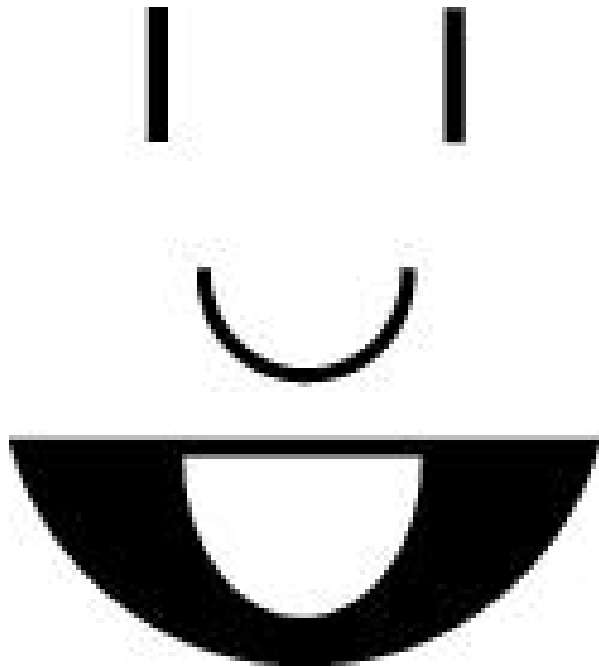


ChatPro

▶ ▶ ▶ **ADMINISTRATOR'S GUIDE**



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CHAPTER ONE :

▶ ▶ ▶ **LICENSE AGREEMENT**

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CHAPTER ONE

▶ ▶ ▶ **INTRODUCTION TO CHATPRO**

ChatPro software makes it easy and cost-effective to host your own chat rooms on your Internet web site. In use worldwide, ChatPro has proven itself as the most innovative chatting software in the world, and has received great critical acclaim to that affect.

This guide will teach you everything you need to know about ChatPro, and operating ChatPro-based chat rooms.

KEY FEATURES

- Real-time chatting! Allows people to post messages for everyone to see!
- Private Messages! Secure private message system allows two users to chat in secrecy!
 - Works with any forms capable browser.
 - Compatible! Works with virtually all browsers!
 - Expandable! Allows unlimited public and private chat rooms!
 - Extremely flexible! You to easily customize look and feel to fit in with your site!
- NEW IN 2.5 Quick and easy setup! You can have it running on your server in just a few minutes! The plugin preferences have been compressed into one, easy file!
- NEW IN 2.5 Customize everything from title and background elements to the language it speaks! Now more customizable than ever before!
- NEW IN 2.5 Easier to use than ever before! Many helpful user features including frames-base auto-reloading of messages! Many new features have made ChatPro more user-friendly than ever!

- NEW IN 2.5 Chatlurk program, allows visitors to chats to view the chat (lurk) before joining.
- NEW IN 2.5 Emoticons! Many new symbols are included for users to express emotion!
- NEW IN 2.5 Message boards! Designate certain rooms as Message Boards; this gives the messages more pertinence and permanence!
- NEW IN 2.5 User Profiles! Chatters can now maintain profiles of themselves online! Users can also change their passwords from this screen!
- Advanced banner advertisement software is built in! No need to buy additional software!.
- Detailed Statistics let you know who's using your chat rooms!
- Completely self-sustaining! There's no need to worry about maintenance!
- NEW Extensive administrative controls allow you to do everything you could possibly imagine, including banning users, posting messages and much, much more! Commands can now be issued much more quickly and securely!
- Multiple administrators can be configured with four different levels of access! • Supports banning people by e-mail address when used in conjunction with the registration script.
- Registration Plugin! Optionally require users to register before using the chat rooms!
- Low bandwidth! Much faster than many competing products!

- NEW IN 2.5 Time zone offset! Optionally correct all posts to server time!
- NEW Now more secure! A new security system has been added to protect your precious files and server from hackers!
- NEW IN 2.5 Plugin switchboard! Quickly turn plugins on and off without removing them from your server!
- NEW IN 2.5 More administrator information! The administrator can optionally see among other things, a users IP address and message IDs!
- NEW IN 2.5 Delete groups of messages! The administrator can delete individual or groups of messages based on the ID numbers!
- NEW IN 2.5 Who is Where?! Users can now find their friends anywhere in the chat rooms!
- NEW IN 2.5 Many Plugins Reworked! To improve security and performance, many of the plugins have been reworked and optimized for the 2.5 release!
- NEW IN 2.5 Numerous bug fixes, changes and tweaks which improve the overall performance, reliability, security and features of ChatPro.

PLUGINS

ChatPro 2.5 uses the popular expandable and customizable plugin architecture seen in products such as image editing software and Internet browsers. The plugins can be used in any combination to produce the desired results. The following section will briefly outline each of the plugins. Refer to Chapter 5 for installation instructions as well as a more detailed overview.

- Access Control Plugin - used to limit access to the chat.
- Admin Plugin - substantial control over what goes on in the chat.
- Advertise Plugin - advanced advertising capabilities.
- Custom Room Plugin - completely customize the look, feel, and language used in any particular room.

- Emoticon Plugin - include a small image with each message which denotes emotion.

- Filter Plugin - filters out any offensive language.

- Frames Plugin - view the chat in a frames-based layout.

- Ignore Plugin - ignore a particular person.

- Lite Plugin - the “Lite” layout compresses controls into a smaller space.

- Message Plugin - allows certain rooms to become message posting boards.

- Profile Plugin - user profiles created and stored on the server.

- Register Plugin - registers users for the chat

- User Limit Plugin - limit the number of users allowed in a room at any given time.

- Who Is Where Plugin - find your friends quickly and easily.

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CHAPTER THREE

► ► ► **GENERAL SETUP**

Read the ChatPro License Agreement (see Chapter One) before proceeding. By doing anything described below Licensee agrees to all terms of the License Agreement.

INCLUDED FILES

- chatpro.pl -- the actual script. This file requires very minimal changes.
- chatpro.conf -- the file where you set all your preferences for your implementation of the script.
- chatpro.lang -- the file where you optionally set all the language used in the script.
- chatlurk.pl -- the file that allows visitors to view the chat, but not post. Links directly to the registration screen.

ADDITIONAL FILES

- access_control.pl
- admin.pl
- custom_room.pl
- emoticon.pl
- filter.pl
- frames.pl
- ignore.pl
- lite.pl
- message.pl
- profile.pl
- register.pl
- user_limit.pl
- who_is_where.pl
- ads.txt

- advertise.pl
- plugin.conf

SETTING UP CHATPRO

First of all you must put the script in your cgi-bin directory or if your server allows it anywhere else in your web area (if you place it elsewhere you will likely need to call it "chatpro.cgi"). If the server runs on Windows NT it will need to be called chatpro.pl no matter where it is located.

