UNIX Palace Server Guide

Version 4.4.1

Contents

Preface

This manual describes how to create and maintain your UNIX Palace Server.

Who should read this manual

This manual assumes you are familiar with UNIX and have a fairly in-depth technical background. Also, it assumes you have installed and familiarized yourself with a Palace client, either the standalone Palace User Software (available on Windows NT/95 and Macintosh platforms), or the web-based Palace Viewer.

Sections of this manual

This manual has the following sections:

- *Introduction*

  This section introduces the Palace community and Palace server software.

- *Getting Started*

  This section guides you through installing, launching, and configuring your Palace server.

- *Running Multiple Servers on One Computer*

  This section describes how to run multiple Palace servers on your UNIX machine.

- A*dministering Your Palace Site*

  This section explains how to administer your site, including maintaining Palace files, the Palace owner and operator functionality (formerly god and wizard), setting user privileges, maintaining web-user access, and customizing your rooms and artwork.

- *Iptscrae*

  This section briefly describes the Palace Iptscrae Language, and how to get more information on it.

- *Authentication*

  This section describes how to set up authentication for clients accessing your server.

In addition, there is an index, an appendix about The Palace Client Plugin API, and an appendix summarizing the Palace commands.

Manual conventions

This manual has the following conventions:

- Code samples and text you enter are set in `Courier`, whether standing alone or embedded in the text.

- Technical terms appear in ***boldface italic*** in the text in their first appearance, usually accompanied by a definition.

- Graphical User Interface (GUI) elements, such as menu items and buttons, appear in **boldface**.

- References to other books, chapters, or sections are in *Italic.*

NOTE – Notes to the user look like this.

Other sources of information

Besides this *UNIX Palace Server Guide,* the Palace provides other online manuals; these are all available from the Palace website. The following manuals are especially useful:

- *User's Guide.* This manual describes how to use obtain, setup, and use the Palace client software. You will need the Palace client to perform wizard and god actions for your site. Both a Windows and Macintosh version are available.

- *Wizard's Guide.* Describes the responsibilities of an operator (that is, designated power-user), and details the Palace client's operator interface, and operator/owner (that is, Palace superusers) commands.

- *Iptscrae Language Guide.* This manual is a programming and language reference guide for the Palace Iptscrae language. Although most of the powers and options available to you as a Palace Operator are easy to learn and use, an endless number of advanced interactive tricks and shortcuts can best (or only) be achieved by mastering Iptscrae.

- *Moderator Guide.* This manual describes the Palace moderator, which you can use to run multi-user auditorium-like events on your server.

In addition to the Palace online manuals, check out www.thepalace.com, the Palace website, for support, information, and online documentation.

1 Introduction

Welcome to The Palace! The Palace technology provides software and tools that let web developers add graphical chat and event capabilities to existing Websites. But more than that, the Palace also is a diverse online world of communities that you can explore to socialize, learn from, and exchange ideas with other users.

Using the Palace Server software, you can create your own Palace site. This site is your own personal graphical chat environment that can host an unlimited number of users.

Setting up a Palace server is quick and easy. In fact, you can create your own custom Palace server in minutes, using standard room art or even importing your own. You then can customize your site as much as you want with different rooms, artwork, and even executable scripts. When you get to be a more advanced operator, you can then learn an endless number of advanced interactive tricks and shortcuts with Iptscrae the programming language that comes with The Palace software.

This manual documents how to set up your own Palace server. For information on The Palace and how to use its interface, see *The Palace User Guide.*

The Palace community has three types of users:

- *Owners* (formerly known as administrators or gods) are the superusers of their Palace servers. By default, you are the owner of your own Palace, and can give this capability to others by giving them your owner password. Your role as the owner includes creating, maintaining, running and evolving your Palace Site. Palace owners can run all Palace commands, and possess a special set of their own; these are fully documented in the Palace *Wizard's Guide.* You execute owner commands through your Palace client while connected to your server. To do this, you establish an owner password for the client.

- *Operators* (formerly known as wizards) are "power users" you entrust with special powers and responsibilities on your site. By default, you are also an operator of your own site. Operators can create and destroy rooms, alter room-level scripts, ban unruly users, and generally run the place. Some operators lean more toward the *design* angle of the job, concentrating on creating new rooms and room-level Scripts, while others prefer the *social* angle, and spend their time hanging out in the Palace, keeping things moving, interesting, and within community standards.

Like owner capabilities, operator capabilities are enabled on a Palace client through a operator password you establish for your site. You can let others be operators by giving them this password. Operator capability is described in more detail in the Palace *Wizards Guide.*

- *Users* are the people who visit your and other Palace sites using The Palace software. Users are either *members* (that is, registered users) or *guests* (that is, non-registered users). There are currently two types of Palace clients: the Palace Viewer, which is web-based applet and the Palace User software, which is a standalone application you can download from the Palace website.

2 Getting Started

This section covers the details of getting your Palace server online:

Requirements on page 9

Installing the Server Software on page 10

Registering your Palace on page 14

Starting your Palace server on page 14

Checking the status of your server on page 15

Connecting to and visiting your Palace on page 15

Making your Palace accessible to others on page 17

Stopping the Palace server on page 19

Requirements

The following sections describe everything you need to get your Palace server up and running with a minimum of hassle.

Disk space. The amount of disk space required for your Palace Site initially depends on the number and size of the sounds and graphics you make available. For example, the files associated with running the traditional "Mansion" Palace will require around four megabytes, three-quarters of which is devoted to graphics and audio.

The only file that will grow noticeably in size over time is your prop file (`pserver.prp`). This file stores the binary data associated with all props used in your Palace by all members. As you can imagine, this can get to be quite a large file if your site becomes popular; it's not uncommon to hear of 30 MB prop files. Whether or not you decide to control the size of this file is up to you, but there are basically two ways to do it.

- The first method involves the use of the `'purge` and `'flushprops` commands. `'purge` is an operator command and `'flushprops` is an owner command that has been built into the system for prop maintenance. For more information see the *Wizard's Guide*.

- The second method involves making a backup copy of your `pserver.prp` file, effectively taking a "snapshot" of it while it contains only those props you want it to contain. Periodically thereafter, you may overwrite your current prop file with the backup version.

NOTE – Do not copy the prop file while your Palace server is running. This might corrupt your Palace prop file and negate any changes you have made in Authoring Mode.

It's a good idea to run your Palace server on a computer that isn't being used for lots of other tasks, because this activity will slow down all processes running on that computer. Slower computers may certainly act as Palace servers, but they will not adequately support as many users as their faster cousins.

Installing the Server Software

The Palace server and its associated files come in a single easy-to-use package. Use the following directions to set up your Palace server.

NOTE – You should be a non-root user to install the Palace server software.

To download The Palace, go to the Downloads page of The Palace website (`www.thepalace.com`) and select The Palace Server for UNIX. You can choose among several options for downloading:

- You can download the server executable plus a Palace template. A template is a look and feel for a Palace, including all sounds, artwork, scripts, and layout. The standard Palace templates include such things as an office and beach resort. Your registration code will be emailed to you.

- You can also download as many Palace templates to your machine as you like. Then, you can pick and choose among them whenever you want to change the look of your Palace. Use the `'roomsfile` command to do this. See *Changing the look of your Palace site* on page 28 for more information.

If you have a previous release

Use these steps to upgrade from a previous release.

1. Make a copy of your current UNIX installation first, to ensure you have a backup. Rename your current Palace directory, and install the new server into a directory with your old Palace directory name. Do *not* start the UNIX Palace server yet.

2. Move the new UNIX Palace server's `pserver.prefs` and `pserver.pat` files out of the new Palace server's `installdirectory`/palace/psdata directory. Copy your old `pserver.dat` and `pserver.prp` files to that location (`installdirectory`/ `palace/psdata` directory.).

3. Review your `pserver.conf` file for accuracy if you don't use some of the default settings. Replacing the new `pserver.conf` file with your old one is not recommended since some upgrades do add new fields that would not be in your old `pserver.conf`.

4. Copy your old media into `installdirectory`/palace/media.

5. Copy any Java avatars you customized from your old avatars directory to `installdirectory`/palace/avatars.

6. Start your new Palace server. Your new `pserver.prefs` and `pserver.pat` files are created automatically from your current settings.

▼ To install the UNIX server software

After you download your files to install, do the following:

1. ***Uncompress the Palace Source Files.*** The Palace files are distributed in `tar.gz` format. The first step therefore is to uncompress the tar image file by running `gunzip`:

   `% gunzip filename`

NOTE – `filename` differs from platform to platform. The general format of `<filename>` is: `server-version-cpu-vendor-OS.tar.gz.` For example, `pserver-4.4.1-iAPX32-linux.tar.gz`

   `Gzip/gunzip` is the standard compression software used for distributing UNIX software on the Internet. If you don't already have it, you can download source code from `ftp://prep.ai.mit.edu/pub/gnu/` or any of the GNU mirror sites. Precompiled versions are available from a number of places, including: `URL:ftp:/ /ftp.netscape.com/pub/unsupported/gnu/`.

