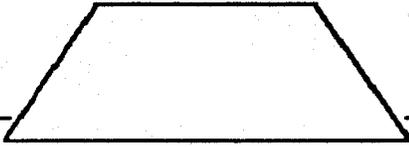




The REFLECTION



March 1990

Volume 1 Issue 4



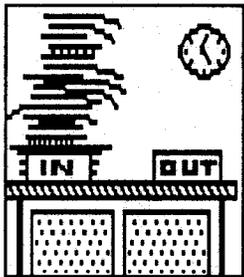
From the Chief's Desk



There have been a few changes in the IMAGE personnel that you should be aware of:

Larry Kline has left IMAGE to return to his fulltime job in the aerospace industry. We'll miss him. He will still be available via the new "Pensy Depot" BBS now running at the former IMAGE HQ number 215-953-9277.

Don Gladden and his bride of a couple of months will be working in California. Don will continue to offer voice support, finish up on the programming manual and do whatever programming needs doing.



Ray Kelm has his BBS back on line at the new number, 313-722-8589, (Lyon's Den East) where he continues to work on the "1.3" update, the hardware division with the Lt. Kernal upgrades, the stereo SID cartridges and other exciting projects. Ray will also be taking over shipping.

John Moore has finished up the work on the amazingly fast "TurboRels", the new enhanced relative file Subs/SIG modification. He'll continue to work on other modifications and to continue work on the 128 version.

I continue to do voice support, Qlink support, some beta testing and try to keep up with the newsletter. Look for release announcements on the projects that are under development. Some may be in release by the time you read this.

We'd like to thank those of you that have supported "The Reflection" with your subscriptions. We hope you'll continue to help us grow with additional advertising and promotion of the newsletter on your boards and on other systems you call. We'd also like to encourage you to make the "BBS ADS" worthwhile by calling some of the systems that have taken out advertisements. You will find some really GREAT boards listed on the "BBS ADS" page.

Be sure to let us know of any topic you would like to see covered in future issues of "The Reflection".

The Rules (from QuantumLink)



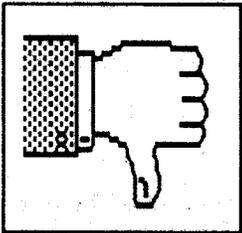
1. The Female always makes the rules.
2. The rules are subject to change at any time without prior notice.
3. No Male can possibly know all the rules.
4. If the Female suspects that the Male knows all of the rules she must immediately change some or all of the rules.
5. The Female is NEVER wrong.
6. If the Female is wrong it is because of a flagrant misunderstanding which was the direct result of something the Male did or said wrong.
7. If rule 6 applies the Male must apologize immediately for causing the misunderstanding.
8. The Female can change her mind at any given point in time.
9. The Male must never change his mind without written consent of the Female.
10. The Female has every right to be angry or upset at any time.
11. The Male must remain calm at all times unless the Female wants him to be angry or upset.
12. The Female must, UNDER NO CIRCUMSTANCES, let the Male know whether or not she wants him to be angry or upset.
13. Any attempt to document these rules could result in bodily harm.
14. If the Female has PMS all rules are null and void.

Original file from "GHL bp" on Quantum Link)

Aprotek Update The Minimodem C-24

Earlier we had a write up on the "Aprotek Mini-Modem C24". At that time there was very little information available and the product was not yet available. Since then we have had some sysops that have gotten the "Mini-Mode C24". Unfortunately they have not worked with IMAGE BBS.

In an attempt to determine if APROTEK had done something different with the "Mini-Modem C24" I asked the representative on Qlink for information and was told that the "Aprotek Mini-Modem C24" fully conformed to all Hayes standards and that if we could not detect the carrier it must be due to "bad programming". Further it was stated that it was "impossible" to detect a 1670 (old), 1670 (new), or Hayes compatible 1200 or 2400 because they "worked differently".



In an attempt to get the modems to work one of the sysops sent one to Ray Kelm (PROFESSOR) who promptly discovered that the modem DID NOT respond correctly. No "ring detected" code was returned and if an "ats0=1" was sent to the modem it would NOT answer the line.

A quick call was made to APROTEK. The APROTEK service personnel verified that the "ring detected" signal had been wired to the wrong pin and that the modem was defective. Anyone with one of these modems can send it back to APROTEK for updating at no cost.

No apology has been made on Qlink to the "bad programmers" that have been unable to make the defective modem work. This modem may be an acceptable modem once the "bugs" are corrected.