Now choose a location for the three directories the script will put files in. One directory is for storing the chat that goes on in the rooms, the lists of people in each room, and other important information. Another directory is for the personal files containing one on one messages and other information regarding each participant. The third directory contains the optional ChatPro plugins. It is highly recommended that these directories are not in an area directly accessible through the web, in other words an area out of the "htdocs" or "public_html" (or similarly named) directories. In most cases it's OK to have them in the cgi-bin. If they are in an accessible area people will be able to read other people's one on one messages (by accessing the file directly).

Then if your server runs UNIX you need to set the permissions for the script and the directories the script uses. At a Unix prompt while in the directory with the script (if you have telnet access to the server) type:

```
chmod 755 chatpro.cgi
```

Where "chatpro.cgi" is the name of the script.

Then go to the directory which has the three directories you just created (it may be the same directory as the script). And type the following:

```
chmod 777 chatfiles
chmod 777 chatvis
chmod 777 chatplugins
```

Where "chatfiles", "chatvis", and "chatplugins" are the names of the directories.

If you don't have telnet access you can set permissions with FTP Software. Fetch for the Macintosh and Winsock FTP for Windows are both able to do it. If you do FTP, be sure to upload the script, .conf files, and plugins as ASCII text and not as a binary files.

SCRIPT CHANGES:

The following settings must be set to your server for the script to work.

```
#!/usr/local/bin/perl
```

This is on the very first line of the script and must point to where Perl is on your server. Another common place for it is `#!/usr/bin/perl`. If you don't know where Perl is on your server type `whereis perl` at a UNIX prompt. If this is set wrong the `error_log` on your server will list an "errno 2". This script runs under perl4 or perl5. If your server runs Windows NT you do not need to set this line.

There are only two other things you must set in the script itself, and those are the locations of the configuration and language files.

```
$conf_file = "chatpro.conf";
```

If the configuration file is called chatpro.conf and is in the same directory as the script, you can leave it set as is. Otherwise change it to the path to the file.

```
$lang_file = "chatpro.lang";
```

If the language file is called chatpro.lang and is in the same directory as the script, you can leave it set as is. Otherwise change it to the full path to the file.

The above few changes are all you need to do to the script itself. The rest of your modifications will be to the configuration and language files. The changes to the configuration file are described below. The changes to the language file are described in Language Documentation page.

In order to call the script you only need to place a link on your webpage, that calls the script directly, something like:

```
<a href="http://yourhost.com/cgi-bin/chatpro.pl">CHAT</a>.
```

CONFIGURATION FILE:

A couple guidelines, if you use a quotation mark ("); at symbol (@); or dollar sign (\$) in any of these variables, you **MUST** put a backslash (\) immediately before that character. The text should all be on the same line as "\$variable =. " The text must be enclosed by quotes. There must be a semicolon at the end of the line.

```
@valid_referers = ("www.command-o.com", "command-o.com");
```

This is the domain (or domains) from which the script will be run. List as many as are applicable. You may want to include the IP number of the server if you know what it is. Each domain is

enclosed by quotes and separated from the next by a comma. If the script is run from a domain not listed here the script will return the registration page.

```
$file_dir = "chatfiles";
```

This is the path to the directory where most of the files the script makes will go. If the directory is at the same level as the script leaving this at `$file_dir = "chatfiles";` will be fine. On WIndows NT you may need to include the full file path to this directory leaving out the drive letter.

```
$vis_dir = "chatvis";
```

This is the path to the directory where the personal visitor files the script makes will go. If the directory is at the same level as the script leaving this at `$vis_dir = "chatvis";` will be fine. On WIndows NT you may need to include the full file path to this directory leaving out the drive letter.

```
$plugin_dir = "chatplugins";
```

This is the path to the directory where the optional ChatPro plug-in files the script uses will go. If the directory is at the same level as the script leaving this at `$plugin_dir = "chatplugins";` will be fine. On WIndows NT you may need to include the full file path to this directory leaving out the drive letter.

That's everything you need to do to get this script running on your server. Make sure you set the permissions properly. Script is `chmod 755` and the directories are `chmod 777` if you don't do this right the script will not work.

THE LOOK:

The following variables control the look of your Chat page.

```
$page_title = "ChatPro 2.5 by Command-O";
```

This is the title of your chat. It will appear as the title of a visitor's browser window and near the top of pages the script generates if you don't have a title graphic.

```
$bgcolor = "ffffff";
```

This is the background color of all pages the script generates. It should be a hex number as is standard of html.

```
$text_color = "000000";
```

```
$link_color = "0000ff";
```

```
$vlink_color = "660099";
```

These are the text, link, and viewed link colors (respectively) and should also follow the hex number standard of html.

```
$oldcolor = "444444";
```

This is the color of messages the person viewing chat has already seen. It should be a hex number as is standard of html.

```
$one_color = "cc0000";
```

This is the color of one on one messages sent to or from the person viewing the chat. It should be a hex number as is standard of html.

```
$font_face = "";
```

This is the font face for the text of the chat. Leave it blank to use the default font of the user's web browser.

```
$title_graphic = "http://www.command-o.com/chatpro/chatpro.jpg";
```

```
$background = "";
```

These are the URLs to the images to use for the title and the background. They are URLs, so they should begin with http:// If you leave either blank no image will be used. Title graphics should be about 270 pixels wide and 30 pixels tall.

```
$include_date = 0;
```

If this is set to 0 the date will not be included with any posts, only the time. If this is set to 1 the date will be included in all posts. If this is set to 2 the date will not be included in posts shown in the live chat but will be included in the archive of the chat if you are archiving the room using the admin.pl plugin.

```
$new_message = "<FONT COLOR='red'>NEW!</FONT>";
```

This will precede every message the person has not seen before. You can make it an `` tag, but BE SURE TO PUT backslashes before quote marks.

```
$border = 5;
```

This is the width of the border around the table in the chat page.

```
$textarea_rows = 4;
```

This is the number of rows in the textarea field on the chat page.

```
$textarea_cols = 50;
```

This is the number of columns in the textarea field on the chat page.

THE FEEL:

The following variables control the feel of your Chat page.

```
$schedule_file = "";
```

This is the URL of a page detailing when chats are scheduled to meet. A link will be made to this page from the registration page if you put a URL in here. If there is no URL, no link will be made.

```
$help_file = "http://www.command-o.com/chatpro/help.shtml";
```

This is the URL of a help page explaining how to use ChatPro for users. A link will be made to this page from the almost every page if you put a URL in here. If there is no URL, no link will be made. Feel free to leave it set to Command-O's help file.

```
@public_rooms = ("Lobby", "Living Room", "Family  
Room", "Kitchen", "Bedroom");
```

These are the names of the public rooms in your chat. Make as many as you like. Each room is enclosed by quotes and separated with a comma.

```
$entry = "Lobby";
```

This is the default room people will enter when they first register to chat.

```
$allow_private = 1;
```

Set this to 1 if you want to allow people to create their own private rooms. Set it to 0 and private rooms will not be available.

```
$allow_one_on_one = 1;
```

Set this to 1 if you want chatters to be able to send each other one on one messages. Set this to 0 to disable one on one messages.

```
$allow_html = 0;
```

