



The REFLECTION



January 1990

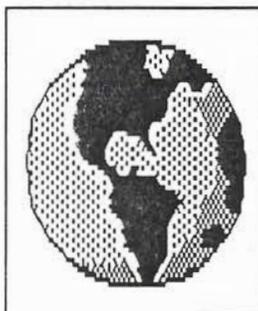
Volume 1 Issue 2



From the Chief's Desk



As we begin a new year, we have some exciting things to look forward to from New Image. There have been some hints that the company is working on a multi-line system, a music-compatible system, networking, the Programmers' Reference Guide--and a new 1.3 has been hinted at. It should be a very exciting year, this 1990! There are many things that people have differing opinions on, but these should not stand in the way of progress, and should not hamper the product that New Image provides. Regardless of these differences, there are many areas that we can all agree upon--such as the fact that IMAGE is the preeminent BBS program available for the C64 today, and that it continues to be a leader in features and support. The company has many valuable assets in the form of personnel



and materials, and I'm sure that all the other Directors of the company will join with me in wishing all of you a very happy and prosperous New Year.

Differences of opinion come and go, but friendships should remain strong. The mark of true friendship is

the ability to overcome adversity and differences of opinion, and deal as equals.

There are many within this company that I consider my friends as well as my business associates.

Here's hoping we can all maintain these friendships throughout the year, and for many years to come.

Happy New Year!



A Word From Our President

And now, a brief message from the President of New Image Software, Inc., Larry Kline:

Just would like to comment that 1.2 is in the hands of all users who wanted it, and that there have been few problems associated with the release. In the future?

What's coming up: LITTLE JOHN has completed the REL mod, and it is nearly through the beta-testing stage. IMAGE has created a new term program which will support 2400 baud, along with special features like music (!)



and specially defined characters that will be automatically invoked on the 1.3 version. And, yes, the 1.3 version update is not far off! We hope to make it available early in February of 1990. NOTE: the 1.3 upgrade will require 1.2.

And now, a personal comment: there have been differences of opinion on how IMAGE and support should be run, and these have generated a lot of heated debate. Sometimes people have lost sight of the real issue. But personal attacks, no... the love of BBS, and the love of the IMAGE program, have set strong emotional feelings in many directions. But through it all, everyone's motive is the same: to make the IMAGE BBS the best it can be for all the Users and Sysops. We must remember to never lose sight of that fact. So we will strive for the perfection, and as IMAGE grows and evolves, it is the USERS' BBS...IMAGE is only the caretaker. It now belongs to the sysops and users.

- Larry Kline -

By
MR. CTA



THE WASHINGTON ROUNDUP

Fellow IMAGE Sysop CITIZEN PHAID and I have been working on several modifications for the BBS. Among them will be a run from any device, drive command similar to the RD command. I have put together a bonus credit for posts/responses and a few other goodies for the message bases. I am working on converting some old C-Net 12.0 files to IMAGE format and should have them done and tested soon. These files are ones that I haven't seen yet, so they should be fresh for everyone. The games are 1) an Empire type, 2) a dragonworld type and 3) a text style adventure.

Several members of our local Sysops Only Group (not SOG :1) have been inputting information that we will be releasing as textfiles. Many of these are merely things that make interesting discussions, but some will have very valid and down-to-earth thoughts on running a board, being a user, and most importantly, why we even bother to HAVE boards. [Editor's Note: that one should be EASY to answer!]

Many of my users also use other systems and have suggested a wide variety of things, such as an IMPORT option that will allow you to include part of another user's response and let you headline YOUR response with it. For example, TO "so and so" RE: "such and such" as a heading in your post to show what the post will generally be about.

CITIZEN PHAID and I will be putting out a series of mod.packs, patchpacks, and other

assorted files over the next few months, and we hope to have our newest release by the time the newsletter comes out. Remember, we're the ones who brought you the SE (Sysop Utilities), US (extended sysop functions) and many other great files.

