



The Reflection

May 1990

Volume 1 Issue 6

We regret that Julie Rhodes is no longer with us. She did much to help make a success of this newsletter. We hope we can get her back soon. In the meantime we will do the best we can.

Comments by
THE CHIEF

Withdrawal symptoms?

As most of you know from reading the "muxer" article in the last issue, a "muxer" is a marvelous device. There is a serious drawback to owning one, however. If you ever encounter a failure you must learn to live without and that can be as bad as living without your daily "fix".

As luck would have it, about the time the last issue was going to press I experienced a breakdown of some of my most trusted equipment. First my monitor went out. I have a Thompson monitor and it has a triggered display, so if the cable is disconnected from the computer the screen doesn't light. Since the screen wasn't coming on but I could hear the familiar "beep" of the hard drive coming up I hoped it was something simple like a cable being loose. I pulled my computer out of it's cubby hole and checked the cables, all good, then slid it back in, gently, always gently, and tried again...this time no screen, no "beep", nothing.

Hmmm, perplexing. I had compounded my problem. I wound up having to take the monitor in to a local repair shop and having to send the host adaptor

off to Xetec, along with a 25 pin connector.

Ah, the agony of it all. I suffered for about three days without being able to use my hard drive. I had to go back to those early days of yesteryear when loading a file from floppy takes YEARS...

I was miserable. I was depressed.

I would see something minor on the board that need attention and find that I could not easily handle it on my second computer.

Oh, misery.

Fortunately the people at Xetec were sympathetic. We sent the host to them on Friday, by express UPS, they got it on Monday morning, checked it out and called me to tell me that the host was ok, the 25 pin cable was bad. They expressed the host back to me and I had it at 8:30 Tuesday morning...By Thursday the local yokels had finished with my monitor and I was back up to speed. What a RELIEF!

So tell me, how do you EXIST without an LK and a "muxer"?

TIME

By: Karen Leary (ENCHANTRESS)

Just two small numbers
And some electricity,
I can not describe the
Thrill they elicit from me.
Designing worlds from
Blips and bleeps and such,
All at my command, only
Requiring the right touch.
There is but one drawback
That clouds my days,
Time loses meaning
In an electronic maze.



NISSA News

By: Bruce Hammond (DR MOFFETT)

Greetings once again to all of you out there in NISSA land, from here, out in the middle of nowhere! Once again I have the privilege and honor to fill you in on what's happening in NISSA.

For those of you who are new to the scene, I'm Bruce E. Hammond, AKADR MOFFETT, AKAMUFFY, one of your happy helpers from NISSA. For those of you who have been here before and have had the honor of reading Al DeRosa's or my articles..... Well, WE'RE BACK!!

Anyway, what's the topic this month, you may ask. I've been asking myself that very question. So, for lack of a good answer, let's throw a few things out and see what happens.

First of all, most of the NISSA members should have received a letter from yours truly, explaining what has happened in the last four or five months with NISSA and the 'changing of the guards'. Also in that letter was a survey that we sent out in hopes of updating our files and the "NISSA Boards" file. Once I get the surveys back, I'll be compiling a new "NISSA Boards" file with the inclusion of serial numbers. Please take the time, if you haven't already, to fill out the form and send it back. You may have also noticed the inclusion (I like that word) of a NISSA SSB application. For those of you who feel you are ready to take on the responsibilities of being an SSB, please sign that form and send it with the survey. As I get the applications, they will be processed and sent to Al, who will distribute the test upon verification of the stated requirements. Al has been working his fingers to the bone getting the test questions compiled into a suitable form for administration of the test. (C'Mon, let's all stand up and give Al a round of applause!!) (Clap, Clap???)

We also have a few other little plans

that you may hear of in the near future to take some of the burden off the IMAGE gang, so they can devote their time to development, and all that other good stuff..

So, where is NISSA going from here?

Well, once the data from the surveys is compiled, we can put together a plan of attack as far as getting information from board to board. That is the focal point at this time; getting all the boards together to form a tight bond so that information and advisories won't take six to eight months to get around. Once that bond is made, the support NISSA offers to IMAGE SysOps will be fast, reliable, and accurate. (Sorry, I was having a Corporation Pep-Talk flashback!)