Set this to 1 to allow chatters to post HTML in the chat. Set this to 0 to disallow HTML.

```
$show_status = 1;
```

If this is set to 1 messages about people entering and leaving the room will be posted. If this is set to 0 these messages will not be posted. These messages will never be posted in rooms setup as message board rooms using the message.pl plugin.

```
$out_link = "http://www.command-o.com";
```

This is the default URL people will be sent to when they leave the script.

```
$time_zone = 0;
```

This allows you to change the time shown in the chat relative to the time on the server. If you are in New York, but the server is in California it will be 7:30 in New York while the chat is showing the time as 4:30. In this case setting this to 3 would solve this problem. If the locations were reversed setting it to -3 would work. This is the number of hours different from the server time you want the chat time to be.

```
$visitors_time = 10;
```

This is the time in minutes that a person will remain listed as being in a room since their last reload.

```
$chat_time = 60;
```

This is the time in minutes that a room's chat file will remain on the server after having not been changed. This insures that the files associated with private rooms and unused public rooms are not left to clutter up your server.

```
$lock_sec = 5;
```

The script creates a lock file when someone begins execution of the script and deletes it when the script finishes. If the file is there when the script tries to create the file the script will wait until this file is gone. This insures that two people can't run the script simultaneously, thereby corrupting the discussion in a room. If the script encounters a problem before it finishes the lock file will be left behind. This variable is the time in seconds that the script will wait with the lock file present before proceeding. Leave it set to 5.

```
$max_mes = 40;
```

This is the maximum number of messages that can be displayed. It is also the maximum number of messages that will be saved in a room of personal file. The larger the number the more memory the script will need to run (and hence a heavier load on the server) and the larger the files.

```
$def_mes = 20;
```

This is the default number of messages to display. When someone enters this will be the number of messages shown.

```
$all_nummes = "all";
```

This is the text people can type into the "Display [] messages" input to see all messages for the room and their personal file.

```
$new_nummes = "new";
```

This is the text people can type into the "Display [] messages" input to see only new messages. The script will then display messages posted since their last reload. It will also display messages of a certain age prior to the reload (as set in the next variable).

```
$new_time = 120;
```

This is the time in seconds that already seen messages will be shown if the user chooses to see only new messages (as outlined above).

This concludes the setup instructions. By now you should have a functioning and customized version of ChatPro on your server, or virtually anything else you could imagine.

- Allows for multiple administrators.
- Four different access levels.
- Included optional registration script, if you choose to require people to register to use the ChatPro.
- Supports banning people by e-mail address when used in conjunction with the registration script.
- Uses much less bandwidth than its predecessor, ChatPro 2.1

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CHAPTER FOUR

► ► ► LANGUAGE SETUP

Read the ChatPro License Agreement (see Chapter Two) before proceeding. By doing anything described below Licensee agrees to all terms of the License Agreement.

This file describes how to change the language used in ChatPro. The changes will be made to the language file, by default called `chatpro.lang`, though you may have renamed it. This file must be pointed to in the script itself in the `$lang_file` setting. The following variables are provided for converting this script for non-english speaking people. Feel free to reword what we say anyway you please.

A couple guidelines, if you use a quotation mark (") at symbol (@) or dollar sign (\$) in any of these variables, you **MUST** put a backslash (\) immediatley before that character. The text should all be on the same line as "`$variable =`". The text must be enclosed by quotes. There must be a semicolon at the end of the line.

REGISTRATION PAGE LANGUAGE

The following variables only apply to the language used registration page.

```
$reg_page = "Registration Page";
```

This is the subtitle for the page shown directly under the `$script_title` or `$title_graphic`.

```
$you_must = "If you don't use frames you must hit  
\"RELOAD\" on the chat page to see the latest  
conversation.";
```

This is the big message that is displayed telling them to reload.

```
$instruct = "Click <b>RELOAD</b> to see the latest
conversation in a room.  Type a message and click
<b>POST</b> to send it.  Click <b>LEAVE</b> to leave the
script.";
```

These are the BRIEF instructions that are shown on the signup page.

```
$no_vis_a = "There are no people in the";
$no_vis_b = "room right now.";
$one_vis = "There is one person in the";
$one_vis_b = "room right now.";
```

These are the messages when there are no visitors and one visitor in the entry room. The name of the room will be inserted between parts a and b of each.

```
$mult_vis_a = "There are";
$mult_vis_b = "people in the";
$mult_vis_c = "room right now.";
```

These are the messages displayed before and after the number when there are multiple people in the entry room. The number will be entered between a and b and the room will be entered between b and c.

```
$no_vis_tot = "There are no people chatting anywhere
inside.";
$one_vis_tot = "There is one person in the entire place
right now.";
```

These are the messages when there are no visitors and one visitor in the entire chat.

```
$mult_vis_tot_a = "There are";
$mult_vis_tot_b = "people chatting total right now.";
```

These are the messages displayed before and after the number when there are multiple people in entire chat.

```
$enter_name = "You must enter your name below, but e-mail
address is optional. The password insures the \"one to
one\" messages are not read by other people (choose any
password).";
```

This is the message telling them to enter their name and that e-mail is optional.

```
$name_blank = "Name:";
$password_blank = "Password:";
$mail_blank = "E-Mail:";
```

These are the messages before the name, password, and e-mail parts of the form

```
$layout_blank = "Layout:";
$layout_lite = "Lite";
$layout_std = "Standard";
$layout_frames = "Frames";
```

These are the words where users choose the layout they want to use for chatting. Any layout other than standard requires using optional plug-ins.

```
$enter_chat = "Enter Chat";
```

This is the text on the button to enter the chat.

```
$sched_note_a = "This room has";
$sched_note_b = "scheduled";
$sched_note_c = "meeting times.";
```

These three form a message alerting users of the scheduled times if you filled in the \$schedule_file variable above. The first one is before the link the second one IS the linked text and the third is after the link.

```
$help_a = "Want some";
$help_b = "HELP";
$help_c = "using this chat page?";
```

These three form a message offering help with the page to users if you

filled in the \$help_file variable above. The first one is before the link

the second one IS the linked text and the third is after the link.

MAIN CHAT PAGE LANGUAGE

The following variables only apply to the language used on the main chat page.

```
$help_b = "HELP";
```

This is the link from the main chat page to the help page.

```
$nummes_a = "Display";
$nummes_b = "messages";
```

This is the text before and after the input for the number of messages to display.

```
$reload_mes_a = "Reload every";
$reload_mes_b = "seconds";
```

This is the text before and after the input for the number of seconds between auto-reloading. This feature requires the optional "frames.pl" plug-in.

```
$send_to = "To:";
```


This is the text that preceeds the drop down menu for selecting the receiptient of your message, also used when choosing a person to ignore (when the "ignore.pl" plug-in is present).

```
$ignoremark = "-IGN";
```

This is the text added to a name in the "Send to" menu when they are being ignored by that person. This feature requires the "ignore.pl" plug-in.

```
$whos_here = "Who is in this room?";
```

This is the text in the drop-down menu showing who is in the room and when they last reloaded.

```
$currently_in = "You are currently in:";
```

This is the prefix to the name of the current room.

```
$lite_action = "Action";
```

This is the text preceeding the radio buttons when using the Lite layout. This feature rquires the "lite.pl" plug-in.

```
$reload_remind = "you must hit the reload button to see  
the latest conversation.";
```

This is the one on one message sent when someone joins reminding them to reload. It will be preceeded by their name and a comma.

```
$frame_remind = "because you are using frames, this page  
will reload automatically to show you the latest  
conversation.";
```

This is the message a person sees when they enter using frames. It will be preceded by their name and a comma. This feature requires the "frames.pl" plug-in.

