```
;        CONFIGURATION FILE FOR >CALLSIGN< LINBPQ PACKET NODE
;        FOR USE WITH WINLINK AND EMERGENCY COMMUNICATIONS
;        EVERYWHERE you see the word     CALLSIGN,
;        put in your ham radio callsign
;
;   Use copy and paste to put this in a Text Editor and then save it
;   as /home/pi/bpq32.cfg    The case and spelling are important.
;
;   John Wiseman has extensive help for this file in several places:
;   https://dl.dropboxusercontent.com/u/31910649/bpq32.cfg.Examples.zip
;   http://www.cantab.net/users/john.wiseman/Documents/BPQ32%20Installation.htm
;   http://www.cantab.net/users/john.wiseman/Documents/BPQCFGFile.html
;
;        The order of parameters in not important, but they
;        all must be specified - there are no defaults
;
; CREATE YOUR SYSOP PASSWORD USING THE NEXT LINE
PASSWORD=putyourpasswordhere;                 ; SYSOP Password
;
;
SIMPLE                              ; Hopefully this sets a bunch of parameters
                                    ; to reasonable defaults....
NODECALL=CALLSIGN-7
LOCATOR=XXXX                ; Enable Map Reporting  Put your Maidenhead Locator here
MAPCOMMENT=BPQ32 Node<BR> CITY, STATE
;
;        BBS enables the Application support system.
;        If you have specified any of the APPLnCALLS,
;        you should set BBS to 1.
;
BBS=1           ; INCLUDE BBS SUPPORT
;
;       NODE
NODE=1          ; INCLUDE SWITCH SUPPORT
;
; The NODES and ROUTES tables can be saved, so that they can be
; reloaded when the software is restarted,
; rather than having to wait for the tables to be rebuilt.
; There is a program SAVENODES.exe and a command
; to the BPQ32 console to to this. By Setting AUTOSAVE=1,
; the tables will be saved each time the software closes
;
AUTOSAVE=1               ; Save Nodes File before exiting
;
;
;        Station Identification.
;
;        If a user connects to the NODE Callsign or Alias, he is linked
;        to the switch code, and can use normal NetRom/TheNet commands
;
;        If he connects to an Application Callsign or Alias he will be connected
;        directly to the corresponding application.
;        If not available, the connect will
;        be rejected. See the section on Application Calls towards the
;        bottom of the file for
;        more information.
;
;        Note that for compatibility with the DOS version,
;        and older versions of BPQ32, BBSCALL is an alias for APPL1CALL,
```

```
;          and BBSALIAS is an alias for APPL1ALIAS. If both BBSCALL and
;          APPL1CALL are specified, the BBSCALL will be ignored.
;
;
NODECALL=CALLSIGN-7          ; NODE CALLSIGN
NODEALIAS=ALIAS          ; pick an alias to go here

;          'ID' MESSAGE - SENT EVERY IDINTERVAL MINS
;
;          WILL BE ADDRESSED FROM THE PORT CALLSIGN (IF DEFINED)
;              ELSE FROM THE NODE CALL
;
;          The main purpose of this is to satisfy the requirements of those
;          administrations that require a regular station
;          identification in the same mode as used for communication.

IDMSG:
CALLSIGN-7 Network node (BPQ)
***
IDINTERVAL=10;      to meet FCC requirements

;          'I' COMMAND TEXT
;
;
INFOMSG:
CALLSIGN-7 LINBPQ, CITY STATE
Remember that BPQ systems have to specify PORTS.
E.G., MHeard 4   rather than simply MHeard.
***


; BTEXT is the default beacon sent by the Node. Note that application
; programs may change this, or
; generate their own beacons.
; An APRS compatible position may be included.

BTEXT:
= CITY STATE {BPQ32}
CALLSIGN's BPQ Node.  Port 4 is 2 meter outlet.
***
BTINTERVAL=30; Send beacon text this often

;
;          CTEXT - Normally will only be sent when someone connects to
;          the NODE ALIAS at level 2. If FULL_CTEXT is set to 1, it
;          will be sent to all connectees. Note that this could confuse BBS
;          forwarding connect scripts.
;
CTEXT:
Welcome to CALLSIGN-7 BPQ Node. Port 4=2 meters
Type ? for list of available commands.
***
;
FULL_CTEXT=0                ; SEND CTEXT TO EVERYBODY
HFCTEXT=BPQ32 Node CALLSIGN-7 CITY STATE
;
; ------------------SET UP FOR CONNECTIONS TO RMS RELAY --------------

;CMSCALL=CALLSIGN-11                      ;  GATEWAY AUTHORIZED CALLSIGN WINLINK
```

```
SYSTEM
;CMSPASS=                                ; CMS PASSWORD
; -----------------------------------------------------------------



;        Network System Parameters.
;
;        These are my values. Many other node sysops use other values.