Real Sysops

Real Sysops: a Textfile

Real sysops have a fan on their computer and drives at all times. Real sysops turn off their monitors as often as possible. Real sysops have their own phone line without Call Waiting. Real sysops turn down the volume on their monitor. Real sysops don't care if you say you are putting your own board up next summer. Real sysops avoid Chat Mode as much as possible. Real sysops know it's not the MODS that make a BBS great...it's the USERS! Real sysops don't give access to someone just because they run "Fill-In-The-Blank" BBS and have 300 megs. Real sysops laugh when people say things like, "I have your voice number" or "I am a Fed". Real sysops don't make excuses like "My Dad is calling me" if they have to leave someone. Real sysops don't take their board down every 5 minutes to call another board. Real sysops try to help new users, not cut them down. Real sysops don't leave mail to users asking them to post. Real sysops get angry if their board is crashed. Of course, Real Boards seldom crash, and Real Sysops make backups anyway. Real sysops don't think they are God and are better than anyone else in Modemland. Real sysops know the difference between a new user and a Real Loser. Real sysops don't procrastinate.



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Real sysops aren't hypocrites. Real sysops don't give a flying floppy what someone posts about them on a loser board. Real sysops know how to spell. Real sysops aren't envious of other boards or sysops. Real sysops don't have system errors every third line. Real sysops don't have a command for every key on the keyboard. Real sysops know that any work done without cigarettes and beer will have to be redone. [Editor's Note: for some of us, tea and cookies do just as well!] Real sysops take pride in their board and prize their message base above all else. Real sysops aren't afraid to delete any user who can't or won't behave themselves. Real sysops run an IMAGE.BBS! - Anonymous -



Hiya IMAGE sysops. First off let me introduce myself. My name is Al DeRosa (BUCKO). I run THE WRONG NUMBER II BBS in New York, a NISSA SSB BBS. As you read the last newsletter, two other sysops (Ron Grey [BLUE BEARD] and Bruce Hammond [DRIFTFETT]) and myself have taken over the administration of NISSA. We are trying to correct any bad points and to make the good points even better. So far, we haven't really done much other than get the NISSA database up to date and get out a new Advisory and NISSA List. Not much, but we're working on it! OK, now to the things that have been discussed on some of the BBS's.

We are going to finally put together the SSB test for any ASSC board wishing to apply for SSB status. What we'd like for all SSB boards to do, is send to me in Email, either on PORT COMMODORE, TEC-NET, GEARJAMMER'S II, or my own board, THE WRONG NUMBER II, two questions which will be compiled into the test.



Another item of discussion has been how many sysops feel they are not being kept up to date on anything that is happening. We have come up with a couple of ways to alleviate this problem. Whenever there is a new update (Advisory, New List, Fixes, whatever) they will be uploaded to ALL SSB boards for distribution to all ASSC boards.

We know this is not the easiest way to disseminate the new information, as not all ASSC members have accounts on SSB boards, so another idea is for anyone who wished to send me a blank disk in a reusable mailer with enough postage to cover returning the disk, and we would put all the files on that disk (it's cheaper than calling LD for the files!) If you like this idea, leave me mail on one of the abovementioned systems and we will give you an address to send the disks to.

We plan to have a column in THE REFLECTION every month and are urging all NISSA members to subscribe to it so they can keep informed that way as well. We will be listing all changes to the NISSA files in the column.

Now on to some new things. We have some new NISSA members :

THE CASINO.....	303-693-7335
THE WRONG NUMBER III...	419-836-5002
OLD NO. 7.....	203-327-4678
FREEWARE BBS.....	714-884-8081
REALMS OF ADVENTURE....	703-992-5338
COMMODORE CONNECTION....	606-269-7739
MODEM MADNESS.....	716-483-0207
SUPER BOARD BBS.....	904-428-3722
THE UNKNOWN CAVE.....	718-359-8491
CCCC BBS.....	919-821-3737

We would like to personally welcome all of the new NISSA members! If anyone needs information concerning NISSA, or wants to become a member, leave me Email on one of the support boards under the handle BUCKO (or NISSA AL D on Qlink). We'll need your real name, handle, complete mailing address, Image Serial Number, voice phone number, BBS phone number, and BBS name.

