The Reflection

The Chief Sez

Much has happened in the past month.

We were saddened by Don's decision to leave the company (see sidebar). We have, however, resolved that we will continue to provide the same high quality product and the same high level of support that we always have.

The network has seen some major changes during the month, with some key boards dropping out of the net. The Oklahoma City boards decided to leave the net, as did Wrong Number 3 and Secret Software. We will miss all of them as they were in key positions in the net. We have successfully noded around them, however, and will continue to make changes as needed.

Shipping for New Image products has ben moved back to Utah and, hopefully, will be smoothed out a bit. We hope this move will give Ray more time to do what he does best, and that is program.

We have increased our standing in Australia with two boards now on the net and more being planned soon. Glenn has a supply

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Don Gladden, one of the original authors of IMAGE BBS for the Commodore 64, has left New Image Software as a result of a dispute over the ownership of the company. The other owners of New Image Software are saddened by his leaving, but after long discussions, they were unable to convince Don to remain with New Image. Don has stated that his decision is firm, and Ray, Fred, and John have no choice but to accept his decision and wish Don success in his future endeavors.

However, Ray Kelm, author of the Machine Language (ML) and some of the BASIC portions of IMAGE BBS, along with Fred Dart and John Moore, who are contributing authors of IMAGE BBS, will continue to provide the same quality products that our customers have come to expect from New Image Software. Don Gladden will retain partial copyright on IMAGE BBS versions 1.0 through 1.2. IMAGE BBS V1.2, along with the Networking and TurboRel/NetSubs packages, will continue to be sold and supported by New Image Software.

Shipping is being transferred from Michigan back to Utah (where it originally was when IMAGE BBS V1.0 was released) and the delays in shipping will be corrected. All backorders will be shipped as soon as possible and then after that, new orders will once again be shipped within days of receipt of the order.

Ray, Fred and John look upon this not as an end, but as a transition.

of IMAGE products and will be impressing the "down under" crowd. He tells me that his number will be published in one of the magazines and that will attract a lot of callers. Now they can se what a REAL BBS looks like. OO ROO!

Look for some exciting new releases and new announcements from us in the near future.

An additional note about the network, we are always looking for new nodes and for nodes that are able to handle additional long distance connections. The "shared expense" plan seems to be starting to work, more on that later.

While their paths now part in regards to IMAGE BBS, Don will always remain an important part of Ray, Fred and John's lives. Now is a time to look to the future, which includes IMAGE BBS V1.3 currently under development by Ray Kelm on Lyon's Den East, IMAGE BBS for other computer types, and whatever else IMAGE can come up with to spark the imagination of their customers/friends.

New Image Software, Inc.

Ray Kelm (PROFESSOR - LDE)
Fred Dart (THE CHIEF - PCM)
John Moore (LITTLE JOHN - GJ2)

Washington Roundup

By: Ray Burke (MR. CTA)

Greetings from Washington! The local Tacoma area joined the New Image National network approximately a month ago and one of the Seattle (actually Kent) boards joined within the past few weeks.

We hope to make Washington a solid contributing network member just as we have been contributing new "mod" files and enhancements. It should also be noted that a few new files have been released including a Topic Lister which will allow the SysOp to create sequential file lists for topics involving the subs, voting booth, trivia booth, or whatever else he may like.

Another recent release is my "on.pack 1" which has some old features and some new ones, in addition there will be an "on.pack 2"

within the next month that will add approximately 5 more features for your "+.on" as well as a couple of new games.

BBS Updates: The Parthenon will be going down very soon and it looks like it will be on a permanent basis. Phidias is a little upset over events concerning the network and his continual hardware malfunctions.

Veilkend will be locking into the net towards August 1st. he and I are working on a very special project that will be a new gaming system on IMAGE and all subscribers of "The Reflection" will be the first to hear about it once it's completed.

Deer Slayer's Domain will be coming back very soon although it will be changed to The Bowling Alley (or something to that effect) and DS will change his handle to Cobra (after his AMF bowling ball).

