

# COCONET HOST 3.2 Release Notes

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## 1. Introduction

Please read this entire document carefully. Whether you are installing the COCONET® HOST software for the first time, or are installing 3.2 as an update to older software, it is important that you study these release notes before actually installing the software. There have been numerous changes made to the COCONET HOST, support programs like COCOADMIN, and to the COCONET Access Program. Because of these changes, some information in the COCONET HOST manual is now inaccurate or obsolete. Within these release notes, such discrepancies with the manual will be noted.

Section 2 describes the many changes and enhancements to the HOST program, the COCOADMIN program, the SYSOPS program, and the COCONET Access Program.

Section 3 describes the procedure for both first-time and update installations.

Section 4 includes a set of commonly asked questions along with their answers.

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## 2. Recent Enhancements and Changes

### I Enhancements and Changes to the COCONET HOST

*Note List Sorting Option.* It is now possible to view a Discussion Topic's Note List in either ascending or descending order. "Ascending" order is the oldest-first ordering, which until 3.2 has been the only way to list Notes. Now, you can also view a Note List in "descending" order, meaning the newest notes are listed first. This is especially useful if the Note List is very long and you're only interested in recent Notes.

*Personal Log.* Each user now has a "Personal Log" (accessible via the "Log" item on the main menubar's "Personal" menu) which logs all transactions the user has had with other users -- meaning, sending or receiving Personal Mail, and sending or receiving files through the Personal File Exchange. The new file that stores this information is `"/coconet/log/personal.log"`.

*oup Meeting "Minutes".* Before entering a Meeting you can review the "meeting minutes" through a TextFileBrowser. The "meeting minutes" is a text file containing a log of all conversation in the meeting place since the meeting began (i.e., since at least one user has been present in the meeting place.)

*Features Menu Alias.* You can now assign a custom name to the Features menu. Use the COCOADMIN program's root options to specify the custom name. If no custom name is specified, the default is still "Features." Note: ASCII text and VT-100 users will immediately notice the new word on the main menubar. However, only users of the new COCONET Access Program (v.91.09 and up) will see the new name.

#### *Personal Preferences menu changed*

The "Preferences" menu, off of the "Personal" menu on the main menubar, has been changed. The display has changed for both ASCII text mode as well as the new COCONET Access Program. A new option has been added: you can now specify that you are "busy" and so other users cannot chat with you.

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**Features Menu Editor.** You no longer need to set the system into "Sysops-only mode" when editing the Features menu. However, it is strongly recommended that no users be on when you save changes to the Features menu. If a user were in the process of selecting an item on the Features menu when you saved your changes, the user's copy of the Features menu would not match the HOST's copy, and that could lead to problems. We have tried to avoid this problem by checking the modification date and time of the Features menu data file before selecting menu items off of the menu, but it may still be possible for a user to get stuck if you make changes while they're on, so we recommend that you only change the Features menu when no users are on.

**Personal Chat.** Personal Chat has been completely rewritten for better efficiency and speed. The new Chat makes use of named pipes which temporarily will appear in your "/coconet/temp" subdirectory. The pipe files appear in pairs, such as "0\_1" and "1\_0". Do not attempt to read these files; they are managed automatically by the HOST and should be left alone.

**File Exchange Sorting Options.** You can now sort the file lists by filename, description, file size, or by the date that the file was entered into the file exchange. These sorting options are available both in the Personal File Exchange and Group File Exchange.

**Session Log.** The session log file format has been changed. A new field, "Billing Group", has been added. It appears after a TAB delimiter after the user name. Two fields have been deleted. The date and time fields for when a user signed off have been removed since it is redundant with information available about the duration of the session as well as the time and date the user signed on. The new field structure looks like this:

```
HH:MM:SS [tab] YYMMDD HH:MM [tab] TTY [tab] username [tab] billingGroup
duration    when signed on    port    user name    billing group
```

**Billing Groups.** Billing Groups are like Access Groups, except for the fact that a user may only be registered in one billing group at any given time. If you charge your users for accessing the system, then you may find Billing Groups useful. If you have several users

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from the same business or school or other organization that should all be billed together, then you may wish to create a unique Billing Group for these users. The session log will note that these users are a member of, say, Billing Group "abc". You can then use this information when you process the session log through a spreadsheet or database. By default, each new user on your system is made a member of Billing Group "user", which really means they're not in any special Billing Group. The Billing Group information is stored in "/coconet/groups/Billing".

*TextFileBrowser Colors, Fonts, and Graphics.* It is now possible to embed color, font, and .PCX graphics information in a text file that users will view with the TextFileBrowser. Of course, these enhancements are only applicable to users of the COCONET Access Program -- ASCII text and VT-100 users will not see any of these embellishments.

To embed color, font, or graphics information in a text file, it is necessary to follow a strict set of guidelines. If you do not embed the information exactly as shown below, then the color changes, fonts, or graphics will not appear.

Note that the embedded codes must appear at the BEGINNING of a line of text. They cannot appear midway into a line -- the TextFileBrowser will not "see" the codes if they're not the very first characters on a line. The first character of an embedded code is an open-brace ("{"). The second character is a backslash ("\"), which is followed by the lowercase letters "coco". The "coco" is immediately followed by either the characters "font" for font changes, "fgc" for color, or "pcx" for graphics. The embedded string always ends with a close-brace character ("}").

## Format for Color Embedded Code:

`(\cocofgc nnnn)`

where *nnnn* is a four-digit representation of the number of the color you wish subsequent text to be plotted in. For release 3.2, the valid values for *nnnn* are:

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0000 BLACK	0008 DARK GRAY
0001 BLUE	0009 LIGHT BLUE
0002 GREEN	0010 LIGHT GREEN
0003 CYAN	0011 LIGHT CYAN
0004 RED	0012 LIGHT RED
0005 MAGENTA	0013 LIGHT MAGENTA
0006 BROWN	0014 YELLOW
0007 LIGHT GRAY	0015 WHITE

## Examples:

{\cocofc 0014} This text would appear yellow.  
{\cocofc 0004} While this text would appear red.

## Format for Font Embedded Code:

{\cocofont *nnnn,sss*}

where *nnnn* is a four-digit representation of the font number, and *sss* is a four-digit representation of the font size. The fonts and font sizes are currently the same as what's available when composing headlines in messages with the COCONET Access Program's text editor. For release 3.2, the font size can be one of ten different values, ranging from "0001" through "0010". For release 3.2, there are only a handful of valid font numbers (more will be added in the future):

0000 Default monospace font  
0001 Times Roman serif font  
0002 Small monospace font  
0003 Helvetica-like Sans-Serif font  
0004 Gothic font  
0005 Script-like font  
0006 Thinner Sans Serif font  
0007 Italic Times Roman font  
0008 (same as 0001 -- do not use 0008)  
0009 Large, Sans Serif font

## Examples of embedded font codes:

{\cocofont 0001,0004} This is in Times Roman.  
{\cocofont 0000,0001} This is back in normal text font.  
{\cocofont 0004,0005} The New York Times (gothic font)

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## Format for Graphics Embedded Code:

`(\cocopcpx pathname)`

where "pathname" is the full path name describing where on the system the PCX image resides.

## Examples:

```
(\cocopcpx /coconet/bitmaps/logo.pcx)
(\cocopcpx /usr/lib/pcxpix/example.pcx)
```

**Name Index.** A new COCONET HOST system file has been introduced with release 3.2. File `"/coconet/users/name.index"` is maintained by the HOST program (you should NEVER try to edit or modify this file) for improved searching of user names. The performance is especially improved for HOST systems having several hundred or several thousand user name records in the `"/coconet/users/user.recs"` file.

**Best Acceptable CAP Version.** With release 3.2 of the COCONET HOST, the oldest acceptable version of the COCONET Access Program has changed from 90.10.12 to 91.03.02. However, it is strongly recommended that all users switch to version 91.09.00 and higher as soon as possible to make use of the new features. The next release of the COCONET HOST may require CAP versions no older than 91.09.

## 2.2 Changes and Enhancements to COCOADMIN program

**Monitoring Users.** When you monitor current users on your system, you will now see whether the users are in text mode (ASCII or VT-100) or are using an Access Program (in which case the version number and graphics mode are shown).

**Y Table removed.** There is no longer a need for the COCONET Y Table, and it has been removed from the COCOADMIN program. You no longer need to specify the TTY port names before users can access your COCONET HOST system. All

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reference to the COCONET TTY Table in the COCONET HOST User's Manual should now be considered obsolete.

*Online Ads Table Editor.* This option is obsolete and has therefore been removed from COCOADMIN. To create on-line advertisements, you need the CocoTalk™ API C function library to create a custom MAINM program that cycles different displays representing "ads" on the main menu screen. Once you have created your MAINM external program, use the COCOADMIN root options to indicate that the MAINM external program exists and should be run.

*Curses/VT-100 mode.* The entire COCOADMIN program now uses the UNIX "curses" library -- meaning that text attributes such as bold and inverse video are now used. Typically you will use the COCOADMIN program in SCO's ANSI or VT100 text mode.

*Identify Users.* You can now identify a user (i.e., get information on a user, much the same as you would when using the SYSOPS program within the HOST) by selecting item "3" off of the "c" menu.

*Kick Off User.* You can now "kick off" a user by pressing "k" while monitoring current users of the system. The COCONET HOST will attempt to kick the user off. Sometimes the user will not disappear even though you have indicated you wish the user kicked off. In these cases, it is best to "kill" the user's HOST and CALL\_HOST processes using the UNIX "kill" command.

*File Exchange Changes.* You no longer have to specify separate path and file names when adding files to the File Exchange. Also, the option to add files from a DOS floppy has been removed. To add files from a DOS floppy, use the "doscp" command included in your UNIX operating system to copy the files from the floppy to a subdirectory somewhere within your UNIX system. From there, you can use the File Exchange options to copy a file from a UNIX filesystem.

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## 3 Installation

Please read these instructions carefully. Note: if you are installing the COCONET HOST for the first time, you should follow the instructions shown in section 3.1. If you are installing the Release 3.2 software as an update to an existing COCONET HOST system, you should skip section 3.1 and follow the instructions shown in section 3.2.

### 3.1 Installing for the first time

These instructions are only for those users who are installing the COCONET HOST software for the first time. If you already have version 3.1 of the HOST installed, please disregard this section and skip to section 3.2.

***Important Note:***

It is important to follow this revised installation script rather than the one described in chapter 1 of the COCONET HOST manual.

- 1) Sign on as root (preferably in the single-user System Maintenance Mode). If installing on SCO XENIX, proceed to step 2 now. If installing on SCO UNIX, continue with this step. You need to create two new UNIX login names: "coconet" and "cocotext". Use the "sysadmsh" program to create the logins. When asked for a login group, specify "coconet". Each user's home directory should be "/coconet". If you create the "coconet" login first, sysadmsh should create the "/coconet" directory for you. When you specify "/coconet" as the home directory for "cocotext", it will probably tell you such a directory already exists: that's fine. Both of these logins must have the same home directory. Each login should have a BLANK password, and you should specify that these logins do NOT have to create a password the first time they sign on.

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- 2) Insert COCONET HOST program disk in your machine's high-density floppy drive.
- 3) If installing on SCO XENIX, type "install" and press RETURN; if SCO UNIX, type "xinstall" and RETURN.
- 4) You will be prompted for "First floppy". Type 'y' to indicate "yes".
- 5) The install script will extract files from the floppy and copy them to your system's hard disk. (Do not be alarmed if it says it cannot create directory "/coconet", as it may have already been created in step 1 above.) The install script will then append some COCONET-specific entries to your system's /etc/gettydefs file. Then, various COCONET subdirectories and files will be created.
- 6) You are then prompted to create at least one COCONET user name. We recommend that you create a name called 'sysop' at this time. You can create as many names as you wish now, or create them later. Remember, COCONET user names are not the same as logins on UNIX/XENIX. COCONET maintains its own user list, password file, and email files.
- 7) Then you're asked if you wish to create any Discussions and Discussion Topics. Again, if you would rather create these later, then just follow the instructions on the screen and indicate you do not want to create anything now. We do recommend that you create one Discussion called "General" or "System", and create two Topics for it, one called "News" or "Bulletins", and one called "Support" or "Help".
- 8) The installation program will display some messages on the screen indicating what things you still have to do manually. You will need to configure your tty ports to work with COCONET. Specifically, you'll need to edit /etc/gettydefs file (and for XENIX, the /etc/ttys file; for UNIX, the /etc/inittab file). Also, various COCONET text files will need to be specified by you. The names of these files should be shown on your screen.

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- 9) The installation script is complete when it asks you for "Next Floppy?". Since there is only one floppy for the COCONET HOST, type 'n' to indicate "no".

## 3.2 Installing 3.2 as an update to an existing HOST

These instructions are only for those users who are installing the COCONET HOST software as an update to older, existing HOST.

***Important Note:***

Before installing this update software, we strongly recommend that you make a full backup of all of the COCONET files and subdirectories.

- 1) Sign on as root on your UNIX/XENIX system (preferably in the single-user System Maintenance Mode).
- 2) Insert COCONET HOST program disk in your machine's high-density floppy drive.
- 3) If installing on SCO XENIX, type "install" and press RETURN; if SCO UNIX, type "xinstall" and RETURN.
- 4) You will be prompted for "First floppy". Type 'y' to indicate "yes".
- 5) The installation script will read your existing /etc/coconfig file to determine the subdirectory that contains the HOST executable files. Then the script will prompt you to confirm it has the proper subdirectory. You'll be asked to press RETURN to continue with the installation, or press DEL to cancel the installation.

The installation script is complete when it asks you for "Next Floppy?". Since there is only one floppy for the COCONET HOST, type 'n' to indicate "no".

## 4. Commonly Asked Questions

*Q. I've installed the HOST software, now what do I do? How do I get the HOST program to run?*

*A.* The COCONET HOST program does not "run" the way you might think. It is different than typical application programs which you install and then run directly in order to use. With COCONET, the HOST is "run" only on an as-needed basis; the program is "dormant" until a user connects to the system via ASCII or VT-100 (in which case he or she logs on as "cocotext" at the UNIX "login:" prompt) or via a COCONET Access Program (in which case the Access Program automatically logs in as "coconet" at the UNIX "login:" prompt). It is only after logging on as "coconet" or "cocotext" (or, if you have specified alternate user IDs for these names, one of the alternates) that the UNIX `"/coconet/.profile"` script file is run, which calls the "CALL\_HOST" program, which in turn calls the HOST program. (This explains why whenever a user is signed on to COCONET, there are always two UNIX processes associated with the user, one for "HOST", and one for "CALL\_HOST". To see for yourself, try typing

```
ps -f -u coconet,cocotext
```

at a UNIX shell prompt sometime, when COCONET users are signed on).

*Q. How often should I make backups, and what files should I include in the backups?*

*A.* We recommend that you do backups of all COCONET-related files and subdirectories once a day. If that is too much, the most critical files to back up are those in the following `"/coconet"` subdirectories: "config", "log", "users", "disc", "fxchange", and "groups". You should also make a backup copy of the original COCONET HOST distribution diskette, which contains, among other things, the program files that reside in the `"/coconet/exe"` subdirectory. Since the executable files do not change, there's no need to make daily backups of them.

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*Q. How do I kill a user's process that's "hung" on the system?*

*A.* Sometimes a user will disconnect from the HOST without fully signing off. In these cases, the HOST program tries its best to detect the sudden, unanticipated disconnection, by closing files and "gracefully" logging the user off the system. However, there may be times when the HOST does not notice a "hung" process. In these cases, it may be necessary to "kill" the associated UNIX processes. To do so, first, determine which TTY port the "hung" user was on. Then, using the "root" UNIX login, run the "ps" command as such: "ps -f -u coconet,cocotext". This will show you all COCONET-related processes running. Match the process ID's (the PID numbers that the "ps" command list) to the "hung" HOST process. You will probably see both a "CALL\_HOST" and a "HOST" process for the user. Typically you only need to kill the HOST process, and then CALL\_HOST shuts down automatically. To kill the HOST process, type "kill *nnn*" where *nnn* is the PID that matches the hung HOST process.

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# Changes to HOST Manual

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*As of release 3.2, the following changes and corrections to the HOST Manual are in effect:*

**Section 1.3 (pages 1-9 through 1-25)**

-- Obsolete -- No longer accurate. New info in Release Notes

**Section 4.2.4**

-- Alt-S has been changed to Alt-O, with the new 91.10 CAP

**Section 4.3.2**

-- Alt-S has been changed to Alt-O, with the new 91.10 CAP

**Section 5.1**

-- Menu items d and g removed with version 2.3 of COCOADMIN

**Section 5.1.3**

-- New menu item: 3, for "Identify user"

**Section 5.1.4**

-- Obsolete; online ads no longer use this information

**Section 5.1.6 (View Various System Logs)**

-- Menu items 'a' through 'd' are now '1' through '4'

-- New menu items: '5' for AUDIT log, '6' for session log

-- 'q' to quit is now 'x' to exit

**Section 5.1.7**

-- Option no longer supported. To view the COCONET-related UNIX processes, at a UNIX command line, type:

```
ps -f -u coconet,cocotext
```

**Section 5.1.9**

-- Menu item 'c' in the ROOT options no longer exists

(i.e., the COCONET TTY table is no longer necessary, so it is gone)

**Section 5.1.9.2**

-- Menu items e, g, and i no longer used

# Changes to HOST Manual

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## Section 5.1.11

- No more DOS options 'a', 'b', 'c', or 'o'  
Instead, use the UNIX "doscp" command to copy files from DOS to UNIX

## Section 6.2

- "Billing Groups" are now available as well as Access Groups

## Section 6.4

- Obsolete; please ignore this section.

## Section 6.5.1

- No longer need to be in SYSOPS ONLY mode as stated in the "important note"; please disregard this note

## Section 6.6.1.5

- Obsolete

## Appendix A

- within /coconet, file "group.list" no longer exists
- within /coconet/exe, files FIX\_ONADS, FIX\_MPLACES, SYSJUNK, COCOMEM, SET\_STATUS, and LIST\_REGNUMS no longer exist.
- within /coconet/groups, Billing Group info also stored.
- within /etc, file "cocottys" no longer exists.