Here's a little question you might like to think about if you have a moment. What does support mean to me? I know, it sounds corny, but think of the person on the other end of the phone who is tearing their hair out trying to take care of a problem. So, on that note, here's a few new members we'd like to welcome to NISSA:

The Grid Iron BBS	216-386-9213
The Byte Me BBS	609-358-0015
Night Flight BBS	313-486-0924
Digi-Itch	307-328-1923
Eliminators BBS	302-475-9523
Last Wizards Realm	215-724-6912
Master Chin's Dojo	312-202-1801
Phantom Zone	717-540-5771
One Heart BBS	216-327-8760
ARIA	405-947-2742
The World of LORAL	412-441-0352

And we won't have any deletions this month until all the surveys are received. At that time, the new and improved "NISSA Boards" file will be made available on all the SSB's for distribution. Thanks for your time and patience.

Bruce E. Hammond
Dr Moffett
Wrong Number 3 (419)/836-5002
NISSA Member

'Doing what we can to make the world a happier and safer place to live'

=====

Questions And Answers

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Q: I only have one modem but I have two computers and I'd like to be able to boot my board and work on pfiles on my second computer. Can this be done?

A: Yes, you can create a special "+.modem" file for use on your second computer. Just replace line 901 of the modem file with a RETURN and it will then allow you to boot the second computer. Line 901 would read: 901 RETURN

Q: How much will the network add to my phone bill?

A: This varies widely. If you have no long distance connections it doesn't add any, of course. If you have one connection and limit the transactions to night time only (lowest rates) it would be much less than someone with four long distance connections that allowed him to call all the time. Another variable is how much the network is used. If your board has a lot of traffic it would be higher than one with little traffic. Many of the variables are adjustable, you can limit when the board calls, what hours it calls, etc.

Q: Where did Tracy go?

A: Tracy has left New Image to seek other employment. She may continue to do some work for us in a "volunteer" status as her other employment permits. She is not now working directly with New Image.

Q: When will the (fill in the blank here) version be finished?

A: We are working on several different versions. In most cases they are being worked on by programmers that have other, full time, jobs and can only work on the IMAGE programs for a limited time. We

want to get the other versions out as badly as you want them, but, we want them done to IMAGE standards as well so we will take as much time as we need to be sure that they are done correctly. At present NONE of the other versions have proceeded to the 'beta' test stage and NONE of them have even proceeded to the point where it could go on-line for testing. Probably the one that is nearest to the test stage is the 128 version that Little John has been working on. When we are ready to put one on line or to beta test one we will let everyone know. In the meantime, we welcome suggestions for what you might like to see in a version for some other computer.

| *Escape From Base Ten* |

| The Saga Continues. |

| A Novel by E. EL |

(2)

Joey, as a child, had been reluctant to go out and make friends. He was very shy and really did not want to meet anybody that he had not met already. He also did not want to deal with the trauma which he saw one friend putting another into over the idiotic things children fight about. Joey was a mature thirteen-year-old, as you can very well tell, but what he failed to notice was what he saw from his bedroom window was not the entire part of friendship.

What Joey believed to be friendship was like a false advertisement in a newspaper. It could be telling you that what you were getting was an ultra-new vehicle with jet-power steering and a mileage that could be subtracted from your own age, but what was behind those words was the real thing. Not a silhouette to intimidate, but the bad that comes from all good. You know... Like,

every meat has its liver and every ray of sunlight has its burn.

Joey didn't understand that what you saw WASN'T always what you got. His aspect was shot because he allowed his mind to capture only the wrong pieces of input. And that hurt him. That hurt him bad, because his views weren't deep. They were, in a word: shallow.

Joe didn't want to venture out into the deep areas of things, which was why his vision remained so limited. Thus, he hadn't yet gotten the true message of what friendship could do for him and what he could do for friendship. In a way, I'm a little wrong for saying that he never gave it a shot. But I CAN justify that by saying that he never gave it his BEST.

One day when he had nothing better to do, he had gone out and decided to explore his neighborhood. He had never really seen it except on excursions with his mom to the Mart or when he went to

school. And there were always the nooks and crannies that a child makes mental notes of when he passes them by. . . Today, Joe decided to look into them. He had thrown on a pair of his best sneakers and a white shirt that his mother had given him a year ago. His mom did not have the smallest shred of taste, but this had been one of those exceptional picks, and he had worn it

often to school. In fact, you could say he LIKED it.