Land Of Oz is doing well and is slowly joining with Chicago to help provide powerful support for

IMAGE.

Chicago is doing well with over 22 IMAGE owners thus far and more calling daily. The IMAGE areas on Chicago are becoming more active and updated now.

Time Taker's in Kent has not sent me any information nor has any of the other IMAGE's north of the Pierce County line so I do not have updates on them.

Some information on the side the SOSA is still looking for applicants to join us however we are refining our rules and policies to coincide with the network so we are not accepting new members but will gladly take the applications to be reviewed at a later date.

On a final note Chicago will be compiling some very heavy IMAGE support over the next 6 weeks these include new files, new games, new "mods", programming instruction, and special text files that could be considered valuable resources. If you call Chicago, get them and spread them around. That's it for now have a good month everyone!

"Empire" The Fixes

Recently on Qlink there has been some discussion of Empire in one variation or another. Some of the discussion centers around the fact that with most variations of Empire the game has a tendency to "lock up" as some of the users attain very high levels of "stats". It was suggested by PHYDOUX that a possibility was that the relative file

is not being created large enough and thus when the players become very powerful it is overfilling the file. A suggested "fix" is to go into the game and find where the file is created and add several bytes to the record, then re-create it.

In order to do this it is necessary to know what to look for and what to do to "fix" it. We'll look at a couple here and, hopefully, will provide enough information that you can correct any other version that you may have. Looking first at the "Empire 4xx" series there are two places where the file can be created, one in the "+.empmaint4" file and one in the "+.empire4" file. In the version I am running that is on line 88 in "+.empmaint4" and line 456 of "+.empire4". The code to look for looks something like this:

```
456 a$="e.empire4,1,"+chr$(100):
dr=3:gosub1011
```

and so on. The SIZE of the relative file in bytes is the chr$(xx) value, in this case 100. The suggested expansion is to 130 to 150 bytes. (I expanded mine to 150). So just change the chr$(100) to chr$(150) and re-save the file, then re-create the relative file (restart the game).

In the "Empire 5xx" version the code is at line 42 of the file "+.Empire 5.0" -chr$(100)- and at line 733 of "+.empmaint5". This was set to 220. I've changed both of mine to 250 which is very close to the maximum limit on a 1541.

In addition to the size of the relative file another potential problem was pointed out by Steve

Nurse. He is running his system on floppy drives and noted that almost all versions of Empire use a GOSUB1002 statement for positioning to read and write to the relative file. With CBM drives it is necessary to position TWICE when accessing a relative file, which accounts for the code in IMAGE at line 1001 and 1002. To correct the problem of positioning it is necessary to go through all of the "Empire" modules and change all occurrences of GOSUB1002 to GOSUB1001. (Note that this is NOT necessary if operating on an LK, it IS if operating on a CMD and using any emulation mode, if you are using a native mode partition it is my understanding that it is not necessary to position twice).

Also note that the same thing hold true for "Empire" clones such as "Conquest" and others.

We thank those that have provided these "tips" and hope that all of your "Empires" run better with this knowledge.

This "mod" was written up on the IMAGE netsub with this explanation. The user had recently tried to log on to a local board that had been down for a while and had forgotten his password. He was fortunate enough to know the voice number for the sysop and was thus able to obtain his log-on information, others may not be, so he added this "mod".

The following lines were changed to read:

```
682 gosub300:a$="e.telecheck,s,a":
dr=3:gosub1011:ife%then684
688 forz=1tokk=1:print#2,tt$(z)
:next:print#2," #vj":print#2,"^":
close2:return
```

Add the following lines:

```
300 b$=an$:&"Would you like to
leave a message[F6]for the sysop? "
:gosub1902
302 an$=b$:on-(a=.)goto1603:le=10
:ll%=40:goto1604
```

This appears to be a sound routine and it looks like it should work as written. I have not examined it in detail, nor checked out any of the line numbers. I do know that the "+.lo" is PACKED to the point where it may not be possible to add this much code, so I looked to see if it could be simplified. Here is what I came up with.

