

User Manual

Envex Mini Replicator v1.x

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1.) Introduction

The Envex Mini Replicator is a small, light weight web site replication program, allowing you to easily maintain a member database, giving each member a personalized, self replicating web site. Features include, password protected Member's Only Area, new member sign up form, full e-mail / notification features, multiple administrators, one level downline tracking, plus more.

This manual will step you through all functions of the Envex Mini Replicator. Everything from how to install the software on your server, to how to setup your program for the first time, to managing your database is included.

1.1 Requirements

Your web server must meet the following requirements, in order to use the Envex Mini Replicator:

- UNIX / LINUX server
- Perl 5
- Telnet / SSH access
- Ability to set the *DefaultType* for Apache
- Ability to execute CGI scripts outside of the /cgi-bin/
- gcc Compiler

2.) Installation

The chapter explains in detail, how to install the Envex Mini Replicator on your server. This chapter goes over the installation process quickly, and assumes you already have knowledge of the needed internet technologies, such as FTP and Telnet.

2.1 Getting Started

Once you have downloaded the Envex Mini Replicator, unzip it to your computer. There are five directories contained within the zip file, which are:

- cgi-bin
- html
- images
- misc
- mrep_data

You must also make sure your web server supports all needed requirements, explained in [Section 1.1 Requirements](#).

2.2 Upload the Files

The first step to install the Envex Mini Replicator, is to upload all files to your web server. To start, connect to your server via FTP.

2.2.1 Upload the /mrep_data/ Directory

First, you must upload the */mrep_data/* directory. This directory should be uploaded below your document root. On the majority of web servers, the document root is the first directory you are placed in, when you connect via FTP. In other words, just below where your web pages are stored.

For example, if your web pages are stored in the */home/username/public_html/* directory, then the */mrep_data/* directory should be located at */home/username/mrep_data/*. Once you have decided where to upload the */mrep_data/* directory, upload it. Make sure you upload the entire contents of the directory in ASCII mode.

CHMOD the */mrep_data/* directory to the following permissions:

- */mrep_data/* - 777
- */mrep_data/dat/* - 777
- */mrep_data/dat/.** (*all files*) - 777
- */mrep_data/html/* - 777

2.2.2 Upload the /cgi-bin/ Directory

Next, you need to upload the */cgi-bin/* directory. First, change directories on your web server to your *cgi-bin*. Once inside your *cgi-bin*, create a directory called **mrep**. Upload the contents of the */cgi-bin/* directory from the zip file, to the **mrep** directory you just created.

Make sure you upload all files in ASCII mode. Once uploaded, CHMOD the */cgi-bin/* directory as follows:

- install.cgi – 755
- newuser.cgi – 777
- reminder.cgi – 777
- admin/ - 777
- admin/.htaccess – 777
- admin/admin.cgi – 777
- admin/communicate.pl – 755
- admin/database.pl – 755
- admin/setup.pl – 755
- lib/ - 755
- lib/*.pl (all .pl files) – 755
- members_only/ – 755
- members_only/*.pl (all .pl files) – 755

NOTE: If you are familiar with installing CGI scripts, you made notice some of the above permissions seem incorrect. Please make sure you CHMOD all files exactly as stated above. The installation script modifies some scripts, and makes the needed permission changes.

2.2.3 Upload the /images/ Directory

The next directory you need to upload is the */images/* directory. Change to the images directory on your web server, and create a sub-directory named **mrep**. Upload the contents of the */images/* directory from the zip file, to the new **mrep** directory you just created. Make sure you upload all files in Binary mode, not ASCII.

2.2.4 Upload the /html/ Directory

The last directory you need to upload is the */html/* directory. Change directories on your web server to your document root (where your web pages are stored). This is usually a directory called something like, */html/*, */www/*, or */public_html/*. Upload the contents of the */html/* directory from the zip file to your document root.