Well, that's it for this column. See ya next month!

BUCKO
Al DeRosa
The Wrong Number II BBS
914-328-9078

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We are looking for a FEW good persons to subscribe to a great little newsletter! Rates are reasonable: \$10.00/12 issues (assuming we FIND the good persons to subscribe.) If you want to see more REFLECTIONS then subscribe today!



DISKS



The three TEC-NET disks announced in the last issue continue to sell well. They are available for \$10.00 each and can be ordered directly from TEC-NET, by using the order blank included in this newsletter, or by voice or BBS from PORT COMMODORE or WRONG NUMBER II. The TEC-NET Pfile Disk is now also available for \$16.00. The TEC-NET disks are shipped via regular mail, postage paid. If you wish to have them sent by UPS, the shipping charges will be added. COD, check, or money orders only can be accepted. Sorry, no VISA or Mastercard orders. The order numbers are:

TEC-NET.....904-756-2700
 Voice.....904-756-2191
 TEC-NET SUBSTATION..904-441-5923
 PORT COMMODORE.....801-423-2734
 Voice.....801-423-2209
 WRONG NUMBER II.....914-328-9078

Order yours today!



Archives By Jerry Landers

With the sudden influx of new users that accompany the post-Christmas season, there are also a lot of questions about the different file-storage techniques for Commodore. This article will attempt to explain the various archival programs as well as how to use them.

These archival programs are mainly used when there is more than one file to a program. The archival program will combine those files into a single file, for easier transfer and sometimes less required storage space.

LYNX is probably the most widely used archival program. It can be identified by the extension ".lnx" on the end product's filename. There are 17 versions of LYNX so far and unfortunately the older versions are not compatible with the newer versions. LYNX will save its end product as either a SEQ or PRG file, and care must be taken to

download them as the proper filetype or they may not unLYNX properly. To dissolve a LYNXed file I suggest getting either ULTIMATE LYNX or OMEGA-Q. As with most programs, the latest version is usually the best. ULTIMATE LYNX 3 will dissolve MOST versions of LYNX up to LYNX XV. OMEGA-Q 2 will unLYNX most versions of LYNX, in addition to dissolving most other archival-type files. To make a LYNX file I suggest using LYNX 17. All 3 of these programs are menu-driven and need no manual. There is a version of LYNX that creates self-dissolving files. This version can be identified by the ".sdl" at the end of the program name. These files can be dissolved by loading them as a BASIC file, typing RUN, and then sitting back and watching the file dissolve itself.

ARC and SDA will not only combine files into a single file, but will also compress them so they take up less room than they normally would. The major drawback is that ARC is very hard to use even WITH a manual. ARC files all have ".arc" at the end of the program name and can be de-ARCD with either ARC or OMEGA-Q. The latest version I have seen of ARC is ARC 2.50, which is incompatible with all earlier versions.

SDA files may or may not have a ".sda" extension on their filenames, but they are much easier to dissolve. Simply load them as a normal BASIC file, type RUN, and a title screen appears. You then hit any key to begin writing the new files to disk, or hit RUN/STOP to abort. It is best to load the SDA file into memory, then insert a blank, formatted disk before starting the dissolve, since the new files may total MANY more blocks than the original SDA archive.

ARKIUE is similar to LYNX and has a ".ark"

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at the end of the program name. You can use either ARKIVE U2, ULTIMATE LYNX or OMEGA-Q to dissolve these files.

LIBRARY is one of the earliest and least-used archive techniques. These files have a ".ibr" on the end of the filename and you need to use LIBRARY to dissolve these files which, like LYNX, may be saved as either SEQ or PRG files. The latest version is LIBRARY 9 and is compatible with all earlier versions.