On line 144, just after the statement ifk> 4 add the following :

```
144 ....ifkk> 4thenle=10:ll%=40:
gosub1678:goto201
```

That will ask the user who has failed the telecheck if he wants to leave feedback (gosub1678) and if he does will take him to the editor and he can leave you a message. If he says No to the feedback question it will log him off just as before. This accomplishes the same purpose as the earlier "mod" but requires less code.

Thanks to "REX PINKSTON" of for the original idea, if you have any "micro-mods" we'd be glad to print them so that others may use them.

NISSA NEWS

By: Fred Dart (THE CHIEF)

The regular NISSA article was late this month so I'll take the opportunity to write a 'guest column'.

One of the original concepts behind the founding of NISSA, and a concept that was used from the NISSA files by AISA when that organization was formed, was the principal of protection for pfile authors. Certainly both organizations have clearly stated and strongly worded rules concerning the use of, or the alteration of pfiles written by others.

Because of these statements it is distressing to see that the "rules" are being violated more and more these days. The work of original authors is being used with blatant disregard for the rights of the original authors. Minor modifications are being made and then the whole author's credit is being replaced. Files are being converted from other systems with no credit given to the original author nor to the original system.

Minor changes in colors and minor programming changes have never entitled one to claim authorship for a program. The NISSA and AISA codes state that additional REM statements can be added for minor modification. This does not seem to be enough for some people.

Let's get back to the original intent of NISSA. Help stamp out piracy. Do not support 'stolen' work and if you find something in your UD that you know to be work done by someone else other than the person taking credit for it, remove it.

Before you remove the credit from a pfile and replace it with your own, stop and think. How would YOU like it if someone did that to YOU? Especially to a program you had actually written.

Authors deserve credit for the idea and for the work involved. If you modify it significantly you can ADD to the original author's credit but DON'T REMOVE IT.

IMAGE STARS

September

"The Enchanted Forest"
215-825-1136

By: Joe Scrogham (COBRA DOC)

I called the Enchanted Forest for the first time the other day. From a first time callers perspective it looked like any other IMAGE BBS. However, after access is granted it takes on a whole new perspective.

This board is loaded with tons of useful information. Everything from tips and tricks to ML. The Enchanted Forest has something for everyone. You don't need to be an IMAGE sysop to call this place. If you like programing you will love this board.

If you are an IMAGE sysop you will find a lot of IMAGE and NISSA files here. Along with Dr. Bob's own "mods" to the IMAGE BBS.

To be honest I did not know that Enchanted Forest was one of IMAGES king pins until after I called it.

This board also is in the IMAGE network and is running 85

megs. It is also worth noting that on their Board Activity screen it showed a 67% use time.

I talked with The Enchantress voice and ask her a few questions. Here is what was asked and her answers.

Q. How long have you been running a BBS?
A. 3 years.

Q. How long have you been running IMAGE?
A. Since IMAGE first came out.

Q. What kind of equipment do you use to run Enchanted Forest?
A. We have a C64, a C128D multiplexed to a super Kernal (Modified to 85 megs by Dr. Bob), and a 2400 baud modem.

Q. Why did you choose the name that you did for your BBS?
A. Well, when I first started modeming my husband forced me to choose a handle. I was reading a romance novel at the time so I picked The Enchantress and the board just kind of spun off from that.

Q. Have you ever run any other BBS programs other than IMAGE?
A. Yes I still have my original All American BBS.

Q. What would you like to do with your board that you haven't done yet?
A. Well anytime I see something I don't like I just tell Bob to change it and he re-programs it for me.

Q. So you pretty much have it the

way you want it?
A. Yeah.

Q. Other than the name, what do you think is unique about your board?
A. When we first put the board up (around here there were mostly war boards and stuff) and basically when we said "Hey, we're going to put a post board up you know, we're really into posting", and everyone told us "You're crazy, no body's going to call your board. The only reason people post in a message base is for verbal wars."

(Well I guess you showed them...)