2. ***Extract the Palace Files.*** The preceding step produces a single tar file roughly three megabytes in size. To extract the Palace files from this file, use the `tar -xf` command. For example:

   `% tar -xf pserver-4.4.1-iAPX32-linux.tar`

3. ***Run the Installation Script.*** The files obtained from the previous step will include a script called `install`. This script, which varies slightly from UNIX to UNIX, installs the Palace binaries, scripts and multimedia assets on your computer:

   `% ./install`

> NOTE – It is recommended that you make periodic backup copies of both your `pserver.pat` and `pserver.prefs` files as well as your `pserver.prp` (prop file); these files maintain the state of your rooms and everything in them. Before making backups of these files, be sure to shutdown the Palace server. These are both in *Palaceroot*/palace/psdata.

Installed directories

The Palace installation installs several directories to your default installation directory. Notable directories are:

Directory	Contains
`bin`	Main Palace scripts and binaries
`common`	Common files used by the web server
`conf`	Web server configuration files

`palace`	Main Palace files and directories, including:
	  `/psdata` - server data files, including prop, preferences, and script files
	  `/avatars` - Java client server-defined avatars
	  `/logs` - server log files
	  `/media` - pictures, artwork, and sound files

After you install

After you have launched your Palace, you should:

- Review file securities

- Set new operator and owner passwords.

- Set up your web link to point to your Palace server

- Run the log file cron script (this is optional)

Review file securities

We strongly recommend that operators upgrading from 4.0.2 or earlier versions of the Palace Server review file permissions after setup to verify security if not using the included web server.

Setting operator and owner passwords

The operator (formerly known as wizard) default password is `operator`. The owner (formerly known as god) password is `administrator`. You should change these default passwords immediately. This will maintain the security of your Palace by preventing any user from obtaining owner and operator capabilities to your site without your permission.

▼ To change your passwords

1. Start the Palace client for Macintosh or Windows.

2. Connect to your Palace by selecting **File, Connect** from the client menu and enter your Palace Server's hostname and port.

3. Enter owner mode (see *Owner and operator commands* on page 30).

4. In the password dialog box, type `administrator` (the default owner password) and press Enter.

5. Type `` `godpass `` *newpass* and press Enter, replacing *newpass* with your new password.

6. Type `` `wizpass `` *newpass* and press Enter, replacing *newpass* with your new password.

Setting up your web link

If you are using a web server other than the one provided by your Palace installation, point it to the *palaceroot*/`palace` directory using your webserver administration program. If you are using the Palace-provided web server, this is done for you automatically.s

Log file rollover

You can manually change over your log file by running the following script:

1. `cd` to your install directory.

2. Run the `switch-logs` script:

   ```
   ./bin/switch-logs
   ```

You may automate changeover of log files by setting up the following `cron` task:

1. Put the following text in a file (the example is named `mycron`) in your home directory:

   ```
   0 0 * * * /usr/local/palace/bin/switch-logs
   ```

2. Enter the following command:

```
crontab mycron
```

This sets up a `crontab` or automated task which will execute at midnight every day and run the switch-logs script. You can verify that the `cron` is set up by typing `crontab -l` which lists the contents of your crontasks.

The old log will not be overwritten, but renamed according to the time the changeover was done.

NOTE – You may need to change the path in the `mycron` file to match your chosen install directory. It needs to point to the switch-logs file in the bin directory of your palace installation. Some systems may not allow users to run cron tasks. Check with your system operator if you have difficulty setting up this crontab.

Registering your Palace

To run your Palace, you must register it with Communities.com. Registering your site lets you list it with The Palace Directory if you want. This is a directory of all registered Palaces in the entire Palace space, and resides on The Palace web site (`www.thepalace.com`). Users can click your Palace link to bring up a web page with your Palace information. If you do have your Palace running, users can even access your Palace from your Palace Site page.

NOTE – Listing your Palace in The Palace Directory is not required. See *The Palace Directory* on page 17 for more information.

You receive your registration code by e-mail when you register The Palace software. The install script will prompt you for this registration code. Your Palace will not run without a valid registration code.

For more information on The Palace Directory and maintaining information about your Palace listing there, see *The Palace Directory* on page 17.

Starting your Palace server

The Palace has several scripts to start the software, depending on if you wish to start your Palace by itself or in conjunction with the web server that is part of your Palace installation. All scripts reside in the `Palaceroot/bin` directory.

▼ To start the Palace server by itself

Use the `start-palace` script. For example:

```
./bin/start-palace
```

▼ To start the Palace server and the installed web server

Use the `start` script. For example:

```
./bin/start
```

▼ To start the installed web server by itself

Use the `start-httpd` script. For example:

```
./bin/start-httpd
```

Checking the status of your server

There are several ways to check the status of your server, depending on your operating system and available software:

- You can use the `ps auxww` or `ps -ef` command (if available on your system) to display information on all currently-running processes.

- You can use the `jobs` command (if available on your system) to display information on all jobs which are executing or which have been stopped.

- You can access your site by using The Palace User software, which is available for both Windows and Macintosh platforms, or the web-based Palace Viewer.

Connecting to and visiting your Palace

Once your Palace is up and running, you can explore it, socialize with other people, and do various maintenance tasks such as adding scripts, rooms, and artwork. You do this by connecting to your site from a Palace *client*. A Palace client is similar to a Web browser; it is a graphical interface that lets you visit Palaces (including your own). There are two types of Palace clients you can use:

- The standalone ***Palace User Software***. This is an application that you download from the `Downloads` page of The Palace web site, and install on your machine. You must use this client to add and edit rooms.

- • *The Palace Viewer.* This is a web-based viewer that you can access from a web page. With The Palace Viewer, you can visit Palaces, socialize with other users, and perform owner and operator commands from the command-line interface. However, you cannot administer and maintain your rooms; you must use the standalone Palace User Software to do so.

Connecting through the standalone Palace User Software

You can use either the Windows- or Macintosh-based Palace User Software to access your site. Before trying to connect, be sure your site is up and running (using the instructions in *Starting your Palace server* on page 14). After you access your Palace for the first time, you can bookmark it or select it from the list of recently-visited Palaces.

The following steps demonstrate connecting from a remote Windows 95/NT machine:

1. Start your Palace client by choosing **Programs:The Palace:The Palace32** from your Windows **Start** menu.

2. Connect to your own Palace. To do this, select **Connect to a Palace** from the client's **File** menu.

3. In the resulting **Connect** dialog, enter your Palace machine address in the format `machine.domain`; for example, `test.communities.com`. You can also enter the machine's IP address (such as `205.999.99.99`)

Connecting through The Palace Viewer

In contrast to The Palace User Software (which is an application that resides on your machine), The Palace Viewer is an applet. Applets are programs that run inside of a web page, often initiated when you click their link.

The Palace Viewer applet can reside on any web page. By default, your Palace Site page (in The Palace Directory) contains a link to a Palace Viewer pointing to your Palace; see *Maintaining your site page in the Palace Directory* on page 33 for more information. You can also embed The Palace Viewer on one of your own web pages, and point it to your Palace. See *Embedding the applet* on page 31 for more information.

▼ To connect to your Palace using The Palace Viewer

1. Launch your Palace according to the instructions in *Starting your Palace server* on page 14.

2. From your web browser, launch a web page containing a Palace Viewer pointing to your Palace. By default, you can follow the link from your Palace Site Page in The Palace Directory (on `www.thepalace.com`).

3. Click the link to The Palace Viewer.

Making your Palace accessible to others

Users can visit your Palace when you have it up and running. There are multiple ways users can access your site; these are all documented in The Palace *User's Guide* and The Palace Viewer documentation.

Embedding The Palace Viewer on a web page

Embedding The Palace Viewer applet on one of your web pages and pointing it to your Palace encourages users to visit your Palace. Anybody visiting your web page can also visit your Palace simply by clicking on the link. They do not have to download any software themselves.

To attract even more visitors to your site, you can encourage others to embed The Palace Viewer in their web page and point to your site. They don't have to have a Palace installed to do this.

See *Embedding the applet* on page 31 for more information.

While you might welcome having your Palace linked to by many web pages, you might also want to control the web content surrounding this link. For example, if you operate a family-oriented Palace, you probably don't want links to your Palace appearing in web pages containing adult content. For information on controlling which web pages can point to your Palace, see *Maintaining information for web-based users* on page 31.

You can set privileges and access rules for Palace Viewers through owner-level commands. For information on how to control access from Palace Viewer users, see *Maintaining information for web-based users* on page 31.

The Palace Directory

You can list your Palace in The Palace **Directory**. The Palace Directory resides on The Palace website, and lists all registered Palaces in the entire Palace space.