MISCELLANEOUS LANGUAGE

The following variables apply to the language used in multiple or miscellaneous places in the script.

```
$post_text = "Post";
$reload_text = "Reload";
$leave_text = "Leave";
$go_there = "Go There";
$pause_text = "Pause";
$resume_text = "Resume";
$ignore_text = "Ignore";
$change_text = "Change";
$lite_button = "Submit";
```

These are the names of the ten buttons on the control panel on the main page. Some of the buttons require the "frames.pl" plug-in, others require the "lite.pl" plug-in.

```
$one_on_one_text = "1 on 1";
```

This is the text prepended to a privately sent message.

```
$pub_room_title = "Public Rooms:";
$pri_room_title = "Private Rooms:";
```

These are the prefixes to selecting public and private rooms.

```
$entire_room = "Entire room";
```

This is the option in the "Send to" menu for sending to the entire room.

```
$index_html = "Nice try, but it's not that easy to see  
the names of chat files.";
```

This is the html page that will be returned if they go to the file or visitors directory in hopes of seeing file names which would include private room names. This is unneeded if the two directories are in an area that is not accessible via the web.

```
$wrong_name = "The name you requested is already in use,  
or you didn't enter a name, or the password you entered  
is incorrect, or you didn't enter a password, please try  
again.";
```

This variable is for the page if they enter a name which is taken, don't enter a name, enter the wrong password, or don't enter a password.

```
$joined_chat = "joined the chat at";  
$left_chat = "left the chat at";  
$left_room = "left the room at";
```

These are the public messages displayed when someone joins the chat leaves the chat or leaves a room (respectively). When a person enters a new room the \$joined_chat one is used. These will all be preceded by the person's name in bold and followed by the time.

```
$person_gone = "Apparently the person you tried to send  
the message to left before they got your message.";
```

This is the message sent privately to a person when they try to send a 1 on 1 to someone who has left.

```
$resume_text = "Resume";  
$ignore_text = "Ignore";  
$change_text = "Change";  
$lite_button = "Submit";
```

These are the names of the ten buttons on the control panel on the main page. Some of the buttons require the "frames.pl" plug-in, others require the "lite.pl" plug-in.

```
$one_on_one_text = "1 on 1";
```

This is the text prepended to a privately sent message.

```
$pub_room_title = "Public Rooms:";  
$pri_room_title = "Private Rooms:";
```

These are the prefixes to selecting public and private rooms.

```
$entire_room = "Entire room";
```

This is the option in the "Send to" menu for sending to the entire room.

This concludes the setup instructions. You have fully customized the language for your working copy of ChatPro!

5

CHAPTER FIVE

► ► ► **PLUGIN CONFIGURATION**

In ChatPro most of the settings controlling the behavior of plugins can be found in the `plugin.conf` file in the `$plugin_dir` directory, as set in the `chatpro.conf` file.

At the top of the `plugin.conf` file is a list of all the plug-ins. You control whether or not a given plug-in is active by toggling the number for that plug-in between 0 and 1. 0 is off, 1 is on.

ACCESS CONTROL PLUGIN

The access control plug-in is used to limit access to the chat. You have a variety of control over who can enter and what they can do while in the chat.

There are 4 levels of access control in ChatPro. You set the level in the `plugin.conf` file with the `$password_style` setting.

```
$password_style = 0;
```

Means anyone can enter the chat with any name, so long as there is not someone else chatting at that moment with that name.

```
$password_style = 1;
```

Makes it so names in the `passwdlist.txt` file in the `$file_dir` directory cannot be used by anyone other than the person registered to that name.

```
$password_style = 2;
```

Means anyone can enter the chat, but only people who are registered in the `passwdlist.txt` file can post messages.

```
$password_style = 3;
```

Makes it so only registered people can enter the chat. The `passwdlist.txt` file is best modified with the Register plug-in, but you can add entries to `passwdlist.txt` manually. The format is:

```
name::encrypted password::email address::admin
```

A sample entry looks like:

```
Mike Wheeler::MW8CcOKHDWrD6::mwheeler@command-  
o.com::admin
```

The encrypted password can be seen in the first line of a person's file in the `$vis_dir` directory while they are logged in to the chat. The password is the series of letters and other characters starting with MW. The last field controls whether the person is an administrator. If they are not, leave this field blank. If they are put the word `admin` in, as shown above. The `admin` setting must be edited manually in the file, the Register plug-in cannot make someone an admin for security reasons.

ADMIN PLUGIN

With ChatPro 2.5 the people in charge of the script have substantial control over what goes on in the chat. By issuing a few simple commands along with a unique password the administrator has the ability to remove someone who is misbehaving, or make it so a person cannot post messages, or force a person to change rooms.

The Admin plugin has only two settings in the `plugin.conf` file.

```
$show_ip = 1;
```

If this is set to 1 (rather than 0) admins will be able to see the IP number of people in the chat when they post a message. Admins will also be able to see a five digit message ID number. The message ID number is used for removing particular messages from the chat.

```
$archive_dir = "chatarchive";
```

This is the path to the directory where archives of the chat are stored. Archiving the chat is explained below. This directory must be set to chmod 777.

Now that we have the plugin.conf file taken care of lets talk about the commands. Every command is typed in the message box. Here's the format:

```
command::password::Reggie Dunbar::where=Leave::60
```

Let's break it down:

```
command::
```

EVERY command sent to the script MUST begin with "command::". This is how the script recognizes it as a command.

```
password::
```

then you enter the administrator password as set in the passwdlist.txt file. Followed by two more colons (each separate part of a command is seperated by two colons).

```
Reggie Dunbar::
```

This is the name of the person you want the command to affect (followed by two colons).

```
where=Leave::
```

This is the command that is carried out. There is a more indepth explanation of the commands below.

```
60
```

This is the time in minutes you want the command to be in affect.

This particular command kicks the person named Reggie Dunbar out and doesn't allow him back in (with that name) for 60 minutes.

To make a message take affect simply push the Reload button (you can push the Post button, but then if there's a typo in the "command::" part the message will post, so Reload is much safer).