-He had walked out of his apartment building, whistling to himself and humming a few bars to a song he didn't even know the name of, and kicking small pebbles which were strewn all about the pavement. He remembered that there was an alley that he wanted to explore very much and he walked around a few corners and crossed a few streets until he had found it. It was a dangerous looking place and there even seemed to be a dangerous smell that hung about it.

-But since when has THAT stopped a curious kid?

He looked around to see if anyone was watching him or perhaps to check if he had been followed (much like characters do in movies before they

did something stupid) and had walked in. At first, there was the usual litter found in unkempt alleyways: garbage cans, garbage bags, loose garbage, smelly garbage, oozing garbage, and trash of all sorts. But then the garbage started getting better, more colorful, and there seemed to be some type of order to it: piled cans, melted dolls, tied cardboard, taped-up

Net Wall Ramblings

Here are some "ramblings" from the new and exciting "NetWall". This is just a sample of the daily traffic. To really enjoy the "Wall" log on to any of the network nodes and check out the "NetWall"

By: DR. SHADE @ TCN

At Node 6 (Tec-Net)

The Daytona SEANET Hub!

Lt. Kernal & Image Sales

If at first you don't succeed destroy all evidence that you tried! B)

By: DR. SHADE @ TCN

At Node 6 (Tec-Net)

The Daytona SEANET Hub!

Lt. Kernal & Image Sales

Tis a sad Day!

The Daytona Beach News Journal

today reported that Tony the Tiger was found MURDERED in his Kalamazoo, Michigan apartment!

Sniff!

The police suspect a Cereal Killer!

What has the World come to?

newspaper, blah-blah.

Joe looked at all this with the same face he exerted when nothing interested him and glanced ahead to see that his little excursion was going to end at a blank wall in dozen or so steps. He stopped and picked up a doll that looked like it had been through a food processor and he tossed it over his shoulder. It landed with a loud and hollow THONK! in a garbage can. He heard it echo around the alley and grinned. He had always been a good shot - even if he couldn't see where he was aiming.

Just below the fading sound of the doll's report, he heard a rustling up ahead and his heart quickened. The grin, which had expanded to a smile faster than you could say jacksy-sprack, froze in an ugly grimace and he looked very much like he was ready to drop a load in his pants.

He reached for the nearest thing (which was another chewed up doll) that his hand would grasp, and tried to look as if he was intending only to chuck it over his shoulder like the last one. The dolls weren't heavy, but they had been deformed to such an extent that what was left of most of them was a lump of plastic, so - in a sense - you could say that they WEREN'T light. For a moment, he forgot what he had intended to do in the first place, then the rustle came again and he had caught glimpse of a shadow, too big to be a cat or a dog, trying to camouflage itself with the alley darkness. He suddenly remembered what it was he

planned and wondered how he could have forgotten it in the first place.

He casually pulled his arm back over his shoulder and brought the lump of plastic just behind his ear, then he let his muscles loosen and extended his arm forward releasing the doll when he had spanned as much as he could. The doll flew on a straight path and Joe faintly heard it cutting the air when it struck true, sounding unlike the THONK! made by the garbage can but something like a THIP!

He retreated backwards a series of steps and heard something that sounded like cries of pain and couldn't help restraining a giggle when a boy about half his age climbed out of the shadows rubbing his hand on his forehead. He had never had an encounter like this one so he really didn't know what to do except wait and see what the other boy's reaction would be.

There was a tense moment between the two as their eyes met and perhaps that was when Joe was ever close to understanding the REAL meaning of friendship. He waited for a response and got one: First, the kid started to whimper. Then he advanced to a couple of sighs and an occasional snuffle. After about ten seconds of seeing Joe wasn't going to make amends, he burst into a loud series of bawlings that seemed to shake the garbage cans and made the THONK! that Joe's throw had created as minute as the sound a person makes with their knees when squatting.

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Of course, I tell you that he never really gave it his best shot because he really didn't. Tell me, what would you do if a little boy was crying and it was YOUR fault? Help him? Try to calm him down? Perhaps even start offering bribes to keep the kid quiet, right?

Well, three seconds after the little boy went into his crying spasm, Joe decided that all this exploring was just too much for him and that it had been enough for one day. He came to the conclusion that all the nooks and crannies that he so much wanted to take a look at had waited this long for him and they could wait a little while longer. He turned around and started running so fast that his feet felt like they were on fire. He felt the wind whip around him as he left the alley and the dying sobs of that little boy. His legs pumped in such a fashion that he didn't even feel tired.

