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MESSAGE COMMAND INTERPRETER:

The Message Command Interpreter (MCI) allows you to do a variety of things within messages you type. Each MCI command consists of the british pound character, then a Command character, then numbers or letters. If a letter, it may be entered either in upper or lower case. In general, MCI is what "spices up" an IMAGE BBS. It allows you to add color, cursor movement, and a "personal touch" to your BBS. (NOTE: Replace the "#" character with the british pound key to the right of the minus sign on your keyboard).

The MCI commands available in IMAGE BBS are:

Command: "#AnTEXT#" - About

Description: This command compares an MCI variable with the "TEXT" in the command. For a list of MCI variables, see the "#V" command.

Example: #A2SYSOP#

This would check if the user's handle was "SYSOP", since "#V2" is the user's handle,

Command: "#Bn" - Bells

Description: This command will send (n) bell characters to the user. If the user's terminal supports bells, he will hear them.

Command: "#Cn" - Color

Description: This command sets the current printing color to the one indicated. (n) is one of the following:

1=white 2=red 3=cyan 4=purple 5=green 6=blue 7=yellow 8=orange
9=brown j=pink k=grayl l=gray2 m=green2 n=blue2 o=gray3

Command: "#Dn" - Jump on not equal

Description: This command skips (n) lines if the result of the last compare command ("#A" or "#T") was NOT equal.

Example: #A2SYSOP##D1

This would skip one line if the user's handle is NOT "SYSOP".

Command: "#En" - Jump on equal

Description: This command skips (n) lines if the result of the last compare command ("#A" or "#T") was equal.

Example: #A2USER##E1

This would skip 1 line if the user's handle is "USER".

Command: "#F1" - Form feed

Description: This command sends a Clear Screen character to the user.

Command: "#Gn" - Get character

Description: Will stop printing until the user presses a key. The key that was pressed will be returned in the variable AN\$. (MCI variable #V7). If n=1, it will use uppercase only, if n=0, it will allow both uppercase and lowercase.

Example: Press a key:#G1

This will prompt the user to "Press a key:" and then wait for them to press one.

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Command: "#Hn" - Backspaces

Description: Will print (n) backspaces (Deletes).

Command: "#In" - Input text

Description: Stops printing and allows the user to type a line of input. The text they type will be put into AN\$ (MCI variable #V7). If n=1, it will use uppercase only, if n=0, both uppercase and lowercase will be allowed.

Example: Enter your name:#I1

This will prompt the user to "Enter your name:" then let the user type it. The name will be put into the variable AN\$, and will be all uppercase.

Command: "#Jn" - Jump

Description: This command will skip (n) lines.

Example: #J1

This will skip the next line.

Command: "#Kn" - Kolorific mode

Description: Kolorific mode is a text printing mode that changes the color of each character. If n=0, it will turn Kolorific mode off. If n is not 0, it will turn Kolorific mode on, and start with Color #n.

Example: #K2

This turns Kolorific mode on, and starts with the color RED.

Command: "#Ln" - Printer

Description: This command controls printer mode. If n=0, it stops printing to the printer, if n=1, it starts printing. When the end of the line is reached (Carriage return) it turns printer mode off again.

Example: #L1Hello

This would print "Hello" to the printer.

Command: "#Nn" - Newlines

Description: This command prints (n) carriage returns, or 'newlines'.

Command: "#Oc" - Print 19 characters.

Description: This command repeats a character 19 times. This may seem strange, but it is useful for making menus, etc. Replace "c" with the character wanted.

Example: *#O-#O-*

This would print the following:

"*-----*".

Command: "#Pn" - Print mode.

Description: This is what is sometimes referred to as 'Cursor dancing', Basically, it allows each character that is printed to be printed as several characters, usually with characters to move the cursor, etc. Replace (n) with the print mode number. There are nine very powerful print modes in IMAGE BBS. We suggest you try to come up with some interesting ways to use them. It is possible to create an entire "movie" file inside entirely within the IMAGE BBS editor with these commands!

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- 0 - normal printing
- 1 - character/backspace/character
- 2 - character/8 spaces/8 backspaces
- 3 - character/backspace
- 4 - space/character/2 backspaces/character
- 5 - character/bell
- 6 - character/2 crsr lefts (prints backwards)
- 7 - character/crsr left/crsr up (prints up)
- 8 - character/crsr left/crsr down (prints down)

Print modes 6 through 9 will only show up correctly to a Commodore user in color graphics mode. The print mode is set back to 0 at the end of each line.

Command: "#Qn" - Reset MCI defaults

Description: This command turns off printer mode, reverse mode, and uppercase mode, sets the print mode to 0, and sets the print speed to 0. If n=0, then the current color is set to the default color. Otherwise the default color and current color will be set to n.

Command: "#Rn" - Reverse mode

Description: If n=0, it turns reverse mode off, if n=1, it turns reverse mode on. Reverse mode also turns off at the end of every line.

Command: "#Sn" - Print speed

Description: This command sets the speed of printing. (n) is the number of tenths of a second to pause between each character.

Command: "#TnTEXT#" - Test variables

Description: Used in conjunction with #d and #e, will compare a variable to "TEXT" (Similar to #A). Variables that can be compared with this command are:
n=1 will test user input, (an\$)
n=2 will test access group. (ac%)

Example: #T29##D1

This would compare the user's access level to 9, and skip the next line if it is not equal.

Command: "#Un" - Uppercase graphics

Description: Used to allow full uppercase graphics mode, using the "shift" graphic keys along with the others. n=1 will turn on, n=0 will turn off.

Command: "#Vn" - MCI variables

Description: Prints out the desired MCI variable. (n) is the number of the MCI variable. MCI variables are:

- | | |
|-------------------------------|--------------------------------|
| 0 - D1\$ (Current date/time) | 8 - D2\$ (Board name at entry) |
| 1 - LD\$ (Last call date) | 9 - D3\$ (Last user on system) |
| 2 - NA\$ (Users handle) | j - AK\$ (38 char line + CR) |
| 3 - RN\$ (Users real name) | k - D5\$ (True last call) |
| 4 - PH\$ (Users phone number) | l - D4\$ (Current ml protocol) |
| 5 - BN\$ (Name of BBS) | m - AG\$ (Access group name) |
| 6 - B\$ (System variable) | n - Future expansion |
| 7 - AN\$ (Last user input) | o - Future expansion |

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Command: "#Wn" - Wait

Description: Delay (n) seconds before proceeding.

Command: "#X1" - Abort file

Description: Skips the rest of the lines in a file.

Command: "##c" - Leading characters

Description: When you use #v (below), this specifies the number of digits to print. Also it specifies leading 0's or spaces.

If (n) is a number, then it sets the number of digits to that number. (If n=0, then it uses however many digits there are in the number to be printed).

If (n) is a space, it sets leading spaces, and does not affect the number of digits.

See the example for #v

Command: "#%v" - Print integer variable

Description: This command prints the value of any one-letter integer variable with or without leading characters.

Example 1: ##4## #a

If a%=1, this would print " 1".

Example 2: ##2##a

If a%=1, this would print "01". If a%=123, this would print "23".

Example 3: ##0##a

If a%=1, this would print "1". If a%=42, then it would print "42", etc.

Command: "#\$v" - Print string variable

Description: This command will print any one-letter string variable.

Command: "#<nn" (Use the back-arrow key, not "<")

Description: This command tabs the cursor to column #nn. If you wish less than ten columns, use a leading zero.