# COCONET<sup>®</sup> HOST

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Online Information Services**

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**Chapter I**

**Introduction**

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# Introduction

The COCONET HOST is a complete multiuser electronic mail, conferencing, and information management system that runs in the UNIX operating system. It enables you to install, configure, run, and maintain a multi-user, graphics-based online information service, electronic bulletin board, and/or conferencing system.

Some of the features of COCONET include:

- support for high-quality on-line graphics for users who connect with the COCONET Access Program; graphics include lines, circles, ellipses, fill patterns, boxes, windows, PC Paintbrush bitmap images, popup menus, and more.
- support for ASCII text displays for non-PC users
- group discussion forums, where users can post messages for others to read and respond to
- personal mail, for sending and receiving private messages from one user to another
- file transfers, both personal and group (i.e., public)
- system operator (sysop) functions
- menu customization
- support for external programs written in C with the CocoTalk API Library
- live "meetings", or multi-user conferencing
- live two-way "chat", where any two users can "talk" to each other

## *COCONET HOST Reference*

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- special access "groups" each containing lists of user names who can then collectively be granted a certain level of access
- detection of possible attempted security violations

## **1.1 Before You Begin**

### **Please Send in Your Customer Registration Form**

Remember to fill out the enclosed Customer Registration Form. You need to complete the form and mail it back to Coconut Computing, Inc. in order to become a registered customer and in order to receive Technical Support service.

### **Before Installing...**

We recommend that you read all of Chapters 1 through 4, before you install the software, so that you have a better understanding of how the COCONET HOST works, how the UNIX environment is used, and what's involved in running a system.

## **2 System Requirements**

The following items are necessary for a minimum operating environment for the COCONET HOST:

- An Intel 386- or 486-based microcomputer or supermicrocomputer system with an ISA or EISA bus architecture
- One of the following operating systems:

SCO XENIX 386 System V (version 2.2.3 or higher)

SCO UNIX 386 System V (version 3.2.2 or higher)

(Throughout this manual, except where noted, we will refer simply to UNIX, meaning whatever supported version of UNIX you're using.)

- Minimum 1.5 megabytes of hard disk space for COCONET files (although the actual amount will vary greatly, and depend upon the size and scope of your online service: once users begin using your service, you may need dozens, more likely, hundreds, of megabytes. Everything depends upon your application and the number of users your online service has).
- At least 250K RAM per user. If your system will have a large number of users, and/or will offer external programs which take up a lot of memory, you'll find that you'll need at least 400K per user, perhaps even 500K or more depending upon the size of the external program.
- One modem and serial port for each caller. Most 386 and 486 machines come with one or two serial ports standard; in order to support more than 2 users, you'll most likely need a multi-port serial card or several cards. Consult with your hardware manufacturer's manuals to determine how to install your modems, X.25 lines, networking cables, or whatever else you may

require. The COCONET programs are not very hardware-specific: such concerns are left up to the UNIX system administrator. As long as you define what TTY ports your COCONET users will be logging in on, and as long as you've properly configured each port according to `/etc/gettydefs` and `/etc/ttys`, everything should be fine. As for modem speed, 2400 bps (bits per second) is the recommended minimum, although COCONET runs fine at 1200 bps.

Note that the COCONET Access Program operates at 1200, 2400, 9600, and 19200 bps. So, in effect, 1200 bps is the minimum available modem speed. We recommend selecting modems with built-in error-correction and data compression (check for MNP 5 or greater).

### The following items are HIGHLY RECOMMENDED:

- Instead of 1200 or 2400 bps modems, we recommend that you install 9600 or 19200 bps modems. These modems offer a wider range of speeds (most 9600 bps modems and 19200 bps modems also run at 1200 and 2400 bps, but always check the manufacturer's specifications). You can mix different modems (i.e., some 2400's, a few 9600's, and maybe a few 19200's) but for fastest performance we recommend all 9600 bps or all 19200 bps modems.
- At least two separate hard disks in your machine: one for the UNIX root filesystem, and one for COCONET's user records, file exchange, and discussion areas. This will especially be helpful if you have a large number of users, a large file exchange, and/or very active discussion areas. Also, if you have CocoTalk™ external programs which need a lot of disk space, a second or third drive will help greatly.
- An "instant-on" backup power source. In addition to the power supply, we recommend purchasing a "serial connection" which allows the power supply to communicate with your computer such that when the power supply gets activated (due to a power

## *COCONET HOST Reference*

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outage or brownout), your computer can automatically begin shutting down user processes "gracefully" before the backup power unit's battery runs out.

- A tape backup unit for making backups of your system's files. We recommend making daily backups of the COCONET directories so that in the unlikely event of file damage or disk malfunction, you can restore the system to within a 24-hour "window" of backed up data.

### **1.3 Installing the COCONET HOST Software**

Installation of the COCONET HOST software should only take ten to fifteen minutes to complete. Note that all of the COCONET HOST software for this release is contained on a single diskette.

We highly recommend that you read through this entire installation section thoroughly before you install the software, so that you are familiar with the various procedures and terminology used.

It is assumed that you are familiar with using the "root", or "super-user", login ID. On UNIX systems, the root ID should only be used for software installation and maintenance procedures. Use of the root ID is necessary in order to install the COCONET HOST software. If you run into problems during the installation, contact Coconut Computing for assistance.

When you are ready to begin, start with step 1 below.

#### ***Step 1.***

Re-boot your system, and enter into single-user "system maintenance mode." You will need "super-user" root privileges to install and configure the COCONET HOST software.

#### ***Step 2.***

If you are installing onto a machine running SCO XENIX, skip this step and go to step 3. If you are going to install onto a machine running SCO UNIX, you must first create a new UNIX group, called "coconet". Then you must create two UNIX user ID's: one called "coconet" and one called "cocotext". Each user ID should be set to have a BLANK password, and each should have its HOME directory path set to "/coconet". Write down the user ID numbers that are generated for "coconet" and "cocotext"; you'll need these later.

#### ***Step 3.***

Insert the COCONET HOST distribution diskette in the appropriate floppy drive (typically this should be "floppy drive 0",

## COCONET HOST Reference

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o known to DOS users as the "a:" drive).

### 4.

Enter *one* of the following "install" commands. The particular command depends upon the COCONET HOST diskette type, which floppy drive you'll use, and which operating system you have. In most instances, you'll probably be using the 5.25" high-density 1.2MB floppy with drive 0.

Note that the installation procedure is slightly different depending upon whether you're installing the COCONET HOST on a machine running SCO XENIX or on one running SCO UNIX. For SCO XENIX, the installation command is "install"; for SCO UNIX, "xinstall". Be sure to use the installation command appropriate to your operating system.

If installing from a 5.25" 1.2MB diskette on floppy drive 0, type:

```
(XENIX)      install
(UNIX)       xinstall
```

If installing from a 5.25" 1.2MB diskette on floppy drive 1, type:

```
(XENIX)      install /dev/rfd196ds15
(UNIX)       xinstall /dev/rfd196ds15
```

If installing from a 3.5" 720K diskette on floppy drive 0, type:

```
(XENIX)      install /dev/rfd0135ds9
(UNIX)       xinstall /dev/rfd0135ds9
```

If installing from a 3.5" 720K diskette on floppy drive 1, type:

```
(XENIX)      install /dev/rfd1135ds9
(UNIX)       xinstall /dev/rfd1135ds9
```

### 5.

The installation procedure will present a screen, much like the one shown in Figure 1-1, to which you should respond by typing the letter "y", indicating yes.

For each volume in the distribution set, insert the floppy into the drive, enter 'y', and press <RETURN>. Enter the letter 'n' after the last volume.

Should you see the message 'tar: please mount new volume.', insert the next floppy, and press <RETURN>.

First Floppy? (y/n)

**Figure 1-1**

The installation procedure may take a minute or more to extract all of the COCONET HOST files. During this time, the screen will simply say "Extracting files...".

When all the files have been extracted from the diskette, a display such as the one depicted in Figure 1-2 will appear on the screen.

If you are installing onto SCO XENIX, type "1" at this prompt. If you're installing onto SCO UNIX, select "2" here. After selecting "1" or "2", you will be asked to confirm your choice by typing "y" to indicate that you wish to continue.

If you selected "1" for SCO XENIX, the procedure will create two new user IDs: coconet and cocotext. The "coconet" ID will be used when users connect via a COCONET Access Program (CAP). The "cocotext" ID will be used when users connect via any ASCII terminal or telecom software emulating an ASCII terminal. (Later,

### **COCONET(R) HOST Software Installation**

**Before you begin, specify which version of UNIX you'll be installing this software onto:**

- 1. Install on SCO XENIX 386 System V**
- 2. Install on SCO UNIX System V**

**q. QUIT and exit immediately**

**Enter 1, 2, or q >**

**Figure 1-2**

you'll be able to specify alternate user ID's for both CAP and ASCII users.)

After creating the two new user IDs and the "coconet" group, the following line will be added to the end of file `/etc/rc` (for SCO XENIX) or `/etc/rc.d/8/userdef` (for SCO UNIX):

```
/coconet/exe/COCOMEM
```

You do not need to type this line in. It will be automatically added to the appropriate file.

The `/etc/rc` script is part of UNIX, and is run automatically each time you re-boot your machine and bring up UNIX; thus, each time your machine boots up, the COCOMEM program is run briefly. This COCOMEM sets up a shared memory segment for use by all COCONET processes and all CocoTalk external programs. COCOMEM must be run once and only once each time your

system is booted; COCONET cannot run without it. Let your system's `/etc/rc` routine run it for you; you should *never* run COCOMEM yourself.

After the `/etc/rc` script is modified, the installation procedure continues by creating all of the necessary COCONET disk directories and subdirectories. By default, the COCONET software is installed on the root filesystem in the `/coconet` subdirectory. If you wish to move all or part of the COCONET files to another subdirectory or another filesystem, you'll have the opportunity to do so later, with the COCOADMIN root options. (At any time in the future, as your online service grows, you may wish to add more disk drives to your machine, and move the File Exchange, Discussions, and/or User areas to different filesystems to balance the load of your system.)

Once the COCONET directories are created, the installation procedure copies all of the COCONET files from the installation diskette. This should only take a minute or two.

### *Step 6.*

When the installation procedure has finished copying all of the COCONET files from the installation diskette, you are prompted with a display as depicted in Figure 1-3.

When you see the prompt, press the RETURN key to continue.

At this point, the installation procedure automatically calls the COCOADMIN program. If you are installing onto an SCO UNIX machine, you will be asked to type in the UNIX user ID numbers for "coconet" and "cocotext", the two IDs you created earlier.

You will be prompted to specify which TTY ports on your UNIX system will be valid ports for access to COCONET. COCOADMIN's TTY Table menu will appear on the screen, as displayed in Figure 1-4.

If you know all the TTY ports which will be used to access COCONET on your machine, you can add them to the table now.

## *COCONET HOST Reference*

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You'll now need to enter the names of the TTY ports which will be used to access the COCONET HOST.

Press RETURN to begin editing the COCONET TTY TABLE.

Figure 1-3

If you're not yet sure which ports will be used, or know that you'll be adding more ports in the future, you can add a few ports now (at least one) so that you can continue configuring your system. If you choose to just add one port for now, we recommend that it be one of the console ports, such as `/dev/tty01`. Note that when you add ports, you'll need to specify their full name, like `/dev/tty01`, `/dev/tty400`, etc.

Refer to your UNIX manual(s) for information on TTY ports. If later you want to add one or more multi-port serial cards to your machine, refer to the multi-port card manufacturer's documentation to determine the names of the ports that UNIX (and the COCONET HOST) will use to "talk" to the card.

### Adding TTY ports to the table

Each time you add a port to the TTY Table via option "A", you'll be asked several questions about the port. See Figure 1-5 for a sample screen showing what the prompts look like when you add

```
COCONET(R) TTY TABLE EDITOR

  A. Add a tty to the table
  D. Delete a tty from the table
  L. List the tty table

<1> Save changes made to table
<0> Quit without saving changes to table

Select an option >
```

**Figure 1-4**

**TTY ports.**

First, you'll be asked to type the name of the port. If the port already exists in the TTY Table, you'll receive a message saying there's already a listing for that tty.

You'll then be asked to type 7 or 8, where 7 signifies that users will be accessing this port in 7 bits, even parity, and 1 stop bit, and 8 signifies 8 data bits, no parity, and 1 stop bit.

After that you'll be prompted to enter the "site name" for this port. You have about 45 characters of text to type anything you want here, or leave it blank by simply pressing RETURN. You'll then be asked for a contact person's name, which you can also leave blank if you wish. After that, you'll be asked to enter the phone number of this port, if such applies. If you wish, you can leave this blank too by pressing RETURN.

## COCONET HOST Reference

```
(ADD) When you enter the name of the tty, give the full name.  
(ADD) Two examples: '/dev/tty1A', '/dev/tty409'
```

```
(ADD) Type the name of the tty > /dev/tty410  
(ADD) Type 7 (7E1) or 8 (8N1) > 8  
(ADD) Enter the site name > Main MOST Site  
(ADD) Enter the contact person > Brian Dear  
(ADD) Enter the phone number > 619/456-0815 (data)  
(ADD) comment (line 1 of 2) > MultiTech 2400 modem  
(ADD) comment (line 2 of 2) > in the rack
```

Figure 1-5

You're then asked for two lines of comments about this port. You can leave one or both of these lines blank by pressing RETURN after each line.

At this point the port is added to the TTY table. In order for it to be saved, however, you'll need to select menu option "1" to save changes.

You can continue to add more and more ports until all the ports are entered. Later on, if you add more serial ports to your machine, you can use the COCOADMIN program to add additional ports.

### When you're finished adding ports

When you've added all the ports you wish to add during the installation process, select menu option "1" to save changes to the TTY Table.

### ***Step 7.***

The installation program will now prompt you to create one or more COCONET signon names. We strongly recommend that at this point you at least create a signon name called "sysop" for the system operator. You'll be prompted for the name, address, and telephone information for each user you create. You don't need to create lots of users now; you can always do that later, or let each user register themselves the first time they sign on.

### ***Step 8.***

You will then be asked if you want to create any initial Discussions and Discussion Topics. Discussion and Topic file names should generally be 13 or less characters in length, with valid characters being "A" to "Z", "a" to "z", and numbers 0 to 9. No spaces or special punctuation characters are permitted except ".", "-", and "\_".

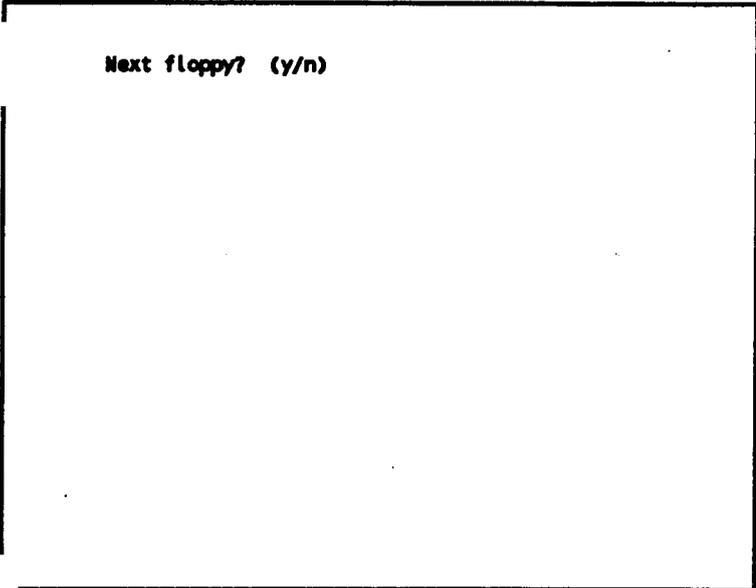
### ***Step 9.***

Follow the instructions on the screen. The installation script will mention certain text files that you'll need to create yourself to supply information about your system.

At this point, you will see a prompt such that shown in Figure 1-6. Simply press the "n" key to indicate there is no "next floppy". This terminates the installation process, and you are now ready to go on to the COCONET configuration procedures described in section 1.4 of this chapter.

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**Figure 1-6**

## 1.4 Configuring the COCONET HOST Software

Once you have run the installation procedure, you'll need to configure your COCONET HOST before it can be made available for users. You will be using the special ROOT options of the COCOADMIN program. Follow these instructions:

1. Log on as the root if you're not already logged on as root.

2. Run the following command:

```
/coconet/exe/COCOADMIN
```

3. Select option "i" for root options.

4. You will be presented with a menu, as shown in Figure 1-7.

```
COCONET(R) SYSTEM CONFIGURATION -- ROOT OPTIONS

WARNING #1: BE SURE YOU KNOW WHAT YOU ARE DOING WHEN
            USING THESE COCONET ROOT OPTIONS!

WARNING #2: IF YOU *MUST* USE THESE OPTIONS, *ONLY* DO
            SO WHEN THERE ARE *NO* COCONET USERS ONLINE!

A. Inspect/Edit directory table
B. Inspect/Edit various COCONET system defaults
C. Inspect/Edit COCONET tty table
D. Inspect/Edit COCONET system message options
E. Inspect/Edit External Program options
G. quit

Choose an option >
```

Figure 1-7

Select option "B", for "Inspect/Edit various COCONET system defaults."

5. You will see the COCONET system config settings menu, as shown in Figure 1-8. The installation script should have automatically entered several of the settings on this menu, including the first two, the user ID numbers for "coconet" and "cocotext". You may want to double-check that the UNIX user ID numbers for "coconet" and "cocotext" match those as they're listed in the `/etc/passwd` file.

```
COCONET SYSTEM CONFIG SETTINGS
a. UNIX User ID # for 'coconet'    211
b. UNIX User ID # for 'cocotext'  222
c. Alternate 'coconet' user ID #  0
d. Alternate 'cocotext' user ID #  0
e. Main Menu banner text version # 0
f. System ID (4-character string) NONE
g. SAcord feature enabled (1 or 0) no
h. Signon mode                      4
i. Kind of CAPs allowed on          All CAPs
j. Onads available (0off, 1 on)     0
k. Default subscription type        0
l. Specify sysop names              2 names
m. 'new' ok to for new user reg.    Yes
n. Announcements D.T.              System:Announcements
o. Support D.T.                    System:Support
p. Default new sub. length (days)  0
q. Default sub exp days left warn   30
r. DEMO user max. time (mins.)     0
s. NONE user max. time (mins.)     0

<1> SAVE CHANGES AND EXIT
<0> QUIT without saving anything    Select an option >
```

Figure 1-8

Options "c" and "d" refer to the alternate "coconet" and "cocotext" user IDs. Use of these alternate UNIX login ID numbers is optional. If you do not need to use them, leave them set to zero.