Somewhere, out of the deepest recesses of his mind, came the word: roadrunner. And he felt good. He was no longer doing a run, but a jog, only his feet were moving as if they had been jetted with rocket fuel. He reached the foot of his building in less than one-third of the time it took him to walk to the alley. And he wasn't even slightly winded. He had never, ever, run so fast in his life and he wondered if he could put this little talent of his to work somehow.

He had vague images of running in a race. His feet were a blur when he looked down. He could see the finish line in the distance and every now and then, he would look back to see how much distance he was putting between him and his opponents.

They were well behind. He cocked his head forward and imagined himself as a roadrunner. He sped past the finish line and

an entire horde of people rushed over to congratulate him and take his picture. He saw all the children and how they cheered for him. All the people lifted him onto their shoulders and he smiled and waved at them with an imaginary hand. Then he looked back at the finish line and saw all the runners he had beaten. They wore savagely depressing frowns and each one stood next to the other. They were rocking and swaying, Joey saw, to a sick rhythm. Together, they began to whimper. Gradually, they built those whimpers to a few sighs and sniffles. Then, when all the runners realized that no one was paying attention to THEM, they broke out in a chorus of crying sobs.

Well, Joey really didn't need that right now. But he knew he could run. And he knew he was fast.

Now you know why Joe never learned to make friends. What he saw was a problem, and he didn't want to deal with it. Joe didn't like the deep ends of life so he stayed knee-deep where the water was safe. This was how Joe was. He began to hate other kids and the only friends he had were the ones he HAD to have: his school friends.

Joe never saw that little boy on his homeworld again, and later on in his life, about a year before he was abducted by a band of space-pirates, he came to the conclusion that the kid had wandered away from his mother and fallen asleep in the alley. As for helping him, his mother should have dealt with not letting him go astray. But he believed he did learn a couple of things out of that incident:

Don't look for anything and it won't look for you, and:

When you want to run, all you have to do is think Roadrunner

To be continued

Old Sysops

Thoughts of an old Sysop.

By: Ron Fitch (DR. SHADE)

The dog's bark rang like a shot in my ear. I sat up in bed and looked at the clock 3AM, stupid dog, probably just a cat, but one thing was for sure, I would not get back to sleep anytime soon, so off to the computer room to see what was going on.

I entered the dark room and didn't turn on the desk light so the light would not shine down the hall and wake up my wife. I gazed at the modem to see that it's little red lights were alive with activity. Someone was on. Without turning on the monitor I sat on the couch opposite the computers. All was dark except for the little lights of the modem, computers and the drive access lights on the LKs. The fans purred gently and I did not have the heart nor desire to disturb or intrude upon the activities of the user.

I watched the silent activity only to realize that there was another presence in the room. I was not alone. Somewhere someone was sitting behind a keyboard in the middle of the night, hammering at keys and enjoying what our system was doing. It was a good feeling, a presence. No text on a screen but just a feeling. I savored the notion as I watched the lights do their job and realized that the small, gentle winks of light and quiet whirl of the drives was not a mechanical activity but the actions of a living, breathing, intelligence. On it's own the computer system was nothing, but with the input of hundreds and hundreds of real people on the BES the components were alive. Take them away and we would lose contact

with dozens of friends far away who we have never met but care so much about.

So much heavy thinking made me sleepy so as I stood to return to bed I patted the side of the little C64's keyboard and wished it well. Keep up the good work and tell all of my friends I said hello.

Now I could go back to sleep.

DR. SHADE

Tec-Net

904-756-2700

Programming Tips

By Fred

DEVICES and DRIVES

The IMAGE program is laid out following a very careful over-all master plan. If you write program modules that you only intend to use on your own system you need not adhere to the plan but only have to be concerned with the program operating on your particular setup. The problem is that many modules that are written for one individual are later uploaded to some other system or given to some other Sysop as a working file and when he tries to use it it does not work. Why? Because it does not conform to the IMAGE master plan.

Let's take a look at the concept that is used with IMAGE for a better understanding of how/why things are done the way they are done. The IMAGE program itself is designed to operate under a wide variety of conditions on a variety of hardware. In order to do this it is essential that certain files that the program needs to use from time to time can be easily located. For that reason a system was established whereby there would be six system identifiable device/drive combinations where necessary files could be stored and the

SYSTEM would ALWAYS know where they were, regardless of what kind of equipment was being used by a particular system.