Finally, those troublesome programs which must have the files located in a particular

place on the disk: ZIP-CODE or the two files ZIP and UNZIP. This program examines the disk in four passes and attempts to compress the data, then save it as four files that begin with "1!", "2!", "3!", and "4!", followed by the filename. If there is a lot of data on the disk, it is quite possible that the four files created will be more than 664 blocks and will have to be saved onto two disks. You should always format the disk with ZIP-CODE or UNZIP at the prompt using either FAST FORMAT or NORMAL. The latest version of all three programs is version 2, which corrects the FAT FORMAT bug in the first version as well as adding some nice enhancements. It will work just fine with "zipped" files created with version 1.

To avoid heartache, lost credits and wasted download time, it is STRONGLY recommended that you make backups of any archive file BEFORE you attempt to dissolve it! Some of the archive programs destroy the archive file (such as LYNX) and an interrupted attempt at dissolving could mean a ruined file.

Jerry Landers
(GREY MOUSER)

PROGRAM NOTES FROM THE EDITOR:

Archiving programs work on and with the original files in different ways. Some notes on these may be handy.

LYNX actually uses the original files and turns them into a new linked file. The resultant single file (either SEQ or PRG) will be about the same length as the original files added together, plus one or two blocks. Therefore, ALWAYS use a backup of your original files when LYNXing them. This means you will dissolve the LYNXED

file on the disk where it exists, destroying your original LYNXED file. If you do download a LYNXed file as the wrong program type, many LYNX versions support changing the filetype on disk with a built-in directory editor. As noted by Grey Mouser, OMEGA-Q and ULTIMATE LYNX will dissolve most LYNXed files, sometimes even if you don't correct the filetype.

ARC and SDA take the original files and, after reading them, create a new, smaller file, leaving your original files intact. When de-ARCing, the original ARCED file will remain on the source disk. Occasionally someone will ARC a single file simply to "crunch" it to a smaller size. There are ARC and SDA menu-driven utilities available to aid you in using these programs. Some versions support de-ARCing to a separate disk. Since the ARCed file is "crunched", always try to de-ARC to a blank, formatted disk. As noted by Grey Mouser, SDA files can simply be loaded and then RUN "onto" a blank, formatted disk.

LIBRARY and ARKIVE work the same way as ARC, but are much slower and much less used.

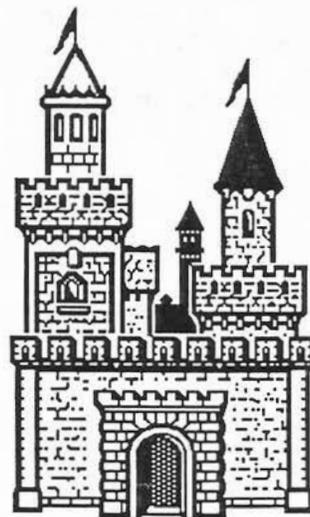
ZIP has two modes: file-ZIP and whole disk-ZIP. The individual files ZIP and UNZIP do one version only, so it's best to get the diskful of ZIP menu-driven utilities. ZIP is more generally used to transfer protected programs, hence reading the entire disk and saving it. When you UNZIP a "whole disk", you can have the zipped files on different disks. All ZIP requires is that you insert a disk containing the required ZIP file on each pass (i.e., !filename during the first

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pass, and 2!filename during the second pass, etc.) During the ZIPPING process, if your target disk runs out of room, you will be prompted for a fresh one, so have at least two blank, formatted disks ready.



Q: What are ".RLE" files?

A: RLE is "Run Length Encoding" and is a system created by CompuServe that was originally used for weather maps. People could download them and "view" them on virtually any type of computer. Later an "online" viewer was added to some terminal programs to enable the RLE graphics to be viewed "online". IMAGE has added the ability to display RLE graphics to the online user, but NOT to the Sysop. RLE graphics are converted from "Doodle" format black and white pictures. A "starter disk" of RLE files is available from TEC-NET, or they can be downloaded from many of the support boards. Pay services such as CompuServe, Delphi, and GENIE have RLE files in their program libraries, as well as viewing utilities for different computer types.

