

Node User Level Commands

| | |
|--------------------|--|
| ? | Displays a list of commonly used node commands, starting with all the sysop-defined applications first, then followed by the standard ones. |
| Attach | Get exclusive control of the port before connecting (for a single user, such as WINMOR or Pactor ports). <code>ATTACH [P]</code> <code>C [CALL]</code> |
| BBS | [sysop defined] Usual command to access the BBS and Mail system, but could be anything else defined by the SysOp. |
| Bye or Quit | Disconnect from Node |
| CHAT | [sysop defined] Usual command to access the Chat system, but could be anything else defined by the SysOp. |
| Connect | Initiates a connection to another node, or to a normal AX.25 user. <code>C P CALL ALIAS [via digi1 [digi2...]] [S]</code> P is the port number if you have more than 1 S for STAY to remain connected to the current node, when the connection to the next one is closed The system will make an L4 (NETROM) connect to a call that is in your NODES table. You can force a level 2 connect by specifying a port number and preceding the call with a ! |
| CQ | Sends a beacon to address CQ. Can only be used in LISTEN mode and only if LISTENing on one port. |
| IDLEtime | Sets the Idle session timeout for this session. |
| Info | Display information about this Node from the text from the config file |

Node User Level Commands (cont)

| | |
|---------------|--|
| L4T1 | Displays or sets the Level 4 timeout used for the current session. Sets the Level 4 (Netrom) retry timer for this session |
| Links | Lists the currently active AX.25 Sessions S is the link state: 2=connecting, 4=disconnecting, 5=connected. P is the port. T is the link type: 1=Uplink, 2=Downlink, 3=Node-Node link. V is the AX.25 Version (1 or 2). |
| LISTen | Enters Listen mode on the specified port(s). <code>LIS P1... Pn</code> P port numbers While in Listen mode you can't connect to other stations, and if someone calls you Listen is cancelled. Type LISTEN OFF to exit listen mode. |
| MHeard | Lists stations heard recently on the specified port. <code>MHEARD P [CALL]</code> P port number Output can be filtered with a partial callsign, eg MH 2 G8 There are three variants: MHV which lists in a more structured (verbose) way MHU and MHL which display timestamps in clock time (UTC or Local) instead of the default of time since last heard. |



By **Bill PY2BIL - LU7ECX**
(gcremerius)

Published 26th February, 2020.
Last updated 8th January, 2021.
Page 1 of 8.

Sponsored by **CrosswordCheats.com**
Learn to solve cryptic crosswords!
<http://crosswordcheats.com>

Node User Level Commands (cont)

Nodes Lists all the other NETROM/THENET/BPQ Nodes known to your node.

`N [NODECALL|NODEALIAS] | [T]`

By entering **NODECALL** or **NODEALIAS** you can list the routes that the system will use to access that node

The information after the callsign are only shown if some frames have been send to that node.

RTT stands for Round Trip Time, and is a rolling average of the time taken to get a response from that node (in seconds).

FR means Frames, the number of info frames sent to the node.

B if present, indicates the target is a BPQ node, and the number following the B is the number of hops to the target. Up to 3 possible routes to the node are listed.

1st number displayed is the *quality*, the relative desirability of using this route rather than another.

2nd number is the *obsolesance count*, an indication of how long it is since the system was last told about (or successfully used) this route. The number starts at a value set in the config file (typically 5) and is decremented each time a *NODES* broadcast is sent (typically every hour).

3rd number is the port.

> indicates the currently active route.

T The Round Trip Times and frame counts for all nodes with a non-zero count.

Node User Level Commands (cont)

NRR Sends a Netrom Record Route message to the specified node. If the node is reachable and supports NRR, a message will be displayed showing the path that the message took to the target node and back.

`NRR CALL`

PAClen Displays and sets the PACLEN value used for messages generated by the node (eg command responses).

Ports Lists available ports and shows the frequency and baud rate used as defined in the configurarion file.

RADio Used by the Rig Control Interface.



By **Bill PY2BIL - LU7ECX**
(gcremerius)

Published 26th February, 2020.
Last updated 8th January, 2021.
Page 2 of 8.