Option "e", for the Main Menu banner version, allows you to optionally set a version number for the text on the main menu banner (file "mmbanner.txt" in your `/coconet/config` subdirectory). It is not necessary to use this option at the

present time -- it is reserved for a future enhancement to the COCONET HOST. For this initial configuration procedure, set this value to 1.

Option "f", for System ID, is a four-character string that will be used by future versions of the COCONET HOST software and upcoming, related programs. *You do not need to set this option at this time.*

Option "g" also refers to a future option; the value should be kept set to "0" (i.e., set to "no").

Option "h" refers to the Signon mode of your system. If "aliases", also known as "handles" or "nicknames", are permitted on your system, select a value of 2. This will allow users to create their own signon names (assuming, of course, that you have set option "m" to YES). Otherwise, specify a value of 1 here and the system will generate user names based on their first, middle, and last names (again, if option "m" is set to YES -- otherwise the sysop must use the SYSOPS program to add users manually).

Option "i" refers to whether or not you allow *any* COCONET Access Program to connect to your system, or *only registered* CAPs. Select 0 to indicate *any* kind of CAP, 1 to indicate *only registered* CAPs.

Option "j" refers to whether your system supports online display advertising. Online display ads are small external programs written using Coconut Computing's CocoTalk C library. If your system does not have online ads, set this option to 0. Otherwise, set it to 1.

Option "k" refers to the default subscription type. There are several subscription type settings available:

0. Not applicable
1. No expiration date
2. Monthly flat-rate subscriptions

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3. Hourly-rate subscriptions
4. Weekly subscriptions
5. Annual flat-rate subscriptions

Set to setting "0" if none of these settings apply or if your users are not accessing your system on a "subscription" basis.

```
SYSOP List
-----

brian dear
pat dear

a)dd d)el l)ist q)uit -->
```

Figure 1-9

Option "l" is the option to use whenever you wish to list, add, or delete names from the Sysops list. Sysops are the "system operators" on your system, and are given special privileges for maintaining the system, user records, and COCONET files. It is recommended that you only assign "Sysop" status to yourself and a very small few others who you have authorized to do "sysop" work. This option is the *only* way to specify who is a sysop on your system. When you select this option, you will see a screen such as the one shown in Figure 1-9. This is the SYSOP List. Select option "a" from this menu to add names to

the list. Select "d" to delete names from the list. Select "l" to list names in the list. Otherwise select "q" to exit.

Option "m" is used to specify whether or not users can sign on as "new" to self-register as new users. If set to "no", then the only way new users can get on your online service is for you to create them manually using the SYSOPS program options.

Option "n" is used to specify the name of the Discussion Topic that users will see when they select the "Announcements" item from the "System" menu on the main menubar.

Option "o" is used to specify the name of the Discussion Topic that users will see when they select the "Request Help/Info" item from the "System" menu on the main menubar.

Option "p" is used to specify the default length (in days) for new subscriptions. If your system does not use subscriptions (i.e., you have set option "k" above to 0 or 1), this option can be ignored.

Option "q" is used to specify the number of days left in a user's subscription when the user will be warned that their subscription is to expire soon. If your system does not use subscriptions (i.e., you have set option "k" above to 0 or 1), this option can be ignored.

Option "r" is used to specify the number of minutes per session for users who are signed on using COCONET Access Programs with the DEMO registration serial number. This option most likely does not apply to your system, and should not be used. If you need more information about this option, contact Coconut Computing's Tech Support team.

Option "s", like option "r", is used to specify the number of minutes per session for users who are signed on using COCONET Access Programs with, in this case, the NONE registration serial number. This option most likely does not apply to your system, and should be ignored. If you need more

## *COCONET HOST Reference*

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information about this option, contact Coconut Computing's Tech Support team.

Option "t" is reserved for future versions of the COCOADMIN program and should be ignored for now.

## **1.5 Configuring the UNIX Software**

Once you've configured the COCONET HOST software, you'll need to do some minor configuration of your UNIX software in order to make the system ready for use.

Section 1.5.1 describes how you could set your UNIX getty definitions so that the TTY ports defined to work with COCONET will in fact work correctly.

Section 1.5.2 deals with setting and possibly changing certain UNIX system configuration parameters to improve the COCONET HOST's performance.

## 1.5.1 Setting the "getty" Definitions

First, you'll need to update your `/etc/gettydefs` and `/etc/ttys` files so that the ports you've specified in the COCONET TTY Table are set properly. Refer to your UNIX manuals for complete explanations of these files. For SCO UNIX, you'll also need to modify files `/etc/conf/cf.d/init.base` and `/etc/inittab`. Refer to your SCO UNIX documentation for details on these files.

The COCONET installation script program automatically appends several lines of information to your `/etc/gettydefs` file. The entries begin with labels such as "9600coco7e1". You can change these labels or remove these appended lines altogether if you wish; they are provided simply as a starting point to help configure your ttys.

Gettydefs entries are typically two lines long. Because the second line is often more than 80 characters in length, it typically wraps around and makes the entry appear to have three or more lines.

Below is a sample entry for a COCONET tty set to 2400 bits per second, using 7 data bits, even parity, and 1 stop bit:

```
m # B2400 MUPCL CS7 PARENB #  
B2400 CS7 SANE -CLOCAL PARENB MUPCL IXANY #\r\nif using the COCONET  
Access Program type 'coconet'; else type 'text'\r\nlogin: # n
```

In this example the initial "m" refers to the gettydefs entry in the table, and the final "n" refers to the gettydefs entry that the getty program should cycle to if the user is not dialed in at 2400 bps.

An example of a 1200 bps entry, set to no parity, 8 data bits, and 1 stop bit, would look like this:

```
m # B1200 MUPCL CS8 #  
B1200 CS8 SANE -CLOCAL MUPCL IXANY #\r\nif using the COCONET Access  
Program type 'coconet'; else type 'text'\r\nlogin: # n
```

If you'll be using 9600 bps modems you'll probably want to create at least three gettydefs entries, one for 1200, one for 2400, and one for 9600. That way, users of 1200 bps and 2400 bps modems can access the system on a port that has a 9600 bps modem attached.

## **1.5.2 Fine-Tuning UNIX for Performance**

The COCONET HOST makes a great deal of use of disk and serial I/O. In order to fine tune the performance of your UNIX system, you may need to change some of your system's configuration parameters to give the COCONET HOST more "room" in which to work.

Consult your UNIX manual for details on changing your system's configuration settings.

Parameters to consider adjusting include:

- Maximum number of inodes per file system
- Maximum open files per file system
- Maximum mounted file systems
- Number of file locks systemwide
- Maximum number of processes (systemwide)
- Maximum processes per user
- Maximum text segments (systemwide)
- Maximum attached shared memory segments per process

COCONET HOST systems supporting more than 8 simultaneous users will probably require some changes to the above parameters. Contact Coconut Computing for assistance in configuring your UNIX system if you're installing a large COCONET HOST.

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**Chapter 2**

**Getting Help**

***COCONET HOST Reference***

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## **2.1 Contacting Coconut Computing Tech Support**

Coconut Computing wants to provide you with the best possible support so that you and your users can get the most out of the COCONET HOST software.

For your convenience, we've set up several means for getting technical support. Consult the list below whenever you need to give us a call, send us a fax, or dial up to our in-house Tech Support system.

To help us handle your questions as quickly as possible, please have the following information available when calling: product name, version number, serial number, and your computer name, model, and operating system.

**Voice Line:** 619-456-5052  
*Hours: 9am - 5pm, Pacific Time*

**FAX:** 619-456-1905  
*Hours: 24 hours, 7 days a week*

**COCONET Tech Support BBS:** 619-456-0815  
*Hours: 24 hours, 7 days a week*

**CompuServe e-mail:** 70034,1062  
*Hours: 24 hours, 7 days a week*

**Internet e-mail:** support@coconut.com  
*Hours: 24 hours, 7 days a week*



**Chapter 3**

**Basic Concepts**



### **3.1 Objective of this Chapter**

The goal of this chapter is to provide you with an understanding of how the COCONET HOST system works, how it is organized, and how it can be customized to fit your particular needs.

### **3.2 Online Information Services, Conferencing Systems, and Electronic Bulletin Boards Defined**

Simply put, these terms refer to computer-based information management systems that enable a group of people to communicate with each other by contributing and/or retrieving information in the form of files, programs, messages, data, and electronic mail.

Online information services tend to be large in scope and offer a variety of options for typically many thousands of users. The COCONET HOST system is especially useful for creating online information services because of its very easy user interface and open-ended capabilities for database programs, online games, and other external applications created with the CocoTalk library of C language functions.

Conferencing systems and electronic bulletin boards place a heavy emphasis on the electronic mail and group forum capabilities of a system. COCONET has a sophisticated Personal Mail subsystem for private one-to-one electronic mail, as well as a Group Discussion subsystem for both public and private many-to-many electronic messages.

### 3.3 How the COCONET HOST System Works

The COCONET HOST program is essentially a self-contained "system" running within your UNIX system. When you sign on as a COCONET user, in a sense you enter a separate system. Through the HOST you can access your system's files, features, and communicate with other users.

The COCONET HOST is designed to work with users connected via separate computers each running the COCONET Access Program (CAP). While the COCONET HOST fully supports non-CAP users connected via an ASCII text terminal or telecommunications program, it has been fine-tuned for access via the CAP, for several important reasons: the graphics modes offer more options for the user interface; information can be displayed to users in many more ways; and because the CAP can do some or most of the processing that normally would have to be done by the computer running the HOST software.

The HOST and CAP work on a *client-server* basis. That is, the CAP (the *client*) and HOST (the *server*) talk to each other by sending and receiving data, text, and commands. In the client-server relationship, the computer running the CAP can do much of the processing that otherwise would have to be done by the computer running the COCONET HOST.

The approach taken in designing the COCONET system was to keep the HOST UNIX processes "asleep" as much of the time as possible: let the CAP users' computers take as much of the processing load off of the HOST computer so that the HOST computer's resources are available for other tasks and other users.

When users access the COCONET HOST in ASCII text mode, the burden of processing is placed entirely on the HOST system. While this means the HOST computer will often have to do more work, this additional load is balanced by the fact that the HOST does not have to send any graphical information over the port, which can in effect reduce the amount of I/O rather than increase it.

### 4 How Graphics are Sent to a User's Computer

The COCONET system has been designed with a custom graphics and interface protocol called CoCode. CoCode is the name for the format of the data as it travels back and forth between the CAP and the HOST. While CoCode is designed to support today's popular graphic modes, it is also designed for future improvements in display technology. CoCode has the capacity to display images with a 65,535 horizontal by 65,535 vertical resolution. As display technology improves, Coconut Computing will support the new graphics modes as they emerge.

CoCode is optimized to allow for displaying arbitrarily large graphical objects on the screen as fast as possible. Most graphical objects displayed on COCONET are *vector-based* (i.e., "drawn") rather than *bitmap-based* (i.e., "painted").

*vector-based* graphics are typically much easier to display because they only require coordinates rather than full bitmaps. Lines, circles, filled patterns, rectangles, ellipses, etc., are all drawn.

COCODE does offer support for displaying *bitmap* images in the PC Paintbrush "PCX" file format. Other image formats, such as "GIF", "TIFF", "JPEG", and "EPS", are planned for future releases of the COCONET HOST and CocoTalk products.

### **3.5 How Sysops are Different from Other Users**

System operators, commonly called "sysops", are responsible for maintaining the COCONET system, adding and removing users, and responding to user requests.

Your system can have as many sysops as you deem necessary, but because sysops have more privileges with COCONET, it is important to only grant these privileges to a few trusted individuals. Under normal circumstances, it should only be necessary to grant sysop privileges to one or two users.



**Chapter 4**

**Managing The System**



## **4 Managing The System**

Running an online information service is a busy undertaking. The busier your online service, the more time and effort it will take to maintain and manage.

This chapter discusses the various options and procedures available for maintaining and managing your COCONET system.

## **1.1 Managing Users**

The following subsections, 4.1.1 through 4.1.4, describe how to add and remove users and how to inspect or modify information from user records.

### **4.1.1 Adding New Users**

The most convenient way to add users to your system is to let users add themselves, by signing on as "new" and going through the standard registration process. In order for users to be able to use "self-register" you need to be sure that your system is configured to allow for "new" user registrations. You can enable or disable this configuration setting by signing on to UNIX as the root, and running the COCOADMIN program's ROOT options. See Chapter 5 for more information on the COCOADMIN program.

If your system has the "new" user self-registration option disabled, or for some other reason you find it necessary to create a new user's signon, you'll need to sign on to COCONET as a sysop and run the SYSOPS program by selecting the "Special Options" item from the main menubar's "System" menu.

**Create a New User**

Please answer the following questions carefully.

Signup name

First name

Middle name (optional)

Last name

Company

Street

City

State

Zip Code

Home Phone

Work Phone

PASSWORD

Figure 4-1

Once you're running SYSOPS, select the "User records management" menu item, then the "Add a user" item. The SYSOPS program will present you with a display such as that shown in Figure 4-1.

You are first prompted to type in the COCONET signon name for the new user. COCONET signons must begin with a letter from 'a' to 'z' and can be up to twenty characters long.

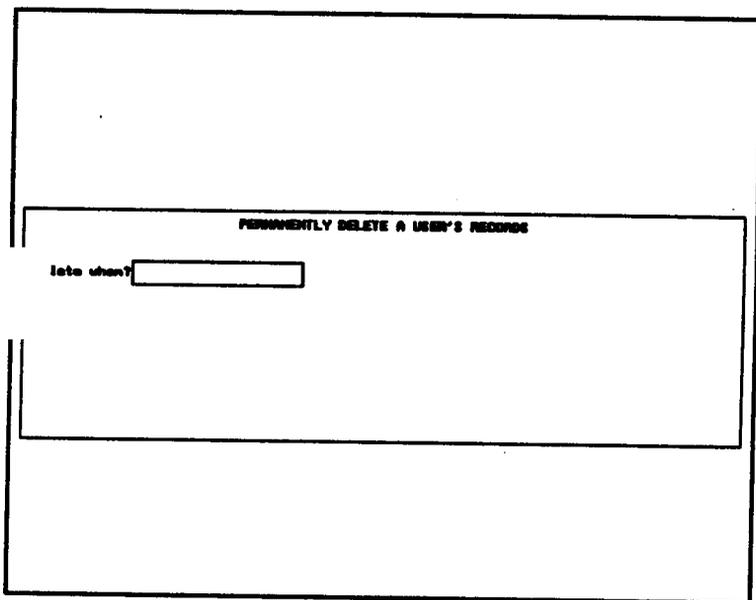
After typing in the signon name for the new user, you are prompted for the user's full name (First, Middle, and Last names), street address, city, state, postal or ZIP code, country, and two phone numbers. The program will also prompt you to type in an initial password for this user. *Remember, passwords are CASE-SENSITIVE: "password" is different than "PaSsWoRd".*

After you have typed in the information, the program will create the new user's records, and after that the user's signon is available for use.

## **1.2 Removing Users**

To remove a user from your COCONET system, select the "User records management" item from the main SYSOPS menu, then select the "Delete a user" item.

The SYSOPS program will present you with a display such as the one shown in Figure 4-2.



PERMANENTLY DELETE A USER'S RECORDS

delete when?

**Figure 4-2**

You will first be prompted to type the name of the user you wish to delete. If the user name exists, you will be prompted to type in following phrase:

`delete this signon`

You must type this phrase in exactly as shown. If you do not, the user's records are not deleted.

Once you delete a signon, the user's records are permanently removed from the system. Therefore, *USE EXTREME CAUTION* with this option. Always make a backup of the user's records and files before using this option. Once the user's records are gone, there is no easy way to restore them other than either re-creating the user's records from scratch or temporarily restoring a backup copy of the entire user records subdirectory.

## 4.1.3 Edit a User's Records

When you want to update a user's information or change their signon name, first select the "User records management" item from the main SYSOPS menu, then select the "Edit a user's records" item from the "User Records Management" menu.

You'll then be prompted to type in the name of the user whose records you wish to edit or inspect. After you've typed in a valid signon name, you'll see a screen similar to the one depicted in Figure 4-3 below.

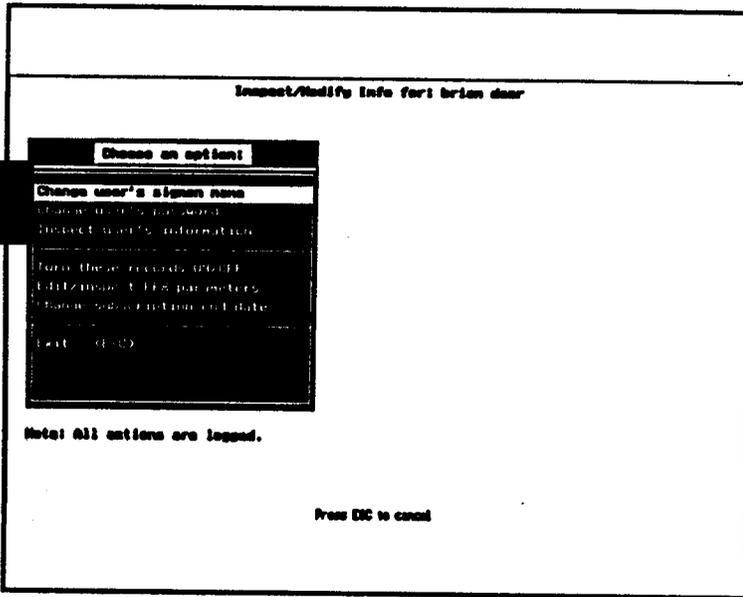


Figure 4-3

See Chapter 6, section 6.1.3, for a complete description of these options.