THE COMMANDS:

Commands follow the format of what to change followed by an equal sign and then what to change it to. If you have compound commands seperate them with == (two equal signs). The most common thing you'll change is "where" these are the functions of the buttons on the script page. Here are some example commands:

```
command::password::Reggie Dunbar::where=Leave::60
```

The value for where is identical to the text on the button for leaving the script. It will usually be set to "Leave" though may have been customized for your implementation of the script. This command forces Reggie Dunbar to leave and not return for an hour.

```
command::password::Reggie Dunbar::where=Reload::5
```

"Reload" is the exact text of the button used for reloading, it will normally be set to "Reload" but may have been customized in your implementation of the script. Adjust the command accordingly. This command will only reload the page no matter what Reggie Dunbar tries to do. In other words he won't be able to post or send 1 on 1 messages for 5 minutes. A better command that will have a similar affect is:

```
command::password::Reggie Dunbar::message=::5
```

Here you are setting Reggie's message to nothing and if you post a blank message it will just reload the page. Here, the advantage is that Reggie can leave if he presses the leave button, with the other command he'll reload no matter what he tries.

```
command::password::Reggie Dunbar::where=Go  
There==priroom=Reggie's_Room
```

Here we have our first compound command. "Go There" is the exact text of the button used for changing rooms. "priroom" is what

you should type to make someone go to another room, followed by an equal sign and the name of the room. For this command if the room you are sending them to has spaces or slashes in the name replace them with "_" an underscore. For instance if the room is "Open Chat" in the command list the room as "Open_Chat". Notice there is no time defined at the end of the command, if you leave a time off a command will be run once and then deleted.

```
command::password::Reggie
Dunbar::where=Post==message=What a great chat!
```

This command may be unethical, but it makes Reggie Dunbar post a message saying "What a great chat!" regardless of what he really thinks of it. Like the previous command since no time duration is specified this command will be run only once.

```
command::password::Reggie Dunbar::name=Reggie::60
```

If for any reason you want to change a person's name this command will do it. Unfortunately their name won't be removed from the visitors list. So what you can do is issue a command to send that person to a private room. Then issue this command once they have been forced out of the room, and then (if you want) send a command to bring them back to the room they were in.

EDIT COMMANDS:

So, what if you send a command for a bogus name or want to delete a command before the specified time has expired? Well, there is a way to edit the commands right from the script! Use this command:

```
command::password::edit commands
```

And you will be presented with a page which has a large textarea with all the current commands listed. The first line will be:

```
command::password::edit commands::changed::
```

Do not change this line, this is the command to fix the commands file, but since the script writes this command automatically you don't need to touch. The following lines will have something like:

```
Reggie Dunbar::where=Post==message=I love this script!
Reggie Dunbar::where=Leave::8346573938
Reggie Dunbar::name=Reggie
```

The first item is the name of the person who this command affects, the second item is the command for this person and the third item is the number of seconds after January 1, 1970 that the command will expire. So here you can change the name of the person for the command to affect, change the command itself, or delete the command altogether. Don't worry about the number unless you want to calculate the number you want to replace it with. When editing this make sure each line remains on a line all to itself.

When you submit this page with the corrections it will tell you if everything went OK, and then go back with your browser twice (to return to the main chat page) and continue chatting as normal.

ARCHIVING A ROOM:

Suppose someone really important arrives in a room and you want to save a transcript of what is said in that room. Or maybe you are using this script to provide technical support and you want to be able to review how your tech support staff is doing. Well you can issue a command to archive everything that is posted to a room. To do this the command is:

```
command::password::archive room::room_name::60
```

As with the command for changing the room someone is in you need to change all spaces and slashes in the room name to underscores. The above command will archive everything in the room named "room_name" (or "room name" or "room/name") for sixty minutes. If you leave the length of time for archiving off it will archive the room until you edit the commands (with the previous command) and remove this command. The archive will be in the files directory (with the chat and visitor lists and will be called "archroom_name.html". The archive file will have the oldest

conversation at the top and the newest at the bottom (opposite of the chat files).

MODERATING A ROOM:

Suppose someone REALLY important arrives. Suppose you have a scheduled chat with a celebrity and you don't want the person bombarded with questions from every dimwit who happens to be there. ChatPro 2.1 allows you to moderate a room. In a moderated room there is a moderator, and a "moderatee" (the person protected from receiving every post. If a public message is posted, by anyone but the moderator or moderatee, in the room it will be sent privately to the moderator. If the moderator deems it acceptable they can post the message and everyone will be able to see it. If someone tries to send a one on one message to the moderatee it will go to the moderator who may then forward it to the guest of honor.

Here is the format:

```
command::password::moderate room::room_name::moderator
name::moderatee name
```

For instance:

```
command::orangejuice::moderate room::Main_Room::Ben
Cole::Reggie Dunbar
```

This command would make the room named "Main Room" be moderated. Ben Cole would be the moderator, and Reggie Dunbar would be the moderatee. To cancel moderation of a room, you must use the edit commands command described above and delete the applicable line.

REMOVE MESSAGE:

If `$show_ip` is set to 1 in the `plugin.conf` file admins will see an IP number and a five digit message ID number with every post to a room (private messages do not have the message ID number).

This message ID number can be used to remove a particular message or a series of messages from the chat. The message ID number is a rotating count of seconds, so the number will gradually rise as messages are posted to the chat.

If there were a series of messages with the following time codes 32457, 32459, 32467, and 32479 the following commands could be used to remove some or all messages:

`command::password::remove message::32457`
would remove the message numbered 32457

`command::password::remove message::3245`
would remove the messages numbered 32457 and 32459

`command::password::remove message::324`
would remove all the messages in the example.

SUMMARY OF COMMANDS:

Command	Action
<code>where=Post==message=Hello==solo=</code>	Forces the person to post a public message.
<code>where=Post==solo=Head of Chat</code>	Forces the message a person posts to go to the person named "Head of Chat" as a one on one.
<code>where=Reload</code>	Person can only reload, no posting, no leaving.
<code>where=Leave</code>	Forces person to leave.
<code>where=Go There==priroom=New_Room</code>	Person goes to a new room called "New Room".

message=	Removes any message the person tries to post.
name=New Name	Changes their name to "New Name"
mail=name@domain.com	Changes their e-mail address to name@domain.com.
link=http://www.command-o.com	Changes where they'll go when they click Leave.
nummes=20	Changes the number of messages they see to 20.
where=Ignore==solo=Reggie Dunbar	Toggles the ignore setting for that person regarding Reggie Dunbar.
ignored=	Turns off all Ignores person has set.
admin=1	Makes the person an admin for this chat session
edit commands	Allows you to edit admin commands.
Archiveroom::Lobby	Archives everything said in the room "Lobby".
moderate room::Lobby::Moderator::Guest	Moderates the room "Lobby".

Advertise Plug-in

ChatPro 2.5 has advanced advertising capabilities. These include ads in multiple locations, setting the probability of a particular ad

being displayed, setting the maximum number of times an ad should be displayed, keeping track of how many times an ad has been displayed, keeping track of how many times an ad has been clicked-through, and displaying a summary page with all this information.

To set the locations for ads to be displayed you set the `$ad_locations` variable in the `plugin.conf` file. There are six ad locations: "a", "b", "c", "d", "e", and "f".