Q. What advice would you give to someone just starting out for the first time that have never run a BBS before?
A. Not to spend a lot of money on equipment. We started out with 1 1541 and a 300 baud modem part time. As the users grew and as the following grew we upgraded our drive. There was a sysop around here that bought a 20 meg drive just so people would call his board. He ended up selling the drive 3 months later. At that time we were running a serial drive. He just bought it because he thought that it would attract users and it's really the other way around. You start up and attract a following then you upgrade your board.

Q. How many users do you have on your board?
A. 485 and that was after we weeded about 100.

Q. What are the most calls that your board has ever been without a reboot?
A. Probably not over 200. We are always taking it down to make changes and beta testing stuff.

Q. Are there any comments that you would like to make?
A. I really like running a board. It's really nice to have people to talk to. I like IMAGE and the support they give. If you compare them with other software companies, the others are like "here it is don't touch it!" With IMAGE, they help you with the changes.

There were some questions that were asked that I can't put in this article because her answers didn't come out on the tape I used to record the conversation, however, I think this gives you an idea of what the people that run these crazy things are like.

If you would like your BBS featured in this article then send in your BBS ads to "The Reflection". This is where they are chosen from.

Till next month, See ya!

The LK "Exec"

I was recently asked about the Lt. Kernal EXEC file that I use to back up my user file, which seemed like a good topic for an article, so here we are.

EXEC is a very powerful tool and can be used for all sorts of fun things on the LK. I have two EXEC files that I use all the time, one is called "bak" and the other is "val".

Before trying the "val" that I'll describe later you must be SURE that you have the DOS patches installed. Failure to do so can result in some real nasty problems.

Essentially the EXEC file just performs a series of commands that are defined in a sequential file. My "bak" file is for backing up my "u.config". In my case I make a back-up copy on LU 7, USER 2 and this is how the EXEC file looks:

```
lu 7
user 2
era b.config
change u.config
b.config


copy =0:0:u.config
^ ^
```

This file, when executed, goes first to LU 7, then to USER 2, it then erases the file called "b.config", changes the name of the file "u.config" to "b.config" and then copies a new copy of "u.config" from my LU 0, USER 0 and finally returns to the default LU/USER. In this way I can keep two copies of my "u.config" one a little older than the other. I have had occasion to use the second one so it is good to take that precaution

sometimes.

One point that needs to be made here, the EXEC file can be made with the IMAGE editor but IF it has any of the commands in it that IMAGE redefines it MUST be made with an off-line word processor. For example, the = in the above file does not work if you use the IMAGE editor. Also you have to include a command for EACH prompt that will be encountered, such as the two RETURNS between the "b.config" and the copy command above.

Another EXEC file that I use all the time is the "val". This one can only be used safely if the DOS patches are in place, and what it does is VALIDATE my drive. It is a very simple file:

```
lu 0
validate
lu 1
validate


and so on to


lu 10
validate
checksum
lkoff
```

which will go to each LU, perform a

VALIDATE and then move on to the next one. After it validates LU 10 it will perform a CHECKSUM, then do an LKOFF and force you to reset your computer to perform a DOS update on your other LUs. The only problem with this is IF it encounters a bad file, then the EXEC goes a bit nuts as it continues to execute commands at each prompt until you get it shut down. (Pressing the STOP key will terminate the EXEC).

There are many other uses for the EXEC file, one just given to me by Lloyd today. I wanted to use one key to go to a certain LU/USER from anywhere on the system using the ALTED. Lloyd suggested the possible use of an EXEC file where the one key might be U, and it would EXEC the file "gotolu", and that file would simply be:

lu 3
user 7

so when you pressed a U as a command it would then take you directly to LU 3, USER 7, or whatever you had set up. Neat.

Another use for the EXEC file is to create the ".sdp" files that some of you are familiar with. We simply put the list of files we want included in the ".sdp" into a file called "makesdp" then we simply EXEC the file. It saves a LOT of work.

If you have any valuable uses for the EXEC command we'd like to hear about them.

Are you talking to me?