Greetings to everyone from NISSA. I guess the first thing to do would be to formally introduce myself since you're used to seeing Al DeRosa write the NISSA article. My name is Bruce Hammond, or, in the BBS world and on Q-Link, DR MOFFETT. I run the "Wrong Number JII" in NorthWest Ohio. (I know, the name sounds vaguely familiar, it's a long story.)

About a month ago one of the QLink Telecom Hosts made a statement that made me think. He asked a simple question. For the SysOps that are not involved with Qlink, do they know what NISSA, ASSC and SSB stand for and in fact really are? Well, I really couldn't give him an honest answer, so for the sake of the new members, and maybe some of the older ones too, let's do a little review this month.

NISSA (New Image Sysop Support Association) is comprised of SysOps that run IMAGE BBS's. The whole idea of NISSA is to provide support and guidance to other IMAGE SysOps who may need some help. They also write and distribute programs and "mods" that can be utilized on the IMAGE BBS systems. There are two different categories of NISSA Boards. The first is the ASSC (Associate Sysop Support Center). An ASSC is the first phase that all new NISSA boards belong to. Most of the new IMAGE owners will be exposed to the ASSC first since there is a growing number of ASSC boards running. The ASSC system helps distribute information as well as taking part in writing +Files and advising the other boards of possible distribution of 'hacked' or pirated IMAGE systems and sending the appropriate information to any of the appropriate Boards listed in the NISSA information files. It is recommended that ASSC boards not participate in illegal activities (warez, codez, etc.)



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The SSB (Sysop Support Board) is a major support board. An SSB sysop must have a good working knowledge of the IMAGE BBS and is the main fountain of knowledge to the IMAGE SysOp. The SSB provides a much higher level of support and many of them also have a Voice support line to help the SysOp through any problems. Many SSB boards, if not directly associated with New Image, can provide nearly the same level of support as can be obtained from New Image directly. There is also a stern edict against pirated software on SSB boards. For an ASSC to become an SSB the SysOp is required to take a 'test' in order to determine the working knowledge that the sysop has. The test is not designed to be difficult or to create an 'elitist' group so much as it is designed to assure others that the SSB member has the knowledge of the IMAGE program to provide the needed assistance.

All the information I have given you here and much more is available through any NISSA board. As a member of NISSA all boards are required to have the NISSA information files accessible to all callers on their system. I would strongly urge all SysOps interested in joining NISSA to read these files over and understand the content. If you have any problems or questions please feel free to contact any NISSA ASSC or SSB and they should be able to help you.

Now down to a few other little tid-bits of information. Here is the list of new NISSA members for you to add to your files. We welcome the new members.

Enchanted Kingdom 203-827-9249
 (Name change from Enchanted Forest at this number)
 Netherworld BBS 616-458-8767
 Warlord's Castle 219-844-2319
 Elysian BBS 501-835-6065
 Instant Insanity 216-746-0942
 Chili Junction BBS 505-275-1314
 (Also offers Voice Support)
 Quarter Mile Stretch 312-927-0055
 Twilight Zone 216-544-2208

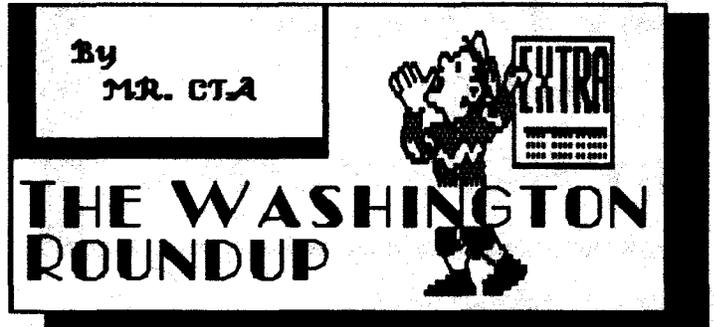
Also please delete the following boards which have dropped from NISSA:

Imaginations
 IMAGE Lemon Grove

If you are interested in joining NISSA please contact Al DeRosa (BUCKO) on the "Wrong Number]|" at 914-328-9078. You will need to give him your Real Name, address, Board Name and number, Voice number and your IMAGE serial number. If anyone needs the NISSA files for their system contact Al and arrangements will be made for you to receive the files.

I would also like to thank all of the people who have supported Al DeRosa, Ron Grey, and myself during the time of transition of NISSA. We're trying to do the best we can for NISSA and have been putting a lot of time into getting the files organized. Thanks Again!!!