#### **4.1.4 Listing All Users**

To see a list of all users, select the "User records management" item from the main SYSOPS menu, then select the "List all users" item.

Depending upon your display mode, you will see fifteen to thirty names per screen. Also shown are phone numbers, beginning and ending dates, and the version of the COCONET Access Program each user used the last time he or she was on. (If the user accessed the system in ASCII text mode, the version is set to 0.0).

You can press the RETURN key to see the next screenful of names, or the ESC key to exit the listing option. Each time you press RETURN you will see more names, until you reach the end of the list.

The list of names is shown in chronological order, i.e., the oldest names are shown first, and the newest names are shown at the end of the list.

## **4.2 Managing Discussions**

Discussions, accessible from the "Group" menu on the main menubar, are electronic forums where users can post messages online for others to read and respond to.

Sections 4.2.1 through 4.2.4 describe how to create, delete, rename, and manage discussions and discussion topics.

### **4.2.1 Creating Discussions**

To create a new Discussion, you need to be signed on to COCONET as a sysop, and you need to select the "Special Options" item on the main menubar's "System" menu. Doing so tells the COCONET HOST to call the SYSOPS program. When you see the main SYSOPS program menu, select the "More options" menu item. From there, select the "Discussion Options" menu.

Refer to Chapter 6, section 6.5.1.1, for full details on creating discussions.

## **2.2 Deleting Discussions**

To remove a Discussion from the system, you need to be signed on as a sysop, and you need to select the "Special Options" item on the main menubar's "System" menu. Doing so tells the COCONET HOST to call the SYSOPS program. When you see the main SYSOPS program menu, select the "More options" menu item. From there, select the "Discussion Options" menu.

Refer to Chapter 6, section 6.5.1.2, for full details on deleting discussions.

### **4.2.3 Renaming Discussions and Changing Parameters**

To rename a Discussion, or modify one or more of its default settings, you first need to be signed on as a sysop, and then you need to select the "Special Options" item on the main menubar's "System" menu. Doing so tells the COCONET HOST to call the SYSOPS program. When you see the main SYSOPS program menu, select the "More options" menu item. From there, select the "Discussion Options" menu.

Refer to Chapter 6, section 6.5.1.3, for full details on renaming discussions. See Section 6.5.1.4 of the same chapter for details on modifying parameters.

## .2.4 Adding Topics to a Discussion

To add a Topic to a Discussion, you first need to be signed on as a sysop. Then, you need to select the "Discussions" item on the main menubar's "Group" menu. From the Discussions menu, select the item to list all Discussions.

If you are using the CAP and are looking at the List of Discussions, press ALT-S (i.e., hold down the ALT key and tap the "S" key). This tells the HOST program to show you the special options for Discussions. To get to these special options while using the ASCII text method of access, select the "Access Discussion Moderator options" option from the main Discussions menu. (See Figure 4-4 for a depiction of this menu as it appears on the CAP.)

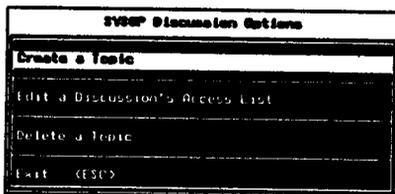


Figure 4-4

From this menu, select the "Create a Topic" item. A new display will appear, as shown in Figure 4-5.

Figure 4-5 is a screenshot of a terminal window showing a "Create a New Topic" dialog box. The dialog box has a title bar that reads "Create a New Topic". Inside the dialog, there are three input fields. The first is labeled "Which discussion?" and contains the text "System". The second is labeled "Specify new topic's filename" and contains "Bulletin". The third is labeled "Specify description:" and contains "Bulletin from the System". Below these fields are two checkboxes. The first checkbox is labeled "SYSTEM ONLY = 1, else type 0" and is checked. The second checkbox is labeled "Create this topic? y/n" and is also checked. The dialog box is enclosed in a rectangular border.

**Figure 4-5**

You're first prompted to specify the name of the Discussion in which the new Topic will be created. Then, you'll be prompted to type in the name of the new Topic file.

Note that Topic file names can be up to 14 characters in length, although it is recommended that the name not exceed 12 characters. Also note that Topic file names should begin with a capital letter 'A' through 'Z', followed by any combination of letters or numbers. All UNIX file name restrictions apply to Topic file names. Examples of valid Topic names include: "Football", "Software", "WorldNews", and "Highway101".

### **3 Managing Access Lists**

As a sysop, you can control access to various parts of your system by using Access Lists. Access Lists allow you to specify who can and cannot see or modify certain information on the system. Discussions and Topics both have Access Lists.

The following sections, 4.3.1 through 4.3.3, describe how to edit and manage Access Lists.

### **4.3.1 Editing a Discussion's Access List**

First, sign on to COCONET as a sysop. Then, select the "Discussions" item on the main menubar's "Group" menu. Then select the List of Discussions. From the List of Discussions, press ALT-S to get the special sysop options for Discussions.

Select the "Edit a Discussion's Access List" item from the menu displayed at this point.

You will then be in the Access List Editor. See section 4.3.3 for instructions on how to use the Access List Editor.

### **4.3.2 Editing a Topic's Access List**

is highly recommended that you use the COCONET Access Program when editing access lists. You will find that the interface is much easier for this operation than if you sign on in ASCII text mode.

First, sign on to COCONET as a sysop. Then, select the "Discussions" item on the main menubar's "Group" menu. Then select the List of Discussions. Select the desired Discussion whose Topic you wish to edit. From the List of Topics for that Discussion, press ALT-S to get the special sysop options for Topics, if you are using the CAP; if you're accessing the system via ASCII text, type "mod" at the prompt on any discussion's List of Topics display.

Select the "Edit a Topic's Access List" item from the menu displayed at this point.

You will then be in the Access List Editor. See section 4.3.3 below for instructions on how to use the Access List Editor.

### 4.3.3 Using the Access List Editor

The Access List Editor is used to list, add, and remove user signon names and Access Groups from a COCONET Access List. See Figure 4-6 for a depiction of the Access List Editor.

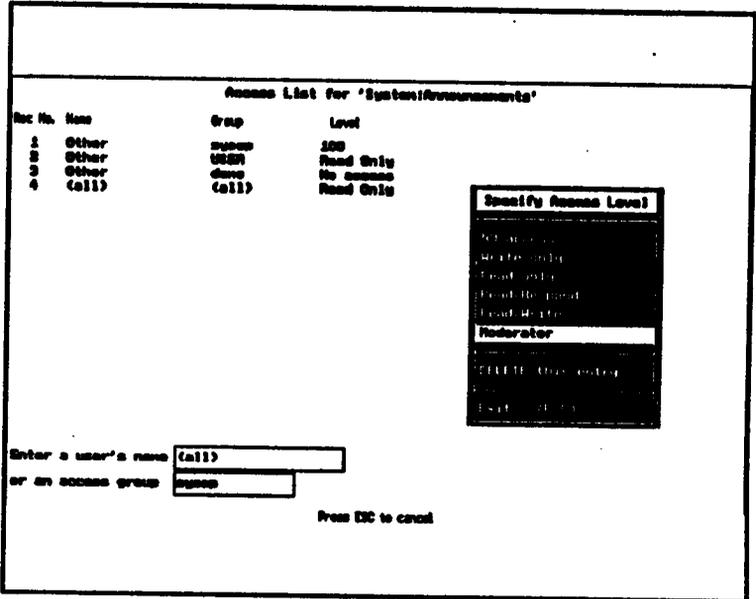


Figure 4-6



**Chapter 5**

**The COCOADMIN  
Program**

*COCONET HOST Reference*

---

## **5 The COCOADMIN Program**

**COCOADMIN** is a utility program for managing and configuring the COCONET HOST system. You do not have to sign on as a COCONET user; COCOADMIN is designed to be run by a standard UNIX login assuming you have the correct file and directory permissions for running the program directly.

COCOADMIN contains options for seeing a list of current COCONET users, viewing various system logs, inspecting or editing certain COCONET configuration files, and managing the Group File Exchange areas.

This chapter will describe each option available from the System Administration Menu of COCOADMIN.

### 5.1. Running the COCOADMIN Program

To run the COCOADMIN program, sign on as a UNIX user (not a COCONET user), and type the following:

```
/coconet/exe/COCOADMIN
```

It's assumed that your UNIX login has the proper permissions for running the program. When COCOADMIN starts, you'll see a display like that depicted in Figure 5-1.

```
C O C O A D M I N (tm) COCONET(R) System Administration Menu
Copyright (c)1990 Coconut Computing, Inc.
COCONET HOST/4 System v.91.01.28
```

- a. View the signon log.
- b. \*\*\* reserved for future use \*\*\*
- c. Monitor current user list
- d. Add/del/list online display ads
- e. Clear out the user list
- f. View various system logs
- g. See all 'coconet' processes running
- h. Add/del/list MEETING PLACES...
- i. System ROOT options (root access only)
- j. Set the STATUS of the system
- k. COCONET Group File Exchange options
- 
- q. QUIT this program

```
Use UParrow/DOWNarrow keys to move selection bar,
then press RETURN to make your selection.
```

Figure 5-1

To access one of the items on the menu, type a letter from "a" to "q". If you wish to exit the program, type "q" and press RETURN.

The following sections describe the options available from the COCOADMIN program.

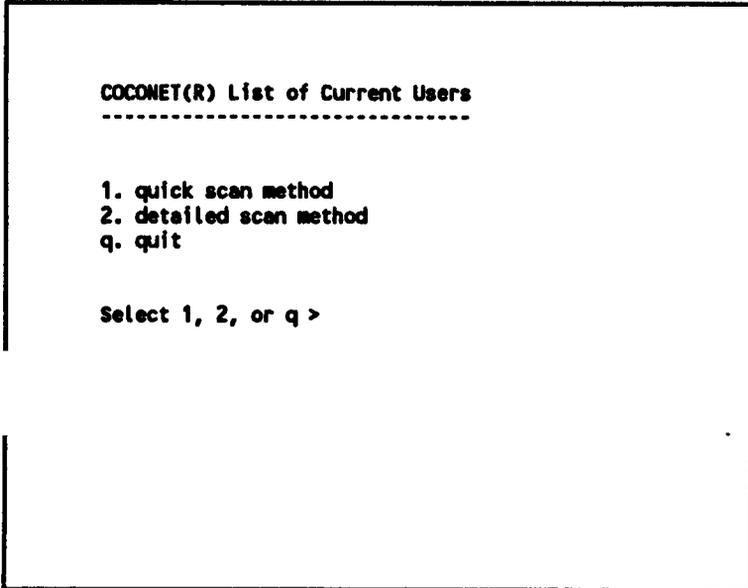
### **5.1.1. View the Signon Log**

Use this option when you want to view the signon log for your online service. The signon log is a data file that keeps track of when users sign on and sign off your COCONET system. As you can imagine, this data file can grow quite large on a busy system, so it is important to delete it when it gets too big. The HOST program automatically creates a new signon log file if it finds one does not exist.

When you view the system log, it displays the information in reverse order. That is, the most recent events are displayed first, and older events appear later in the list. This way you can always see the most recent events right away, or within the first couple of screens if your system is heavily used.

### 5.1.2. Monitor Current User List

Use this option to display a list of current users on your online service. When you select this option, you'll be presented with a menu as depicted in Figure 5-2.



**Figure 5-2**

There are two methods for viewing the list of current users, the quick method and the detailed method. The quick method displays the COCONET port number, the user's name, and their current activity. The detailed method displays the COCONET port number, the user's CAP version, the graphics mode of the user's machine, the user's name, their current activity, the phone number they dialed up, and some more detailed information about their current activity (i.e., if the activity is "Downloading", the more detailed information would show what file was being downloaded.). The list will automatically replot after a few seconds, to show any

new changes that have taken place. You can manually replot the screen anytime by typing the *c* key and pressing RETURN. You can stop monitoring the current user list by pressing the *x* key followed by RETURN; doing so will return you to COCOADMIN's main menu. If you press the *q* key followed by a RETURN, while monitoring the user list, you will in effect be "quitting" COCOADMIN altogether.

## 5.1.3 Add/Del/List Online Display Ads

If your system uses online display advertisements, use this option to add, remove, or see the list of ads for your system. When you select this item, you will see a menu like that shown in Figure 5-3 below:

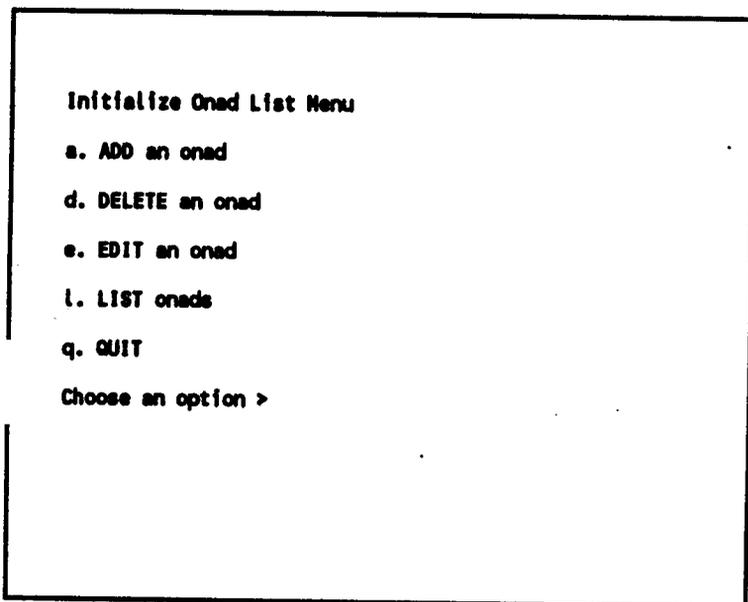


Figure 5-3

To see the list of your online display ads, select the "l" option.

To add an online ad to the list, select the "a" option. You will be prompted to type in up to 12 characters (*no* spaces or punctuation) worth of text for the Advertisement name. Then you be presented with a prompt to type in up to 50 character's worth of description describing what the ad or advertiser is about. You will then need to type in an "onad" code (onad short for online ad). The number should be anything from 1 to 9999. This number will be used in the

name of your external program. For example, if you specify a code of 1242, the COCONET HOST will search for a file in your /coconet/exe directory called "a\_1242". All online ad external programs must begin with the letters "a\_" followed by the onad code.

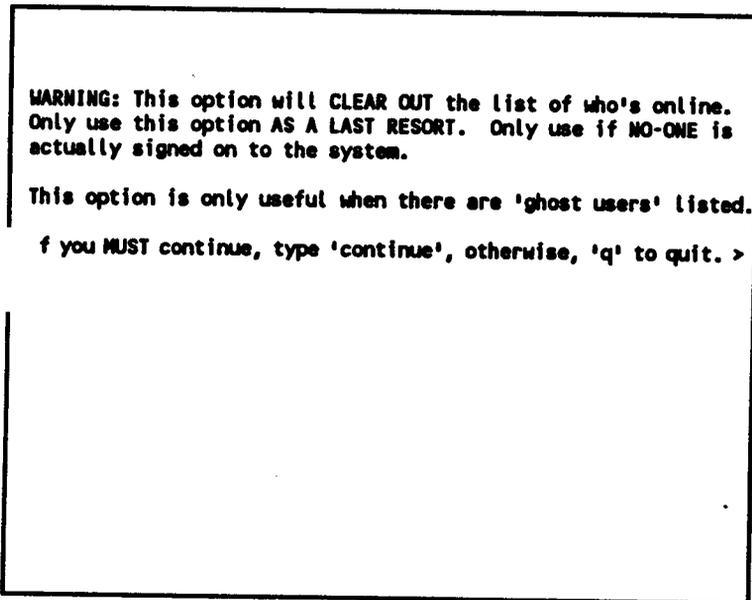
To delete an online ad from the list, select the "d" option, and type in the onad code number. This action only removes the entry from the list; it does not remove the "a\_nnnn" program from your /coconet/exe directory.

To exit from the Online Ad list editor, type "q" and press RETURN.

### 5.1.4 Clear Out the User List

Only use this option if there really are no users on the system, but the user list reports one or more "ghost" users. This option should only be used in extreme circumstances, and *NEVER* if there are actually users signed on to the COCONET HOST system.

Upon selecting this item, you'll see a screen like the one shown in Figure 5-4.



**Figure 5-4**

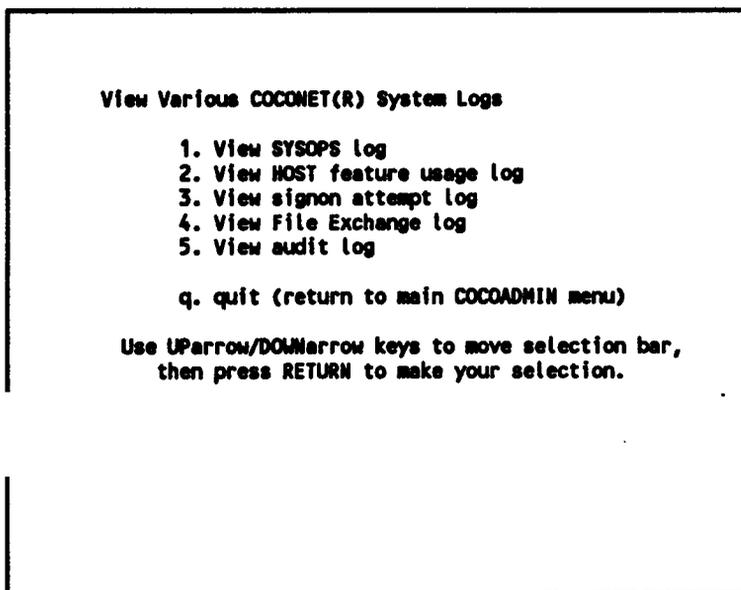
At this point, you should *ONLY* type "continue" if there are *NO* users on-line, and no-one is in the process of dialing up or connecting. If you must continue, type the word "continue". You then be asked to type the following phrase:

clear user list

at a second prompt. If you type that phrase exactly as it appears, COCOADMIN will mark all slots in the user list as "available", meaning no-one's signed on.

### **5.1.5. View Various System Logs**

When you select this option, a menu appears as shown in Figure 5-5.