"a" is located at the top of the login page.

"b" is located at the bottom of the login page.

"c" is located at the top of the chat page.

"d" is for small ads and is right next to the textarea for entering text.

"e" is located just above the chat messages.

"f" is located at the end of the chat messages.

The `$ad_locations` variable can have any combination of locations. For instance:

```
$ad_locations="acf";
```

is a perfectly valid setting.

To control all this is a file that lists the ads to display and other such information. This file is set with the `$ad_file` variable in the `plugin.conf` file.

The `$ad_file` file has a very strict format that must be followed exactly.

The format for this file is a series of fields delimited by `::` (two colons). There is exactly one ad entry per line.

The first field on each line is a unique code/word/number/whatever that the script uses to keep track of which ad is which. Use whatever you want, so long as it is unique from the other ads.

The second field is the URL where the script will send them if they click on the ad.

The third field is the html to use for the ad. The script will automatically put an `` tag in at the beginning of the ad, so don't put your own link here. You can, however, include a `` in the third field to close the link that the script begins. If you leave `` out the script will add it at the end of this field. Normally for a banner ad the third field will include an `` tag and possibly some text. You can, however, use any html you like.

The fourth field is the frequency (relative to other ads) that you want this ad to be displayed. For instance if one ad is set to 3 and another is set to 1, the first ad will be 3 times more likely to be displayed.

The fifth field is the maximum number of times to display the ad. If you leave this field blank there is no limit to how many times an ad can be displayed.

The sixth field is the number of times the ad has been displayed. This will be updated by the script.

The seventh field is the number of times the ad has been clicked-through. This will be updated by the script.

Here are a couple sample ads as you might enter them:

```
1::http://www.command-o.com::</a>::1::5000
2::http://www.chatpro.com::</a>::2::10000
```

Because the script will update this file by adding and updating the last two fields, the file must be set to `chmod 777`.

Custom Room Plug-in

This powerful plug-in allows you to completely customize the look, feel, and language used in any particular room.

To do this put a file named `confRoom_Name` in the `$file_dir` directory. This file can be the entire `chatpro.conf` file, or a subset of any part of the `chatpro.conf` file. Anything you change in the room configuration file will apply to this room.

You can even set a variable named `$lang_file` in the room configuration file. This will use the language file you set for the room instead of the default language file used for the rest of the script.

The room configuration files are extremely flexible. You can write any sort of perl script you want in here to modify a variable set in the `chatpro.conf` file. Included below is a bit of Perl that randomizes the background color for the room and the color changes with every reload by putting the random color into `$bgcolor`. Put it into the custom room conf file to use it.

There are no options that need to be set to use the Custom Room feature aside from setting `$custom_room_plugin = 1`; in the `plugin.conf` file.

```
$brightness = 224;
# Brightness can be set from 0 to 224. For dark #
backgrounds, use a low number;
# for light backgrounds, use a high number. Nothing else
# needs to be set.
srand(time|$$);
$number = int(rand(32)) + $brightness;
$lightness = $number;
$red = sprintf("%lx", $number);
$number = int(rand(32)) + $brightness;
$lightness = $lightness + $number;
$green = sprintf("%lx", $number);
$number = int(rand(32)) + $brightness;
```



```

$lightness = $lightness + $number;
$blue = sprintf("%lx",$number);
$bgcolor = "$red$green$blue";
$lightness = $lightness / 384;
if($lightness > 1) {
    $text_color = "000000";
    $oldcolor = "444444";
    $one_color= "000077";
}
else {
    $text_color = "ffffff";
    $oldcolor = "cccccc";
    $one_color= "ffcccc";
}

```

Emoticon Plug-in

The emoticon plug-in allows chatters to include a small image with each message which denotes the feeling of their message. For example the could put a happy face, or a sad face with their message, perhaps a question mark or a light bulb. Any sort of image that helps get their point across.

The images they can use are stored on your server in a directory you specify. This insures you have complete control over the size, and content of the images displayed on your chat.

The \$emoticon_dir setting is the path to the directory containing the emoticon images. The \$emoticon_url is the URL to the same directory.

The name of the emoticons listed in the pull-down menu in the chat will be based on the name of the files in this directory. If there is a file named Happy_Face.gif in this directory, it will show up as Happy Face in the pull down menu. To make this work all images must be in the same image format, and must have the same file extension. You set the file extension with \$emoticon_suffix. This should most likely be set to either "gif" or "jpg".

By default no emoticon image will be associated with a posting. The user has to choose one to have one show up. The text of the default selected item in the menu is set by \$blank_emoticon. The text just prior to the menu is set with \$emoticon_text.

Below is a list of the emoticons included with Chatpro 2.5. Of course you may add your own – they just need to be listed in the emoticons/index.html file.

All Dem Emoticons

	- Glum		- Ashamed
	- Winking		- Dumbfounded
	- Silly		- Flabbergasted
	- Content		- Sigh
	- Excited		- Bored
	- In a Stew		- Twisted
	- Tickled Pink		- Evil
	- Shocked		- Hysterical
	- Worried		- Oh, no!
	- Bashful		- Emotionless
	- Sad		- Snide
	- Confused		- Grumpy

Filter Plug-in

With ChatPro you can filter out certain words so the conversation can be kept at a level you are comfortable with. To do this you must use the filter plug-in.

The filter plug-in uses a file with the words you want removed listed. The name of this file is set with `$filter_file`. The format of this file is one word or phrase to be filtered per line. You can follow a word with two colons (::), and a word which you want to replace the word being filtered. For instance to replace the word damn, with darn put:

```
damn::darn
```

You do not need to provide a substitute word. If there is not one for the particular word being filtered, the `$insert_text` setting will be used to replace the filtered word.

By default the filter plugin will replace letters that match what you are filtering even if they are part of a word. For example if you are filtering "ass" words like "classiest" will be filtered to something like clCENSOREDiest. To get around this you can filter `"(^|\s)ass(\s|$)"` this makes it so as has to be an entire word, rather than part of a word. Something to be aware of with this is it won't catch the various forms of the word you are filtering, so you will want to filter asses the same way.

If you are using the filter plug-in to keep offensive language out of the chat you can also set the filter plug-in to send a person using an offending word a message requesting that they not use such language. This message is set with `$admonish_text`. Whether or not a message is sent is controlled with `$send_admonish`, set it to 0 to not send the message, and to 1 to send the message.

The filter plug-in can be used for more than just preventing offensive language. The ability to scan every message for a given word or phrase and replace it with something else can be very powerful.

If your web page is about a sports team, you can take every time someone says the name of the team and replace it with the team's logo. To do this add a line like this to the `$filter_file` file:

```
Giants::<imgsrc="http://yourserver.com/giants_logo.jpg">
```

Another fun thing you can do is change the text around. The below settings make for randomly changing colored text. Every time the letter d is in a message the text changes to red, and the letter w changes the text to blue, and so on.

```
s::<font color="ff00ff">s
d::<font color="ff0000">d
m::<font color="00ff00">m
w::<font color="0000ff">w
h::<font color="00ffff">h
```

This sort of filtering is probably uncalled for in the main room, but you can use the Custom Room plug-in to set up a specific `$filter_file` for a specific room. See the Custom Room plug-in documentation for more on how to do that.