Until next time, Bruce (Dr Moffett)
 The Wrong Number]|
 (419)836-5002
 24 Hours a Day 7 Days a Week, NISSA ASSC



By: Ray Burke (MR. CTA)

First I'd like to announce the opening of a brand new IMAGE BBS in the 206 calling area! It's run by a fine fellow who uses the handle "THE ABYSS". The board is called "Veikend". If you would like to call the number is 206-840-5803. It supports up to 2400 baud.

The next item on our agenda is the completion of a textfile series involving message bases. It will be available for download on the major support boards in the near future. There will also be a release of a modification package about the same time. I'd like to congratulate the members of our group here in Washington for their fine work. Great job guys! I'd also like to welcome all the new NISSA boards! Last but not least I'd like to congratulate New Image for the latest version!

CITY OF CHICAGO
 206-848-3209

MY FAVORITE MODS BY ROADMASTER

By: Mike Laponis (ROADMASTER)

We all have our FAVORITE "mods". Some we have on our own boards, and some we admire on other boards we call. Here is a list of some of our favorites. In mentioning these "mods" credit will be given, where known, to the author or boards where they originated. Should any of the credit or information be left out or if any is incorrect, we apologize. ALL of these "mods" are creative and worthwhile and "The Crossroads", as well as many other boards, appreciate the author's contributions.

One of the best "mods" around is the "bonus credit mod". It was done by "Commodore Image BBS". It is designed to encourage your users to call back often. It rewards callers with credits. It checks each call to see what number call it is for that user AND checks to see what call number it is to your system. Every 10th call the user makes he/she gets a bonus. If it is their 100th call, then they receive more credit.

Every multiple of 100 calls to the system, will give bonus credit as well. It is easy to modify the number of credits given and encourages users to call often. When they get bonus credits, it notifies them at log-on and notes it in the log.

Another "Credit" related "mod" is one from ELEKTRO of "Terminus BBS". It is called "Credit Gnome". This one has caused quite a stir on "The Crossroads"! Users are even posting about how much the "Gnome" must like them. The way it works is random numbers are tested at each prompt that uses line 1098. It tests a random number between 1-100 and then if it is equal, the "gnome" will give a random amount of credits (between 1-100) to that user. The board will tell them they have been caught by the "Gnome" and tells them how many extra credits they get. The "mod" can also be changed to steal credit if desired.

A "mod" that you may find in the form of a "plus-file" is "+.holidays". It isn't really a P-File, but contains the lines for modifications to check for certain holidays and then print a greeting to the user like "Happy Mother's Day." It provides another nice addition to your board. At "The Crossroads" we changed it to include a few more holidays and to place the greeting to look like it is part of the "s.welcome" screen. If you download this "mod" from somewhere, be sure you go through the listing and change any dates necessary for 1990 holidays.

Quite a while ago we ran across a very nice looking "last five callers" screen that uses CG. You may have seen it around, it was done by KING TRENT and says "Last Five Callers by TGR for UNIX". It is very colorful and has another feature of interest to SysOps. We changed the code a bit. You may see it around as "cg last 5". One option (besides color and

graphics) that is nice, is that it prompts the Sysop (or whatever access level you want to set it for) to see if they want their name added to the list. This can be useful to SysOps who want to log-on but yet not have the next caller know the Sysop was just on. (It helps cut down on those pesky chat requests because you were just on the board).

The "mod" that sent "The Crossroad's" Message Base SKYROCKETING with activity is one from THE CHIEF at "Port Commodore". It is the RA/RN/POST/RESPOND requirement before entering PF or UD. It can be found in the "PortComImage 3" file. The nice thing about it is that it DOES NOT force a user to make a meaninglesspost/response to access another area of the board BUT IT DOES force the user to start to enter the message base. Before you know it that same user will stumble on to a sub or a post of interest and actually begin USING the message base.

The last "mod" on our list is the "+.sobop pay" file from REDLINE and DANZIG of "Dag Nasty BBS". A very nice way to reward those who take the time and make the effort to function as subops of your board. With a modification to "+.am" you can have the auto-maintenance program run this p-file and once per week it will pay out credits to your subops.

There are many nice IMAGE "mods". Too many in fact to mention. These are just a few of the favorites...Thanks to all contributors. You continue to make IMAGE fun to run and fun for our users as well.

THE CROSSROADS
714-944-8665

Programming Tips by Don Gladden

I have been asked several times for tricks and tips on programming, so thought I'd whip this article up for "The Reflection" so all could read some of them. These tips are used extensively in the IMAGE program, but need not be limited to that alone. They can be used just as well in any BASIC program for the Commodore 64 or 128.