These six system functions and the drive designation they use are:

dr=1 SYSTEM DISK (s. files-sequential usually, files that are seldom changed by the system, safe to put on a RAM)

dr=2 EMAIL DISK (information changes frequently, sometimes has more than one file open-not recommended to put on RAM or ICT)

dr=3 ETCETERA (e. files-sequential or relative, files that change often, not recommended to put on RAM)

dr=4 DIRECTORY (d. files-all directories, sequential or relative, not recommended for RAM)

dr=5 PLUS FILE (+, ++ and *scn* files, files rarely change and never under program control-recommended for RAM/ICT)

dr=6 USER FILE (u. files, config, alpha, indexes. Relative not recommended for RAM)

As you can see, there is no device/drive associated with any of these. That is for each individual Sysop to assign when he configures his system. He assigns the device/drive that each of these system functions can be found on and any properly written pfile will be able to access them.

Many people are confused by these designations. If a person is running a Lt.Kernal with all his files on LU 0 it does not make any difference what the "dr" number is, the files will be found, so many people fail to assign the correct drive reference. Other people have confused the "dr" number with "LU" number on a Lt.Kernal

and felt that dr=1 meant that the files had to be on LU 1. There is NO relationship. dr=1 is simply a way to let the IMAGE system know WHERE all of the "system" files will be found, no matter WHERE you hide them..as long as you properly define your device/drives and write your pfiles correctly the pfiles will have no trouble accessing the proper files.

But there is more to the IMAGE master plan. There is also designed into the system all of the routines that should be needed for opening files so that the individual pfile does not have to contain drive specific file references. For example, it should not be necessary to have code like open2,9,2,"myfile,s,w" in your pfile. If you DO have something like that, and you give your file to someone else to run and he has a Lt.Kernal for example and does not HAVE a device 9 that code would crash. The same file "myfile" could be opened just as easily by using an IMAGE routine.

Assuming the drive 9 was your etcetera disk you could simply use: dr=3:a\$="myfile,s,w":gosub1011 and it would open your file for you and would do it on ANYONE'S system. But to further conform to standard we would, of course, change it slightly to:

dr=3:a\$="e.myfile,s,w":gosub1011 making sure it was an "e." file since it will be on the etcetera disk.

With a little attention to detail all of your pfiles can be written to work on anyone's system, not just your own.

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Washington Roundup

Washington Roundup

By: Ray Burke (MR. CTA)

Greetings from the Pacific Northwest! I have a few items that I would like to bring to public view as they affect us all. These notes are not earth-shaking but they are of value.

"The Parthenon BBS" which had gone down about a month ago will be back online soon and the number for it is 206-848-5336. It will be 2400 baud (we hope).

"Deer Slayer's Domain" has gone down, the number has also been disconnected. So please do not call the number listed in the Image phone list. I will post a new number when it goes back online.

"Chicago" (my board) at 206-848-3209 will be back online by the time you read this. I plan to have it capable of 2400 baud but no guarantees.

Now that I have that out of the way, the next bit of news is the release of some mods. I attempted to upload some files on my last call and for some reason was unable to properly upload. The files include a handy Email utility, several editor files for the EAR and "e.say", and a few other handy files. I plan to have them on "Port Commodore" by the 1st of May.

Our association is looking at establishing a network among the boards in our area and to either join in the national network or to join in a west coast chain which is now being discussed. If you would like to offer us a spot in your network or would like to join ours, give any of the boards above a call. In addition to the network, our group will be utilizing the net-subs upon their release to send our several parts of our unique messages. Examples such as our moments in sports, bowling tips, programming classes, and many other wonderful

Top downloads from Port Commodore 3-15-90 to 4-7-90

1. +lynx (10)
 1. ++ 10 (10)
 1. +ndmacros (10)
 4. +auto-validate (6)
 5. +ondoorprize (5)
 6. IMAGE 201-499 (3)
 6. IMAGE 500-999 (3)
 6. Auto-maint mod (3)
 6. PortComImage 3 (3)
- Total downloads = 233

ideas that would compliment any system. If you are interested in joining this or adding part of your unique messages to ours, please give us a ring.