Sponsored by **CrosswordCheats.com**
Learn to solve cryptic crosswords!
<http://crosswordcheats.com>

Node User Level Commands (cont)

Routes Lists the stations which this node can hear.
 r [r]
 > indicates that there is an active link to the node.
1st number is the port.
Call remote station call
2nd number is the *quality*, This may be derived from the 'default quality' parameter in the PORTS section of the config file, or may be specified explicitly in the ROUTES section. A value of zero will prevent the route from being used, and is normally used when you have a one-way or marginal path.
3rd number is is the number of NODES list entries which refer to this route. This isn't used by the software, it is just information for the user. .
 ! indicates a *locked route*, one entered in the CONFIG file or via SYSOPH. Other entries come and go as this node hears NODES broadcasts.
 Additional information may be obtained by entering r r
 The fields are:
 * Info frames sent
 * Info frames retransmitted
 * Retry Rate: the ratio of the above 2, as a percentage (or * if both are zero)
 * Non-standard maxframe (from Config file)
 * Non-standard frack (from Config file)
 * Time the last NODES broadcast was heard from this node.
 * Number of frames queued to be sent.
 * Remaining quality

Node User Level Commands (cont)

Stats Displays a number of counters.
Uptime (Days Hours Mins) Is the time since the system was loaded.
Semaphore Get-Rel/Clashes
Buffers:Max/Cur/Min/Out/Wait Out is the number of times a request to allocate a buffer failed because there were none available.
Known Nodes/Max Nodes
L4 Connects Sent/Rxed
L4 Frames TX/RX/Resent/Reseq Resent is the number retransmitted because an ACK wasn't received within the L4 timeout period. The Reseq is the number of frames received out of sequence, but subsequently used because the missing frame(s) eventually arrived.
REJ Frames Rxed A large number may indicate that your Maxframe is too high. Similarly a large number in 'RX out of sequence' may indicate the the station talking to you has too large a maxframe.
RX Overruns indicate characters lost because the software didn't process the interrupts fast enough.
Undrun/Poll T/o indicate a problem in responding to TX interrupts. Only used for HDLC cards.
Frames abandoned number of frames discarded because they have been waiting to be sent (for DCD to clear) for more than 60 secs. Only used for HDLC cards.
Link Active % The first is the % of time in the last minute that your station was transmitting, and the second the % the channel was active. Only used for HDLC cards.

There is one set of level 2 counters for each port. If you have more than 7 ports the display starts to look a bit untidy, so there are now two options on the STATS command:

S S Displays just the system and L3/4 stats

S n Displays just the port stats, starting with port N, for a maximum of 7 ports.



Node User Level Commands (cont)

SYSOP [sysop defined] Usual command to Talk to the SysOp (if available) but could be anything else defined by the SysOp.

UNproto Enters UNPROTO mode, where you can send UI messages.
 UN P CALL [Digis]
 When in Unproto Mode anything you type will be send as a UI frame to the port and destination you specified. This could be used in conjunction with the LISTEN command to have an multiuser conversation. Use Ctrl/Z to exit UNPROTO mode

Users Lists the stations currently using the node. The Number on the end of the header line is the number of free buffers.
Host is an internal (Normally BBS Port)
Circuit is a link from/to another node.
Uplink is a connection from a normal AX.25 station.
Downlink is a connection to a normal user.
 <--> indicates an active session.
 <~> indicates a session being set up.

Version Displays the version number of the Node software

Only the **bolded** part of each command is required

Node SysOp Level Commands

PASSWORD When accessed remotely, a password prompt is sent, containing 5 random numbers in the range 1 to the length of the PASSWORD string as defined in the configuration file.
 Enter PASSWORD followed by the corresponding five letters from the password string.
 If entered from a local terminal or via a Telnet session with SYSOP flag set you will go straight to SYSOP mode.

Node SysOp Level Commands (cont)

Supported commands:

Port Parameters

Display or update the corresponding parameter for a specified port

BBSALIAS

DIGIFLAG DIGIFLAG=0/1/255
 Digipeat control flag for this port.
 0 = dont digi, 1 = digi everything, 255 = digi UI frames only.

DIGIPORT DIGIPORT=N
 Port to send digied frames on. Zero means the port it was received on, any other number means send on that port.