When I learned how to program, it was on a machine that only had 4k of usable RAM, including the screen! With BASIC installed, you only had 1800 BYTES of memory to use, so you had to program as efficiently and compactly as possible. I am glad this was the case, for I learned several tricks that, when applied to any BASIC program, made the program use much less memory, and therefore run faster and more efficiently.

(continued)

Here are a couple of them.

1: SUBROUTINES: You may have noticed that in most of the modules that IMAGE uses, the subroutines are at the beginning, with the first line of the program jumping over them to get to the main body of the program. There are a couple good reasons for this:

a: When you have the subroutines as your low line numbers, (i.e. 1-99), you use less bytes to call them. GOSUB4 uses three less bytes than GOSUB1200 for example.

b: When the BASIC interpreter comes across a GOSUB or GOTO, it looks for the subroutine starting at the first line of the program, continuing until it finds the line number. Hence, if they are low in the program, it will find them sooner. Result? The program runs faster!

2: BOOLEAN LOGIC: Many times, rather than multiple "IF" statements in a program, you can use the gray matter on top and figure out a logic statement to cover it all. This can shorten a program tremendously. I have seen many programs, some commercial, some PD, that use many lines of "IF" statements to check conditions, when they could have done it with just one line. One of the simple ways to accomplish this is used below as an example, but many ways of utilizing this are possible with a little ingenuity. Let's say you wanted to toggle the variable "k" to equal zero if it equals one, and vice-versa. The first way that usually comes to mind is to do something like this:

```
100 ifk=0thenk=1
110 ifk=1thenk=0
```

which will work fine. However, we can shorten up things and make it much simpler by using a statement like this:

```
100 k=1-k
```

Simple logic, and works fine, using much less memory!

If you enjoy these tips, look for the IMAGE programmers manual to come out soon, as it will be full of them, along with documented information on the program and technical details!

New Image T-Shirts

Yes, we have now expanded into the garment business! (Software?!?) These are hand-done AIRBRUSHED shirts that look really terrific! If you have not seen an airbrushed shirt, then you cannot imagine how good they look. Be the envy of all your friends and fellow sysops! Get a NEW IMAGE shirt, or a custom shirt advertising *your* BBS! Get them for your users! Just let us know what you would like on your shirt, and we'll take care of it! If you have artwork already, computer or otherwise, send it along and

we'll put it on.

PRICES: (U.S. funds only please)

NEW IMAGE T-Shirt.....\$22.00
NEW IMAGE Sweatshirt.....\$28.00
(LG. "NEW IMAGE" with pyramid scene inside the letters)

Custom lettered T-Shirt.....\$22.00
Custom lettered Sweatshirt.....\$28.00
(Full color, but no artwork)

Custom T-Shirt.....\$30.00
Custom Sweatshirt.....\$36.00
(Full artwork and lettering)

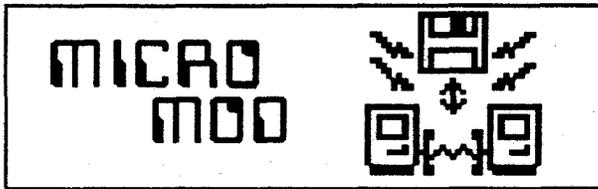
Add \$3.50 shipping and handling. C.O.D. orders add an additional \$3.00. All sizes available, please specify your first three choices of color. I personally like white or light colors since the airbrushed colors look much brighter, but about any color shirt is available. Send orders and make checks payable to:

Don Gladden
P.O. Box 247
Fullerton, CA 92632-0247
By: Alan Thomas (MR.MAGOO)

AISA UPDATE

The Atlanta IMAGE Sysops Association has only been formed for about 5 months now and in that time has done much to enhance the IMAGE Program as well as support it. We have recently merged with MACK (Metro Atlanta Commodore Club) in order to improve telecommunications in the Atlanta area. The purpose of AISAMACK is to provide technical and programming support to those that require it. But also, now with MACK, we have computer classes that will be teaching young users the proper way to use their computer to its full potential. During the Christmas season, AISA was involved in two local charities, "Toys for Tots" and "Feed the Hungry". We raised an undisclosed amount of money and toys for the two drives, thanks to our users. This only proves that AISA is concerned not only with the proper use of telecommunications, but also the people. We are going to have the 1st Annual Mansion Picnic and Get-Together on February 4, 1990 at "Showbiz Pizza Parlor" so that the users can get to meet the sysops. If the get-together is a success, then the members can look forward to one every year.

Alan Thomas,
President
A.I.S.A.