Now for an update from "Veilkend" (206-840-5803). The sysop uses the handle of THE ABYSS, and would like to welcome anyone interested in calling a great Role Playing Board. He has two RPG's running at this time, "G.I. Joe", and "Veilkend, The Adventure", a D&D style game. THE ABYSS is also working on a new online game that is based on an RPG game, and will be nearing completion of it soon. If you are interested in seeing a great game or would like to join, give him a ring.

"Alcatraz" update: "Alcatraz" has been down for nearly a year and THE PUNISHER has decided to make a new board with a new name and possible new handle. He wants to use a space theme, but desperately needs input. If you would like to offer a suggestion, call one of the boards listed above and send him email, he should be a member on all of them.

That's it for this month, remember to look for the new uploads and keep modemming the number one leisure activity in the world.

By: Larry Cody (N4CER)

"The SysOp of this system takes NO responsibility for the material found on this board."

How many times have each of us either placed such a disclaimer on our system or read such on another? Well for those who are not aware of the laws this article is for you.

As most of us know, our Bulletin Board Systems (BBS) are governed by the Federal Communication Commission (FCC). As a public transmitter of information we are required to abide by the same rules and regulations (modified by the nature of our equipment) that govern television and radio broadcasters. That's why a user manual on computer equipment carries an FCC regulation notice describing the output and frequency of the equipment.

However, in addition to the FCC, the CONTENT of our boards is governed by the Copyright Act. It is this body of rules and regulations that most concern our daily lives. According to the Copyright Act no person shall reproduce, duplicate, copy, disseminate, or allow to be reproduced, duplicated, copied, or disseminated, any material licensed under this act without the express written consent of the licensee. For the purposes of the Copyright Act 'person' includes both an individual or a group of individuals. Under this act anyone who has control over the content of your board can be held criminally and civilly liable for a violation.

Now comes the part that each of us needs to be aware of... the FCC regulations require that we not broadcast or transmit information in violation of law. It is clear then that allowing 'broken' copyrighted software to be transmitted across phone lines through your modem is a violation of both Copyright law and FCC law (a FEDERAL violation!). As such the FBI is empowered to obtain a federal search warrant, come to your place of operation, and legally seize not only the hardware used to store and transmit the data but also seize any disks and/or other storage medium used to commit the violations! (Fruits of the crime).

After completion of court action the seized property can legally be auctioned off by the US Government should you be found guilty.

Now what does all this point to? As the System Operator of the BBS YOU are totally and completely responsible for any and all information stored on or transmitted from your system. Should you leave 'warez' on your boards even by 'turning a blind eye to it' then it is YOUR hardware that is seized. Since we all know how much our loyal users contribute to our hardware expenses I'm sure

there is a definite anxiety over the possibility of losing (on the average) \$1500 to \$2000 worth of equipment.

In addition Copyright law allows the licensee (copyright holder) to seek civil damages from YOU for any losses incurred in the violation. So take the advice of a law enforcement officer and follow SysOp... don't be one to leave feedback similar to this (actually received by me on March 30 1990)

"Yesterday about 3:00 PM the Software Publishers Association shut down my board...."

Public domain and shareware programs are available... be safe and clean. Your future may depend on it.

Should you have any questions feel free to contact me at my board. I'm not able to give specific legal advice but I will do all I can to point you in the right direction. Be sure to check local and state laws that concern your BBS.

Atlanta's System Net BBS

404-333-0044

Network Node 23

A Micro "Mod"

Editor "mod" By: Ray Burke (MR. CTA)

A handy "mod" that I happened across about a year ago was a nice change for the editor. The "mod" is actually quite simple and requires little work. It's intent is to allow you to create an intro screen for your editor, the same way you have a welcome screen when you log on. To use this "mod" just do the following.

In line 1606 there is a GOSUB1600, and the rest of the line should say something like "Image Editor V1.2", etc. Just keep the GOSUB1600 and add this:

```
1606 gosub1600:a$="a.editor":dr=1:gosub1076
```

Then you simply delete the rest of the editor intro in the "im" file. If you want multiple intro's (one for the "Image Editor 1.2" and another for the line status, simply create an "a.editor2" and place it in the 1200-1208 region of "im". Then remove all the statements that print line status to the screen. With some minor changes you can make these two, into one file, just use the variables in MCI commands, changing the two letter variables into a single letter or into an integer variable.

The "mod" is very nice, and can be randomized like the "a.logo" intro screen as shown in "PortComImage 1". The only downside of this "mod" is that users can abort the intro.