FRACK FRACK=nnnn
 Level 2 timeout in milliseconds

FULLDUP FULLDUP=0|1
 Passed on to TNC if using KISS.
 Used to allow transmission whilst DCD is active on HDLC cards, and to allow connection of a NETROM cluster via a diode matrix.

L3ONLY L3ONLY=0|1 If set to 1 will stop users (but not HOST sessions) issuing downlink connects on this port.

MAXFRAME MAXFRAME=n
 Maximum outstanding frames.

MAXUSERS
PACLEN PACLEN=nnn
 Default maximum packet length for this port

PERSIST PERSIST=nnn
 'Probability to transmit' value (1-255)



By **Bill PY2BIL - LU7ECX**
(gcremerius)

Published 26th February, 2020.
 Last updated 8th January, 2021.
 Page 4 of 8.

Sponsored by **CrosswordCheats.com**
 Learn to solve cryptic crosswords!
<http://crosswordcheats.com>

Node SysOp Level Commands (cont)

| | |
|------------|---|
| QUALITY | QUALITY=nnn Default quality for nodes heard on this port. Set to zero to suppress all level 3/4 activity (including NODES broadcasts) on this port. |
| RESPTIME | RESPTIME=nnnn Level 2 delayed ack timer in milliseconds |
| RETRIES | RETRIES=n Level 2 maximum retry value |
| SOFTDCD | SOFTDCD=0 1 If set to 1, system uses the detection of a valid frame to indicate that the channel is busy, rather than the DCD signal from the modem. Used only for HDLC cards. |
| TXDELAY | TXDELAY=nnn TX Keyup delay in milliseconds |
| TXTAIL | TXTAIL=nnnn TXTAIL timer in ms. Used only by KISS TNCs. |
| VALIDCALLS | VALIDCALLS=CALLS Up to about 40 callsigns, separated by single commas. If present, only stations in the list will be allowed to connect to you on this port. The SSID should not be specified. The total length of the list, including commas, is 256 bytes. |

Node SysOp Level Commands (cont)

| | |
|---------|--|
| XMITOFF | Read or change the transmitter DISABLE flag for one port. XMITOFF port# to read. XMITOFF port# 1 to disable a port. The default is 0, meaning the transmitter is not stopped. |
|---------|--|

System Parameters

Display or update the corresponding Node parameter.

| | |
|------------|--|
| BTINTERVAL | Time interval the beacon is sent by the Node |
| FULLCTEXT | |
| HIDENODES | Suppresses the display of NODES with an Alias that starts with a # sign. |
| IDINTERVAL | IDMSG is sent every IDINTERVAL minutes. It is sent from the PORT Callsign if one is defined, otherwise from NODECALL. The main purpose of this is to satisfy the requirements of those administrations that require a regular station identification in the same mode as used for communication. |
| L3TTL | Maximum Level 3 hops |
| L4DELAY | Level 4 Delayed ACK timer |
| L4TIMEOUT | Level 4 Timeout |
| L4RETRIES | Level 4 Retries |
| L4WINDOW | Level 4 Window |
| LINKEDFLAG | |
| MHeard | Clears list of recently heard stations MH p CLEAR |
| MINQUAL | MINQUAL=NNN Defines the minimum quality for a destination to be included in a 'Nodes' broadcast on this port. |



By **Bill PY2BIL - LU7ECX**
(gcremerius)

Published 26th February, 2020.
Last updated 8th January, 2021.
Page 5 of 8.

Sponsored by **CrosswordCheats.com**
Learn to solve cryptic crosswords!
<http://crosswordcheats.com>

Node SysOp Level Commands (cont)

| | |
|---------------|---|
| NODEID-LETIME | If there is no traffic for IDLETIME seconds, the link will be closed. |
| NODESINT | Time between NODES broadcasts (seconds) |
| OBSINIT | Initial Obsolescence value |
| OBSMIN | Minimum Obsolescence value to be included in NODES broadcasts. |
| REMDUMP | |
| T3 | Link Validation Timer. If there is no activity for T3 seconds, an RR(P) command will be sent to make sure the other station is still there. |