Run from any drive "micro-mod"
By: Ray Burke (MR. CTA)

The following is a simple "mod" that will add some flexibility to your system. This is a sysop related "mod" and it involves the Run command from the main prompt. You will need to change the line in which the run command is called and change it from goto1900 to goto1899. Then add or change these lines as follows:

```
1899 gosub 1008:gosub 1470
1900 change the goto1016 to a goto1067
```

Now your Run command will allow you to run a pfile from any device and any drive.

CITY OF CHICAGO
206-8448-3209

New Products from New Image

Now available from New Image is a STEREO SID CARTRIDGE. This cartridge plugs into the cartridge port of your C64/C128 and will give you STEREO capabilities. It comes with a phono jack to enable you to connect it to a speaker or stereo amplifier. The cartridge works well with the "stereo sidplayer" by Mark Dickenson. This cartridge can be ordered by mail only. Send \$35.00 check or money order to:

New Image Software
P.O. Box 851078
Westland, MI 48185-1078

Also being offered: An opportunity to UPGRADE your Lt. Kernal hard drive system from the existing 20 or 40 meg to a WHOPPING 85 MEG! This hardware update utilizes your own hardware and your own SYSGEN disk, nothing is copied or duplicated, merely updated. If you are seriously interested drop a note to Ray at the address listed above and he will give you a call. The price of the upgrade is \$750.00. Note that larger sizes are available.

And finally, the relative file subs/SIGS are in final beta test and the "1.3" is nearing completion. We are hoping that both of these are finalized very quickly. Announcements will be made as needed, both in this newsletter and via other means. Stay tuned.

Pet Peeves by Fred Dart

One of my favorite "pet peeves" concerns the user that requests chat, then continues to attempt to attract your attention or entice you to chat with him with statements like "it's an emergency" and other arcane statements like that. Perhaps they don't realize that if you COULD chat with them you would, or they fail to realize that there are other things in life more pressing or more important than answering the chat page all day.



When THAT peeve isn't enough try the user that insists it is URGENT that he chat with you, so you jump to chat with him and he says something like "oh, I just wanted to see if you were there".

Enough yet? Well, how about the DIRE emergency that simply is a catastrophic disaster and he MUST have HELP!!!!!!!!!! but it is NOT so important that he need take time to leave a feedback. I'm sure you have all seen those kinds of chat requests in your log.

I also LOVE the excuse that "I'm calling long distance and couldn't take the time to leave feedback". Arghhhhhhhh. If you had chatted with him it would, inevitably, have taken far more time than a simple feedback message.

There's more. What about the URGENT request you see someone enter so you drop what you are doing to jump to the BBS computer to 'chat' only to see him hit OI, I LOVE that one. Sure not everyone sits in from of their BBS all day just waiting for auser to press "C". I certainly don't.

The moral? You knew I would get to that sooner or later huh? Ok, how about thinking about it before you press the ol' "C" on someone else's board. What if the shoe were on the other foot, if someone ELSE were paging you. Would it still be an emergency? Would it still be of earthshaking importance? Would you like to see the reason for chat in YOUR log? And if you did see it, would you expect to see a feedback message?

Just a few ideas to mull over.

Don't get me wrong, I don't mind 'chatting', I just feel there should be a valid reason...sometimes just to say hello is reason enough, other times, depending on how busy I am, not much will get me to drop what I'm doing to chat.

PROGRAMMING NOTES

By Fred Dart

We've had a request to take a look at relative files. They have caused a lot of questions so we'll see if we can take some of them ystery out of them.

There really should not be the 'air of mystery' surrounding these files, they are not really that complicated. The main difference with relative files is that the data is stored in a specific location and can be read from, or written to, directly. With other data storage methods (program files, sequential files, or user files) the data is simply stored on the disk in the next available slot in sequence and must be retrieved sequentially, just as it was written. A relative file stores all data in individual "records". Each "record" can contain many different "fields" or bits of separate data that is related to that "record". For the most part it is not terribly important to remember the various terms, suffice it to say that the data is stored in records and that the records can be individually addressed. It is possible, under certain circumstances, to address any individual FIELD within any RECORD in a relative file, but we don't do it in IMAGE. There are some very, very powerful tools available for working with relative files built into IMAGE and those are the ones we will use here. In most cases it is easiest to demonstrate by example, so we are going to write a short pfile while exploring the relative files. Assume, for the sake of argument, that you wish to restart your BAR STATS. The information for the bar stats is contained in the relative file, "e.stats". To restart your bar stats you could simply scratch the file "e.stats" from your drive, then copy the "e.stats" from your master disk, that would spoil our fun. Instead, we will now write a pfile that will create a NEW "e.stats" file so you don't have to copy the one from the masterdisk. It would be very simple to just have the pfile zero all the stats, but that, too, would not serve our purpose. We'll just create the new file and write zeros to all 30 records. To start we would first want to find out if a file existed. This is done with the standard IMAGE file open routine at line 1011 and the error

channel is tested. The routine at line 1012 is automatically called every time a file is opened, so we need only check the error condition. We might do some printing to the screen and then have a line 10 that looks like this:

```
10a$="e.stats":dr=3:gosub1011:ife%then: &"No file, create? ":
  gosub1902:ifa=.then1812
  12 &"Creating..."
```

Now we are ready to create a relative file. But HOW?