;        If in doubt, liase with
;        those running nodes that you link to

OBSINIT=5                 ; INITIAL OBSOLESCENCE VALUE
OBSMIN=4                  ; MINIMUM TO BROADCAST
NODESINTERVAL=15          ; 'NODES' INTERVAL IN MINS, 15= easy to find
L3TIMETOLIVE=25           ; MAX L3 HOPS
L4RETRIES=4;              ; LEVEL 4 RETRY COUNT
L4TIMEOUT=60;             ; LEVEL 4 TIMEOUT
L4DELAY=10                ; LEVEL 4 DELAYED ACK TIMER
L4WINDOW=4                ; DEFAULT LEVEL 4 WINDOW
MINQUAL=120               ; MINIMUM QUALITY TO ADD TO NODES TABLE



;        The following MAX params set the limits for various tables.
;
;        Although significantly larger values can be used, a common area is used
;        for these tables and the buffer pool, so don't increase them more than
;        necessary.

MAXLINKS=50               ; MAX LEVEL 2 LINKS (UP,DOWN AND INTERNODE)
MAXNODES=50;              ; MAX NODES IN SYSTEM
MAXROUTES=30               ; MAX ADJACENT NODES
MAXCIRCUITS=50            ; NUMBER OF L4 CIRCUITS



BUFFERS=400               ; PACKET BUFFERS - 999 MEANS ALLOCATE AS MANY
                          ; AS POSSIBLE - NORMALLY ABOUT 600, DEPENDING
                          ; ON OTHER TABLE SIZES
;
;        TNC DEFAULT PARAMS
;
PACLEN=64                 ; MAX PACKET SIZE
;
;        PACLEN is a problem! The ideal size depends on the link(s) over
;        which a packet will be sent. For a session involving another node,
;        we have no idea what is at the far end. Ideally each node should have
;        the capability to combine and then refragment messages to suit each
;        link segment - maybe when there are more of my (G8BPQ) nodes about than
;     'real'
;        ones, i'll do it. When the node is accessed directly, things are a
;        bit easier, as we know at least something about the link.
;        So there are two PACLEN params, one here and
;        one in the PORTS section. This one is used to set the initial value
;        for sessions via other nodes, and for sessions initiated from here.
;        The other is used for incoming direct (Level 2) sessions. In all cases
;        the Node PACLEN command can be used to override the defaults.
```

```
;
;          236 is the largest that can be sent over a NETROM link without
;          fragmetation.
;          so don't go above this unless you don't have any NETROM links.
;
;          Level 2 Parameters
;
;          Most Level 2 parameters are specified in the PORTS section'
;
T3=180                      ; LINK VALIDATION TIMER (3 MINS)
IDLETIME=900                ; IDLE LINK SHUTDOWN TIMER (15 MINS)
;
;
HIDENODES=0                 ; IF SET TO 1, NODES STARTING WITH # WILL
                            ; ONLY BE DISPLAYED BY A NODES * COMMAND
;
;          THE *** LINKED COMMAND IS INTENDED FOR USE BY GATEWAY SOFTWARE, AND
;          CONCERN HAS BEEN EXPRESSED THAT IT COULD BE MISUSED. I RECOMMEND THAT
;          IT IS DISABLED IF NOT NEEDED.
;
ENABLE_LINKED=A             ; CONTROLS PROCESSING OF *** LINKED COMMAND
                                    ; Y ALLOWS UNRESTRICTED USE
                                    ; A ALLOWS USE BY APPLICATION PROGRAM
                                    ; N (OR ANY OTHER VALUE) DISABLE
;
;          AX25 PORT DEFINITIONS
;
;          These define the external links - normally to radios, but possibly
;          to other computers, modems, etc.
;
;          The KISS protocol supports dual port TNC's such as the KAM and KPC4.
;          You should define two port entries with the same IO addr
;          and SPEED - set CHANNEL=A for the first and B for the second.
;
;          Note that all timer values are in ms intervals. Most TNC's
;          use different units for the various timers, so be careful!
;
;          All parameters should be set for all ports, but not all
;          drivers support all features. For instance, the NETROM driver
;          does not use the TXDELAY, SLOTTIME and PERSIST values. The NETROM
;          driver only works in FULL DUPLEX mode, and the HDLC only in
;          HALF DUPLEX.
;;
;          CWID works only on DRSI and PC120 cards, and can be suppressed
;          by omitting the parameter.
;
;          BECAUSE OF OUR ODD LICENCING CONDITIONS YOU MAY WISH TO BAN
;          CONNECTIONS TO THE BBS CALLSIGN ON SOME PORTS - USERS MAY STILL
;          CONNECT USING L4, OR CONNECT TO THE NODE ADDR, AND USE BBS
;          COMMAND. PUT 'BBSFLAG=NOBBS' TO ACTIVATE THIS FUNCTION.
;          'BBSFLAG=BBSOK', OR NO PARM, MEANS BEHAVE AS NORMAL
;
;          You can have an extra callsign and alias for each
;          port for user access only. The callsigns defined in NODECALL and
;          BBSCALL are used for all networking activity.