System Commands

| | |
|------------|--|
| REBOOT | Performs a shutdown -r -f in linux. This reboots the machine the node is running on. |
| RESTART | Instructs the node software to quit immediately by setting CLOSING |
| ROUTES | To update ROUTES CALL P parms Use ! flag to toggle locked routes after parms |
| SAVEMH | Tells Node to save and restore MH lists when shut down and restarted |
| SAVENODES | Saves the NODES and ROUTES tables, so that they can be reloaded when the software is restarted, ; rather than having to wait for the tables to be rebuilt. |
| SENDNODES | |
| STARTCMS p | These can be used to simulate CMS or Internet outage |
| STOPCMS p | Disable CMS access on Telnet Port p. |

Node SysOp Level Commands (cont)

| | |
|---------------|---|
| STOPPORT n | Close or reopen Port n. Enables another program to use the port to allow the tnc to be reconfigured without closing the node |
| STARTPORT n | |
| TELReconfig | Reconfigure Telnet Port p. TELReconfig p ALL TELReconfig p USERS ALL does a complete reconfig and disconnects users. This is equivalent to EXTRESTART p 1. USERS just re-reads the USER records from config file. |
| WL2KSYSOP | Display information from your WINLINK 2000 |
| WL2KSYSOP SET | SYSOP record, or create a basic record if you don't have one. |

BBS User Level Commands

| | |
|--------------------|--|
| ? or Help | Displays a list of commands. |
| A | Abort the BBS output while paging. |
| Bye | Disconnects from the BBS. |
| CMSPASS password | Sets password for access to Winlink COM Servers. |
| D num | Flag NTS Message(s) as Delivered |
| FILES or LISTFILES | List files available for download |
| Home | Enters or modifies the Home BBS. A point deletes the current Home BBS. |
| I | Displays information about this BBS. |
| I callsign | Gives the information on callsign taken from the white pages database. Callsign can include wildcards. |
| I@ bbs | Gives the users of bbs found in the WP database. |
| IH route | Gives the users of the hierarchical route area from the WP database. |
| IZ zip | Gives the users of the zip code area from WP database. |

K-commands delete messages sent by you or to you.



By **Bill PY2BIL - LU7ECX**
(gcremerius)

Published 26th February, 2020.
Last updated 8th January, 2021.
Page 6 of 8.

Sponsored by **CrosswordCheats.com**
Learn to solve cryptic crosswords!
<http://crosswordcheats.com>

BBS User Level Commands (cont)

| | |
|---|--|
| K <i>msg#</i> | Deletes a message identified by its number. |
| KM | Deletes all the messages addressed to you, that you haven't yet read. |
| L-commands list message headers. | |
| L | Lists the new messages since the last usage of this command. |
| L< <i>callsign</i> | Lists message from <i>callsign</i> |
| L> <i>callsign</i> | Lists message to <i>callsign</i> |
| L@ <i>bbs</i> | Lists the messages via <i>bbs</i> . |
| L <i>msg#-</i> | Lists all messages, starting from <i>msg#</i> |
| L <i>msg#-msg#</i> | Lists messages between the given numbers. |
| Lx | List messages with status <i>x</i> - <i>x</i> can be N Y H K F D \$. |
| LB | Lists bulletins. |
| LC | Lists all Bulletin "categories" (TO Fields) |
| LL <i>n</i> | Lists the last <i>n</i> messages. |
| LM | Lists the messages to you. |
| LP | Lists personal messages |
| LR | Equivalent to L but the messages are listed in reverse order. |
| LT | List Traffic (NTS-messages). |
| N | Enters or modifies your name (max 12 characters allowed). |
| NODE | Exits BBS and returns to Node. |
| OP <i>num</i> | Enables or disables the paging of output by specifying the <i>num</i> of lines. 0 disables pagung |

BBS User Level Commands (cont)