First it must be determined how many BYTES we want in each record. That would include ALL fields and MUST include a carriage return on EACH field.

Just as an example, the "u.config" file contains a record for each USER, and each record contains 24 FIELDS with 254 total bytes allocated. The "e.stats" file contains 30 RECORDS, each record is made up of ONE field and each record is set for 10 BYTES, that is big enough for a 9 digit number plus a carriage return. So, to create our "e.stats" we want it to contain 10 bytes per record.

```
14 a$="e.stats,1,"+chr$(10):dr=3:
  gosub1011:ife%then:&"Error":goto1812
```

If it is created correctly then no error will be generated and we will now fall through to the next line. Now we have our file, we can now READ or WRITE to the file, it is OPEN for either. Since it has no records yet we better not read any, but we CAN write some. We know we will need 30 of them so let's just write a zero to all 30.

```
16 forx=1to30:gosub1001:print#2,0:next
```

And now we are finished so we can close the file.

```
18 close2:&"[F6][F6]Created":goto1812
999 rem
```

The added REM statement prevents the file from locking up when run. Now, that wasn't so hard, was it? But WHAT did we do? To create a relative file it is opened with the ",," syntax, then the CHR\$(xx) tells how many BYTES it is to contain. It is important to remember to include all data and carriage returns when figuring the size of your file.

The other very, very important step that we've kind of skated over is positioning to the record you want to read or write. The sheer simplicity of it is rather a work of art by Don and Ray. It is only necessary to set x equal to the record number you want to address and use a GOSUB1001 and it is then properly positioned to

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The Enchanted Forest

Leave the mundane world behind as you logon to the magical world of THE ENCHANTED FOREST. Home of Dr. Bob and The Enchantress, TEF features 2400 baud and the speed of the Lt. Kernal 20 meg hard drive. THE ENCHANTED FOREST is a NISSA SSB. Featuring New Image BBS software, with all the extras you expect from Image.

215-825-1136

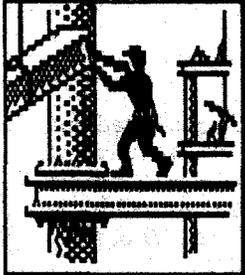


read or write. You **MUST**, of course, take care of opening the proper file. The other important consideration concerns writing the data to the file. In our example there is only one field in each record, so it is very simple. If, however, there were more than one field then each COMPLETE record has to be written at once. A common practice is to concatenate a string to contain all of the information. For example, assuming the information had been read from the "u.config" file into the first 24 elements of the tt\$() array, as is done in "+.UD" and "+.VF" among other places, you might find a statement that says:

```
fori=1to24:w$=w$+tt$(i)+r$:next
```

Which would simply put all of the information into w\$, with each field followed by a carriage return (r\$). After that a gosub1001 and a print#2,w\$ might be found.

It is not necessary to READ all of the information at once. There are several examples that can be found where only selective fields of "u.config" are read in, such as in the "+.UL" program or in the "+.weed" program.



In those cases only that part of the information that needs to be acted on is read in. If any were to be written out, however, all would have to be read in as it would all have to be re-written. It is possible, under some circumstances (though not in IMAGE) to write out specific FIELDS of data to a relative file.

About the only remaining feature of a relative file that we haven't covered would be creating one where you really did not know, nor care, how big it was going to get. In that case you simply create the relative file and write a record to it. If you have any idea of how many entries may ultimately be made you can write to the last record and it will be the right size. If, however, the size is totally unknown you can just write to what would be a good starting size. With the "u.config" when it is created record number 50 is written to, which creates an initial starting size of 50 records as it is assumed that all boards will have 50 users eventually. When the 50 user mark is reached the file will then expand as more are added. That is another feature of relative files, they expand to meet the need. Lest anyone get too technical here, the actual "u.config" file contains five or six "zero" records on the end. Any time a new user fills in one of the "zero" accounts a new one is added so the "u.config" is always a bit larger than the actual number of users you have. If we were just creating our file in the above example and not writing zeros to all records we could insure that it was the right size by using the following steps:

```
14 a$="e.stats,l,"+chr$(10):dr=3:gosub1011
16 x=30:gosub1001:print#2,0:close2:goto1812
999 rem
```

Which doesn't write to all the records, just record number 30, which is the last one. It is also fairly common to write one record BEYOND what will be the highest record number when known.