Each Palace in the Directory has its own Palace Site page; users access this page by clicking on The Palace's link in the Directory. Palace Site pages include information such as a description of your Palace, any announcements you want, and a link that the user can click to visit your Palace. This page is displayed 24 hours a day, whether or not your Palace is up and running.

NOTE – To allow users to access your site, you must have your Palace running.

You can control the content of your site page by using The Palace Site Administration form. This is a web page that is automatically created when you register your Palace. For information on the Site Administration Form, see *Maintaining your site page in the Palace Directory* on page 33.

If you do not want your Palace to appear in the Palace Directory, you can uncheck the **List Palace in Directory?** field on your Palace Site page.

Direct web access for standalone Palace User clients

Even if users use the standalone Palace User Software instead of the web-based Palace Viewer, you can give them direct web access to your Palace.

You can give users your machine address (in the format *machine.domain*, such as `test.communities.com`) or IP address (such as `205.999.99.99`) so they can access it directly without having to search for it on The Palace Directory. They can enter this name or address in either their Palace client **Connect** window (if they have the standalone Palace User Software) or their web browser. Once they have visited your site, they can return to it by bookmarking it or selecting it from their list of previously-visited Palaces.

You can even give Palace users access to specific rooms in your Palace. To do so, give the user your Palace URL, port number, and the room ID (from your Palace User Software, enter operator mode using the instructions in *Owner and operator commands* on page 30, go to the specific room, then select **Wizard:Room Info** to find the ID). Users can then enter this URL in their web browser. You can also include this reference in one of your Palace rooms as a "hot spot" link. Note that users cannot access a URL-addressable room through their Palace User Software's **Connect** window.

This example illustrates the extended URL specification, where 89 is the room ID on The Palace located at `mansion.thepalace.com` (port 9997).

```
palace://mansion.thepalace.com:9997/89
```

NOTE – If you don't provide a port, The Palace client always assumes port 9998.

To include a room reference in your web page, use the HTML `<a href>` command. To include a room reference as a hotspot in a Palace room, use the `Netgoto` command. See *The Iptscrae Language Guide* for more information on the `Netgoto` command.

Publicizing events

You can host events on your Palace and encourage people to attend them. To publicize your event, list it in your Palace Site Page and also The Palace Event Calendar, which publicizes events to the entire Palace community on The Palace website (`www.thepalace.com`).

14 Jun 1999 9:00 PM EST 1 hours	Event: 1999 Argo Awards Ceremony Host: bsquared Palace: Xena: Warrior Palace (palace://xena.srt.net) Description: The Argo Awards give fans the chance to voice their opinions about XWP episodes from the latest season. Join us for a live ceremony announcing all the winners.	Movies & TV
16 Jun 1999 6:00 AM PDT 24 hours	Event: ZDTV Chat Day Host: ZDtv and Electric Communities Palace: ZDTV (http://www.zdnet.com/zdtv/interact/chatwithus/) Description: The ZDTV Palace launch and monthly "Chat Day!" Live text from selected rooms in The ZDTV Palace will be broadcast on a split-screen during ZDTV programming. Visitors will have an opportunity to interact directly with hosts and panel guests!	Chat Grand Opening Movies & TV
16 Jun 1999 8:00 PM EST 3 hours	Event: Party at the Rainfall Garden Host: Rain Palace: Rainfall Garden (palace://rain.dynip.com) Description: We are having a Party at the Rainfall Garden, its being hosted by Smokey and Autumn, come Join us and wear your best small animal av. its small animal night at Rainfall. All are invited to attend. Lots of Fun!	Avatars/Props Music Party
16 Jun 1999 9:00 PM EST 1 hours	Event: Episode Chat Host: LaLa & Netgyrl Palace: Xena: Warrior Palace (palace://xena.srt.net) Description: Come chat with LaLa & Netgyrl! This month they will be reviewing the 4th season with two special guest analysts, Kym Taborn and Beth Gaynor.	Chat Movies & TV

The Palace Event Calendar

To list your event in your Palace Site page, use The Palace Site Administration form. To list your event in The Palace event calendar, click the link on The Palace website (`www.thepalace.com`) and fill out the event form.

You can use The Palace Events Moderator to host moderated auditorium-style events such as meetings, lectures, and other "one-to-many" interactions. The Palace Events Moderator allows you to control every aspect of these events, from show time and participant notification to security and web-based "slide shows." You can get The Palace Events Moderator at
`http://www.thepalace.com/downloads`.

Stopping the Palace server

You will want to stop the Palace anytime you need to perform maintenance on your server or if you need to edit your `pserver.conf` file. There are several methods for stopping your Palace.

- Using the Palace scripts. In the *Palace root directory*/bin directory, run the following script:

    ```
    ./stop-palace
    ```

    You can also stop the web server with this script:

    ```
    ./stop-httpd
    ```

- You can also use the UNIX kill command, and the Palace operator shutdown command.

▼ To use the UNIX kill command

1. You should make sure everyone is off the server, though this is not required.

2. Use the UNIX ps command to get the process number.

3. Kill the process using kill *process #*

▼ To use Palace shutdown command

1. You should make sure nobody else is connected to your Palace server, though this is not required.

2. Connect to your Palace server from the Palace software (for Macintosh or Windows 95)

3. Select **Options, Wizard** and enter your owner password to enter owner mode.

4. Type the owner command `shutdown in the client input window and press Enter.

3 Running Multiple Servers on One Computer

This chapter describes how to run multiple Palaces on a single computer:

- *Overview* on page 21

- *Assigning distinct IP addresses* on page 22

- *Assigning different FRONTEND port numbers* on page 23

Overview

On the UNIX platform, you can run multiple Palaces on one computer. There are two different methods for this:

- Assigning each Palace a distinct IP address, but all using the same port number (for example, 9997)

- Using the same IP address for all Palaces, but assigning each a separate port number.

The UNIX Palace uses two different port numbers, the frontend number and the backend port number. The frontend number is the number Palace clients use when connecting to a Palace. The backend port number is the number that the frontends use to connect to the backend. The default is 10001; however, this value must be unique for each server.

Each Palace needs its own set of configuration files and log file directories, as well as a media directory. The easiest way to set up your multiple servers is to do a full separate install for each (though this does take up slightly more disk space).

Assigning distinct IP addresses

Use this method if you want your guests and members to access each Palace with different IP addresses or domain names, but with the same frontend port number.

Each Palace will require:

*   A **unique** IP Address (For example, 208.129.210.5 and 208.129.210.77)

*   A separate Palace server registration code

*   A separate `pserver.conf` file with unique addresses and/or port numbers.

*   In addition, a separate domain name is preferable, though not required. For example, `pserverone.domain.com`, `pservertwo.domain.com`.

Make sure the Palaces are not running while performing these operations.

To enable multiple servers, edit each server's `pserver.conf` with the following changes:

*   The `FRONTEND` number and the IP address. These must be unique for each server.

*   The `PORT` number in each `pserver.conf`. This must be unique for each server.

NOTE – If you do not know either your IP address or Port number, see your systems administrator.

▼ To enable multiple servers in the pserver.conf file

1. Edit the `pserver.conf` file for the first server using the following as an example:

    ```
    ;FRONTEND: This adds frontends for the server. There must be at least
    ;one frontend specified.
       ;Note: There can be a maximum of 10 frontends.
       FRONTEND "9997" "208.129.210.5"

       ;PORT: Local port number to bind to
     ;Default value: 10001
    PORT 10012
    ```

2. Edit the `pserver.conf` file for the second server using the following as an example:

    ```
    ;FRONTEND: This adds frontends for the server. There must be at
    ; least one frontend specified.
    ;Note: There can be a maximum of 10 frontends.
    FRONTEND "9997" "208.129.210.77"
    ```

```
;PORT: Local port number to bind to
;Default value: 10001
PORT 10015
```

3. Restart the Palaces.

Assigning different FRONTEND port numbers

Use this method if you want your guests and members to access each Palace using the same domain name or IP address, but different port numbers. For this method, you will need:

*   One IP Address

*   One Domain Name

*   A Palace server registration code for each Palace you want to run. Each in it's own folder

The `pserver.conf` changes should include changing:

*   The `FRONTEND` number

*   The `PORT` number in each `pserver.conf`.

NOTE – If you do not know either your IP address or Port number, see your systems administrator.

To make the first Palace use port 9997 and the second Palace use port 9996, edit the `pserver.conf` files as follows:

```
;FRONTEND: This adds frontends for the server. There must be at least
;one frontend specified. Note: There can be a maximum of 10 frontends.
FRONTEND "9997" "0.0.0.0"
;PORT: Local port number to bind to
;Default value: 10001
PORT 10012
```

and the second `pserver.conf` file:

```
;FRONTEND: This adds frontends for the server. There must be at least
;one frontend specified. Note: There can be a maximum of 10 frontends.
FRONTEND "9996" "0.0.0.0"
;PORT: Local port number to bind to
;Default value: 10001
PORT 10015
```

4 Administering Your Palace Site

This section describes how to administer your Palace site. On the UNIX Palace, most of your Palace administration is done through owner and operator commands executed on your Palace client. You also can modify the settings of your Palace server's preferences files.