Make sure you upload all files in ASCII mode. CHMOD the files to the following permissions:

- show.cgi – 777
- members_only/ - 777
- members_only/.htaccess – 777
- members_only/members_only.cgi – 777

2.3 Run Installation Script

You should now have all files uploaded to your server, and the permissions set correctly. The next thing you need to do is run the installation script. Open up your web browser, and go to the */cgi-bin/install.cgi* script on your server, which should be located at:

<http://www.domain.com/cgi-bin/mrep/install.cgi>

The installation script contains several fields, asking for different information such as the paths and URLs to different directories. The script has already tried to determine these for you, but you could be wrong. Complete the form, and click on the *Install the Envex Mini Replicator v1.x* submit button to complete the installation process.

Another page should then come up saying the Envex Mini Replicator has been successfully installed on your server. Depending on how your server is setup, the page may ask you to

CHMOD several files. Please follow these directions as they appear. If no instructions asking you to CHMOD files appear, CHMOD the `/cgi-bin/admin/` and `/html/members_only/` directories to 755, to ensure no errors occur.

Last, make sure you delete the `install.cgi` script from your server, as it is only a security hazard now.

2.4 Compile members.c Script

The next thing you need to do is compile the `members.c` script, which should be located in the document root of your server. Telnet into your server, and change directories to your document root where the `members.c` script is located. At the telnet prompt type the following:

```
gcc -o members members.c
```

This will compile the `members.c` script, and create a new file named `members` in your document root. CHMOD the new `members` file to 755, and delete the `members.c` script from your server. If for some reason, you received an error when trying to compile the `members.c` script, you may try uploading the binary `members` script located in the `/misc/` directory of the zip file. Again, CHMOD the `members` file to 755 after uploaded.

2.5 Change the DefaultType

Next, you must change the `DefaultType` directive in Apache to **cgi-script**. To do this, create a **.htaccess** file in your document root, where the compiled `members` script is located. The `.htaccess` file should contain the two following lines:

```
Options +ExecCGI
AllowOverride All
```

To test this, open up your web browser, and go to the following URL:

```
http://www.domain.com/members/test/
```

If you receive an error from the script, saying "*User does not exist, test*", then everything is working correctly. However, if you receive a server error, such as a 404 File Not Found, or 403 Forbidden error, you need to contact your web host, and ask them to change the `AllowOverride` directive to `All` in Apache for your document root. Once this has been done, everything should work fine.

2.6 Installation Complete

If you have successfully completed all above steps, the Envex Mini Replicator is now successfully installed on your server. The next thing you must do is setup your program. To do this, please read through [Chapter 4. Getting Started](#).

3.) Self Replicating Web Sites

This section explains how to format your self replicating web site, for use with the Envex Mini Replicator. Generally, every type of self replicating web site can be used. The only real restriction is you can not use server side programming languages within your web pages. This includes things such as PHP, Coldfusion, ASP, Java, and so on. However, you can use client side programming languages such as Javascript and DHTML.

3.1 The Basics

Every type of web site is fully supported by the Envex Mini Replicator, except those which use server side programming languages. Your self replicating web site is simply a normal web site, and can contain an unlimited number of web pages / directories, frames, Javascript, and so on. You can use basically any HTML editor available to create your self replicating web site.

However, your self replicating web site can not contain any server side programming languages, such as PHP, Coldfusion, CGI, ASP, Java, etc. This is because the self replicating web pages themselves are server side generated, and you can't have a server side generated page, execute server side scripts.

3.2 Personalize Your Web Site

You'll most likely want to personalize your self replicating web site with your member's personal information. To do this, you'll need to add merge fields into your web pages. A merge field is simply any of the fields in your member database, surrounded with ~ marks.

For example, if one of the fields in your member database is **first_name**, you would enter the merge field ~first_name~ anywhere in your web pages. This merge field will then be replaced with the member's first name. Merge fields can be placed anywhere in your web pages you would like.

3.3 Image Links

All image links in your web pages must be absolute URLs, and not relative URLs. You should only have one set of images on your web server. Images should never be uploaded to your self replicating web site through the Admin Control Panel. Instead, use conventional means to upload the images to your server, and for example, store them in the /images/ directory of your server.