A brief re-cap:

Open or create the file (gosub1011) Note that the ERROR channel (15) is opened at the same time and is used to check for an error condition AND in the next step.

Position the pointer (x=position then gosub1001)

Read or Write to the file (input#2 or print#2)

Close the file (close2)

And remember that if you are writing the file all data must be written at once with one print# statement. Remember too that relative files should go on the "Etcetera disk" (dr=3). Some games do put them on the "User disk" (dr=6) but it isn't recommended. They should NEVER be put on the "System disk" or "Plus file disk".

The New "REL SIGS"

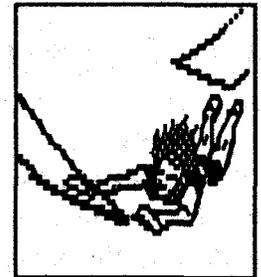
By: Bob Leary (DR.BOB)

The new relative file SIG system or, "Turbo Rels" as they have been dubbed by beta testers are definitely a great new feature which will make a good system even better. Tests of the message bases have shown that the 200th response to a bulletin can be found in under 6 seconds with the Lt. Kernal(R) hard drive (estimate 8-10 seconds on a 1541). Approximately 10,000 SIG's can be defined and up to 999 Sub-boards, U/D libraries, and Exchanges (30 of each maximum per SIG). Each message can have up to 512 responses.

All three subsystems include a few handy features such as the subop application, which will allow a user to apply to the SIG host to be subop of a Sub or UD within his SIG. This message is then forwarded to the SIG host via Email and also to the sysop via feedback (or just feedback if the sysop is the SIG host.)

Also there is the ID a User function, which will allow users to ID any user on the system in the same manner that a full search user listing system handles it. This option is also extended to add a few other handy statistics for those with maintenance access on the system.

The "Add Credits" (AC) option, will allow subops to add up to 500 credits to any user on the system. This is a particularly handy function for subops who run game type sub-boards or for UD subops to reimburse a user for one reason or another.



The message bases have a few specific functions of interest all their own. Such as the new ML proto file which handles all relative files quickly and easily. New "End of Bulletin" commands, such as "Freeze", "Re-Read New" and "Re-Read from Response x" are also additions to this system, as well as



the ability to respond privately, not only to the original poster, but also to the poster of any response to a bulletin.

The U/D system allows the sysop to decide between a regular credit system, or a no credits until validated type system by simply toggling a checkmark on your lite bar. The no credits until validated system also gives the sysop the ability to give the user all or partial credits for his upload(s).

Validating files has also been made easier for the busiest of sysops. With the addition of the "Validate All" and "Validate New" commands. The last d/I date that a file was downloaded has also been added to the system. This is great for finding the worthless files which can be deleted but, was actually installed for an auto maintenance system which will be started upon the completion of the SIG work. The "About" function has also taken a new look with added commands like "Edit", "Validate", "Unvalidate", and the ability to send e-mail to the uploader of the file.

Local mode uploading has also been made easier with the local mode "multi-upload" function, which will allow you to add any file(s) on the designated drive to the sub directory quickly and easily.

The UX hasn't really changed much except for the addition of the "Every" function to the multi-download menu. This option will allow you to download all files which meet the original pattern entered, and compute the total estimated d/I time.

That should just about cover all the best features of this new system other than the fact that, just like IMAGE itself, it was written in such a way that it can be easily added to, or modified, by just about anyone with a little knowledge of the system.

Mod of the Month

By: Mike Laponis (ROADMASTER)