Maintaining Palace files and network settings

As the **owner** of your Palace, you need to periodically maintain the actual Palace files on your machine. One file in particular that will grow noticeably in size over time is the file that contains your props (the `pserver.prp` file). This file stores the binary data associated with all props used in your Palace site by all members. This file can become quite large if your site becomes popular; it's not uncommon to hear of 10- or 15-MB propfiles. There are two ways to control the size of this file:

- Use the `'purgeprops` or `'flushprops` command. `'purgeprops` is an operator command and `'flushprops` is an owner command that has been built into the system for prop maintenance. For more information see the Palace *Wizard's Guide* online at the Palace website.

- Make a backup copy of your `pserver.prp` file, while it contains only those props you want it to contain. Periodically thereafter, you may overwrite your current propfile with the backup version. However, do not copy the prop file while your Palace is running. This can crash the Palace, corrupting the prop file and negating any changes you have made in authoring mode.

Art and sounds

All artwork and sounds for your Palace reside on your Palace web server. When users access your Palace, this web server provides the artwork and sounds for them. In addition, if a user with the stand-alone Palace User Software accesses your Palace, the sounds and artwork for that room are downloaded to their machine from this web server.

Your Palace installation has a built-in web server to serve this media. You can keep your media here, or move it to a different web server (for example, to reduce the load on your machine).

▼ To put your art and sounds on a different web server

Use the `'fileserver` owner command:

```
'fileserver "http://macguyver.communities.com:9990/palace/media/"
```

▼ To customize sounds for your site

Your sounds are contained in `.wav` and `.au` files. The `.wav` files are for Palace User Software clients; the sounds in the `.au` files are for Palace Viewer clients visiting your site. Note that `.au` files need to be 8KHz and either 8 or 16 bit mono.

1. To make a sound available for your site, make sure it exists in both formats, and copy the sound file(s) to the `media` folder of your palace server (by default, `palace/media`).

2. If you want users to be able to access and play this sound from their **Sounds** window, you must add the sound to your sounds list file. In your `soundlist.txt` file (residing in the same directory), list the name of the file, minus the file extension. For example:

```
Amen
Applause
Belch
Boom
```

Setting preferences

You can use the Palace commands to set various preferences for your Palace; these commands set values for keywords in the `pserver.prefs` file. See the section *The Palace preferences file* on page 49 for more information.

Setting user access and privileges

You can set rules for users visiting your Palace sites through your preferences file, `pserver.prefs` (see *Setting user access and privileges* on page 27) and through Palace commands executed on your Palace client (see *Palace Command Summary* on page 55). The following table describes what you can do.

What to do	How to do it
Set the number of users who can access your Palace site, or any room within your Palace site.	The `'maxserverocc` and `'defaultroomocc` owner commands.
Let users whisper (hold private conversations).	`'nowhisper off` command
Maintain a log of conversations.	`'chatlog` *filename* command
Let users wear props.	`'custom on|off` command
Let users create rooms and draw within a room.	`'memberrooms on` command.
Allow non-registered users (guests), and how many can visit at a time.[1]	`'guests on` command `'roommaxguests` *numberofguests* command
Allow user scripts (called robots) on your site. [2]	`'bots on|off` command
Allow operators, and specify what they can do.[3]	`'operators on` command
Set operator password to give to other users	`'operatorpass` command
Automatically kick off users who are trying to create this operator password (by entering it more than 3 times).	`'passwordsecurity on|off` command
Kick the user off the system.	`'kill` or `'banuser/banip` command
Prevent a user from returning immediately after being kicked off (called the death penalty).	`'death` *minutes* command

What to do	How to do it
Automatically kick off users who send lots of messages	`'flood` command
Create a list of authorized URLS for web-based user access.	`'allowedurls [on|off|`*URLstring*`]` command
Create custom avatars for web-based users	`'avatarurl [on|off|`*URLstring*`]` command.

1. Guests have limited privileges to your Palace site; they cannot wear props nor have custom avatars.

2. You can also allow robots room-by-room through from your Palace user software. Enter operator mode using the instructions in *Owner and operator commands* on page 30, go to the specific room, then select **Wizard:Room Info**, and check **No User Scripts**.

3. For more information, see *Owner and operator commands* on page 30.

Changing the look of your Palace site

You can change the look of your Palace site by customizing and adding rooms. These rooms can be linked together, have original artwork, and scripts that execute when users enter the rooms. You can use a new template from the Palace to change the look of your entire Palace site. You can also create and customize rooms with new art and scripts through authoring mode on the stand-alone Palace User Software.

Using a new Palace template file

The easiest way to change the look of your Palace is to download a template from the Palace website and then have your Palace use this new template. Templates are the look and feel of your Palace site; they contain artwork, sounds, scripts and a configuration file (`.pat`) containing information about your Palace rooms. The Palace website has many different configuration files you can download, such as a beach resort or an office. You can download as many of these templates as you like, and change the look and feel of your Palace whenever you want.

To obtain a new template, go to the downloads page and select the templates section. To use this new template, configure your Palace to use the `.pat` file associated with this template.

▼ To use a new .pat file

Use the `'roomsfile` command to indicate the template you want. For example:

```
'roomsfile "psdata/Beach.pat"
```

Creating new room artwork

Each room in your Palace site corresponds to a graphics file (GIF file). You can use background images from anywhere; but they must meet the following requirements:

- *512x384 pixels.*

- *256 color GIF* or *JPEG.* Note that only Palace Viewer or Macintosh Palace User Software clients currently can use JPEGs; Windows-based Palace Viewer Software clients cannot. You must always supply a GIF format of the picture. However, Palace Viewer clients will first look for a JPEG; if it does not exist, the client will then use the GIF.

  JPEGs should be 512x384 pixels in size for a room picture to ensure they can be seen by all client machines. Spot pictures can be any size. The file extension that is supported is `.jpg`, not `.jpeg`.

  Macintosh clients might require extra RAM to host rooms with many JPEGs.

- *Conform to the Palace Palette color scheme (for GIF images).* To ensure this, download the Palace Palette from the Palace website, open your image in a graphics editing tool (such as JASC PaintShop Pro or Adobe Photoshop), and load the Palace palette according to your graphic tool's instructions. You can also open a Palace image in your graphics editor (using the Palace User Software) and save the Palace Palette from that image, again according to your graphic tool's instructions.

  Once you have the palette source, open your image file in the graphics editor and convert it to 8 bit/256 color, loading the Palace Palette to convert the image to the Palace color scheme.

Adding the new images

When you have your room artwork ready, you can customize your site with these new background images through your Palace client's operator mode (formerly known as Wizard Mode).

NOTE – You cannot add graphics files through the Palace Viewer.

▼ To add graphics through Palace user software

The following steps describe using operator mode from a Windows 95/NT Palace client. The Macintosh version has slightly different menus and windows.

1. From your Palace user software, enter operator mode (described in *Owner and operator commands* on page 30).

2. When operator capability is enabled, you will see the **Wizard** menu. Use the options on this menu to create and link rooms. (For detailed information on these **operator** menu items, see the *Palace Wizard's Guide.*)

3. Use the **New Room** option to create a new room on your Palace.

4.   Use the **Room Info** option to bring up the **Room Info** window. From this window, enter a name for the room, attach your graphics file in the **Picture** field (browsing to get it if necessary), and set options for the room.

5.   Enter authoring mode by selecting the **Authoring Mode** option. Now, instead of activating doors and rooms, you can edit them when clicking on them.

6.   Use the **New Door** option to add a door to this room. Then, use the **Door Info** option to set options for this door, such as its destination, and add a script. Doors that execute scripts, such as connecting to other Palaces or activating web pages, are called *Spots*. You need to change this door type from **Passage** to **Normal**.

Owner and operator commands

NOTE – *Owner* and *operator* are the terms for the former *god* and *wizard*, respectively.

For the UNIX Palace Server, you perform most of your Palace site maintenance with *owner* or *operator* commands entered through the Palace user software. These two types of users are described in *Introduction* on page 7.

Operator commands let you do things such as change room graphics, add scripting, and remove unruly visitors. The *owner* commands let you do everything a operator can do and more. These commands and capabilities are discussed in detail in the Palace *Wizard's Guide,* available from the Palace website. For a list of these commands, see *Palace Command Summary* on page 55.

To become an operator or owner, you must enter the correct password on the Palace client. You establish these passwords when you install your Palace server.

▼ To enable operator and administrator mode on your client

1.   Start your client.

2.   Do one of the following:

Select **Wizard Mode** from your Palace client's **Options** menu (for a Macintosh client, select **Wizard** from the **Edit** menu). In the resulting password dialog, enter the operator or owner password.

