Section [FBB]

AUTO_KILL - the default is that WinPack will kill personal mail after it has been downloaded using FBB compressed mode. If you don't want your mail killed as soon as you have downloaded it, put **AUTO_KILL = FALSE**. **NB**- This only applies to compressed download, if you are not using compressed download, then the mail will always be killed.

AUTO_RETRY - by default, if a message is unavailable on the BBS, WinPack will remove the selector indicator * from it in your list and send you a message saying that is is unavailable. If you want it to leave the message marked, so WinPack will try to download it again on subsequent connects, put **AUTO_RETRY=TRUE**.

CHECK_LINK_STATE - if you are using the FBB unproto beacons, WinPack does an awful lot of checking to make sure that it doesn't send a sync request when it shouldn't, e.g. when it is connected ot another station. If you are convinced that sync requests are sneaking out when they shouldn't then putting an entry of **CHECK_LINK_STATE=TRUE** will cause WinPack to do even more checking before it sends a sync request. I will be surprised if this is ever necessary!

DOWNLOAD_RESUME - if FBB compressed download is used, then WinPack supports download resume. This means that if you are downloading a message and you get disconnected, WinPack will tell the BBS to start downloading again from where the interruption occurred, so the whole message doesn't have to be resent. This feature of FBB seems to be undocumented. It has been implemented by observing what TPK 1.82 does and by analysing the data that FBB sends when a download resume is requested. If WinPack finds the BBS is FBB 5.15, it will automatically enable download resume. You can over-ride this by setting **DOWNLOAD_RESUME** to **TRUE** or **FALSE**.

IM_A_SYSOP - normally WinPack will not put other people's personal messages in the bulls list, even though they are broadcast in the FBB unproto beacons. The reason is that there is no point putting them in the list because normally you can't read them. If you have sysop privileges, then you my wish to put **IM_A_SYSOP=TRUE**, which will result in all the personal messages being put in the list.

MAX_SYNC_REPEATS - this is the number of times WinPack will send a resync to the BBS for the **same** message number before it gives up and sends you a System message. The default is **20**. You can change it, but if you need to increase it, you shouldn't be using the unproto beacons, because your path to the BBS is too poor. (Unless you haven't got **HEADERLN ON** in your TNC settings!)

PERSONAL_MSG_TYPES - this specifies what types of message should be regarded as personal messages, the default is **AP**, and I doubt if it would ever need altering.

RESUME_ALLOWED - if your local FBB BBS indicates that it supports FBB forward resume (version 1 protocol), then WinPack will use that protocol. If you want to stop it using forward resume for any reason, then put **RESUME_ALLOWED=FALSE.**

SEND_FQ - the default of **SEND_FQ=TRUE** means that, after using FBB compressed forward , WinPack will disconnect from the BBS by sending "**FQ**" rather than by using a hard disconnect. If you want it to use a hard disconnect, you must put "**SEND_FQ=FALSE**". **Please Note** - V6.1 and earlier defaulted to **FALSE**.

Section [BULLETINS]

By default WinPack removes the **R:** lines from messages. If you put **STRIP_R_LINES=FALSE**, then it leaves them in.

If you leave WinPack on the read bulletins screen, then it will time out after a default of 10 minutes of inactivity or whatever other value is specified by **TIME_OUT** and return to the main screen. If you put **TIME_OUT=0,** then it will never time out.

If you are reading bulletins and you select the **To** button, WinPack will prompt you as to whether you want to create a list of all topics in the message base. If you will never want to create a list of topics put **TOPICS_LIST=FALSE**. If you always want to create a list of topics and don't want to be prompted every time, put **TOPICS_LIST=TRUE**.

Section [SHORTCUTS]

See Using Short cut Keys .

Section [BPQ]

By default WinPack is BPQ application 1, which means it is the application that uses the BPQ **BBSCALL** and responds to the command BBS (or better, PMS) from the node. If you want it to have another application number, put, for example, "**APPLICATION=4**".

If you want to use the **NODECAL**L for outgoing connections, put **USE_BBS_CALL=FALSE**. If you want to change WinPack's BPQ application number, edit the **APPLICATION** entry.