**Figure 5-5**

Selecting "1" from this menu will bring you the "SYSOPS log", which is the log of all activities done by sysops using the SYSOPS program. The log is displayed with the most recent actions first, and older actions further on down the list.

Selecting "2" lets you see the HOST System Feature Usage Log. This is not really a log, actually, but more a collection of usage statistics which indicate what portions of your COCONET system are getting the most and least usage.

Selecting "3" shows you the signon attempts log, which is the log of all attempts by users, authorized and unauthorized, who have attempted, but failed, to sign on to your system. The two most common reasons for failure are typing one's password incorrectly and typing one's COCONET signon name incorrectly. This log will undoubtedly grow quickly on a heavily-used system so it is important to delete the file (`/coconet/log/attempt.log`) from time to time as you see fit.

Selecting "4" gives you the list, most recent entries first, of successful and unsuccessful attempts to download files from your system. If your File Exchange area is a very popular part of your system, this log will grow large quickly, so it is important to keep an eye on it as well (file `/coconet/log/fx.log`).

Selecting "5" gives you the audit log. It is recommended, however, that viewing the audit log be done by invoking the `VIEWAUDIT` command from the `/coconet/exe` subdirectory using a UNIX login. You may wish to run this command by typing:

```
/coconet/exe/VIEWAUDIT | more
```

so that the screen pauses every twenty-five lines.

### **5.1.6. See All COCONET Processes Running**

is option calls the `/etc/pscoco` UNIX script (a script created when you install the COCONET HOST software), which runs the "ps" UNIX command and displays all COCONET processes running on your system at the moment.

All the `/etc/pscoco` script does is this:

```
ps -f -u coconet,cocotext
```

### **5.1.7. Add/Del/List Meeting Places**

Use this option to add, remove, or simply see the list of meeting places online.

Meeting places are "rooms" where users can go to have live multi-user conferencing. You must create at least one meeting place in order for users to be able to have a conference.

### 5.1.8. System Root Options (root access only)

For security reasons, you must be logged in as a UNIX "super-user" (i.e., root) to access these special options for configuring your COCONET system.

If you're logged in as the root, you will see the new menu shown in Figure 5-6.

```
COCONET(R) SYSTEM CONFIGURATION -- ROOT OPTIONS
```

```
WARNING #1: BE SURE YOU KNOW WHAT YOU ARE DOING WHEN  
USING THESE COCONET ROOT OPTIONS!
```

```
WARNING #2: IF YOU *MUST* USE THESE OPTIONS, *ONLY* DO  
SO WHEN THERE ARE *NO* COCONET USERS ONLINE!
```

- A. Inspect/Edit directory table
- B. Inspect/Edit various COCONET system defaults
- C. Inspect/Edit COCONET tty table
- D. Inspect/Edit COCONET system message options
- E. Inspect/Edit External Program options
- Q. quit

```
Choose an option > a
```

Figure 5-6

The following sub-sections, 5.1.8.1 through 5.1.8.2, describe the many options available from this special menu.

### 5.1.8.1 Inspecting or Editing the Directory Table

NOTE: The COCONET directory table should *never* be modified when there are users on-line.

This option is provided for specifying what filesystems and subdirectories the various COCONET HOST files reside in. This option should only be used on those infrequent occasions when you add a new disk drive to your system, or for some reason need to move one or more subdirectories to different locations on your system. The default settings for the various COCONET directories are shown below in Figure 5-7.

COCONET UNIX FILE DIRECTORY DEFAULTS	
a. main COCONET directory	/coconet
b. Data collection files	/coconet/data
c. User records	/coconet/users
d. Discussions/Topics/Notes	/coconet/disc
e. File Exchange	/coconet/fxchange
f. On-line display ads	/coconet/exe
g. Access Lists	/coconet/access
h. Miscellaneous files	/coconet/misc
i. Various log files	/coconet/log
j. HOST Config/Defaults	/coconet/config
k. Temp directory	/coconet/temp
l. Billing data/records	/coconet/billing
m. Graphic Obj Lib files	/coconet/gobjlib
n. Executable files	/coconet/exe
p. Various MESSAGES	/coconet/messages
r. COCONET GROUPS	/coconet/groups
t. COCONET usage data	/coconet/fusage
u. Bit-map pix (PCX etc)	/coconet/bitmaps

<1> SAVE CHANGES and then exit  
<0> QUIT without saving anything  
<2> Use DEFAULT settings

Select an option ---->

Figure 5-7

### 5.1.8.2 Inspecting or Editing Various System Defaults

Selecting item "b" from the ROOT OPTIONS menu brings you to a new menu, which looks like the display shown in Figure 5-8 below.

```
COCONET SYSTEM CONFIG SETTINGS

a. UNIX User ID # for 'coconet'      211
b. UNIX User ID # for 'cocotext'     222
c. Alternate 'coconet' user ID #     0
d. Alternate 'cocotext' user ID #    0
e. Main Menu banner text version #   1
f. System ID (4-character string)    NONE
g. SAcord feature enabled (1 or 0)   no
h. Signon mode                       4
i. Kind of CAPs allowed on           All CAPs
j. Onads available (0off, 1 on)      0
k. Default subscription type        0
l. Specify sysop names               2 names
m. Users can use 'new' to register   Yes
n. Announcements D.T.               System:Announcements
o. Support D.T.                     System:Support
p. Default new sub. length (days)   0
q. Default sub exp days left warn    30
r. DEMO user max. time (mins.)      0
s. NONE user max. time (mins.)      0

<1> SAVE CHANGES AND EXIT
<0> QUIT without saving anything

Select an option >
```

Figure 5-8

Options "a" through "d" are for specifying the UNIX user id numbers that correspond to the logins used to run the COCONET HOST. Option "a" specifies the user id number for the "coconet" login. Option "b" specifies the "cocotext" id. Option "c" is used to specify the alternate name for logging into COCONET using the COCONET Access Program; option "d" is for setting the id number of the alternate "text" user id for logging on as an ASCII text user.

Option "e", for the Main Menu banner version, allows you to optionally set a version number for the text on the main menu banner (file "mmbanner.txt" in your /coconet/config subdirectory). It is not necessary to use this option at the present time -- it is reserved for a future enhancement to the COCONET HOST.

Option "f", for System ID, is a four-character string that will be used by future versions of the COCONET HOST software and upcoming, related programs. For now, leave this setting alone.

Option "g" also refers to a future option, and until such time as Coconut Computing announces to the contrary, the value should be kept set to "0" (i.e., "no").

Option "h" refers to the Signon mode of your system. If "aliases", sometimes known as "handles" or "nicknames", are permitted on your system, select a value of 2. Otherwise, select 1 and the system will generate user names based on their first, middle, and last names.

Option "i" refers to whether or not you allow any COCONET Access Program to connect to your system, or only registered CAPs. Select 0 to indicate all CAPs, 1 to indicate only registered CAPs.

Option "j" refers to whether your system supports online display advertising. Online display ads are small external programs written using Coconut's CocoTalk C library. If your system does not have online ads, set this option to 0. Otherwise, set it to 1.

Option "k" refers to the default subscription type. There are several subscription-type settings available:

0. Not applicable
1. No expiration date
2. Monthly flat-rate subscriptions
3. Hourly-rate subscriptions
4. Weekly subscriptions
5. Annual flat-rate subscriptions

Set to setting "0" if none of these settings apply or if your users are not accessing your system on a "subscription" basis.

```
SYSOP List
-----

sysop
brian dear
pat dear

a)dd d)el l)ist q)uit -->
```

Figure 5-9

Option "l" is the option to use whenever you wish to list, add, or delete names from the Sysops list. Sysops are the "system operators" on your system, and are given special privileges for maintaining the system, user records, and COCONET files. It is recommended that you only assign "Sysop" status to yourself and a very small few others who you have authorized to do "sysop" work. This option is the *only* way to specify who is a sysop on your system. When you select this option, you will see a screen such as the one shown in Figure 5-9 This is the SYSOP List. Select option "a" from this menu to add names to the list. Select "d" to delete names from the list. Select "l" to list names in the list. Otherwise select "q" to exit from the SYSOP List.

Option "m" is used to specify whether or not users can sign on as "new" to self-register as new users. If set to "no", then the only way

new users can get on your online service is for you to create them manually using the SYSOPS program options.

Option "n" is used to specify the name of the Discussion Topic that users will see when they select the "Announcements" item from the "System" menu on the main menubar.

Option "o" is used to specify the name of the Discussion Topic that users will see when they select the "Request Help/Info" item from the "System" menu on the main menubar.

Option "p" is used to specify the default length (in days) for new subscriptions. If your system does not use subscriptions (i.e., you have set option "k" above to 0 or 1), this option can be ignored.

Option "q" is used to specify the number of days left in a user's subscription when the user will be warned that their subscription is to expire soon. If your system does not use subscriptions (i.e., you have set option "k" above to 0 or 1), this option can be ignored.

Option "r" is used to specify the number of minutes per session for users who are signed on using COCONET Access Programs with the DEMO registration serial number. This option most likely does not apply to your system, and should not be used. If you need more information about this option, contact Coconut Computing's Tech Support team.

Option "s", like option "r", is used to specify the number of minutes per session for users who are signed on using the COCONET Access Programs with, in this case, the NONE registration serial number. This option most likely does not apply to your system, and should be ignored. If you need more information about this option, contact Coconut Computing's Tech Support team.

### 5.1.9. Set the STATUS of the System

Use this option when you want users to see a "down message" if your system is not available for some reason.

Only use this option when there are no users signed on.

Selecting this option brings you a display much like the one shown in Figure 5-10.

```
COCONET(R) HOST System Status
-----
COCONET is a registered trademark of Coconut Computing, Inc.
Copyright 1990 Coconut Computing, Inc.

System Status Variable currently set to: 0

  0 = System NORMAL, available for use
  1 = Down for Scheduled maintenance
  2 = Down due to Power failure
  3 = Backups in progress
  4 = Down for 5 to 10 minutes
  5 = Down as previously announced
  6 = General purpose damage...
  7 = System staff working on software problem...

Type a status code or 'q' to quit >
```

Figure 5-10

When the system status is set to 0, it signifies that the system is "available" (i.e., users can sign on and use your COCONET system). 0 is the normal status value for COCONET and unless nothing's temporarily wrong with your system (such that you do not want users accessing it), this should be the value of the system status variable at all times.

If for some reason you do *not* want users signing on to your COCONET system, set the system status variable to a value 1 through 7, where

- 1 sets the "down message" to read that the system is "down" as planned for normal, or routine, maintenance
- 2 sets the "down message" to read that the system is "down" due to a power failure at your computer site
- 3 sets the "down message" to read that the system is "down" because you are backing up your system's files right now
- 4 sets the "down message" to indicate that the system will be down for 5 or 10 more minutes (useful if you're "almost ready" to bring the system back up after backups, equipment repair, etc.)
- 5 sets the "down message" to indicate that the system is "down" as previously announced on-line
- 6 sets the "down message" to indicate simply that the system is unavailable at this time (use this for all other instances of having the system unavailable)
- 7 sets the system into "COCONET maintenance mode" and only allows SYSOPS to sign on

For system status values 1, 2, 3, 5, 6, and 7, you will also be prompted to type in the time you expect the system to be available regularly again. You should use a HH:MM (hour:minute) format and include the day and month if the system will be down for a long period of time. Examples: "7:00 pm", "4:30 am tomorrow morning", "12:00 noon next Thursday the 20th", etc.

For example, if you're doing backups at the moment, then you'll want to set the system status variable to 3, and if it's now 10:00 pm,

## *COCONET HOST Reference*

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and you expect the system to be back up and running a little after midnight, you might type "12:30 am" at the prompt.

To exit this menu, type the letter "q" and press RETURN.

### 5.1.10. COCONET Group File Exchange Options

Use this menu when you want to add, delete, or modify files, sub-areas, or areas within your COCONET system's Group File Exchange.

When you select this item, you will see a display much like that shown in Figure 5-11.

```
COCONET(R) Group File Exchange
Options-----

The following options are for copying files from DOS
floppies to the file exchange:
  a. Select DOS floppy a:, and do a DIR...
  b. Select DOS floppy b:, and do a DIR...
  c. Copy a DOS file from selected drive into the File Exchange
  o. Overwrite an fx file with a new floppy file

The following are general File Exchange options:
  d. DELETE a file from the File Exchange
  e. EDIT an fx file's DESCRIPTION...
  f. Copy a UNIX file from a UNIX subdirectory to the File
    Exchange
  x. Add a new File Exchange area
  y. Add a new File Exchange sub-area

Type a,b,c,o,d,e,f,x,y or q to quit >
```

Figure 5-11

This menu is used primarily for adding new files to your online service's Group File Exchange. New files can come from DOS floppies (if you're running SCO XENIX or UNIX) or from the UNIX filesystem. In this section we shall examine each of the items available on the above menu.

- a. Select DOS floppy a:, and do a DIR...

This option is only available for SCO UNIX/XENIX 386 users. Selecting this option causes the program to run a "dosdir" command on the "a:" floppy drive. It also prepares the program for subsequent use of menu option "c" described below.

- b. Select DOS floppy b:, and do a DIR...

This option is only available for SCO UNIX/XENIX 386 users. Selecting this option causes the program to run a "dosdir" command on the "b:" floppy drive. It also prepares the program for subsequent use of menu option "c" described below.

- c. Copy a DOS file from selected drive into the File Exchange

This option is only available for SCO UNIX/XENIX 386 users. Selecting this option causes the program to prompt you for the name of the file on the "a:" or "b:" DOS diskette. If prior to selecting this option you selected option "a", the program will read from DOS diskette "a."; if you had selected option "b", the program will read from DOS diskette "b."; if you did not select option "a" or "b" before selecting "c", the program will default to the "a:" DOS diskette. After you type the name of the file, it will ask you to type in a description of the file. This description is the text that will accompany the file as it appears in the listing on line for users in the File Exchange. Type up to 49 characters' worth of text and press RETURN. The program will then ask you into which File Exchange Area and which File Exchange Sub-Area the file should be copied, and then actually copies the file and updates the File Exchange directory information.

**d. DELETE a file from the File Exchange**

Select this option when you wish to remove a file from the File Exchange. The program will prompt you to specify the File Exchange Area, the File Exchange Sub-Area, and the particular file name you wish to remove. The program then removes the desired file. The file will be deleted and the entry in the particular File Exchange Sub-Area will be removed.

**e. EDIT an fx file's DESCRIPTION**

Select this option when you wish to modify the descriptive text of a file as it appears within a Files list within the Sub-Area of a given File Exchange Area. You will be prompted to specify the File Exchange Area name, the Sub-Area name within that Area, and the File name within that Sub-Area. You can enter up to 49 characters' worth of text in your description. When done, press the RETURN key.

**f. Copy a UNIX file from a UNIX subdirectory to the File Exchange**

Use this option when you wish to copy a file that resides somewhere on your UNIX machine into the File Exchange. When you select this option, you will be prompted first to type in the path name of the file, and then you'll be prompted for the name of the file itself. For example, if you wanted to add file "/usr/fred/example.txt" to the File Exchange, at the first prompt you'd specify just the path, "/usr/fred", and at the next prompt you'd specify just the file, "example.txt". Note that you do not need to provide a "/" as the final character of the path name; the program will add that automatically. After you specify a valid path and file, you'll be prompted to specify a description of the file, and then the name of the Area, the Sub-Area within that Area in which the file will reside.

**x. Add a new File Exchange area**

Use this option to create a new Group File Exchange area. You will be prompted for the name of the Area, as well as a Description (up to 49 characters). When naming the Area, remember that Area names follow all of the UNIX directory naming conventions. We recommend naming the Area with the first character as an upper-case letter 'A' through 'Z', followed by up to 13 additional letters or numbers. Do not use spaces or punctuation marks.

**y. Add a new File Exchange sub-area**

Use this option to create a new Group File Exchange Sub-Area within an existing Group File Exchange Area. You will be prompted for the name of the Sub-Area, as well as a Description (up to 49 characters). When naming the Sub-Area, remember that Sub-Area names follow all of the UNIX directory naming conventions. We recommend naming the Sub-Area with the first character as an upper-case letter 'A' through 'Z', followed by up to 13 additional letters or numbers. Do not use spaces or punctuation marks.

**Chapter 6**

**The SYSOPS  
External Program**

## ***COCONET HOST Reference***

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## 6 The SYSOPS External Program

SYSOPS is an external program providing COCONET system maintenance and management options for sysops. Unlike COCOADMIN, it is not executable directly from UNIX. Rather, it is available on-line via the "Special Options" item on the System menu of the main menubar. Only COCONET signons designated as "sysops" will see and be able to access this "Special Options" item.

This chapter will describe all of the available options and features of the SYSOPS program as they are organized in the menu shown in Figure 6-1.