Frames Plug-in

ChatPro supports a variety of layouts, among these is a layout which uses frames. To use this feature you must make this plug-in active. The frames layout has the major advantage over the standard layout of supporting auto-refresh, allowing people to see the latest chat without having to press the reload button.

There are just a few settings which you can configure to control how frames work. The first is `$frame_height = 165`; this sets the height of the top frame in pixels. The number should be large enough to show the entire control panel of the top frame. You may need to change this number if you are displaying ads in this part of the chat. The other settings relate to the frequency of reloading `$min_reload = 15`; controls the minimum time in seconds that some can set the lower frame to reload. If people reload too

frequently it may bog down the server from running the script so often. Change this setting to compensate for server performance. Finally `$def_reload = 20;` controls the default frequency for reloading the bottom frame. This is how often the fram will reload when a person first enters the chat.

Ignore Plug-in

With this plug-in ChatPro allows users to ignore a particular person, or several people, while chatting. With this plug-in present an ignore button will be added to the chat page. To ignore a person the user simply selects the person to ignore in the listing of all people chatting and clicks the ignore button. To stop ignoring that person the user simply selects the person again and clicks the ignore button again.

There are no options that need to be set to use the Ignore feature aside from setting `$ignore_plugin = 1;` in the `plugin.conf` file.

Lite Plug-in

ChatPro offers a variety of layouts for the chat. The Lite plug-in adds a small compact layout to your options. The Lite layout does not support all the features of other layouts, for instance you can not change into a private room. It does have certain advantages however. In addition to requiring less screen space than the other layouts, using the mouse is not needed at all for normal chatting with this layout. There is only one text field and a snippet of JavaScript puts the cursor in this field automatically. As a result you can reload simply by pressing return, or post a message by typing it pressing return.

There are no options that need to be set to use the Lite layout aside from setting `$lite_plugin = 1;` in the `plugin.conf` file.

Message Plug-in

ChatPro allows you to set up certain rooms to act more like informal message boards than chat rooms. To take advantage of this feature you need to use the Message plug-in.

Message Board rooms act differently than normal rooms in a number of ways. First of the messages saying someone joined or left the room are not displayed in rooms defined as message rooms. Such messages would clutter up the place.

The files with the conversations in them are not deleted after a certain period of inactivity, as they are for normal rooms. This allows messages to remain much longer than they would in a normal room.

The files storing the conversation of message rooms can store many more posts than the files for normal chat rooms. This allows people to read a lot more of what is going on in the room.

There are two settings for this plug-in. `@message_rooms` is a list of the room names that are to be message rooms, rather than chat rooms. The rooms listed here may be public or private rooms. `$message_count` controls the number of messages to store in a file associated with a message room.

Profile Plug-in

ChatPro 2.5 adds the ability to let users have profiles of themselves on the server. These profiles contain their answers to whatever fields you choose to provide. For example you could have a blank for name, e-mail address, webpage URL, location, birthdate, and countless other fields. By giving you the choice of the fields you can customize the profiles to the topic of your website. If your website is about music you may want fields for favorite musician and favorite album.

For a user to be allowed to have a profile the Access Control plugin must be active, and the user's name and password must be in the passwdlist.txt file. See the documentation on Access Control for more information about that. The reason for this is that if people were free to use any name they pleased they would also be free to edit anybody else's profile. This is certainly undesirable.

A user can create or edit their profile from the login page of the chat after entering their name and password. If a user has a profile there will be a link next to their name on all posts they make in the chat.

```
$profile_dir = "chatprofiles";
```

This is the path to the directory where the files with user profiles are stored. This directory should not be used for anything else and must be set to `chmod 777`.

```
$profile_link_text = "Profile";
```

This is the text in the link to get to a user's profile.

```
$edit_profile = "Edit Profile";
```

This is the name of the button on the login page for creating or editing a profile.

```
$update_profile = "Update Profile";
```

This is the name of the button a user clicks after they make changes to their profile.

```
$profile_title = "User Profile:";
```

This is the title, along with the user name of the page showing the profile.

```
@profile_fields = ("Name", "E-mail", "Webpage", "Location", "Birthdate", "Occupation", "Quote");
```

These are the fields that make up a profile on your chat. Note that this profile will not display fields, with spaces, like "Favorite Album". An underscore (`_`) needs to be used, like this "Favorite_Album". This issue will be corrected in future versions.

Register Plug-in

This script allows you to register people for the chat, if you are requiring people to be registered to use the chat. Whether or not registration is required to enter the chat is controlled with the `access_control.pl` plug-in.

Users will go through a process of choosing a name and password. They must enter their e-mail address and will be mailed a message, which includes a confirmation number. They must enter this number along with their name and password to finish the registration process.

There are a number of variables to set in the `plugin.conf` file for this plug-in:

```
$public_register = 1;
```

If you want to allow unregistered people to register for your chat on their own, set this to 1, otherwise, set it to 0.

```
$mailfrom = "mail\@command-o.com";
```

This is the address mail is sent from (you must put a \ before the @).

```
$mail_subject = "Chat Registration";
```

This is the subject of the message that will be sent to people who register.

```
$sendmail= "/bin/sendmail";
```

This is the location of sendmail on the server.

```
$password_file = "chatfiles/passwdlist.txt";
```

This is the location of the password list used by ChatPro.

```
$tempfile = "chatfiles/tempregs.txt";
```

This is the location of the temporary registration list. It will be created by the script, so the dir it's in should be `chmod 777`.

```
$banned_list = "chatfiles/banned.txt";
```

The location of e-mail addresses of people not allowed to register. To ban a person look in the passwdlist.txt file for their e-mail address (it will be put there when they register) and put this address on a line of its own in the \$banned_list file.

```
$account_limit = 3;
```

This is the number of accounts allowed for each e-mail address.

```
$expiry_time = 72;
```

This is the time in hours an entry remains in the temp file. After this time passes without completing the registration process a person will need to start the registration process over.

There are also several subroutines in the register.pl file you are allowed to edit which contain the language used in pages generated by this plug-in.

User Limit Plug-in

With ChatPro you can limit the number of chatters allowed in the chat at any one time. ChatPro can handle an unlimited number of chatters depending on your server. If your server has trouble handling large crowds, or you just want to keep the chats small you can use the User Limit plug-in. The \$max_users setting controls how many people can be chatting at one time. If the chat is full people trying to enter the chat will be sent to a different URL, probably a page you create explaining the chat is full and they should try back another time, this URL is set with the \$full_url setting.

Who Is Where Plug-in

With ChatPro you can set it up to allow the chatters to see where other people are in the chat. Along with seeing where they are, it is very easy to go to the public room where any given person is. The Who Is Where Plug-in makes this possible.