For example, if you currently have an image link like:

```

```

That needs to be changed to:

```

```

All images in your web pages must be changed to absolute URLs as explained above, or else they will not show up correctly on your self replicating web site.

3.4 HTML Links

All HTML links must also be formatted in a certain way, so people stay on a member's self replicating web site, to ensure your members always get proper credit for new signups. All HTML links must be absolute URLs.

For example, if you have an HTML link which looks like:

```
<a href="page.html">
```

That needs to be changed to:

```
<a href="http://www.domain.com/members/~username~/page.html">
```

When somebody visits the web page, the ~username~ merge field will be replaced with the member's username. This ensures nobody will ever stray from the member's self replicating web site, and the member will always receive full credit for all signups.

3.5 Member's Only Area

There's a good chance you will want to upload additional web pages to your Member's Only Area, which can only be viewed by active members, after they've logged into the Member's Only Area. The web pages can be personalized using the same merge fields as described in [3.2 Personalize Your Web Site](#). To link to a page within the Member's Only Area, you will place a link such as:

```
members_only.cgi?~authtext~&page=page.html
```

For example, if you uploaded a web page named *program.html*, the link would be:

```
members_only.cgi?~authtext~&page=program.html
```

4.) Getting Started

Once the Envex Mini Replicator has been installed on your server, there are several things you must complete, before being ready to launch your program. This chapter will step you through everything you need to do, to fully setup your program.

4.1 Quick Setup Guide

If you are familiar with the Envex Mini Replicator, below shows a quick list of everything which must be completed, before launching your program.

- 1.) Run First Time Setup (*Setup->First Time Setup menu*)
- 2.) Upload self replicating web site (*Setup->Manage Web Site menu*)
- 3.) Generate needed HTML forms (*Setup->Generate HTML Forms menu*)
- 4.) Edit e-mail messages (*Communicate->Edit Message menu*)
- 5.) Create your first member (*Database->Create New Member menu*)

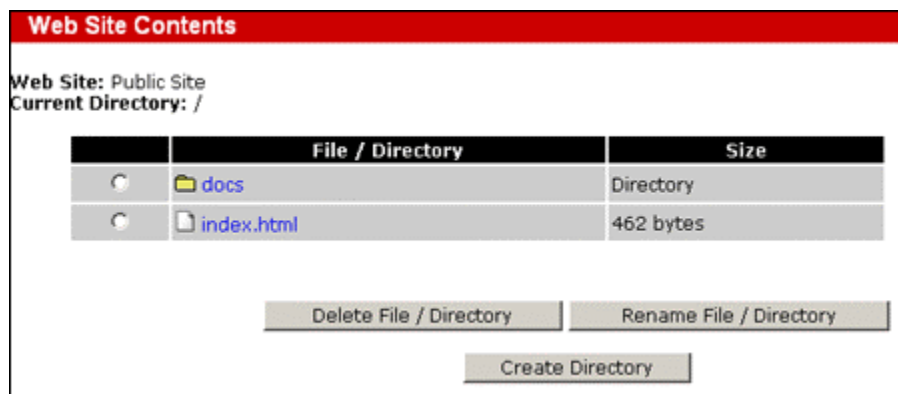
4.2 First Time Setup

The first thing you must do is run First Time Setup. To do this, login to your Admin Control Panel, and go to the *Setup->First Time Setup* menu. Simply complete the needed forms, until you receive a message saying First Time Setup has been completed. If you have any questions regarding the questions asked, click on the green Help button in the needed section.

4.3 Upload Self Replicating Web Site

Next, you need to upload your self replicating web site, and Member Only Area. To start, go to the *Setup->Manage Web Site* menu of the Admin Control Panel. The first page asks if you would like to manage your self replicating web site, or Member's Only Area.

The first section on the next page is titled Web Site Contents, and looks something like:



This table lists all files and directories currently in the selected web site. You may move into a directory, and view the contents of it, by simply clicking on the directory name. You may edit the contents of any file, by clicking on the name of the file.