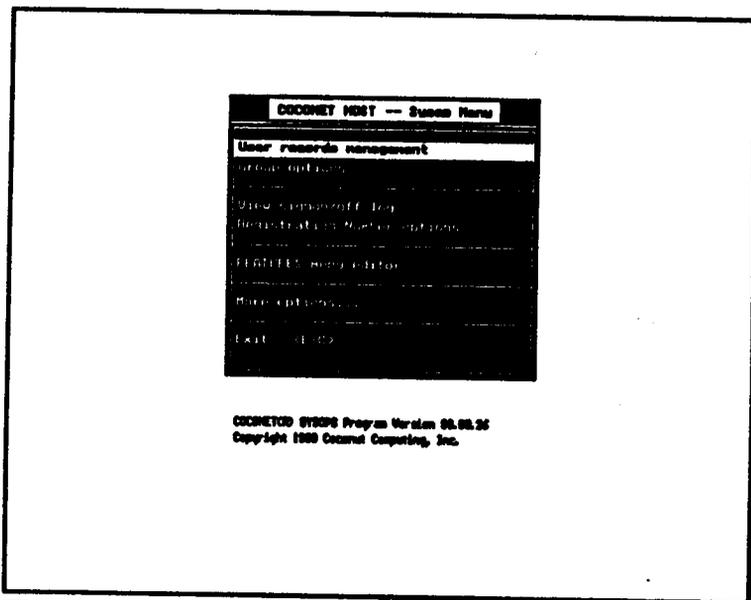
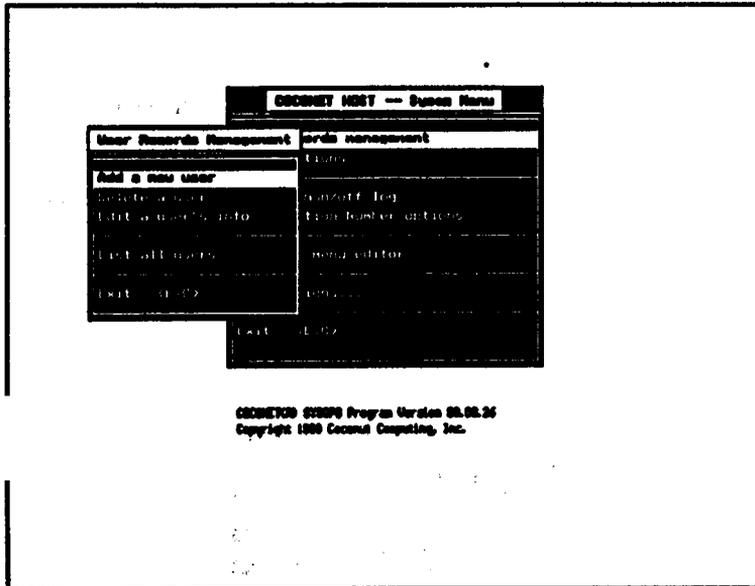


Figure 6-1

## 6.1 The User Records Management Menu

When you select the menu item for User Records Management, you are presented with a new menu, as shown in Figure 6-2.



**Figure 6-2**

This menu provides you with options for inspecting, modifying, adding, or deleting user records.

The following sub-sections, 6.1.1 through 6.1.4, describe the options available from this menu.

### 6.1.1 Adding New Users

If you have specified that users can register themselves using the "new" option, you will not need to create signons for each user; they should be able to do it themselves.

However, if and when you find it necessary to create a signon for a user, then select the "Add a user" item from the User Records Management pop-up menu. You'll then see a display such as that shown in Figure 6-3.

The screenshot shows a terminal window titled "Create a New User". Below the title bar, the text reads "Please answer the following questions carefully." followed by a list of prompts: "Signon name" (with a text input field), "First name", "Middle name (optional)", "Last name", "Company", "Street", "City", "State", "Zip Code", "Home Phone", "Work Phone", and "PASSWORD".

Figure 6-3

You are first prompted to type in the COCONET signon name for the new user. *Remember, COCONET signon names must begin with a lowercase letter 'a' to 'z', and can be up to twenty characters long.*

After typing in the signon name for the new user, you are prompted for the user's full real name (first, middle, and last names), street

## *COCONET HOST Reference*

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address, city, state, postal or ZIP code, country, and two phone numbers. The program will also prompt you to type in an initial password for this user. Remember, passwords are case-sensitive: "PASSWORD" is different than "PaSsWoRd" or "password".

After you have typed in the information, the program will create the new user's records. The new user is now ready to sign on.

## 6.1.2 Removing Users

To delete a user from the system, select the "Delete a user" item from the "User Records Management" menu.

The SYSOPS program will present you with a display such as the one shown in Figure 6-4.

The screenshot shows a terminal window with a title bar that reads "PERMANENTLY DELETE A USER'S RECORDS". Inside the window, the text "Delete whom?" is followed by a rectangular input field. The rest of the window is empty.

**Figure 6-4**

You will first be prompted to type the name of the user you wish to delete. If the user name exists, you will be prompted to type in the following phrase:

`delete this signon`

You must type this phrase in exactly as shown. If you do not, the user's records are not deleted.

## *COCONET HOST Reference*

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Once you delete a signon, the user's records are permanently moved from the system. Therefore, **USE EXTREME CAUTION** with this option. Always make a backup of the user's records and files before using this option. Once the user's records are gone, there is no easy way to restore them other than either re-creating the user from scratch or temporarily restoring a backup copy of the entire user records subdirectory.

### 6.1.3 Edit/Inspect a User's Information

When you want to update a user's information or change their signon name, select the "Edit/Inspect user's info" item from the "User Records Management" menu.

You'll then be prompted to type in the name of the user whose records you wish to edit or inspect. After you've typed in a valid signon name, you'll see a screen similar to the one depicted in Figure 6-5.

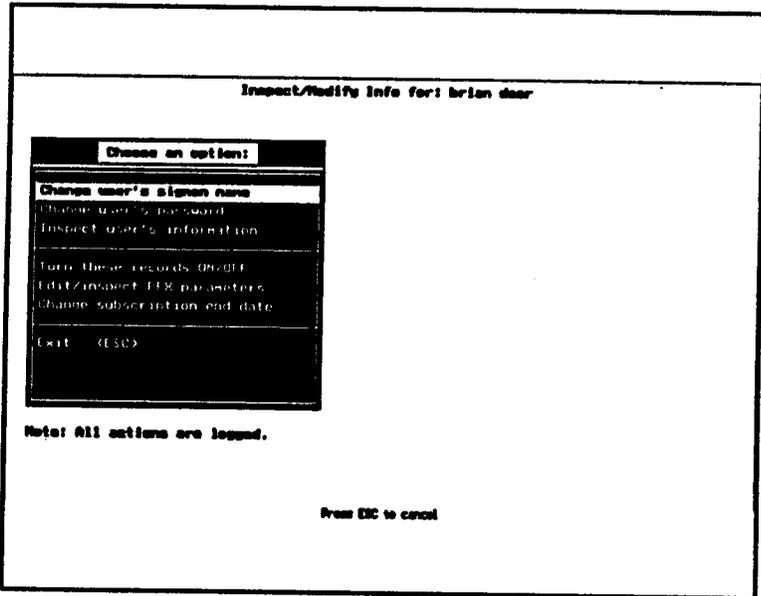


Figure 6-5

The following subsections, 6.1.3.1 through 6.1.3.6, describe the options available from the "Edit/inspect user's info" menu.

### 1.3.1 Changing a User's Signon Name

For some reason you ever need to change a user's signon name, this is the option to use. Changing a user's signon name is an action you should only do when no users are signed on. Note that the COCONET HOST will not modify any old messages that the user may have written under the old signon name, in discussions or personal mail.

If you must change a user's signon name, first view the information on this user and write down the name of the user's COCONET subdirectory. Then specify the user's new name and press RETURN. The SYSOPS program will create the new user's records and copy all files from the user's old directory into the new one. *Note that the old directory is NOT deleted!* All files in the old directory are left intact. Thus, it is important to make a note of the user's old subdirectory so you can go in and clean it out manually if desired.

### **6.1.3.2 Changing a User's Password**

This option should only be used in cases where it is absolutely necessary to change a user's password, such as when a user forgets the password and you have verified that this is a valid request from the actual user.

Once you type in a new password for a particular user, the change takes effect immediately. The next time the user signs on, the user will have to use the new password.

Remember that passwords can be up to 15 characters in length, and are case-sensitive, meaning upper-case letters are distinct from lower-case letters. It is strongly recommended that you urge your users to use long passwords with unusual combinations of upper-case letters, lower-case letters, and numbers.

## 6.1.3.3 See a User's Records

This option provides you with a display of a particular user's records. See Figure 6-6 for a sample of this display.

```
Inspect/Modify info for: brian deer

Inspect User Information

First Name..... brian
Middle Name.....
Last Name..... deer
Last signed on... 8/25/90 8:17 pm
Signon created... 7/2/90 9:14 am
Total sessions... 904
Total hours..... 135.681 hours

Company..... Coconet Computing, Inc.
Street Address... 7946 Ivarhoe Ave, Suite 300
City..... La Jolla, CA
State or Prov.... CA
Postal Code..... 92037
Country..... USA
Work phone..... 619-495-9002
Home phone..... N/A

COCONET PERIOD... 135
User's Path..... /usr/local/customer/users/b/2/135

Press ESC to cancel
```

Figure 6-6

When you are finished viewing the user's information, press the ESC key to return to the previous menu.

#### **6.1.3.4 Turning a User's Records On and Off**

If for some reason it is necessary to turn a user's records OFF, you can do so via this menu option.

When a user's records are turned OFF, the user cannot sign on to the system. Also, other users cannot send Personal Mail or files to any user whose records are turned OFF.

The records are kept intact and are not deleted unless you explicitly delete them using the "Delete a user" option.

When a user's records are turned back ON, the user can sign on again and is able to receive files and mail.

### **6.1.3.5 Edit/Inspect a User's PFX Parameters**

Select this option when you want to modify or inspect a user's Personal File Exchange configuration settings.

Currently, you can specify the maximum number of kilobytes of storage permitted in both the user's Private and Public areas of their Personal File Exchange. A kilobyte is 1024 bytes. So, specifying a value of 500 kilobytes means that the user can store up to 512,000 bytes of information in the particular file exchange area.

To disable the user's Public and Private file exchange areas, type "0" as the number of kilobytes, for the area you wish to disable. When the size is set to 0 kilobytes, no-one can upload or download files to or from that area.

### **6.1.3.6 Changing a User's Subscription Information**

Use this option when you need to change any of the parameters related to this particular user's subscription information.

This option is meaningless unless your system is configured for subscription-based usage.

### **6.1.4 Listing all Users**

To see a list of all users, select the "List all users" item from the "User Records Management" menu. Note that this list is not the same as the list of current users on the system; this list shows all signon names on your system. The order shown is the order in which the signons were created; i.e., the oldest signons are listed first.

Depending upon your display mode, you will see fifteen to thirty names per screen. You can press the RETURN key to see the next group of names, or the ESC or SHIFT-ESC keys to exit the listing option altogether.

## 6.2 Access Group Options

Selecting the "Access Group Options" item leads you to the Access Group Menu, which provides you with options for listing, creating, editing, and removing access groups. See Figure 6-7 for a depiction of the SYSOPS program's Group menu.

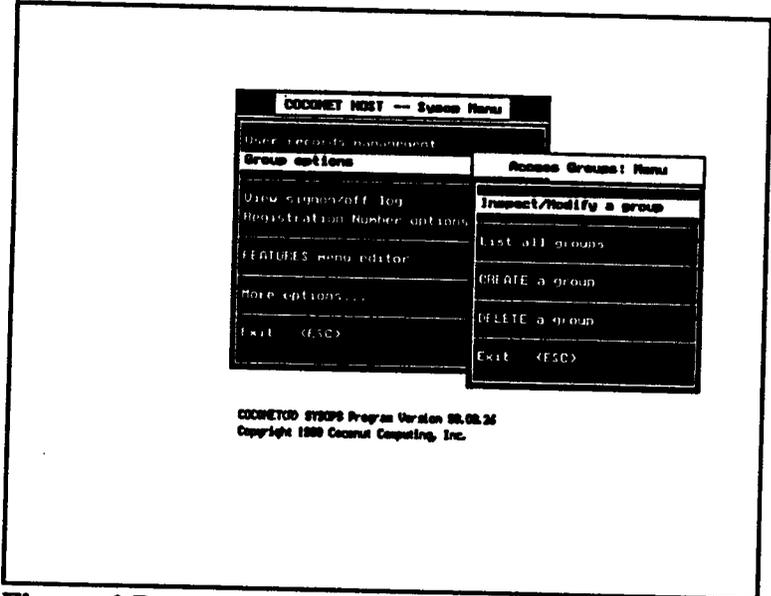


Figure 6-7

Access groups are simply "rosters", or lists, of COCONET signon names. Access groups are used in Access Lists, and make it possible to group certain users together and assign them all a certain level of access.

The following sections, 6.2.1 through 6.2.4, describe the options available from the "Group Options" menu.

## **6.2.1 Inspecting or Modifying an Access Group**

Select this option when you wish to inspect or modify the roster of signon names present in an access group.

You are first prompted to specify the name of the access group you wish to inspect or modify. Once you've specified the access group name, the SYSOPS program will list all signon names currently rostered in the group.

Note that there is a small popup menu at the lower right-hand corner of the display. Using this menu, you can add signon names, remove signon names, or exit back to the SYSOPS Access Group Menu.

Individual signon names may be enrolled in multiple groups. (In cases where an Access List contains a user's name more than once, i.e., a user listed in more than one group, the user will be granted the "best" or "highest" level of access.)

## **6.2.2 Listing all Access Groups**

When you want to see the list of all access groups, select the "List All Groups" option from the SYSOPS Access Groups menu.

The SYSOPS program will show you a list of all access groups. Press the ESC key when you are finished viewing the access group list.

### **6.2.3 Creating New Access Groups**

Select this option to create new access groups. You will be prompted to type in the name of the new group. It will then be added to the list of access groups.

When naming access groups, bear in mind that you must adhere to the standard UNIX file naming restrictions. Access group names can be up to 14 characters in length. It is recommended that you only use letters (upper- and lower-case) and numbers when naming groups.

When you create a new group, its roster is initially empty. You will need to add signon names to it by using the "Modify" option from the Group menu.

### **6.2.4 Deleting Access Groups**

Select the "Delete a Group" option from the access groups Menu when you wish to delete one of the access groups.

**Note:** when you delete a group, all signon names rostered in that group are removed. While the entire roster for the group is erased, any access lists that refer to the group will remain intact. So it is possible to have Access Lists containing groups that do not exist. For this reason, it is advisable not to delete groups unless you plan to re-create them right away.

### **6.3 View Sign On / Sign Off Log**

This option tells the SYSOPS program to read the signon log for your system and present it to you on the screen.

The log you see is identical to the one you can see from menu item "a" in the COCOADMIN program's main menu. The same function is provided here for your convenience.

Note, however, that this SYSOPS option uses a great deal of your system's resources and may, depending on how large your signon log file is, take many seconds or minutes to process before the log is displayed to you.

For faster performance, use the COCOADMIN version of this function.

## **6.4 Features Menu Editor**

The Features menu on the main menubar of all COCONET systems is completely customizable by the sysop. The Features menu serves as the gateway into the custom applications and features of a particular COCONET system.

*Important note:* You can only edit the Features menu if the system status is set to **SYSOPS ONLY** mode indicating that the system is unavailable. This is important because if you were to make changes to the Features menu while users were signed on, the users' CAPs' versions of the Features menu would differ from the HOST's Features menu, which could lead to problems if users selected items that actually no longer existed or were moved to a different location in the menu. Thus, you should only make changes to the Features menu when there is no-one signed on but you, and the system status is set to 7 (using the COCOADMIN program's "j" option for setting the status of the system).

Typically, the Features menu will offer items each of which, when selected, calls a different external program. The external programs must be written in the C language and linked with the CocoTalk API Library of C functions.

When you install a new COCONET system, the Features menu is empty and unavailable to users. It is up to you to either leave it empty or add meaningful items to the menu.

The following subsections describe the process of creating, editing, and removing items from the Features menu.

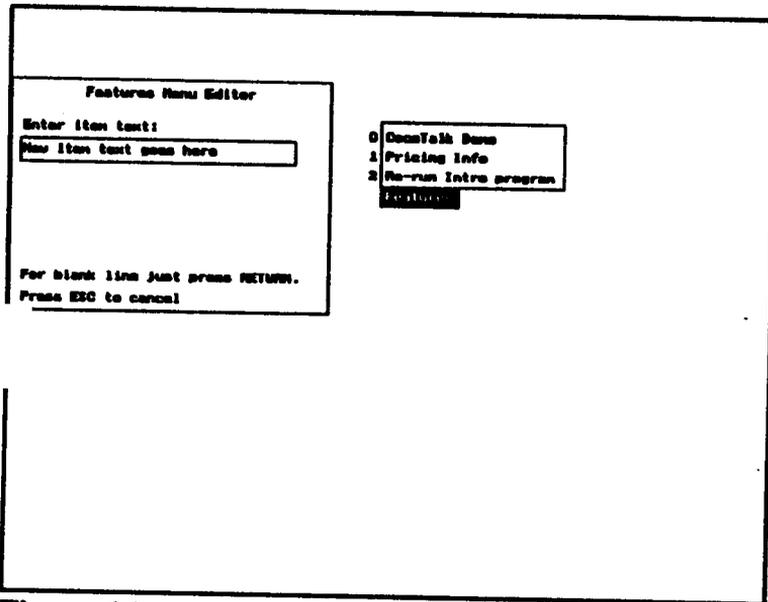


If you have at least one item on your Features menu, the SYSOPS program will show, on the right-hand portion of the screen, a facsimile of the Features menu as it looks to your users when they select it from the main menu. To the left of each item is the *item number*. Note that the first item number is 0.

The left-hand portion of the screen shows a menu of options for editing and updating the Features menu. The following subsections describe in detail these options.

### 6.4.1.1 Adding Items to the Features Menu

To add an item to the Features menu, select the "Add item" item from the Features Menu Editor menu. You will then be prompted to specify the text of the item, as it will appear to users who select the Features menu. See Figure 6-9 to see what the Add Item prompt looks like.



**Figure 6-9**

In some instances, it is appropriate to divide the list of items in the Features menu into one or more subgroups. Each group of items is separated by a horizontal line. You can add as many of these horizontal line "blank items" by simply pressing RETURN at the Add Item prompt instead of typing in the text of the item. See Figure 6-10 for an example of a Features menu with grouped items separated by lines.

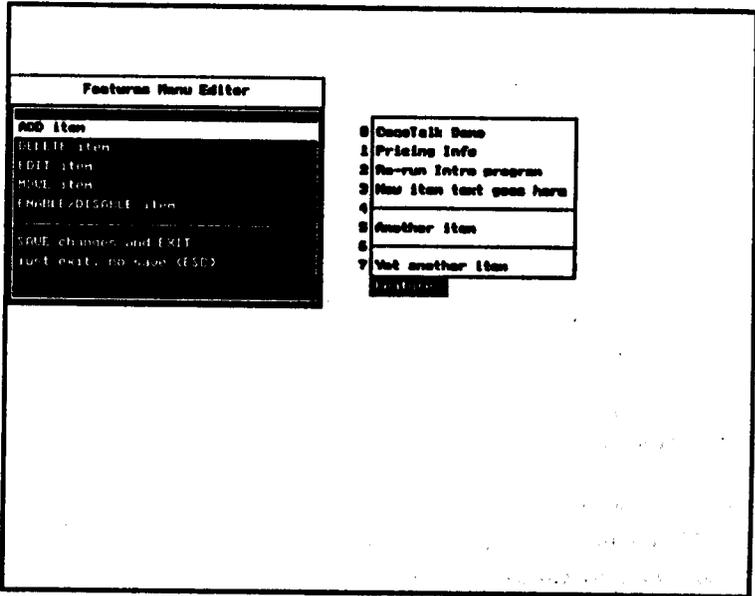


Figure 6-10

**Important Note:** Once you've typed in the text of the item, or simply pressed RETURN to indicate a blank line item, you will need to edit the item to specify its "destination." Refer to section 6.4.1.3 below for information on how to edit items in the Features menu.