| | |
|----------------------------------|---|
| POLLRMS | enables or disables polling RMS for messages for you. POLLRMS Enable DISABLE POLLRMS SSID1 SSID2 ... SSIDn (for the base call, specify SSID of 0) eg POLLRMS 0 1 15 will look for messages to CALL, CALL-1, CALL-15 |
| Q | Enters or modifies QTH. |
| R-commands read messages. | |
| R <i>msg# msg#</i> | Reads the messages by their numbers. |
| RM | Reads new messages to you. |
| RMR | Read my new messages in reverse order (oldest first) |
| READ <i>name</i> | Read File from Files area. |
| S-commands send messages. | |
| S | S[P B] <i>callsign</i> Sends a message or a bulletin. S <i>call</i> Sends a message as private. |
| SP | Sends a message as private. |
| S @BBS | S <i>callsign</i> @ BBSCALLSIGN Sends a message to a station AT another BBS. The message must be terminated by a Ctrl/Z or /EX followed by a return. |
| SC | SC <i>Msg# callsign</i> @ BBSCALLSIGN Copies a message or bulletin to the specified <i>callsign</i> . |
| SR | SR <i>Msg#</i> Replies to a message. |
| V | Displays Version number of the BBS and Node software. |
| X | Toggles Expert Mode. |
| YAPP | YAPP <i>name</i> Download file from File area. |
| Z | Enters or modifies the Zip Code. |



BBS SysOp Level Commands

| | |
|------------------------|---|
| AUTH | Authenticate for Remote SYSOP access. Use program BPQAUTH to generate passcode. |
| DOHOUSE-KEEPING | Run Housekeeping process |
| EDITUSER | Display <i>callsign</i> flags <i>callsign</i> |
| EDITUSER | Set: EDITUSER CALLSIGN FLAG1 FLAG2 ... set flags Clear: EDITUSER CALLSIGN -FLAG1 -FLAG2 ... Flags are: EXC(luded) EXP(ert) SYSOP BBS PMS EMAIL HOLD RMS(Express User) |
| EXPORT | EXPORT <i>nnn filename</i> Export Message <i>nnn</i> to file <i>filename</i> |
| FWD bbscall | Display settings |
| FWD interval | FWD BBSCALL <i>interval</i> Set forwarding interval |
| FWD rev | FWD BBSCALL REV <i>interval</i> Set reverse forwarding interval |
| FWD flags | FWD BBSCALL +- <i>flags</i> Flags are EN(able) RE(verse Poll) SE(Send Immediately) |
| FWD NOW | FWD BBSCALL NOW Start a forwarding cycle now. Can specify a Connect Script to use, overriding the configured script. |
| FWD Q-UEUE | List BBS's with queued messages |
| IMPORT | Import Messages from file <i>filename</i> <i>filename</i> |
| KH | Kills Held Messages. |
| K< callsign | Kills message from <i>callsign</i> |
| K> callsign | Kills message to <i>callsign</i> |
| LH | List HELD messages. |
| LK | List KILLED messages |
| POLLRMS | Sets the flags for other users. POLLRMS CALL ENABLE DISABLE |
| REROUTE-MSGS | Rerun message routing process |

BBS SysOp Level Commands (cont)

| | |
|-----------------------------|---|
| SETNEXTMESSAGENUMBER | Sets next message number |
| UH | Unhold messages. UH ALL UH msg# msg#... |

Chat User Commands

| | |
|---------------------|--|
| /A | Toggle Alert on user join. |
| /Auto | Toggle Automatic character set selection. |
| /B | Leave Chat and return to node. |
| /C | Toggle Colour Mode on or off (only works on Console or BPQTerminal) |
| /E | Toggle Echo |
| /F | Force all links to be made. |
| /J name | Join Topic or Create new Topic. Topic Names are not case sensitive. |
| /K | Show Known nodes. |
| /Keepalive | Toggle sending Keepalive messages every 10 minutes. |
| /N | Enter your Name |
| /P | Show Ports and Links |
| /Q | Enter your QTH |
| /QUIT | Leave Chat and disconnect from node |
| /S call text | Send Text to that station only. |
| /ShowNames | Toggle displaying name as well as call on each message. |
| /T | Show Topics |
| /Time | Toggle displaying timestamp on each message. |
| /U | Show users |
| /UTF-8 | Toggle Character set Selection - UTF* or 8 bit. |

Credits

BPQ/BPQ32 system and documentation © by John Wiseman, G8BPQ
Adapted and formatted by Guillermo Bill Cremerius, PY2BIL - LU7ECX
Contributions by Tadd C. Torborg, KA2DEW



By **Bill PY2BIL - LU7ECX**
(gcremerius)

Published 26th February, 2020.
Last updated 8th January, 2021.
Page 8 of 8.

Sponsored by **CrosswordCheats.com**
Learn to solve cryptic crosswords!
<http://crosswordcheats.com>