The last section on the page, titled Upload Web Pages, allows you to upload a maximum of ten web pages at once. Simply click on the Browse button beside a text box, and select the web

page from your computer. Once you've selected all needed web pages to upload, click on the "Upload Web Page" submit button, to upload all the web pages into the current directory.

4.3.1 Root Web Site

Please note, uploading files into your self replicating web site, does not upload them to your root web site at <http://www.domain.com/>. Instead, the web pages are only uploaded to your self replicating web site, which is usually located at:

<http://www.domain.com/members/USERNAME/>

There is a good chance you will want to tie in your root web site, with your self replicating web site. There are two ways to accomplish this:

- 1.) Create a small doorway page, at <http://www.domain.com/>, which only contains a "Click Here to Enter" image, which links to one of your member's self replicating web sites.
- 2.) Use the same home page as your self replicating web site, but change the HTML links to link to a member's self replicating web site. However, this means you need to maintain two different copies of your home page.

4.4 Generate HTML Forms

Next, you need to generate the needed HTML forms for your program, such as the new user signup form, and login form. To start, go to the *Setup->Generate HTML Forms* menu of the Admin Control Panel, and a list of three different forms to generate will appear.

4.4.1 Newuser HTML Form

This form allows the public to join from your self replicating web site. This form asks for their contact information, and once submitted, will automatically add them to the database, and create their self replicating web site.

4.4.2 Member's Only Area – Login Form

This form allows members to login to the Member's Only Area, by entering their username and password. You only need to generate this form, if you selected "HTML login form" for the authentication method, during First Time Setup.

4.4.3 Member's Only Area – Home Page

This page is used as an example, for the home page of the Member's Only Area, and contains links to all actions, which members can perform. By default, every Member's Only Area you create will start with this default page, so there's usually no need to generate this page.

4.4.4 HTML Results

Once you have selected the HTML form to generate, submit the form. The next page will contain the results of the generated form, which you can then copy and paste into a web page. Alternatively, you can have the results saved to a web page using the form located on the bottom of the results page.

4.5 Edit E-Mail Messages

Next, you need to edit all needed e-mail messages, which are sent out by the script. These include things such as, when a new member joins. You can do this by going to the *Communicate->Edit Message* menu of the Admin Control Panel. This will display a list of all e-mail messages you can edit. Simply select the needed e-mail message, and click on the *Edit Message* submit button. You will then be able to enter the contents of the e-mail message.

4.6 Create First Member

Last, you simply need to create your first member, which can be done through the *Database->Create New Member* menu. Since this is your first member, and they do not have a sponsor, leave the Sponsor field on the form blank.

5.) HTML Templates

The Envex Mini Replicator uses HTML templates, which are nothing more than simple web pages, instead of placing all HTML code within the software. This allows for you to completely customize the look of every aspect of the software. All HTML templates are stored in the */mrep_data/htmlt/* directory of your web server, and the only ones which need to concern you, are located in the */mrep_data/htmlt/marea/* directory of your server. Below describes all special HTML tags located within the templates, which you must be aware of.

5.1 Merge Fields

The HTML templates contain many merge fields, which are replaced with different information, when displayed by the software. All merge fields are surrounded with *~* marks, and should never be modified, regardless of the circumstances. Some examples of merge fields are, *~username~*, *~fullname~*, and so on.

5.2 **<REPRODUCE>** HTML tags

Throughout the HTML templates, you will notice several sets of **<REPRODUCE ... >** HTML tags. When the script prints out an HTML template, it will take everything between these HTML tags and copy it over and over. For example, if the script is displaying a list of members, the HTML template will contain one set of **<REPRODUCE ... >** HTML tags, and the script will copy everything between the HTML tags over and over, for every member.

You may edit the HTML code inside of these HTML tags, but should never delete or modify the actual HTML tags themselves. Only the HTML code inside of them.