Have you ever logged on to "Port Commodore", "Freeware BBS", or even "The Crossroads", and when you saw the MAIN PROMPT you noticed something different? Sometimes it is in reverse mode, sometimes it uses different colors and most of the time the MAIN PROMPT says something other than MAIN. Well, here is a "mini-plus file" for you to accomplish the same thing. It is used as a SysOp utility accessed either with the RUN (R) Command or from the PF menu. It is a simple p-file that allows you to change the MAIN PROMPT and allows you to use CONTROL COLORS. It will allow prompts of up to 40 characters (including color commands). It only

changes the MAIN prompt in memory, it is not permanent. Wherever you see the number symbol (#), use the british pound key (for MCI). Included in brackets are color options used on "The Crossroads", but feel free to use colors of your choice. Line number 40 (poke53252) is the one that sets the input at 40 characters. You may shorten or lengthen that as you prefer. Be aware that most of your users will be in 40 column and try to set it accordingly.

```
1 &["dr][f6][f6][yel][rvs] #v5 Main Prompt [f6]"
10 an$=po$
15 &["wht][f6]The Main prompt is currently:
   [f6][f6][yel]#v7[f6]"
20 &["cyn][f6]Do you wish to change it? :gosub 1902
30 on a + 1 goto 1812
40 poke 53252,40
50 &["f6]Input New Main Prompt[f6]: :&,1,5
60 if an$="" then &["f6][f6]Unchanged":goto 1812
70 po$=an$:goto 10
998 rem crossroads/nissa 1/90
999 rem 714-944-8665
```

It is short, simple to use, and adds a "contemporary" style to your MAIN PROMPT when a user logs on and finds a message like "FORTY-NINERS WIN!"

THE CROSSROADS
714-944-8665

Special Announcement

New Image has released the much anticipated NETWORKING capability modification as of March 1, 1990.

This modification may be ordered on any of the regular ordering lines (listed at the end of this announcement) for the price of \$20.00.

The Networking feature may use either normal phone lines or Starlink. At this time plans are for "local" networking of Image boards within state or city areas.

NOTE: the Networking modification requires Version 1.2 of New Image, and will network Email and UD files.

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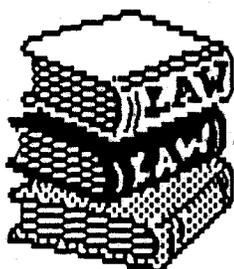
Computers and the Law

By Blue Adept

Recently a flap has been raised about private bulletin boards that "deal in pornography." In order to understand what our subject matter is, we are talking about not only the average digitized picture of what is considered "normal" sexual content, but also about programs that convey an "adult" context (e.g., adventure games in which a sexual encounter may take place or in which "adult" language is used), and boards which cater to such perversities as child pornography.

While computers are becoming more and more a part of our daily lives, there are many individuals who still do not completely understand what a computer will (and will not) do. Hand in hand with this, of course, is a lack of understanding of the nature of private bulletin boards.

In the Central Ohio area there are approximately 150 boards up at any one time. All 150 of these are above-ground operations (meaning they are open to 99% of the modeming public, and they do not contain areas specialized to an abnormal or antisocial element). Every BBS is completely different from its fellows due to the input of a different Sysop. Many will interface with one another (via networking). However, the vast majority are not networked in any way.



The public, however, believes that all these boards are interconnected in a vast network which can easily be used to distribute illegal items in electronic form.

The truth is that on a board which does allow an "adult" content, and which is above-board about it, this content is no more harmful or perverse than a group of young teens sneaking a look at Dad's Playboy collection. In actual fact, the great majority of the files bandied about on public access bulletin boards, are actually created by the same teens and pre-teens the non-computing people are concerned about!

The REAL, TRUE place where all should be concerned about electronic porn is on a bulletin board run BY and FOR perverts. These boards are NOT advertised by their sysops. They do NOT let anyone on without a "reference" from a pervert who already has an account there. On these boards the give and take is ALL about the illegal activity the Sysop and his buddies are engaged in.

In the final analysis, there is little (if any) cause to be concerned about the "adult" content on a BBS such as those run by you or I. However, there are some things you and I can do to reassure the non-computer-literate that we are as concerned and appalled by the misuse of computers by perverts, as they are.



Take some time to assure the people you know who are concerned about this issue, in a calm and friendly manner, that there is NOT a network of BBS's in your area having anything to do with the perversity they are worried about. If possible, logon to at least one board and show the concerned person what is really there. Chances are they will find it so tame, they will be reassured immediately.

While you can't educate someone about bulletin boards in a single conversation, you can show them what a BBS really is, and what the people who call them are really like.

What we as computer users and modemers need to be concerned about now is that this issue will cause a "witch hunt" in which someone (usually on the State or Federal level) will attempt to "raid" individual systems, and/or pass repressive laws that only affect the above-board systems. Most persons who are in positions of power on the state and federal level are not very familiar with computers except as overqualified word processors.

Someone operating a BBS for a perverse reason is not going to obey the new laws. These laws will only affect those of us who are law-abiding computer users.

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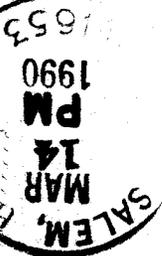
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