

5 Localizing Packet

5.1 Polling for local bulletins

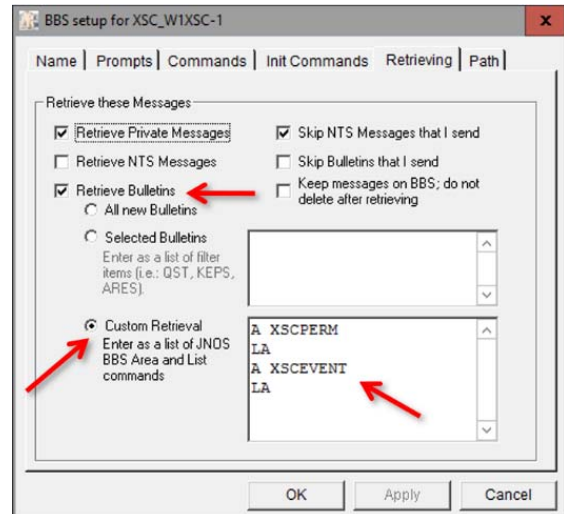
INTRODUCTION

Outpost comes standard with settings that let you retrieve bulletins addressed to all county packet operators (SCCo RACES refers to these bulletins as *Notices*). However, there is also a way to create a local jurisdiction packet bulletin area.

Take a look at what messages are retrieved:

1. From Outpost, select **Setup > BBS**, then the **Retrieving** Tab.
2. This shows that for the W1XSC BBS, you will retrieve **Private** messages (addressed to you), and **Bulletins** defined by *Custom Retrieval* parameters.
3. Note the custom set of commands. These 4 commands essentially tell Outpost to:
 - a. Switch to the XSCPERM area
 - b. List All (LA)
 - c. If there is anything new that you do not have, Outpost will download them.
 - d. Switch to the XSCEVENT area
 - e. List All (LA)
 - f. And, download new ones.
4. The XSCPERM notices describe standard county procedures. These notices do not expire.
5. The XSCEVENT notices are for drills, public service events, incidents, or other activations. Notices posted here automatically expire after 3 days.
6. XSCPERM and XSCEVENT notices are only posted by SCCo RACES Staff.

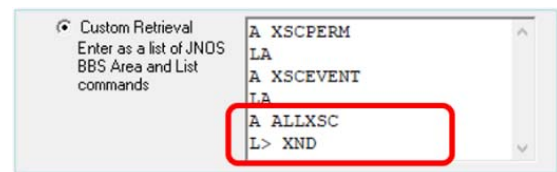
However, all cities are encouraged to create their own Notice area. Here is what the setup looks like.



ACTIVITY

Set up to receive City Notices

1. Each city should use their city's standard three char prefix (ex: "XND", "SJC", "MTV", "CUP", etc.)
2. Everyone in the city adds these 2 lines to **Setup > BBS > Retrieving**.
3. So, for the City of Xanadu, add:
 - A ALLXSC. Tells Outpost to switch to the County's general XSC message area
 - L> XND. Tells Outpost to list messages addressed to XND.



NOTE! Put your city's 3-character prefix on this line instead of XND, for example

- L> MTV
 - L> LOS
 - L> SJC
4. Press **OK**. This additional area will now be checked each time Outpost connects to the BBS.