5.3 **<IF>** HTML tags

Another special set of HTML tags which you will see in many HTML templates are the **<IF ... >** tags. Depending on how your program is setup, the script may or may not display the contents between these tags when it prints an HTML template. For example, several HTML tags contain special sections for multiple program structures. If your program contains multiple program structures, the script will display the contents between the **<IF ... >** tags. However, if your program does not contain multiple program structures, the script will "hide" the contents between these tags.

Again, you may modify the contents between these tags, but should never modify or delete the HTML tags themselves.

5.4 **<INCLUDE>** HTML tags

The **<INCLUDE ... >** HTML tags are quite rare in the Envex Mini Replicator. These simply act exactly as Server Side Includes do. The **<INCLUDE ... >** HTML tag will contain the location of another HTML template. When the script prints the HTML template it will simply replace the **<INCLUDE ... >** HTML tag with the contents of the specified template. You should not modify these HTML templates at all, and they should remain exactly as they are.

5.5 Descriptions of HTML templates

The below table lists all templates in the `/mrep_data/htmlt/marea/` directory, and their use. You can edit these HTML templates just like normal web pages, but please keep in mind the special HTML tags explained above.

HTML Template	Description
delete_account.htmlt	When a member wants to delete themselves through the Member's Only Area. This template simply asks the member to confirm their deletion, by entering "CONFIRM" in a text box.
edit_profile.htmlt	When a member edits their profile through the Member's Only Area.
email_downline.htmlt	When a member sends an e-mail message to their downline. This template asks for the contents of the e-mail message to send.
email_downline_preview.htmlt	Before actually sending the e-mail message to a member's downline, the member must first preview their message. This template shows a preview of the e-mail message, asking the member to confirm it.
login_expired.htmlt	If a member tries to navigate through the Member's Only Area, after being inactive for too long, thus being automatically logged out, this template is displayed.
login_invalid.htmlt	If a member enters an invalid username or password when trying to login to the Member's Only Area, this template is displayed.
logout.html	After a member has successfully logged out of the Member's Only Area, this template is displayed.
processing.htmlt	Currently only used when sending an e-mail message to a downline. This template shows the blue progress bar, as the e-mail is being sent.
success.htmlt	Every time a member successfully completes an action, such as editing their profile, this template is displayed.
view_downline.htmlt	When a member views their downline through the Member's Only Area. Same as the <i>Database->View Member</i> menu of the Admin Control Panel
view_website_stats.htmlt	When a member views their web site statistics through the Member's Only Area. The same as viewing a member's web site statistics through the <i>Database->View Member</i> menu of the Admin Control Panel.

There are also several templates located in the `/mrep_data/htmlt/` directory, which you may want to edit. A description of all templates located in the `/mrep_data/htmlt/` directory are explained in the below table.

HTML Template	Description
deactivated.htmlt	Displayed when someone tries to view a member's self

	replicating web site, who has been deactivated.
error.htmlt	Displayed every time any error occurs in the Member's Only Area, or through any public action, such as joining.
error_mail.htmlt	If an error ever occurs when trying to send an e-mail, a small browser window will automatically open, and display this template, which lists all e-mail address the software couldn't e-mail.
newuser_thankyou.htmlt	Displayed after a new member successfully filled out the newuser HTML form, and joins your program.
reminder.htmlt	When someone clicks on the "Forgot your password" link. This template asks for the member's e-mail address, and will e-mail them their password.
reminder_success.htmlt	After someone successfully completes the reminder.htmlt form, and their password has been e-mailed, this template is displayed.

5.6 Edit Profile

As you may notice, the *edit_profile.htmlt* template seems to be very restrictive, due to the *<REPRODUCE>* HTML tags. If wanted, you can completely customize the look of the edit profile form. It's not absolutely required that you actually use the *edit_profile.htmlt* template. Instead, you can create your own web page, upload it to the Member's Only Area, and use that to allow member's to edit their profile. Below explains exactly how to create your own edit profile form.