### **6.4.1.2 Deleting Items from the Features Menu**

Deleting items is simple -- but dangerous! Make sure you really do want to delete an item before you do so: once it's been deleted, and you exit and save, the item is erased permanently.

If you must delete an item, select the "DELETE item" item from the main Features Menu editor menu, and then specify the item number you wish to delete. The item numbers are listed to the left of the items as they appear in the graphical depiction of the Features menu on the upper right-hand side of the screen.

When you delete items, the graphical depiction will be re-drawn to show you what the new Features menu looks like.

Remember, however, that you must select the "SAVE changes and EXIT" menu item from the main Features Menu Editor menu in order for your changes to take effect.

*Remember also to re-set the system status back to NORMAL, using the COCOADMIN program, so that users can sign back on.*

### 6.4.1.3 Editing Items on the Features Menu

When you select the "EDIT item" item on the Features Menu Editor menu, you are first prompted to specify which menu item you wish to edit. Then you are shown a new popup menu, as depicted in Figure 6-11:

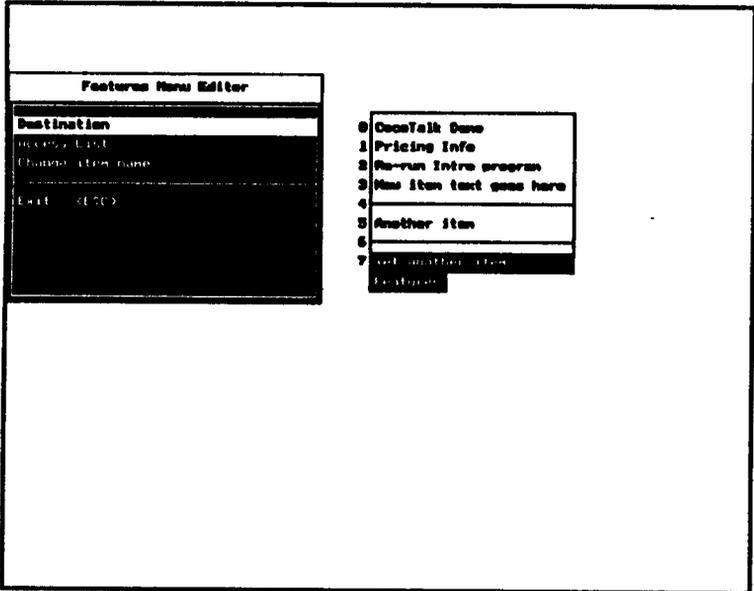


Figure 6-11

The following sub-section, 6.4.1.3.1 describes Features Menu item destinations.

## 4.1.3.1 Specifying a Destination

When you add items to the Features menu, you must also specify a destination for each item. "Destination" refers to the action to be taken, or the location to go to when a user selects a particular Features menu item.

There are a number of possible destination settings available. When you select the "Destination" item from the "EDIT item" menu, a new menu appears, listing all of the available destination types, as shown in Figure 6-12.

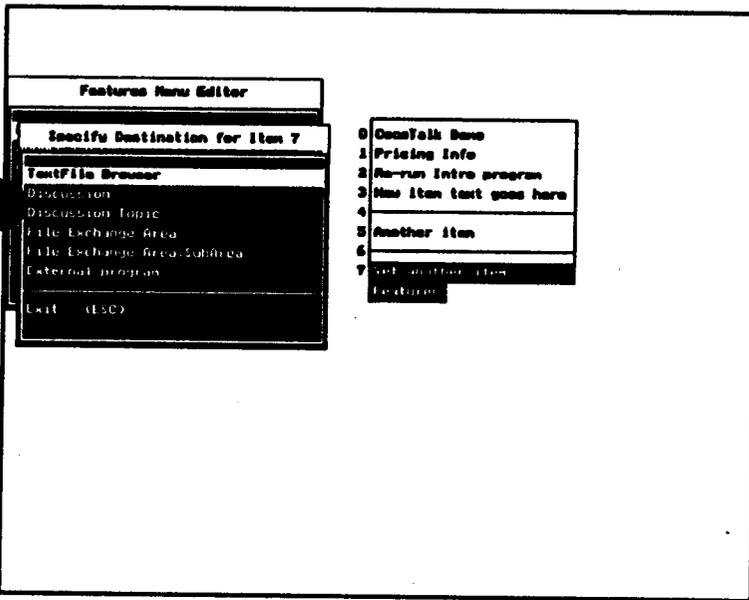


Figure 6-12

The following list describes the types of destinations:

<b>Destination</b>	<b>Description</b>
<b>TextFile Browser</b>	Lets the user browse through a text file. You'll be prompted to type in the text file name and a short description of the text file (the description will be shown at the top of the screen when users read the file).
<b>Discussion</b>	Transfers the user into the specified Discussion, as if the user had selected it from the List of Discussions. You'll be prompted to type in the file name of the Discussion.
<b>Discussion Topic</b>	Transfers the user into the specified Discussion Topic, as if the user had entered the Discussion and then entered the particular Topic. You'll be prompted to type in both the Discussion and Topic file names.
<b>File Exchange Area</b>	Transfers the user into the specified Group File Exchange Area.
<b>File Exch. SubArea</b>	Transfers the user into the specified SubArea within a specified Area of the Group File Exchange.
<b>External Program</b>	Calls an external program (written in C with the CocoTalk C library) and transfers control to that program, until the program exits, at which time the user is brought back to the main menu. You'll be prompted to type in the name of the executable file. It is assumed that the file resides in the /coconet/exe subdirectory. You will also be prompted to type in any

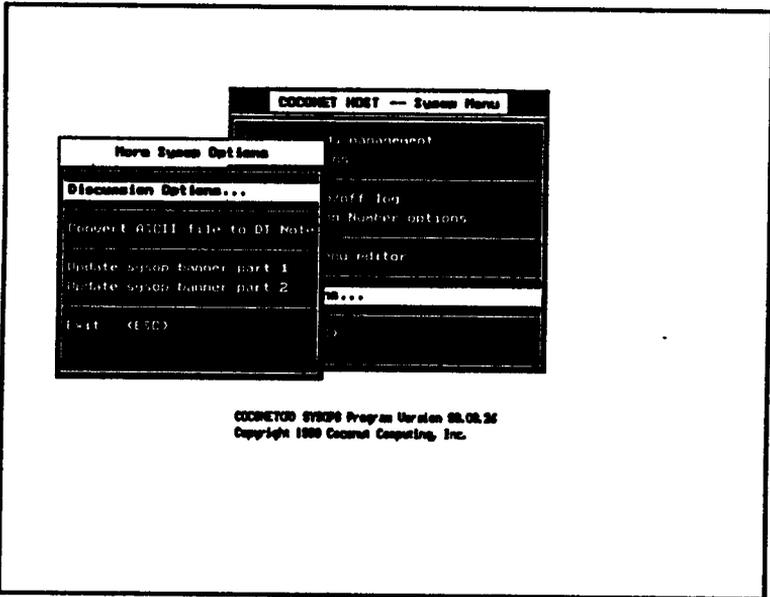
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---

**arguments that should be passed to the program when it is called. If you do not need to pass any arguments to the program, simply leave the line blank and just press RETURN.**

## 6.5 More Options

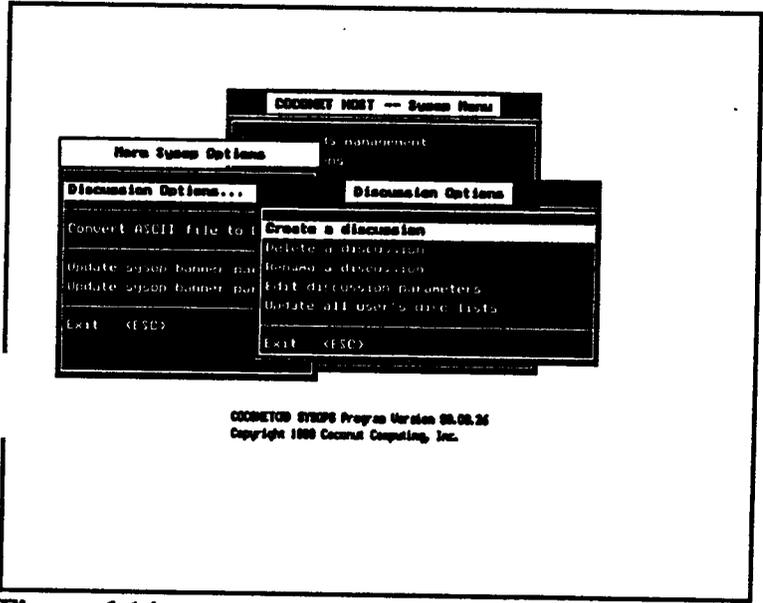
Selecting this option from the main SYSOPS menu causes the SYSOPS program to display a new menu, offering more options for you to choose. See Figure 6-13 for a depiction of the "More Sysop Options" menu.



**Figure 6-13**

### 6.5.1 Discussion Options

When you select the "Discussion Options" item from the "More Sysop Options" menu, a new menu pops up on the screen, as shown in Figure 6-14.

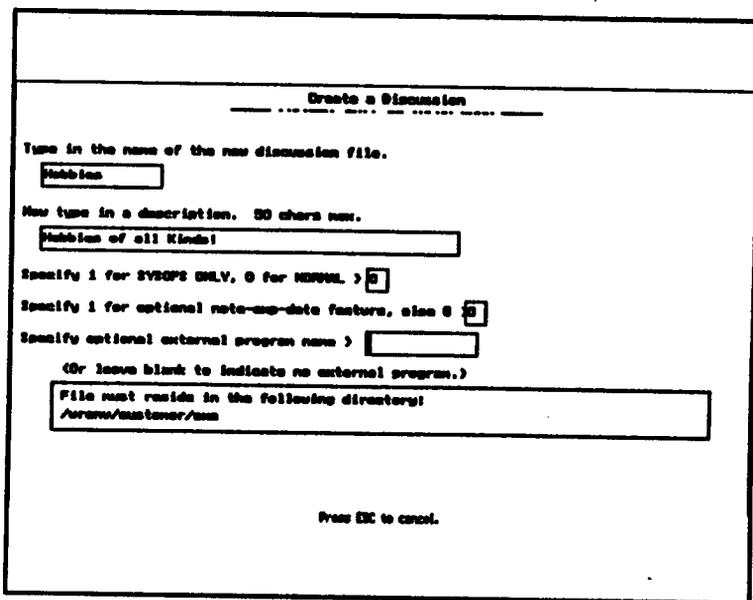


**Figure 6-14**

The following sections, 6.5.1.1 through 6.5.1.5, describe the options available from the SYSOPS "Discussion Options" menu.

### 6.5.1.1 Creating a Discussion

Selecting the "Create a Discussion" item from the SYSOPS "Discussion Options" menu causes the SYSOPS program to display a new screen, as depicted in Figure 6-15.



----- Create a Discussion -----

Type in the name of the new discussion file.

Hobbies

Now type in a description. 50 chars max.

Hobbies of all kinds!

Specify 1 for SYSOPS ONLY, 0 for NORMAL. )

Specify 1 for optional note-up-date feature, else 0 )

Specify optional external program name )

(Or leave blank to indicate no external program.)

File must reside in the following directory:

/usr/local/master/usa

Press ESC to cancel.

Figure 6-15

You are prompted to type in the new discussion's file name, a description of what the discussion is about, and whether or not this discussion is for SYSOPS ONLY, or a normal discussion.

We recommend that your discussion filenames begin with a capital letter. The filename you choose will become a subdirectory within your /coconet/disc directory. Thus, if you create a discussion called "Hobbies", a new subdirectory will be created, called "/coconet/disc/Hobbies". All topics (and their respective notes) for the new "Hobbies" discussion would reside in this directory.

### **6.5.1.2 Deleting a Discussion**

To delete a discussion, select the "Delete a discussion" option from the SYSOPS Discussion menu. You will be prompted to type in the name of the discussion you wish to delete.

Deletion is final. It is highly recommended that you make a back-up of the discussion's files and subdirectories before deleting.

### **6.5.1.3 Renaming a Discussion**

To rename a discussion, select the "Rename a discussion" option from the SYSOPS Discussion Menu.

You can rename the discussion file name as well as modify the discussion's descriptive information. If you only wish to modify the description, type in the existing discussion name when it prompts you for the new name, and you will then be able to modify the descriptive text of the discussion.

Note that you should only rename discussions when absolutely necessary. Also note that renaming discussions renames the discussion's subdirectory within the `/coconet/disc` subdirectory. That is, if you renamed discussion "PCs" to be "Micros", the old `/coconet/disc/PCs` subdirectory would become `/coconet/disc/Micros`.

### **5.1.4 Editing a Discussion's Parameters**

For some reason you need to change a Discussion's parameters, select the "Edit discussion parameters" item from the SYSOPS Discussion Options menu.

You will be prompted to specify the name of the Discussion whose parameters you wish to edit. Then, you will be prompted to specify 1 to indicate that this is a SYSOPS-ONLY discussion, 0 if a normal discussion.

You will then be prompted to specify 1 or 0 for an optional "note-exp-date" feature. This feature is not available for this release of the COCONET HOST. Leave this option set to 0.

You will then be prompted to specify (optionally) the name of an external program (developed using the CocoTalk API C Library) that should be called every time a user enters this Discussion. Applications of external programs for Discussions include showing a "title" or "welcome" display, offering some menus and up-front information, or prompting the user to fill out a questionnaire. The external program file must reside in the /coconet/exe subdirectory.

If there is no external program for this Discussion, just leave the prompt blank by pressing RETURN.

Updating a Discussion's parameters automatically causes a new version number to be set for the Discussion List, meaning that the COCONET HOST will update all CAP users' {co}disc.nut files the next time they sign on.

### **6.5.1.5 Freshening all Users' Discussion Files**

This option causes the COCONET HOST to update each CAP user's {co}disc.nut data file the next time they sign on.



**Chapter 7**

**The UserBase Program**



## **7.1 Introduction to the UserBase Program**

"USERBASE" is an external program called when a user selects the "Directory of Users" item from the "System" menu on the main menubar.

UserBase, like the SYSOPS program, must be called internally by the HOST program; it is not designed to work directly from a UNIX shell.

The program offers the following options:

- Users can see a list of all users on the system
- Users can get information on any other user. The pieces of information include:

- Signon name
- First Middle Last name
- Company/Organization
- Street Address
- City, State, Postal/ZIP Code, Country
- Two phone numbers
- When the user was last on

- You can edit your own address and telephone information, and you can determine what pieces of information you wish to "hide" and what pieces of information you wish to make available for other users to see (i.e., you can "hide" your phone numbers, say, or your street address, and only show your city, state, and country, if you wish)
- You can read help screens describing the UserBase program and what it does

## 7.2 UserBase Opening Menu

When you select the "Directory of Users" item on the "System" menu, the COCONET HOST system calls up the "USERBASE" external program, and shows you a screen much like that shown in Figure 7-1.

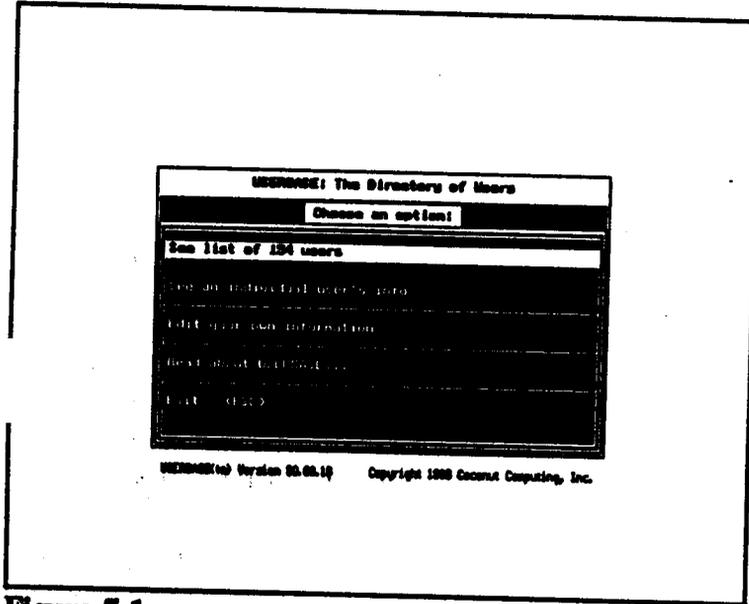


Figure 7-1

The following sections, 7.2.1 through 7.2.3, describe in detail the options available within the "USERBASE" external program.

## 7.2.1 See List of <n> Users

This option lets you see the list of <n> users, where <n> is the number of users currently registered on your system. When you select this option, the program generates a series of popup menus. Each menu shows the next few signon names sorted alphabetically.

When you select this option you are presented with a display like that shown in Figure 7-2.

