

; REPLACE CLLSGN with your callsign without ssid
; replace PLACE with your city
; Be sure to mark someone as SYSOP
;

NODECALL=CLLSGN-7 ; Node callsign
NODEALIAS=XXYY ; Node alias (6 characters max)
IDMSG: ; UI broadcast text from NODECALL to fixed dest ID
CLLSGN-7 BPQ Node, Gainesville FL
*** ; Denotes end of IDMSG text
BTEXT: ; UI broadcast text from BCALL to destination UNPROTO=
CLLSGN-7 BPQ Node, Gainesville FL
*** ; Denotes end of BTEXT text
INFOMSG: ; The INFO command text follows:
BPQ Node- Commands require Port Number.
Port 4 is radio output.
*** ; Denotes end of INFOMSG text
CTEXT: ; The CTEXT text follows:
Welcome to CLLSGN-7 BPQ Node.
NODEALE:CLLSGN-7} CONNECT BYE INFO NODES ROUTES PORTS USERS MHEARD
*** ; Denotes end of CTEXT text
FULL_CTEXT=0 ; 0=send CTEXT to L2 connects to NODEALIAS only
; 1=send CTEXT to all connectees

; Network System Parameters:

OBSINIT=6 ; Initial obsolescence set when a node is included
; in a received nodes broadcast. This value is then
; decremented by 1 every NODESINTERVAL.
OBSMIN=4 ; When the obsolescence of a node falls below this
; value that node's information is not included in
; a subsequent nodes broadcast.
NODESINTERVAL=15 ; Nodes broadcast interval in minutes
IDINTERVAL=10 ; 'IDMSG' UI broadcast interval in minutes, 0=OFF
BTINTERVAL=0 ; The BTEXT broadcast interval in minutes, 0=OFF
L3TIMETOLIVE=25 ; Max L3 hops
L4RETRIES=3 ; Level 4 retry count
L4TIMEOUT=60 ; Level 4 timeout in seconds s/b > FRACK x RETRIES
L4DELAY=10 ; Level 4 delayed ack timer in seconds
L4WINDOW=4 ; Level 4 window size
MAXLINKS=63 ; Max level 2 links
MAXNODES=512 ; Max nodes in nodes table
MAXROUTES=64 ; Max adjacent nodes
MAXCIRCUITS=128 ; Max L4 circuits
MINQUAL=168 ; Minimum quality to add to nodes table
; INP3 Routing is experimental. The two parms which follow will be ignored
; unless activated in the ROUTES: section.
MAXHOPS=4 ; INP3 hop limit to add to tables
MAXRTT=90 ; INP3 max RTT in seconds
;BUFFERS=255 ; This parameter is no longer used in the Win32 version.

; BPQ32 allocates an adequate number automatically.
; I have the line commented out just to remind me it's gone!!

; TNC default parameters:

PACLEN=128 ; Max packet size (236 max for net/rom)
; 236 is suitable for reliable and fast connections, such
; as AX/IP/UDP or a dedicated 9600 RF Link
; 120 is suitable for a typical shared VHF packet radio connection
; PACLEN is defined for each port individually in the ports sections
TRANSDelay=1 ; Transparent node send delay in seconds

; Level 2 Parameters:

; T1 (FRACK), T2 (RESPTIME) and N2 (RETRIES) are now in the PORTS section
T3=120 ; Link validation timer in seconds
IDLETIME=720 ; Idle link shutdown timer in seconds

; Configuration Options:

AUTOSAVE=1 ; Saves BPQNODES.dat upon program exit
BBS=0 ; 1 = BBS support included, 0 = No BBS support
NODE=1 ; Include switch support
HIDENODES=1 ; If set to 1, nodes beginning with a #
; require a 'N #' command to be displayed.

/*

The *** LINKED command is intended for use by gateway software, and concern
has been expressed that it could be misused. It is recommended that it be
disabled (=N) if unneeded.

*/

ENABLE_LINKED=N ; Controls processing of *** LINKED command
; Y = allows unrestricted use
; A = allows use by application program
; N = disabled

/*

AX25 port definitions:

The LOOPBACK port simulates a connection by looping input to output. To test,
start BPQTerminal and enter: 'C 1 MYNODE via MYCALL'

In this example '1' is the LOOPBACK port number. The LOOPBACK port is provided
for testing purposes and would rarely be included in an established system.

*/

; -----PORT 1 -----

; LOOPBACK sport specification

PORT

PORTNUM=1 ; Optional but sets port number if stated
ID=LOOPBACK ; Defines the Loopback port name
TYPE=INTERNAL ; Loopback is an internal type
ENDPORT

; -----PORT 3-----

;

PORT

ID=Telnet Server

DRIVER=Telnet

CONFIG

LOGGING=1

DisconnectOnClose=1

TCPPORT=8010

FBBPORT=8011

HTTPPORT=8080

LOGINPROMPT=user:

PASSWORDPROMPT=password:

MAXSESSIONS=10

; ----WINLINK SETTINGS-----

; uncomment if you become a winlink sysop

; CMS=1

; CMSCALL=CLLSGN ; CMS Access Callsign (with SSID if used)

; CMSPASS= ; WL2K sysop password

; FALLBACKTORELAY=1 ; will try to get to RMS RELAY if CMS unavaiable

; RELAYHOST=192.168.1.21 ; put the name or ip number of your RMS_RELAY here

CTEXT=Welcome to CALLSIGN Telnet Server\n Enter ? for list of commands\n\n

; USER=username1,password1,callsign1,,SYSOP

USER=Jim,XXXX,KI4KEA,,

USER=Jeff,XXXX,W4UFL,,

USER=Susan,XXXX,KG4VWI,,

USER=Harry,XXXX,CLLSGN,,SYSOP

USER=Cindy,XXXX,KM4YGG,,

USER=Art,XXXX,KM4YGH,,

USER=Tom,XXXX,K4AAA,,

USER=Rosemary,XXXX,KI4QBZ,,

USER=Allan,XXXX,WA4JD,,

USER=Cheryl,XXXX,KK4CNJ,,

USER=Chris,XXXX,KG4NGR,,

; add as many as you like

ENDPORT

; -----PORT 4-----

PORT

PORTNUM=4 ; Optional

ID=2 Meter Radio

TYPE=ASYNC

; DRIVER=UZ7HO ; not necessary for tcp kiss connection

PROTOCOL=KISS

IPADDR=127.0.0.1

TCPPORT=8100

SPEED=9600

CHANNEL=A

PACLEN=64

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MAXFRAME=1
QUALITY=108
TXDELAY=400
SLOTTIME=100
PERSIST=60
MINQUAL=95
FRACK=5000      ; Levvel 2 timeout in milliseconds
RESPTIME=1000   ; Level 2 delayed ack timer in milliseconds
DIGIFLAG= 1     ; 0=OFF, 1=ALL; 255=UI ONLY
USERS=20        ; maximum users
FULLDUP=0
TXTAIL=50
MHEARD=Y
RETRIES=4 ; Level 2 retries
ENDPORT
/*
ROUTES:                      ; Locked routes (31 maximum)
;There are no locked routes in this example.
***                          ; Denotes end of locked routes
*/

/*
Applications:
There are no current associated applications, thus no active APPLICATION statements.
With a chatconfig file you could open up chat.
*/
APPLICATION 1,CHAT,,CLLSGN-4,BPQCHT,255
;APPLICATION 2,RMS,C 3 CMS,CLLSGN-11,linbpq,255
;APPLICATION 3,RELAY,C 3 RELAY,CLLSGN-12,linbpq,255

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