;
PORT
 ID=LOOPBACK
 TYPE=INTERNAL
```

```
  PROTOCOL=KISS
  CHANNEL=A
  QUALITY=0
  MAXFRAME=6
  FULLDUP=0
  FRACK=10000
  RESPTIME=3000
  RETRIES=10
  PACLEN=200
  TXDELAY=500
  SLOTTIME=100
  PERSIST=64
  DIGIFLAG=1   ; 0= NO  1= ALL   255= UI only
  DIGIPORT = 0   ; Port to send digi'd packets, 0 = same port
  UNPROTO=FBB
ENDPORT
;
PORT
 ID=AXIP Link
 TYPE=EXTERNAL
 DLLNAME=BPQAXIP.DLL
 QUALITY=200
 MAXFRAME=4
 FRACK=5000
 RESPTIME=1000
 RETRIES=10
 PACLEN=236
 MINQUAL=150
 UNPROTO=FBB             ; DEFAULT UNPROTO ADDR
 BCALL=CALLSIGN          ; Call for Beacons

 CONFIG

 UDP 10093              # Optional. Enables UDP support, and defines the port
                        # AX.IP listens on. You can specify more than one
                        # UDP line if you need to listen on more than one port

 MHEARD                 # Optional - opens a window to display a "Heard List"
 BROADCAST NODES
 ;MAP CALLSIGN  G8BPQ.NO-IP.COM UDP 10093 B

 ; Steve Conrad, VE9SC, provides a service which displays a map of BPQMailChat
 ; nodes dynamically updated:  http://guardian.no-ip.org/bpqmap/ChatNetwork.htm
 ; The following line causes your Chat Node to be included on the map.
; MAP DUMMY chatmap.g8bpq.net UDP 10090
ENDPORT
;


; ********************PORT 3  TELNET *************************************
PORT
 ID=Telnet Server
 DRIVER=Telnet
 CONFIG
    LOGGING=1
    DisconnectOnClose=0      ;  1 = closes window when you bye
    TCPPORT=8010
    FBBPORT=8011
    HTTPPORT=8080
```

```
    LOGINPROMPT=user:
    PASSWORDPROMPT=password:
    MAXSESSIONS=10

    CMS=1
    CMSCALL=CALLSIGN-11         ; 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=username2,password2,callsign2,,
; add as many as you like


ENDPORT

; -----------------PORT 4  THE 2 METER RADIO ----------------------
; Adjust options to either use /dev/ttyUSB0 (for TNC-x over usb)
; or soundcard (signlink or $10 TNC) over tcp/ip to DIREWOLF
;
PORT
; ID=KISS COM1    ; for KISS TNC-X on Raspberry PI usb port
ID=Direwolf Soundcard-based
 TYPE=ASYNC
 PROTOCOL=KISS
; COMPORT=/dev/ttyUSB0   ; TNC-X
IPADDR=127.0.0.1          ; DIREWOLF
TCPPORT=8001              ; DIREWOLF
 SPEED=9600
 INTLEVEL=4
 CHANNEL A ;   worked with TNC-X  & also for Direwolf 1 chan
; Other channels I have tried are 0; I don't think it matters
 QUALITY=0
 MAXFRAME=1              ; training wheels setting
 FULLDUP=0
 FRACK=10000
 RESPTIME=3000
 RETRIES=10
 PACLEN=64               ; also training wheels
 TXDELAY=500             ; intentionally long....training wheels
 TXTAIL=50    ;   used only by KISS devices...long so you can hear packet
 SLOTTIME=100
 PERSIST=64
 DIGIFLAG=1
 DIGIPORT=0

;
;       KISSOPTIONS=ACKMODE
;       KISSOPTIONS=POLLED,CHECKSUM

 UNPROTO=FBB
 MHEARD
 BROADCAST NODES      ; so routes will appear in other person's view

ENDPORT
```

```
ROUTES:
;
;        ROUTES TO LOCK IN
;
;        specify Callsign, Quality and Port. You can now also specify
;        MAXFRAME, FRACK, PACLEN (in that order) to override the port
;        defaults.
;
;
;AE5E-14,200,2,0,0,0,2     ; No Keepalives
;G4RFG,0,1                 ; Marginal, So lock out by setting QUALITY = 0
;G0GDR-1,100,2,1,6000,100 ; not always very good, so MAXFRAME = 1
***
;
;        APPLICATIONS SUPPORTED
;
;        NAMES STARTING WITH * ARE NOT INCLUDED IN 'VALID COMMANDS' DISPALY
;
LINCHAT; Get the CHAT available
LINMAIL;
;
;  Applications.   These will show up first on the command list line,
;  followed by the standard commands.
;  Uncomment the ones you want (you must be a WINLINK sysop to have
;  WINLINK access....)
;
;  The APPLCALL is the callsign associated with an application.
;  Apparently CHAT *must* have one....or you get an error on startup
;  Find the config file that CHAT creates...and edit it so that the
;  Application number matches what you have for CHAT below:
;
APPLICATION 1,CHAT,,CALLSIGN-4,linbpq,
;APPLICATION 2,RMS,C 3 CMS,CALLSIGN-11,linbpq,255
;APPLICATION 3,RELAY,C 3 RELAY,CALLSIGN-12,linbpq,255
;APPLICATION 3,FBB,,CALLSIGN-3,BPQFBB,0
;APPLICATION 4,BBS,,CALLSIGN-13,linbpq,255
;
```