands

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

APPLY and COMMENTS Commands

These two commands perform the same function, which is to enter a private message to the System Operator. In the APPLY version of this command, the subject will be entered as "* new user application *". You are asked for the subject of the message when using the COMMENTS form. These commands may be used even if you don't have the privilege of using the standard ENTER command. The ("APPLY") command gives the sysop a chance to

easily identify the new user applications and update them in a timely manner for access to the system. The ("COMments") command is a quick way to leave comments to the Sysop on other subjects.

Entering text for the message is performed in the same manner as with the ENTER command described below.

ENTER Command

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. Sending the message is accomplished in the following manner:

At the command prompt type ENTER (abbreviated "E"). The system asks for the 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, no one but you will be able to read it. Or...
- c. Sysop, 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 status or recipient. 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 Editor Commands:

Command	Description
A	This command aborts message entry and returns you to the BBS in the normal mode, or continues reading messages if in the reply mode. You are asked if you really wish to abort entering the message before returning you to the command prompt.
C	Continues entering a message from the point you left off before 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 in sequential order.

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- E** Edit a line of the message. This command allows you to exchange text within a line of your message. You are prompted first for the text you wish to remove, then for the text you wish to put in the removed text's place.
- 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 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 in reply mode) once you issue this command.
- U** Upload text of message. Normally a single RETURN character entered alone on a line will place you in the editor command mode. When using a communications program to send the text of a message, this is undesirable. This command enters a message text entry mode and may only be finished by typing a single '/' character on a line. Returns are left in the message text.

You stay in edit mode as long as you do not issue one of the 3 commands which either abort, save, or continue text entry (A, S and C respectively). The message search functions have no use in this command.

KILL 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 active. 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 or written by you), 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.

MESSAGES Command

This is a helpful command which displays a quick list of messages which are addressed to you. The list contains this information:

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

Note: A similar method of finding messages to you giving more details (the subject, etc.) can be done using the SUMMARY command and the search functions. (eg. S T:your name would perform such a function)

Note: Search functions may also 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 "Message Search Functions" section.

MODIFY Command

It is sometimes desirable to alter the subject or recipient of a message after it has been entered. This command requests the number of the message whose header will be modified. Only the sender or recipient of a message may change it. Current settings are shown and prompts will be given for all items you are allowed to change. The sender of a message may change the subject, recipient, and status of the message. A recipient may only change the subject, and address the message to 'All Users' if it was public to begin with.

QUICKSUMM 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 message search functions described in the "Message Search Functions" section on page 4 of this guide.

READ Command

With this command you may read all public messages in addition to any messages that are addressed to you.

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.

In response to the READ command 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 parameters that are accepted, and what the purpose of each one is.

- * (message number)
This form simply reads the message number specified.
Example: 123
- * (message number);(message number);(etc...)
This allows you to read the specified messages.
Examples: 123;456;678
144;11;77
- * (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+
- * (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-
- * 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).
- * (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 F:HER NAME
4989- *:SYSOP
F:MY NAME

If you precede any message specification with the letter 'K', you will also be shown messages that have been previously deleted.

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(cr)
K*:SYSOP(cr)
K1094 T:TIM(cr)

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Another handy option allows you to read messages addressed to you without being asked if you wish to reply or delete the messages. A 'Q' character preceding the messages specification will enable this. The most common use of this is in capturing messages on another computer.

NOTE: This option does NOT turn off the automatic page pause. To do this, use the USER command.

REPLY 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), and the previous subject of the message. You will be asked to confirm the use of the same subject description or to enter a new one. After that, this command functions exactly like the ENTER command described earlier. Refer to the description of "Enter" for more information.

RESTORE Command

See description under the UNKILL command.

RNS and RP Commands

These commands allow you to selectively read all the messages that were left on the system since your last logon. They work exactly like an RS N+ command (see next for description of the read selective, RS command). This is one of the most handy and often used commands of METAL program. No parameters are accepted in this command.

RS and RRS Commands

Selective read commands allow you to read or skip messages after seeing the message header information (number, subject, from, to, and date). The "RS" command reads messages in chronological order starting at the message number specified. The only exception is, if there are replies to a message, the replies immediately follow. 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.

After being shown the message header information, you are asked if you wish to read the message.

The prompt will look something like:

"[read y/n/m/r/q/?]".

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Your response may be:

- | | |
|----------|--|
| N | No, don't read this message. Go to next message in the list. |
| M | Modify subject information of previously shown message. (This option only works if you were the one who received or sent the message.) |
| 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 | Yes, read this message. (anything else but RETURN does this) |

SUMMARY Command

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

- * The message number.
- * The date the message was entered.
- * The receiver of the message (who it's addressed to).
- * Who sent the message.
- * The subject of the message.
- * 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 message search functions described in the "Message Search Functions" section.

UNKILL and RESTORE Commands

These commands allow you to restore a message that was deleted earlier. You must supply the message number of the message you wish to restore.

This command accepts message search functions described in the "Message Search Functions" section.

*** 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 exist on the system. ***

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Quick Command Reference

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

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