First, you must have a *<FORM>* tag, which will be:

```
<form action="members_only.cgi?~authtext~&action=edit_profile"
method="POST">
```

Next, you need to add the text fields to your form, which contain the member's profile, allowing members to edit their information. Every text field should look something like:

```
<input type="text" name="field" value="~field~">
```

Where *field* is the name of any field in your member database, except 'username'. Please note, all fields you add to the form, must also be checked in the *Setup->General Settings* menu, allowing members to edit those fields. For example, if you wanted to allow members to edit the "email" field from your member database, you would add the following text field:

```
<input type="text" name="email" value="~email~">
```

Last, you need to add a submit button to the form, such as:

```
<input type="submit" value="Edit Profile">
```

Other than the above mentioned items, you can create the edit profile form in any way you wish. Once you've created the new HTML form, save it as a web page, and upload it to your Member's Only Area through the *Setup->Manage Web Site* menu of the Admin Control Panel. Then, just link to this web page, to allow members to edit their profile.

5.7 Delete Account

If for some reason, you do not wish to use the *delete_account.htmlt* template, you may create your own web page, allowing members to delete their account, and upload it to the Member's Only Area through the *Setup->Manage Web Site* menu of the Admin Control Panel, by completing the following:

First, your HTML form needs to *<FORM>* tag, which is:

```
<form action="members_only.cgi?~authtext~&action=delete_account"
method="POST">
```

The only other requirement is one text field, which the member must type "CONFIRM" into, to confirm their account deletion. This text field must be:

```
<input type="text" name="confirm">
```

If you would rather not require members to confirm their account deletion, and instead, only need to click on a submit button, you can use a hidden form field instead, such as:

```
<input type="hidden" name="confirm" value="CONFIRM">
```

Last, you simply need to add a submit button to the form, such as:

```
<input type="submit" value="Delete Account">
```

5.8 All Other Templates

There is no way to substitute a web page for the other HTML templates, except those described above. For all other templates, you must use the actually template located in the */mrep_data/htmlt/* directory. This is because the software must process, and / or retrieve certain database information, before displaying the template.

6.) Integrate Third Party Scripts

The Envex Mini Replicator allows software developers to integrate third party applications. When one of many actions occur, the software will check to see if a third party script exists for that action, and if exists, will automatically execute the script. This allows for a great amount of functionality, and almost complete flexibility of the Envex Mini Replicator.

This chapter will explain to programmers exactly how to integrate third party scripts into the software. Please note, all third party scripts must be written in Perl. The Envex Mini Replicator places no restrictions on the third party scripts, and executes them within an "eval {}" block, allowing for full usage of Perl.

This manual is only meant for experienced Perl programmers, who have a need to integrate third party applications into the Envex Mini Replicator.

6.1 File and Directory Structure

All third party scripts must be uploaded into the `/mrep_data/scripts/` directory of the web server. Every time one of many actions occur, the Envex Mini Replicator will check to see if a script exists at the needed location, and if exists, will automatically execute that script. The below table lists the exact location where all scripts must be placed, and the action which will execute them.

All locations listed in the below table are relative to the `/mrep_data/scripts/` directory. For example, if the location is "create.pl", the actual location of the script is `/mrep_data/scripts/create.pl`.

Action	Script Location	Description
New member created	create.pl	When a new member is added to the database.
Member deleted	delete.pl	When any member is deleted from the database.
Member activated	activate.pl	When any member in the database, is activated.
Member deactivated	deactivate.pl	When any member in the database is deactivated.

6.2 Available Variables

There are two different hashes available to every third party script, `%PROFILE` and `%SPONSOR`, providing you with the member's information, which the action is being performed against. The `%PROFILE` has contains the member's profile, and the `%SPONSOR` hash contains the member's sponsor's profile, if the member has a sponsor.

The keys in each hash are the fields of the member database, and the values are the member's personal information. For example, the `$PROFILE{username}` variable would be

the member's username, the *\$PROFILE{first_name}* field being the member's first name, the *\$SPONSOR{email}* field being the sponsor's e-mail address, and so on.