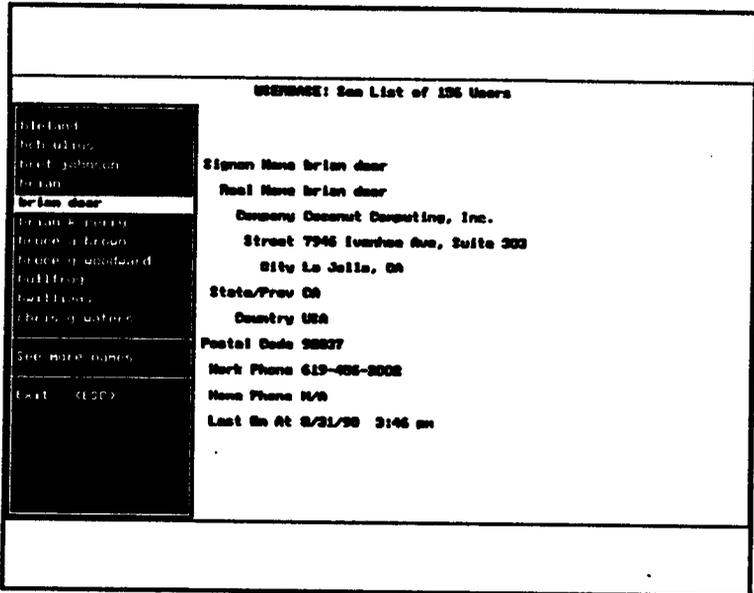


Figure 7-2

Use the UpArrow and DownArrow cursor keys to move up and down in the list. At the bottom of the menu are two options, "See more names" and "Exit". If you select "See more names", the program generates a new menu with the next few names in the list. This continues until you reach the end of the list. If you select "See more names" at the end of the list, it cycles back to the beginning of the list (i.e., the list starts over with the names beginning with

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the letter "a"). If at any time you select the "Exit" item, the program goes back to its opening menu.

To select a user name in the list, move the selection bar up or down until it is highlighting the desired name. Then press the RETURN key, and you will see the name, address, and telephone information for this user. If you are signed on with sysop privileges, you will see all information regardless of whether or not some or all of it is hidden to ordinary (i.e., non-sysop) users. However, if you are signed on as a non-sysop user, you will only see information for those items which the user designated as viewable by other users.

## 7.2.2 See an Individual User's Info

This option lets you see the UserBase information on any user (see Figure 7-3 for an example of this display.) Non-sysops will see only that information which the particular user has specified as viewable by everyone. In some cases, this means that only the user's real name will be displayed, and all or part of their address information is hidden.

```

                                     USERBASE Info for A Specific Individual

Signal Name brian dear
Real Name brian dear
Company Coconet Computing, Inc.
Street 7946 Ivanhoe Ave, Suite 303
City La Jolla, CA
State/Prov CA
Country USA
Postal Code 92037
Work Phone 619-485-8008
Home Phone N/A
Last On At 8/31/90  3:45 pm

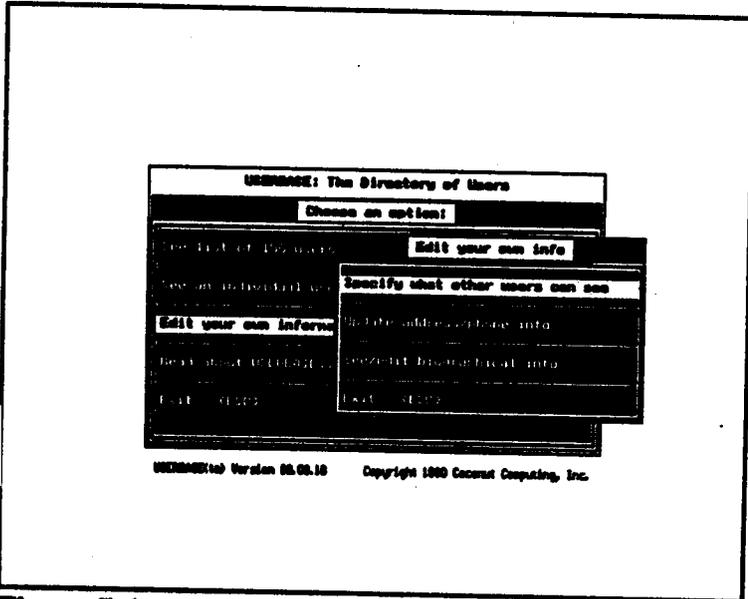
                                     Press ESC to exit
```

**Figure 7-3**

If you are a sysop, UserBase shows you all the information about a user, whether or not some information is "hidden." UserBase can be used as a quick and handy utility for finding out any user's name, address, and last-on date and time.

### 7.2.3 Edit Your Own Information

When you select this option, you will see another popup menu, as shown in Figure 7-4.



**Figure 7-4**

The following subsections, 7.2.3.1 through 7.2.3.3, describe the options available from this popup menu.

### 7.2.3.1 Specify What Other Users Can See

Selecting this option causes the program to display a list of all of the pieces of information you can toggle to "YES" or "no". (See Figure 7-5). You can toggle any particular item by simply first moving the selection bar up or down until it is highlighting the desired item, then by pressing the RETURN key. Pressing the RETURN key a second time toggles the setting of the selected item back to its previous state. Using this procedure, you can toggle all of your information pieces to be set to "YES" or "no". When done, press the ESC key, or select the menu item marked "Exit".

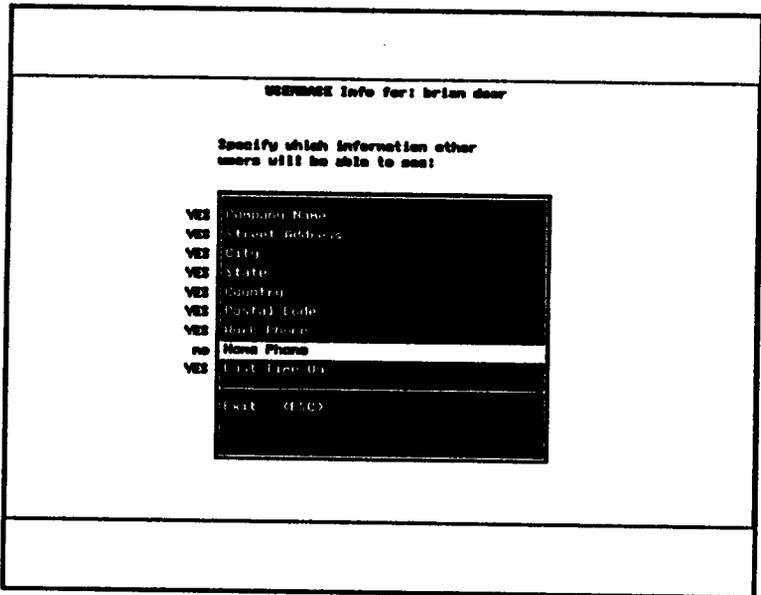


Figure 7-5

### **7.2.3.2 Update Address/Phone Info**

When you select this item, all of your user information is displayed on the screen. (See Figure 7-6 for a sample of what this display looks like.) You can edit any text field or leave it alone by simply pressing RETURN. To make a text field "blank", you'll need to type in at least one blank space character. If at any time you press the ESC key, the entire update operation is cancelled. Your records will only be updated if you press RETURN all the way down the screen, editing or retaining each prompted item.

USERBASE Info for: brian dear	
Signon Name	brian dear
Real Name	brian dear
Company	Coconut Computing, Inc.
Street	7946 Iwerhee Ave, Suite 303
City	La Jolla, CA
State/Prov	CA
Country	USA
Postal Code	92037
Work Phone	619-456-2008
Home Phone	N/A

**Figure 7-6**

### **7.2.3.3 See/edit Biographical Info**

Select this option when you want to edit your biographical information. UserBase provides a multi-line text field for each user to write whatever they wish about themselves. Common uses for this text field include a description of the products or services offered by company the user works for, a description of the interests and hobbies of the user, or simply a resume of the user. This biographical info option is optional; users may leave it blank if they wish. If a user does enter information into the text field, it is stored in his or her individual directory within the `/coconet/users` directory.



**Chapter 8**

**The LIST\_ALLFX Program**



## **8 The LIST\_ALLFX Program**

**LIST\_ALLFX** lists the contents of the COCONET Group File Exchange. It searches each area, sub-area, and file, and outputs to the screen a formatted report of what it found.

To divert the output of the **LIST\_ALLFX** program to an ASCII text file suitable for printing, (assuming the COCONET executable programs are located in the `/coconet/exe` subdirectory) type the following:

```
/coconet/exe/LIST_ALLFX >myfile.txt
```

where "myfile.txt" is the name of the ASCII text file which contains the output of **LIST\_ALLFX**. You can then use UNIX printing commands to print the file if you wish.

Sometimes it can be useful for users to be able to obtain a copy of the output of **LIST\_ALLFX** so they can browse through the list at their own pace offline. To make the output of **LIST\_ALLFX** available to users, you simply need to add the file to one of your Group File Exchange subareas, so that users could download it and perhaps print it out on their own machine.



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# **APPENDICES**

**APPENDIX A**

**Description of  
COCONET HOST Files**

## APPENDIX A: Description of COCONET HOST Files

This Appendix will describe the COCONET HOST files and subdirectories and what they're used for.

The directories and subdirectories shown in this Appendix are based on the default settings that come with the COCONET HOST system. You may use the COCOADMIN program to change one or more of the subdirectories as you deem necessary.

Note that, unless otherwise indicated, the UNIX permissions flags for COCONET files should be set such that the owner is "coconet", the group is "coconet", and the owner and group have read/write permissions set, whereas other users have no permissions. For example, a file's permissions would look something like this:

```
-rw-rw-rw- coconet coconet ... /coconet/filename
```

All COCONET subdirectories should have permissions like this:

```
drwxrwx--- coconet coconet ... /directory-name
```

Executable files in the /coconet/exe subdirectory would have permissions that look like this:

```
-rwxrwx--- coconet coconet ... PROGRAM.NAME
```

*Note that the following files are exceptions to the rule:*

```
/coconet/config/sysop.list  
/etc/coconfig  
/etc/cocottys
```

*which should have owner set to "root" and group set to "root". Other users should have NO access to these files.*

To set file ownership, use "chown" and "chgrp". To change the file permission flags, use "chmod". Refer to your UNIX documentation

- removed.
- featmenu.sys** Used internally by the COCONET HOST for Features menu data. Do not remove or modify this file.
- fra.version** Used internally by the COCONET HOST for the File Exchange. Do not remove or modify this file.
- mmbanner.txt** This is an ASCII text file that contains the text message which users will see, if your system is configured to NOT show online ads, each time they see the main menu. You will need to create this text file yourself using vi or some text editor. Use up to 20 lines of text, preferably much less. You will probably want to indent each line in on the left and right margins for a more readable screen. The COCONET HOST will only display the first 20 lines.
- mplace.lst** Used internally by the COCONET HOST for Meeting Place data. Do not modify or remove this file.
- onad.lst** Used internally by the COCONET HOST for online display ad data. Do not modify or remove this file.
- permid.file** Used internally by the COCONET HOST for user permanent ID number data. Do not modify or remove this file.
- popup.lib** Used internally by the COCONET HOST for popup menus. Do not remove or modify this file.

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**premium.rates**      Used internally by the COCONET HOST.  
Do not remove or modify this file.

**sysop.llst**            Used by the COCONET HOST for sysops.  
Do not remove or modify this file. This  
file should have the owner set to "root" and  
the group set to "root". Other users should  
have no read or write access.

### **/coconet/data**

For storage of miscellaneous HOST data.

### **/coconet/disc**

Holds various files and all of the subdirectories for the  
COCONET HOST Discussions, Topics, and Notes.

**disc.llst**            Used internally by the COCONET HOST  
for the List of Discussions. Do not remove  
or modify this file.

**disc.data**           Used internally by the COCONET HOST  
also for the List of Discussions. Do not  
remove or modify this file.

**dtm.datimes**        Used internally by the COCONET HOST.  
Do not remove or modify this file.

### **/coconet/exe**

Holds all of the executable COCONET HOST programs and  
user-written CocoTalk external programs. Note that for each  
entry in the list of programs below it is indicated whether each  
program can be run directly (i.e., by running the program  
while logged on as a UNIX user) or whether the program is  
not to be run directly (i.e., it is used by the HOST itself).

**CALL\_HOST**          Not to be run directly. CALL\_HOST is a  
small program called from the .profile  
script which in turn calls the SYSJUNK  
and HOST program.

<b>COCOADMIN</b>	Used to administer and configure the COCONET HOST system.
<b>COCOMEM</b>	Not to be run directly. Run by your UNIX system each time it's booted. Sets up shared memory for the COCONET HOST and for CocoTalk external programs.
<b>COCOPERMID</b>	Identify the signon of a user by specifying their COCONET PermID number.
<b>FIX_MPLACES</b>	Used by the COCOADMIN program.
<b>FIX_ONADS</b>	Used by the COCOADMIN program.
<b>FUSAGELOG</b>	Used by the COCOADMIN program.
<b>HOST</b>	Used by the CALL_HOST program.
<b>LIST_ALLFX</b>	Prints out a list of all Areas, Sub-Areas, and Files in the Group File Exchange.
<b>SET_STATUS</b>	Used by the COCOADMIN program.
<b>SYSJUNK</b>	Used by the CALL_HOST program.
<b>SYSOPS</b>	Used by the HOST when a sysop selects the "Special Options" item from the "System" menu on the main menubar.
<b>USERBASE</b>	Used by the HOST when a user selects the "Directory of Users" item from the "System" menu on the main menubar.
<b>VIEWAUDIT</b>	View the audit log. Usage is as follows: <b>VIEWAUDIT</b> [d= <i>yymmdd</i> ] [p= <i>permid</i> ] [s= <i>action</i> ] where <i>yymmdd</i> is the year-month-day, <i>permid</i> is the user's permanent ID, and <i>action</i> is the action you wish to search for.

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For a list of action codes, type:  
**VIEWAUDIT** list actions

- VIEWFXLOG**      Used by the COCOADMIN program.
- VIEWSYSLOG**    Used by the COCOADMIN program.
- ZIPFILES**        Used by the COCOADMIN program.

### **/coconet/fxchange**

Holds various data files and all subdirectories for the Group File Exchange Areas, Sub-Areas, and Files.

**about\_fx.txt**      Text file that is shown when users select the "Read about the File Exchange" option from the Group File Exchange menu. Text file should be in plain ASCII text format, no more than 79 characters per line, no more than 20 lines. Use the vi editor or another text editor to create or modify this file.

**area.list**         Used internally by the COCONET HOST.  
Do not remove or modify this file.

### **/coconet/fusage**

For storage of COCONET HOST feature usage statistical data.

**fusage.data**       Used internally by the COCONET HOST.  
Do not remove or modify this file.

### **/coconet/gobjlib**

For storage of COCONET Graphics Object Library files (related to the COCONET Access Program display cache feature).

### **/coconet/groups**

For storage of Access Group files and data.

### **/coconet/log**

For storage of various log files for the HOST. All of these files are used internally by the COCONET HOST and should not be modified. If any of these files are removed, the HOST will create new files to replace missing ones. *These log files may grow quickly over just a short period of time! Therefore it is advisable to archive the files which end in ".log" on a monthly or weekly basis, or whenever they grow beyond 500000 bytes. The COCONET HOST will create new ".log" files if it finds any of them missing, so it is OK to delete them after you've backed them up or archived them.*

<b>attempt.log</b>	ASCII text file listing signon attempt failures.
<b>audit.log</b>	Used by the COCONET HOST to store your system's audit log information.
<b>billing.data</b>	Used internally by the COCONET HOST.
<b>fx.log</b>	Used internally by the COCONET HOST and by VIEWFXLOG. Do not modify this file.
<b>onad.log</b>	Online ad "viewage" log used internally by the COCONET HOST.
<b>signon.log</b>	Used internally by the COCONET HOST and by COCOADMIN.
<b>sysop.log</b>	Used internally by the COCONET HOST and by the VIEWSYSLOG and SYSOPS programs for logging sysops' actions.

### **/coconet/messages**

For storage of miscellaneous message data files, text files, etc.

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- banr1.dat**            Used internally by the COCONET HOST and by the SYSOPS programs. Do not modify or remove this file.
- banr2.dat**            Used internally by the COCONET HOST and by the SYSOPS programs. Do not modify or remove this file.
- meethelp.txt**        ASCII text file which is displayed to users when they select to read help information while on the Group Meetings menu. Edit the file using vi or your favorite text editor.
- userbase.txt**        ASCII text file which is shown to users when they request help while on the main menu in the "Directory of Users", i.e., the USERBASE external program.

### ***/coconet/temp***

For temporary storage. Used by the COCONET HOST and SYSOPS programs.

### ***/coconet/users***

For storage of user data. This directory is divided into 26 subdirectories, a to z, each of which is in turn divided into ten more subdirectories, 0 to 9. A user's records are stored in one of these subdirectories, which one depending upon the first character of their signon name ("a" to "z") and the last digit of their PERMID number. So, user "fred" who has a PERMID of 793 would reside in *"/coconet/users/f/3/793"*.

- user.recs**            Used internally by the COCONET HOST, SYSOPS, and USERBASE programs, and by any CocoTalk external programs. Do not modify this file directly! Do not remove this file. This file contains the user records for the COCONET HOST system. You should make daily backups of this file.

**/etc**

A UNIX directory, in which two extremely important COCONET files are kept. These files should have their owner and group set to "root":

**coconfig**            COCONET HOST configuration settings. This file is used internally by all COCONET programs. Do not modify or remove this file! It should probably be backed up daily.

**cocottys**            COCONET TTY Table data. This file is used internally by all COCONET programs. Do not modify or remove this file!

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**APPENDIX B**

**Useful UNIX commands**



## APPENDIX B: Useful UNIX Commands

The following list is provided to help novice UNIX users get a better understanding of some UNIX system commands which may be required from time to time in the routine maintenance of a COCONET HOST system.

Always refer to your UNIX Reference Manual pages for the most precise description of how to properly use the following commands:

**cd *dirname***

Change your current directory to the one specified with the *dirname* argument.

**chgrp *groupid filename***

Change the group of *filename* to be *groupid*.

**chmod *mode filename***

Change the access permissions of *filename*. Refer to your UNIX documentation for full information on this command.

**chown *userid filename***

Change the owner of *filename* to be *userid*.

**copy *fromdir todir***

Useful for copying whole directories from one place to another.

**copy -rv *fromdir todir***

Useful for copying whole directories (including all subdirectories within *fromdir*) to another directory.

**cp *fromfile tofile***

Copy the *fromfile* file to the *tofile* name.

**lc**

List (in columns) the file names in your current directory.

## *COCONET HOST Reference*

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**ls -l**

List the contents of your current directory.

**who**

See who is signed on to your UNIX machine. When COCONET users are online, you may see "coconet" or "cocotext" user IDs listed.

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