There are two possible locations for the button to show where people are. On the login page, and on the actual chat page. Where this button is shown is set with the `$where_locations` setting. If it is set to "a" the button will appear on the login page. If it is set to "b" the button will appear on the chat page. If it is set to "ab" the button will appear both places.

If you have a chat which requires registration and you only want registered people to be able to see where people are from the login page you can set `$where_locations` to "A" (rather than "a"). With this setting the chat requires people to enter a valid name and password before be allowed to check where people are.

It is my opinion that having a button on the login page showing who is in the chat discourages people from entering the chat. If someone is going to the chat to talk to a particular person and they find out that the person is not there before they enter, they will probably not enter. If they have to enter before finding out if the person is there, they are much more likely to talk with someone else while waiting for the other person to show. This encourages people to chat and meet new people. Others have requested a listing of where people are at the login page and this feature is a direct result of their requests.

Now, off the soapbox, and on to more settings. The text for the button is set with the `$who_is_where` setting. When someone is in a private room on the chat they certainly don't want their room name publicized, the `$private_listing` setting will be shown for people in private rooms, instead of the button with the room name for people in public rooms. Finally on the page showing where people are there is a button to return to the chat without going to any other room, the text of this button is set with the `$return_text` setting.

That's the skinny on the ChatPro Plugins for version 2.5!



APPENDIX A

▶ ▶ ▶ ADMINISTRATIVE CONTROLS

where=Post==message=Hello==solo=	Forces the person to post a public message.
where=Post==solo=Head of Chat	Forces the message a person posts to go to the person named "Head of Chat" as a one on one.
where=Reload	Person can only reload, no posting, no leaving.
where=Leave	Forces person to leave.
where=Go There==priroom=New_Room	Person goes to a new room called "New Room".
message=	Removes any message the person tries to post.
name=New Name	Changes their name to "New Name"
mail=name@domain.com	Changes their e-mail address to name@domain.com.
link=http://www.command-o.com	Changes where they'll go when they click Leave.
nummes=20	Changes the number of messages they see to 20.
where=Ignore==solo=Reggie Dunbar	Toggles the ignore setting for that person regarding Reggie Dunbar
ignored=	Turns off all Ignores person has set.
admin=1	Makes the person an admin for this chat session
edit command	Allows you to edit admin commands.
archive room::Lobby	Archives everything said in the room "Lobby".
moderate room::Lobby::Moderator::Guest	Moderates the room "Lobby".

B

A P P E N D I X B

▶ ▶ ▶ MISCELLANEOUS NOTES

CHATLURK.PL

In order to set up chatlurk on your server, to allow visitors to judge whether or not they want to join the chat (very useful for fee entry chats), all one has to do, besides setting the path to perl, as well as the lang and conf files, is to add the url to your copy of chatpro, to allow people to join the chat.

WINDOWS NT INSTALLATION

Although Chatpro is designed to run on UNIX servers, it is adaptable (as are most perl scripts) for use on Windows NT machines, if you have the permissions necessary to properly run perl scripts on your server. Discuss this with your systems administrator, if you are in doubt about this. Certain differences between NT and UNIX servers include naming conventions (cgi scripts usually need to bear the “.cgi” extension to execute) and the mail program with which you send the registration number to the user.

Blat, <http://gepasi.dbs.aber.ac.uk/softw/Blat.html> , is a freeware mail program, that emulates UNIX sendmail, fairly closely, although

it is necessary for a temporary file to be created, for blat to send a message.

In addition to the notes below, it is recommended that, if you intend to install perl scripts under NT, you take a look at these web pages on the subject: The Perl reference page for Windows - <http://reference.perl.com/query.cgi?windows>, and PERL & NT <http://www.e-nef.com/perl/ntperl.html.en>, two very informative resources on the subject.

The Following notes are the result of testing Chatpro under Microsoft IIS.

I/O redirection is a general problem with IIS. To get it working with IIS4:

- Make sure that you've got Windows Scripting Host installed as part of Option Pack 4. You can verify this by looking for the file %system32%\cscript.exe. If it isn't there, run setup.exe from the Option Pack CD-ROM and install it.
- Using the CLI, go to %system32%\inetsrv\adminsamples.- Run this:

```
adsutil.vbs SET W3SVC/1/CreateCGIWithNewConsole 1
```

 (the number after "W3SVC/" may vary if you have multiple websites.
 If you have, repeat the procedure for all websites.)
 It'll say that CScript isn't set up to handle this. That's ok.- Click Ok.
- Click yes, you want to register.- Run it again.
- Using the ISM, restart all web sites.

The server needs to be configured to pass the \$ENV{'PATH_INFO'} variable. Here are instructions from another ChatPro on NT user as to how to make this ENV variable active:

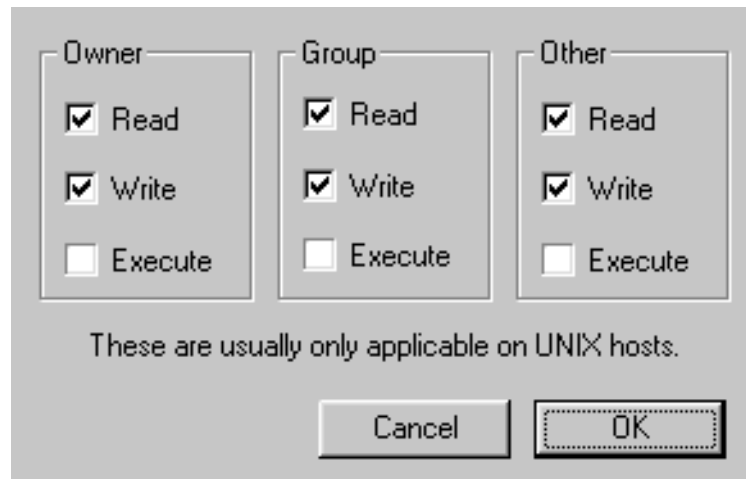
1. open a DOS command line on the server.
2. go to the adsutil.vbs directory, which will be something like:
c:\winnt.sbs\system32\inetsrv\adminsamples
3. on the command line type:

```
adsutil.vbs SET W3SVC/5/AllowPathInfoForScriptMappings 1
```

4. the utility will run and return a message saying the property is set to TRUE; the 5 after W3SVC refers to which website it is on the server, which can be found from the website management console in NT, clicking on Properties for the website, & clicking on Properties for the Active log format.
5. That does it. No reboot is required. And by specifying the website, it partitions the server so that access is available only to the selected websites.

UNIX PERMISSIONS

These screenshots of the permissions screen of an ftp program are presented for those with no telnet access to their server, so that the equivalencies are apparent, between the chmod command and the ftp window. With ftp, some NT machines, understand these permission settings, though many don't.

**CHMOD 666****CHMOD 755**



CHMOD 777

SUPPORT

COMMAND-O software support is available for Chatpro by going to the url: <http://www.command-o.com/support>. Or by email to support@command-o.com. Telephone, fax and land mail support is also available. Contact:

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