By: Quietstorm
(Provided by:
Ray Burke (MR. CTA)

Each and every foray into the world of the electronic turnstile, commonly referred to as your friendly neighborhood Bulletin Board System, or BBS, is rarely the same twice over.

Additions and subtractions of various forms of information is to be expected. It is also to be expected that users and system operators (sysops) alike rarely have the same attitudes day in and day out. Just as you have your good and bad days, so do sysops.

Imagine the stresses and strains that occur in your everyday life, add on the responsibility of being a sysop, and it becomes easy to see the enormous pressure that the job brings with it.

It's not just the sysops that have the burden of responsibility. You, as a user, also have to share the burden of ensuring that a BBS runs smoothly. You can do this by following the rules and policies that can be unique for every board. So what happens when all goes astray for seemingly no reason at all?

Imagine logging onto a board and finding that the posts and responses you had left the previous day had been deleted or edited without your approval. Or perhaps you logged on and found some jokes or insults that were not directed at you personally, but offensive nonethe-

less, had been posted with sysop approval. Or, the most dreaded of them all, you log on and find some not so friendly E-Mail awaiting your perusal, from a sysop or angry user. What do you do now?

First you must realize that all the ingredients for a major argument have been assembled and the next steps you choose to take will decide whether or not a possible solution to the problem can be worked out or if you just wind up being deleted from the board.

It's also important to realize that each BBS has a set of rules and policies that can range from one extreme to another. By reading, understanding and complying with these doctrines, a relatively peaceful coexistence can be established between users and sysops alike.
However, there is one problem that is unique to this media. The problem of how to correctly interpret the tone or slant of messages that you come across.

Well, with or without the universal help symbols of :) for smile, ;) for a wink, :D for laughing, :* for a kiss, [] for a hug, and :(for a frown, it is an extremely difficult task.

One suggestion is to utilize extreme patience and understanding whenever you come across a message that offends you. Remember, the person that left that message may be 10 or 44, and may not have intended any offense. I guess the best policy is to send a note, privately, to the person that left the message, be it sysop or user. Whatever the disagreement may be or with whom, the solution is to try

and work out a settlement that is both practical and possible. This does not mean that a solution will be worked out, only that you have at least tried to.

And finally, remember that sysops and users alike are human, and both are capable of mistakes. We all have our good and bad days. Things that are said one day may be regretted the next. It's how we all decide to handle these human mistakes that will make the difference in whether a BBS is considered user friendly, or not.

Q And A
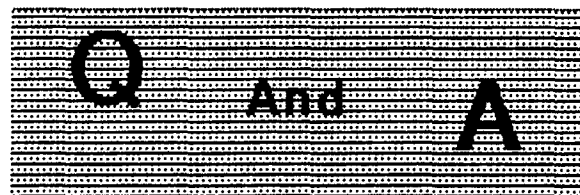
Some questions continue to be asked, here are the up-to-date answers.

Q. Since Don has left what will happen to the "Programmer's Manual"?
A. Don had been working on the manual for over a year. We have now made other arrangements and hope that it will not take that long to complete.

Q. When is 1.3 coming out?
A. 1.3 is still in the development stage and has not progressed to the point of beta testing yet. There are still some major changes planned before it is ready for beta testing so it will probably not be available for some time yet.

Q. Will 1.3 have music?
A. No, there are no plans to include music in 1.3.

Q. What about a version for the (fill in the blank) computer?
A. We hope to have a version available for the (fill in the blank) in the future. At the present time the 128 version is the furthest along and it is still far from complete.

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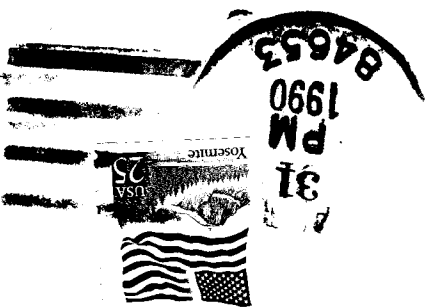|		
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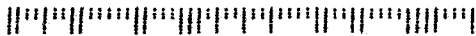
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