Or

In the text input box, type `~susr` `owner|operatorpassword`

▼ To change your owner and operator passwords

1. Connect to your Palace through the Palace user software (described in *Connecting through the standalone Palace User Software* on page 16).

2. Enter owner mode using your current owner password.

3. Enter the owner's new password with the following syntax:

   ```
   'ownerpass newpassword
   ```

4. To change the operator password, type:

   ```
   'operatorpass newpassword
   ```

You retain your operator status until:

• You turn it off,

• You disconnect from the current Palace, or

• A local owner turns the operators Permission off.

NOTE – Your operator status is not saved anywhere on the Palace site. If you want to use operator or owner powers next time you sign on, you will have to enter the password again. This is a security feature; it keeps others who use your client from automatically becoming operators themselves.

You retain your owner status until:

• You turn operator Mode off, or

• You disconnect from the current Palace.

Maintaining information for web-based users

Many of your Palace users will be accessing your site from the Web, using the web-based Palace Viewer. You can make this Viewer more accessible to users, control web-based links to your Palace site, and provide custom avatars for these web-based users.

Embedding the applet

The Palace Viewer is an applet, and can be embedded on one of your web pages. Applets are programs that run inside of a web page, often initiated when you click their link. Embedding the Palace Viewer on your web site and pointing it to your Palace encourages users to visit your Palace. Anybody visiting your web page can instantly then visit your Palace site simply by clicking on the link. They do not have the Palace client software installed on their machine themselves.

To attract even more visitors to your site, you can encourage others to embed the Palace Viewer in their web page and point to your site. They don't have to have a Palace site installed to do this.

▼ To embed the Palace Viewer on a web page

1. Go to the site page of the Palace you wish to point to (see *Maintaining your site page in the Palace Directory* on page 33).

2. On that Palace's site page, click the button **Add this Palace to Your Website.**

3. You receive online instructions on how to embed the Palace Viewer on your web page, pointing to that Palace.

Controlling Palace Viewer links to your Palace

Anybody can embed the Palace Viewer in their web page and point to your Palace site. Note that this does have issues. While you might welcome having your Palace linked to by many web pages, you also might want to control the web content surrounding this link. For example, if you operate a family-oriented Palace site, you probably don't want links to your Palace site appearing in web pages containing adult content.

You can control how Palace Viewer clients connect to your site. You can specify:

*   ***An authorized list of URLS.*** You can specify that only certain web sites are authorized to contain pages with a Palace Viewer pointing to your Palace site.

*   ***An entry page for non-authorized access.*** If somebody tries to access your Palace site through a Palace Viewer that resides in a non-authorized web page, that user will access this page instead of your Palace site. By default, this page is automatically generated by Communities.com. However, you can change it to one of your own. You can customize your entry page to contain any content you want, such as a password form. It doesn't even have to contain the Palace Viewer link.

    Once you specify a custom entry page, your Palace Page in the Palace Directory also points to it when somebody clicks the link to your Palace.

To create an authorized list of URLS, use the `allowedurls` command. To create an entry page, use the `entrypage` command. These commands are documented in *Palace Command Summary* on page 55.

Setting up custom avatars

By default, all Palace Viewer clients access a standard avatar library of over 100 images provided by Communities.com. You can provide an alternate set of images for these users by either creating your own, or directing users to somebody else's avatar library. For example, if your site is based on a science fiction theme, you could provide a set of alien creatures as default avatars.

An avatar library can contain up to 103 different avatars. Each avatar image is contained in its own GIF file.

NOTE – Custom avatars are only applicable for web-based users (Palace Viewer and InstantPalace).

▼ To create a custom avatar library

1. Create one 44x44 pixel GIF file for each of your avatar images. Use a transparent background for the portions of the image you don't want visible.

2. You must name these files using the format `cfnumber.gif`, where number ranges from 0 to 103. For example, `cf0.gif`, `cf1.gif`, `cf2.gif`, etc.

3. Put these files in a directory where your Palace web server can access them. If you are using your default Palace installation, this directory is `/palace/avatars`.

4. Connect to your Palace server, and enter owner mode (see *To enable operator and administrator mode on your client* on page 30).

5. Point to the new avatar directory:

   `` `avatarurl http://server/directory/ ``

   where `server` is your Palace web server address, and `directory` is the directory where the avatar images reside. The default local settings for the URL are entered by default. You must also enter the port number if it is different from the default port of 9998.

   The trailing slash is required.

6. Turn custom avatars on by entering the command:

   `'avatarurl on`

   You can turn this off with the command `'avatarurl off`, in which case the default avatars are used again. If you turn the command back on, it uses the same URL for the custom avatar directory.

7. When a Palace Viewer user logs onto your Palace, they access this new avatar library.

Maintaining your site page in the Palace Directory

Registering your Palace site automatically creates a web page for it in the Palace Directory; this is called your Palace site page. Users can access this page by clicking your Palace link in the Palace Directory, or the Palace Info button on the Palace Viewer.

Your Palace page contains information such as:

• Whether or not your Palace is up and running

- A link to your Palace. When users click this link, they go to the entry page for your Palace. See *Controlling Palace Viewer links to your Palace* on page 32 for more information.

- A link to a form for inviting friends to the Palace

This page is publicly accessible and is online 24 hours a day, whether or not your Palace is running. Of course, you must have your Palace running in order for users to connect to it.

You can control the information in this page by using the Site Administration Page. You can enter the `sitepage` command in your client window to find the URL for your Palace site page, then paste this URL into your web browser.

▼ To access the Site Administration Page

1. Do one of the following:

   a. Type `'sitepage` in your client text input box to list your Palace site page URL in the client log.

   b. Paste this URL into your web browser.

Or

   Find your Palace in the Palace Directory (online at `www.thepalace.com`) and click it to bring up your Palace site page.

2. Click the Site Administration Page button from your Palace's Site page on the Palace Directory (`www.thepalace.com`).

3. You are prompted for your owner password (see *Owner and operator commands* on page 30.

4. Your web browser goes to your Palace Site administration Page. This page has the following fields:

   - **Server Name**

     This is the name of your Palace specified through the Palace Preferences.

   - **Current Rooms**

     This is the number of rooms you currently have. To edit rooms, use the Palace Authoring Tool.

   - **Current Users:**

     This is the number of users currently in your Palace

   - **Description:**

     Enter a description here for your Palace.

   - **Announcement:**

     You can list announcements on your website, such as upcoming events.

- **Image for Site Page:**

  You can display a small image on your site page, for example, a room in your Palace. Enter the location of the image file here.

- **Date Founded:**

- **Owner Name:**

  Enter your name as you would like it to appear on the site page.

- **Owner email:**

  Enter your email address here, if desired.

- **Owner Profile ID:**

  This is your registered Palace Profile ID number; users can click this to bring up your Palace Profile. You have a Palace profile ID if you are a registered Palace client user.

- **Invitation Subject**

- **Invitation Body**

  When a user clicks **Invite your friends** on your site page, this sends an email to their designated recipients inviting these recipients to visit your Palace. Enter the subject header and the text of this email here.

- **Operating Hours**

  List the hours that your Palace is up and running.

- **URL to Download Palace Graphics**

- **URL to Download Palace Sounds**

  Standalone Palace User software clients can download your graphics and sounds in advance, which bypasses a lengthy download process when they try to enter each of your rooms.

- **Terms of Service**

  Enter any guidelines and terms of services for users.

- **Community Home Page URL**

  If you are a member of a web community, you can enter its URL here.

- **Operator n Profile ID**

- **Description**

  If you have operators for your Palace (designated power-users to whom you give your operator password), you can enter their Palace Profile IDs and descriptions here. They must be registered Palace client users to have a profile. A user can then click the profile ID to bring up that operator's Profile page.

- **Primary Language**

- **Secondary language**

  These indicate the language visitors will be using on your site.

- **Rating**

  Enter a rating for your site here (for example, `This site is rated G for kids!`

- **Members-only**

  This is checked if you do not allow guests.

- **Related Palace N**

  Enter enter related Palaces here. Use the lookup link to find these Palaces.

- **List Palace in Directory?**

  Make sure this box is checked if you want your Palace to list in the online Palace Directory.

- **Prop Control**

  This is checked if you have prop control turned on.

- **InstantPalace Entry URL**

  This link to the entry page for your Palace; that is, the page that contains the Palace Viewer pointing to your Palace.

5 Iptscrae

Iptscrae is the Palace's built in programming language. Using Iptscrae, together with your room graphics, sets the tone for your Palace. For example, a classroom Palace might use Iptscrae to reserve a spot for the teacher and remind you if you try to take that spot. In a store, like Egghead's Palace, you can include a link to your store catalog on your web site. A support Palace could use Iptscrae to direct people to the correct room.

To learn how to add such advanced elements to your Palace, see *The Iptscrae Language Guide* online at The Palace website.

6 Authentication

This section describes the Palace authentication feature:

- *What is authentication?* on page 39

- *The authenticator.pl script* on page 40

- *Using a custom authentication daemon* on page 40

- *Using authentication from the client* on page 41

What is authentication?

Using authentication means you can have Palace ***closed server***. Only members or guests who have the correct user name and password can connect to a Palace server using authentication.

Clients will be allowed a variable number of attempts to connect to the server. After those attempts, if a valid user name and password have not been entered, the client will receive an error message.

The authentication features consists of the Palace server, an authentication daemon and a standalone Palace User Software client. To support authenticated entry, you must use The Palace User Software for Windows 95 version 3.3 or higher, or The Palace User Software for Macintosh version 2.4.3. Go to the Palace website to get the current version.

The authenticator.pl script

The Palace authentication daemon is a PERL script called `authenticator.pl`. It is installed with the server software, and resides in `Palaceroot`/bin.

▼ To start the Authenticator Daemon

1. Navigate to the directory where you have installed `authenticator.pl`.

2. Type `perl authenticator.pl &`

3. Start the Palace user software (for Macintosh or Windows 95).

4. On the client, enter wizard or god mode (see *Owner and operator commands* on page 30).

5. In the client input box, type `'security host:port` to tell the Palace server where the authentication daemon is running.

The default port for the authentication daemon is 2345. You can change the default port by editing the `authenticator.pl` script.

Set the user names and passwords of people to connect to your server in the `Palaceroot`/bin/palace_passwd text file. These values should be set in the format specified below.

`USERNAME:PASSWORD:BLUE`

In addition to providing a very simple authenticator engine for use with this Palace, the PERL script is intended to provide an example program for those who wish to tie into existing authentication databases.

Using a custom authentication daemon

You may use another authentication daemon, but it must respond to the following parameters and guidelines.

After querying the client for a user name and password, the server connects to the authentication daemon and sends a message in the following format:

`<number>:<number>:<username>:<password>\n`

The authentication daemon should save, but not interpret the numbers. The Palace server uses the numbers to match responses with requests. The password is transmitted with the case preserved. The line is terminated with a new line marker.

The authentication daemon should verify the user name and password and respond with:

```
<length byte><number>:<number>:<auth>:<groups>
```

Component	Description
\<length byte\>	Length of the rest of the response.
\<number\>:\<number\>	Identification numbers supplied with the text.
\<auth\>	Set to 1 if the user is authorized; otherwise 0
\<groups\>	A colon-separated list of groups the user is a member of. The groups will only appear if the user is authorized. Full group implementation will appear in future versions.

▼ To start your authenticator daemon

1. Navigate to the directory where you have installed your authenticator daemon. Run it.

2. Start The Palace User Software (for Macintosh or Windows 95) and connect to your server.

3. On the client, enter operator or owner (see *Owner and operator commands* on page 30).

4. In the client input box, type `'security host:port` to tell the Palace server where the authentication daemon is running.

Using authentication from the client

When a client tries to connect to a closed server, the closed Palace server will present the user with a dialog box for entering their user name and password.

You can also include the user name and password within the standard palace URL specification when using a link from your web site. The syntax is:

```
Palace://username:password@host:port
```

7 Quick Reference

This section is a quick reference to common Palace server tasks, and how to do them:

What to do	How to do it
Start your Palace site	*Starting your Palace server* on page 14
Explore your Palace site (by connecting through a client)	*Connecting to and visiting your Palace* on page 15
Change the look of your Palace site with new rooms and artwork	*Changing the look of your Palace site* on page 28
Add scripts to rooms	*Changing the look of your Palace site* on page 28.
Set user privileges (such as allowing props, whispering, and drawing, and enforcing crowd control)	*Setting user access and privileges* on page 27
Set passwords for owners (the superusers) and operators (the power users)	*Owner and operator commands* on page 30
Embed the Palace Viewer applet on your web page	*Embedding the applet* on page 31
Control which websites can point Palace Viewers to your Palace.	*allowedurls* on page 59
Create a custom avatar library	*Setting up custom avatars* on page 32
Maintain your Palace site page in the Palace Directory	*Maintaining your site page in the Palace Directory* on page 33
Create a custom entry page to your Palace for web-based customers	*entrypage* on page 60
Tell others how to access your Palace site	*Making your Palace accessible to others* on page 17

What to do	How to do it
Allow operators (that is, power users)	*allowedoperators* on page 59
Shut down your Palace.	*Stopping the Palace server* on page 19
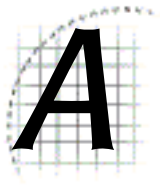
A The Palace Client Plugin API

The Palace client software has an open architecture that makes it possible for other programs, such as games, to plug-in. If you're interested in finding out more in joining the developer's program, please go the Partner's page on the Palace website (www.thepalace.com).
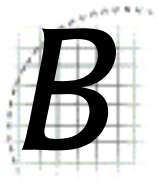
B Palace Configurations and Settings

This section lists the keywords in your `pserver.conf` and `pserver.prefs` file. These keywords determine the configuration and preferences for your Palace.

The Palace configuration file

Your Palace server configuration settings are stored in the *PalaceServerroot*/palace/ `psdata/pserver.conf` file. Use this file to configure your server settings. All comments must have a semicolon (;) in the first column and all keywords must be UPPERCASE. All explicit strings must be within double-quotes, as noted in the following keyword listing.

It's a good idea to make a backup copy of `pserver.conf`, before making any changes to it.

NOTE – The Palace installation sets the values for these keywords. Generally, you do not have to edit this file unless you require a special setting.

You can customize e the following keywords:

SERIALNUMBER "*registrationcode*"

Your Palace server possesses a unique registration code used to identify the features and number of users your Palace server supports. This keyword is required to register your server with The Palace Directory.

LOGFILE "*filename*"

This is the base name of the log file used by this server. The actual file name will be *logfilename.YYMMDD* and a new file will be started every calendar day. This resides in your `/logs` directory. Default value is `logs/pserver.log`.

PROPFILE "*propfilename*"

This is the name of the server prop file. Default value is `psdata/pserver.prp`.

BINDADDRESS "*hostname*"

The address value provides the hub process of your Palace server with a host name to bind to (the default value is `localhost`). The Palace server is built to allow multiple frontends, each of which "listens" on its own host name, while the hub listens on an internal interface (e.g., localhost). The frontend processes communicate with the hub, where all of the processing is actually done. The resulting data is then sent back to the frontends, which send it out to the individual clients. Bindaddress is the binding address of the hub process, while frontend is the binding address of an individual frontend and the port number it binds to. This "parallel" design results in better performance and less lag. This string must be in double quotes. See `PORT, FRONTEND`.

PORT *portNumber*

This value specifies the port number of the hub process, which is the actual location of your Palace server. Note that this is not necessarily the same port specified by `FRONTEND` (which is made known to users). See `BINDADDRESS, FRONTEND`.

SERVERROOT *directory*

The directory value specifies the name of the directory where the Palace files server files reside. This directory should contain directories such as `/psdata`, `/logs`, and `/media`. The default value is the current directory.

CHATLOG "*cc*"

The filename value allows you to specify the name of the file to which all chat messages will be logged. The actual filename will be `CHATLOG.YYMMDD`, and a new chat file will be created every calendar day. If this command is not specified, chat logging will be disabled.

NOTE – These files will contain all chat messages, and will therefore tend to become quite large.

DEBUG *TRUE | FALSE*

If `DEBUG` is `TRUE`, the server will generate additional status messages in the log files. The default value is `FALSE`.

NOTE – This debugging information is quite verbose, and will result in extremely large log files. It should only be used when you suspect a specific problem with your server, or prior to contacting The Palace Technical Support on the Palace website.

NOWHISPER *TRUE | FALSE*

If `NOWHISPER` is `TRUE`, users in your palace will not be able to whisper to other users. The default value is `FALSE`. Set this keyword with the command *nowhisper* on page 60.

NOFORK *TRUE | FALSE*

If `NOFORK` is `TRUE`, the server process is prevented from forking into the background. This option is provided for advanced UNIX users and administrators only. The default value is `TRUE`.

FRONTEND "*portNumber*" "address"

These values provide your Palace with a port and host address for its **frontend**— the address made known to users. The default value is:

```
"9998" "0.0.0.0"
```

Note that this value consists of two strings. The value `0.0.0.0` is the address associated with the primary interface (that is, the default IP address of the machine you are using).

You must specify at least one frontend. You can run a maximum of 10 primary frontends off a single hub. Individual frontends can reside on different computers as long as they are the same byte-order as the hub. These strings must be in double quotes. See `PORT, BINDADDRESS`.

PROPCACHESIZE *numberOfProps*

This feature keeps a configurable number of props in memory at the frontend. This reduces the amount of processing that needs to occur at the hub, and generally results in better server performance. The default is 10. Increasing this number will result in higher memory consumption by each frontend process. This should be done with caution on computers with limited memory, because allocating a large prop cache will result in swapping, which may result in degradation of performance.

NOTE – Busy servers will use a lot of RAM if you increase this value. Setting this value to more than 30 is generally not recommended.

USERLIMIT *number*

This keyword lets you manually set the number of users that can connect to your server. You can set this limit to a lower number than that specified by your registration code.

The Palace preferences file

The keywords in your Palace preferences file (`pserver.prefs`)determine the preferences for your Palace. You set these keywords with the indicated Palace commands; generally, you do not need to edit the file directly. If you do, be sure not to edit the file while the server is running.

This file has the following keywords:

SERVERNAME "*name*"

This is the name of your Palace. This is the name that is registered with The Palace Directory.

Your Palace name directly affects users logging on through the standalone Palace User Software:

- Your site name is added to their list of recently-visited Palaces (this list is automatically compiled).

- In addition, The Palace User Software uses this name to create a folder on their machines in which your sounds and pictures are stored (this folder will be called /*Palaceroot*/Media/*serverName*/). If you change your Palace name after going online, your users will have to rename this file or re-download all of your media. This is not an issue for Palace Viewer users, since it uses your Web browser's cache to hold this media.

Set this keyword with the command *servername* on page 61.

OPERATORPASSWORD

OWNERPASSWORD

These are your encrypted operator and owner passwords (formerly known as wizard and god passwords). Set these keywords with the commands *operatorpass* on page 60 and *ownerpass* on page 60.

PERMISSIONS

These are encoded flags representing the privileges you give to clients. See *Setting user access and privileges* on page 27 for more information.

DEATHPENALTY *number*

This is the number of minutes a user needs to wait until he/she can return, if you kicked them off. Set this keyword with the command *death* on page 57.

MAXOCCUPANCY *number*

Allows you to set the maximum number of people who will be allowed to log into your Palace at one time. After this limit has been reached, anyone attempting to log in will receive a "Server Full" message. This field is limited by your license and the limits of your operating system.

Set this keyword with the command *maxocc* on page 60.

ROOMOCCUPANCY *number*

Lets you set the maximum number of users that can be in a room at one time on your Palace site. If too many people are allowed into a room, conversation can become difficult.

Set this keyword with the command *roommaxocc* on page 58.

MINFLOODEVENTS `number`

This field allows you to set your Palace site's sensitivity to *flooding*, in terms of events per second. A *flooder* is a user who mistakenly or maliciously runs a looping or very complex script, causing your Palace to be "flooded" with a rapid sequence of commands. This type of activity can cause serious lag and affect the experience of all users on your Palace.

You can specify the threshold number of events. Users violating this limit are automatically disconnected, and unable to re-connect for a number of minutes equal to the value you set for your Palace's Death Penalty.

Set this keyword with the command *flood* on page 57. Be careful not to set this number too low, however, because normal users might be kicked off. A suggested value is 150.

PURGEPROPDAYS `number`

This keyword lets you purge avatar props from other users that can clutter your Palace site. You can set a date after which props are automatically purged. Set this keyword with the command *purgeprops* on page 58.

MAXSESSIONID `number`

This is the highest number given to guests (non-registered users). When it is reached, guest ID numbers recycle back to 1.

Set this keyword with the command *roommaxguests* on page 58.

PICFOLDER "`mediadirectory`"

The Palace protocols use this location if your client can't get media from the HTTP server. Set this keyword with the command *picdir* on page 60.

URL "`publishedURL`"

This is the published URL of your Palace. For example:

```
"palace://macguyver.communities.com:9998"
```

HTTP_URL "`URL`"

This is the location where your sounds and artwork are stored for Palace clients to retrieve via HTTP. You can change this from the default if you want to put these files on a different web server.

Set this keyword with the command *fileserver* on page 60.

AVATAR_URL "`URL`"

By default, all Palace Viewer clients access a standard avatar library of over 100 images provided by Communities.com. You can provide an alternate set of images for these users by either creating your own, or directing users to somebody else's avatar library.

To use a custom avatar library, point this keyword to the new avatar directory. If you create the avatars yourself, point this URL to your Palace web server (either the standard one provided during installation, or your own), to your avatar directory in your media folder.

For more information on setting up custom avatars and the URLs to set for their access, see *Setting up custom avatars* on page 32.

Set this keyword with the command *avatarurl* on page 59.

TPVENTRYPAGE "*URL*"

This keyword lets you specify a custom entry page for web-based users, instead of using the default one provided by Communities.com. The Web browser loads your Palace entry page whenever a link is followed to your Palace site from the Palace Directory, instead of starting The Palace Viewer itself. If the FORCETPVENTRYPAGE keyword is also set to ON (see *FORCETPVENTRYPAGE* on page 52)and you have a valid entry for the TPVALLOWEDURLS keyword (see *TPVALLOWEDURLS "URLlist"* on page 52), this entry page also applies to Palace Viewer clients coming in from a URL that is not authorized (that is, it doesn't appear in the TPVALLOWEDURLS list). This lets you control the web content surrounding this link. For example, if you operate a family-oriented Palace site, you probably don't want links to your Palace site appearing in web pages containing adult content.

By default, your Palace entry page URL is generated automatically by the Palace server. However, you can specify one of your own by entering it here. This entry page can contain any content you want, such as a password form. It doesn't even have to contain The Palace Viewer.

Set this keyword with the command *entrypage* on page 60.

TPVALLOWEDURLS "*URLlist*"

If you require an entry page (through *FORCETPVENTRYPAGE* on page 52), you can also specify which web sites are authorized to contain pages with a Palace Viewer pointing to your Palace site. If somebody tries to access your Palace site through a Palace Viewer, and that Palace Viewer link does not appear in this list, that user will access your entry page instead of your Palace site.

Set this keyword with the command *'allowedurls "URL"* on page 59.

FORCETPVENTRYPAGE

If this keyword is set, the Web browser loads your Palace entry page whenever a link is followed to your Palace site, instead of starting The Palace Viewer itself. This lets you control the web content surrounding this link. For example, if you operate a family-oriented Palace site, you probably don't want links to your Palace site appearing in web pages containing adult content.

By default, this entry page is generated automatically by The Palace. However, you can specify one of your own with the command *entrypage* on page 60 (this sets the keyword *TPVENTRYPAGE "URL"* on page 52).

Set this keyword with the command *'allowedurls on* on page 59. If this keyword is set, both TPVALLOWEDURLS and TPVENTRYPAGE should have valid settings.

ROOMSFILE "*.patfilename*"

The Palace provides several standard templates you can choose from to customize the look of your Palace. These template files are all available to download from The Palace website (www.thepalace.com); they are in the format *templatename*.pat. When you

install your Palace software, you choose an initial template. To change the look of your Palace (for example, to change from a business office look to a beach resort look), you can download another template, and specify this new template file in this field.

Set this keyword with the command *roomsfile* on page 61.
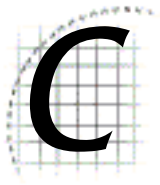
C Palace Command Summary

The following table provides a list of all special commands (not counting Iptscrae commands and keywords):

- *Guest commands* on page 55
- *Member commands* on page 56
- *Operator commands* on page 57
- *Owner commands* on page 59

Guest commands

The following table lists the Palace guest commands.

Guest Commands	Syntax	Description
help	'help	Displays all special commands available to your user class, in the Log window
page	'page *message*	Summons help from an operator
sitepage	'sitepage	Displays the URL of this Palace's Site page.

Member commands

The following table lists the Palace member commands.

Member Commands	Syntax	Description
hide	'hide on 'hide off	Hides you from all other users Unhides you from all other users
hidefrom	'hidefrom *name*	Hides you from user *name*
mute	`mute *name*	Mutes user *name*
newroom	'newroom 'newroom [*roomName*]	Creates your member room (one per user) Creates your member room as *roomName*
page	'page *message*	Summons help from an operator
password	'password *password*	Specifies a password for navigation purposes
rclose	'rclose	Closes your member room to further visitors
rdelete	'rdelete	Deletes your member room
re respond	're *message* 'respond *message*	Replies to the last sender of an ESP message
rejectesp	'rejectesp on 'rejectesp off	Rejects all incoming ESP messages Stops rejecting ESP messages
rejectprivate	'rejectprivate on 'rejectprivate off	Rejects all incoming private messages Stop rejecting private messages
rguests	'rguests on 'rguests off	Allows guests to enter your member room Prohibits guests from entering your member room
rhide	'rhide on 'rhide off	Hides your member room from the Room List Unhides your member room from the Room List
rkick	'rkick *name*	Kicks *name* out of your member room
rname	'rname *roomName*	Renames your member room as *roomName*
ropen	'ropen	Opens your member room to visitors
rowner	'rowner *name*	Transfers ownership of your member room to user *name*
rpainting	'rpainting on 'rpainting off	Enables painting in your member room Disables painting in your member room
rpassword	'rpassword [*password*]	Password-protects your member room
rpicture	'rpicture *filename*	Sets new background for your member room

Member Commands	Syntax	Description
rscripts	'rscripts on 'rscripts off	Enables scripts in your member room Disables scripts in your member room
runhide	'runhide	Same as `rhide off
runkick	'runkick *name*	Cancels an `rkick command
unhide	'unhide	Same as `hide off
unhidefrom	'unhidefrom *name*	Unhides you from user *name*
unmute	'unmute *name*	Unmutes user *name*

Operator commands

The following table lists the Palace operator commands.

Operator Commands	Syntax	Description
autoannounce	'autoannounce *message*	Sets the server greeting to *message*
banip	'banip [*minutes*] *ipAddress*	Bans one or more IP addresses for *minutes*. May use wildcards (i.e.: 12.24.23.*).
banlist	'banlist [-k] [-a] [*name* | *ipAddress*]	Shows banned users in log window
banuser	'banuser [*minutes*] *name*	Bans user *name* for *minutes*
bots	'bots on 'bots off	Turn user scripts on server-wide Turn user scripts off server-wide
comment	'comment *ipAddress message*	Adds a comment to a banlist
death	'death *minutes*	Set default death penalty to *minutes*
delete	'delete	Deletes the current room
duplicate	'duplicate	Duplicates the current room
er	'er	Moves you to the room of the last (non-operator) page
extend	'extend *string minutes*	Extends the death penalty on a ban record
flood	'flood *number*	Kill flooders after *number* events per second
flushprops	'flushprops *n*	Clears old props older than *n* days and compresses the prop file.

Operator Commands	Syntax	Description
gag	'gag *name*	Gags user *name*
glist	'glist [-k | -o | -p | -wl]	Lists information on all users • -k Show the users's reg key hash • -o Show the users' software originiation code and machine type • -p Show the users' PUID hash • -w List only operators
kill	'kill [*minutes*] *name*	Kills (disconnects) user *name* for *minutes*
list	'list [-k | -o | -p | -w] [*name* | *ipAddress*]	Lists information on specific user matching name or IP address • -k Show the users's reg key hash • -o Show the users' software originiation code and machine type • -p Show the users' PUID hash • -w List only operators
operatorcount	'operatorcount	Displays the number of operators currently logged in.
paint	'paint on 'paint off	Turns painting on server-wide Turns painting off server-wide
pin	'pin *name*	Pins user *name*
poundprotect	'poundprotect on | off	Enables/disables pound protection. This logs the IP address of a user who repeatedly makes new connections in a short time interval.)
poundcheckinterval	'poundcheckinterval *n*	Sets the pound check interval to *n* seconds.
propgag	'propgag *name*	Propgags member *name*
purgebanlist	'purgebanlist	Purges elapsed ban records
purgeprops	'purgeprops *number*	Purges all props older than *number* days
repage	'repage *message*	Sends *message* to the last (non-operator) page
roommaxguests	'roommaxguests *number*	Sets the max guest occupancy for the current room
roommaxocc	'roommaxocc *number*	Sets the max occupancy for the current room
savesessionkeys	'savesessionkeys on 'savesessionkeys off	Enables/disables saving sessions keys (that is, logs users' ID and reg code to the server log).
track	'track [*minutes*] name	Tracks all sign-ons from user *name* for *minutes*
trackip	'trackip [*minutes*] *ipAddress*	Tracks all sign-ons from *ipAddress.* May use wildcards (i.e.: 12.24.23.*).
unban	'unban *name* 'unban *ipAddress*	Unbans user *name* Unbans user from ipAddress
ungag	'ungag *name*	Ungags user *name*
unpin	'unpin *name*	Unpins user *name*

Operator Commands	Syntax	Description
unpropgag	'unpropgag *name*	Unpropgags member *name*
untrack	'untrack *name* 'untrack *ipAddress*	Stops tracking user *name* Stops tracking user from *ipAddress*

Owner commands

The following table lists the Palace owner commands.

Owner Commands	Syntax	Description
allowedoperators[1]	'allowedoperators on 'allowedoperators off	Enables support for operators Disables support for operators
allowedurls	'allowedurls on 'allowedurls off 'allowedurls "*URL*"	Enables the allowed URLs string. Enables the allowed URLs string Sets the allowed URLs string or strings (separated by a pipe (|)).
authoring	'authoring on 'authoring off	Allows operators to enter Authoring Mode Prevents operators from entering Authoring Mode
avatarurl	'avatarurl on 'avatarurl off 'avatarurl "*URL*"	Sets custom avatars on. Turns custom avatars off. Sets the avatar directory to the designated URL.
ban	'ban *name*	Permanently banishes *name* from the server
botkill	'botkill on 'botkill off	Allows cyborg scripts to kill Prevents cyborg scripts from killing
chatlog	'chatlog on 'chatlog off [*filename*]	Enables chat logging on the server Disables chat logging on the server
custom	'custom on 'custom off	Enables custom props on the server Disables custom props on the server
defaultroomocc	'defaultroomocc *number*	Sets the default room occupancy
downlist	'downlist *number*	Moves the current room *number* positions down in the script file
dropzone	'dropzone	Makes the current room a dropzone (front gate)

Owner Commands	Syntax	Description
entrypage	'entrypage ["*URL*"]	Sets the Palace's default entrypage URL for the Palace Directory. If keyword FORCETPVWEBPAGE is set, it's also the entry page for web clients coming in from a non-authorized URL (TPVALLOWEDURLS keyword).
fileserver	'fileserver ["URL"]	Sets the location of your media for web-based users.
guests	'guests on 'guests off	Enables guest access to the server Prevents guest access to the server
killprop	'killprop	Removes the prop you are wearing from the server prop file.
maxocc	'maxocc *number*	Sets the maximum server occupancy
memberrooms	'memberrooms on 'memberrooms off	Allows members to create member rooms Prohibits creation of member rooms
nowhisper	'nowhisper on 'nowhisper off	Disables whispering Enables whispering
operatorskill	'operatorskill on 'operatorskill off	Allows operators to kill Prohibits killing by operators
operatorsonly	'operatorsonly on `operatorsonly off	Sets the current room as operator only Removes operator-only setting
operatorpass	'operatorpass *password*	Sets the operator password to *password*
ownerpass	'ownerpass *password*	Sets the owner password to *password*
passwordsecurity	'passwordsecurity	Enables password security (auto-kills after three failed password attempts)
picdir	'picdir *path*	Sets the source directory for outbound files to *path*
pinprop	'pinprop 'pinprop on 'pinprop off	Sets the pin prop to the prop you are wearing Turns pin propping on Turns pin propping off
playerkill	'playerkill on 'playerkill off	Allows members to kill Prohibits killing by members
propcontrol	'propcontrol on 'propcontrol off 'propcontrol *userlevel*	Turns on prop control (only owners can introduce new props) Turns off prop control Lets only *userlevel* users introduce new props
purgelimit	'purge *number* 'purgelimit *number*	Sets the purge limit to *number* days Same as `purge *number*
recycle	'recycle [*number*]	Causes guest ID numbers to recycle at *number*
reportprefs	'reportprefs	Lists the current Palace preferences.

Owner Commands	Syntax	Description
reset	'reset	Recomputes all rooms' occupancy count.
revision	'revision	Displays the Palace server version number.
roomsfile	'roomsfile 'roomsfile *.patfilename*	Shows current file setting Causes your Palace to use the template asociated with the named configuration file. This changes the look and feel of your Palace.
securejavaaccess	'securejavaaccess on 'securejavaaccess off	If this is on, additional authorization is required for web-based users.
securelogoff	'securelogoff on|off	If this is on, the authentication engine tracks logoffs
securesite	'securesite on|off	If this is on, a name and password are required to access this Palace server.
security	'security *authhost*:[*authport*] [*retrys*]|off	Sets the security (authentication) daemon. • *authhost* is the daemon's URL • *authpot* is the daemon's port • *retrys* specifies how many attempts a user can make. The default is 1.
setrank	'setrank *command setting*	Sets the rank of the command to the specified setting.
servername	'servername *string*	Sets the servername to *string*
showranks	'showranks	Displays each Palace command and its current rank. Modifications via 'setrank are shown in paranthesis.
shutdown	'shutdown	Shuts down the server
spoof	'spoof on 'spoof off	Allows members to spoof using @x,y commands Prohibits spoofing
uplist	'uplist *number*	Moves the current room *number* positions up in the script file

1. Be careful in using this command. If you turn this off, and then log off, you will not be able to access the operator interface again later to turn it on/off. You will need to use the `~susr ownerpassword` command to get back into owner mode.

Index