Q: Is the "mask" located in the same place in "1.2" as it was in "1.1"?

A: Yes, that location has not changed. You can poke the ASC(value) of the character you would like for a mask character into location 17138. Example: poke17138,asc("&") could be placed in line 84 of "setup".

Q: When is IMAGE going to get some new transfer protocols?

A: Ray Kelm has to do the work on the protocols and he is very, very busy on several other projects, including the "multi-line" and the network. He will work in some new protocols as time permits, according to the most recent information I have received.

Q: I keep getting an "Out of Memory Error" but there are over 5,000 bytes of memory left showing, what gives?

A: Out of Memory Errors are, inevitably, caused by "stack" errors. Garbage builds up on the "stack" and when the board gets to an area that has a lot of GOSUBs or FOR/NEXT routines, it will generate an Out of Memory Error. Simply explained, whenever you use a GOSUB or a FOR/NEXT, your C64 sets aside special information so that it can RETURN or drop out of the FOR/NEXT to the appropriate line number. If you leave the subroutine or the FOR/NEXT loop improperly, that information never gets "popped" off the "stack". Only a limited space in memory is set aside for the "stack", and once you have improperly dropped out of these routines that many times, you get the Out of Memory Error. Fortunately, with 1.2 this no longer crashes the system, but it is a nuisance and should be corrected. To find the problem run +.STACK or +.STACK 1.1 frequently, and when it reports "x bytes of garbage: GOSUB in 499" you need only track down line 499 in ONE of your pfiles and find out where it is doing a GOSUB without a RETURN or an improper FOR/NEXT loop. If you have problems or questions on this, give us a call on the techline and we'll help you find it.

Q: Any new pfile disks available?

A: There is a new disk of pfiles coming out from Tec-Net. Virtually every file on it is brand new, with several games written by WOOLY and some written by THE CHIEF. Several sysop utilities are being included, as well as an updated and enhanced "Credit Mail" and "Quick Mail". The disk costs \$16.00 and can be ordered from TEC-NET, PORT COMMODORE, WRONG NUMBER II or the TEC-NET SUBSTATION. Numbers can be found elsewhere in this issue.

**Ahoy, Maties!
If it's fun and
adventure ye
seek, there be
treasures aplenty
listed on the BBS ADS
page of THE REFLECTION!**



Fixes 20xi1

Here are a few more "fixes" to v1.2 since the last issue:

+ .UD

The problem with an ILLEGAL QUANTITY ERROR in 88 when trying to do a Local Mode Download was fixed by LITTLE JOHN. The fix is in line 404. There is a statement $x=73.8$; just change that to $x=1/73.8$

IM

The problem of multi-uploads and multi-downloads not writing to the log has not been "fixed" but there is a "bandaid" patch. Simply alter the following line in the file IM:

```
1096 on-<(peek(2037)and64)=. )goto 1603:
      open 16, 4, 15: close 16: ifst then return
```



This month we are going to look at one of the truly outstanding features of "1.2", the enhanced "+.UF" program. The basic +.UF from version 1.0 has been expanded and enhanced by DR. BOB of THE ENCHANTED FOREST BBS in Philadelphia. BOB has worked very closely with LITTLE JOHN and has really done a tremendous job with +.UF. Some of the new features include "canned" messages and selective deletion of feedback, new user feedback, etc. We'll look at all of the different commands.

The feature that seems to cause the most questions is the Canned Message option. A canned message is simply a pre-written message or "form letter" that you may wish to send to a user, much like the New User Welcome. From the initial UF: prompt, selecting C will bring up an option menu consisting of A/dd, E/dit, K/kill, L/list or S/end. Selecting the Add option will ask you for a title for the message, then put you into the editor to write the message. Your message can be just as any other file created with the editor, containing MCI, CG, etc. The Edit option will ask which

message you wish to edit. Entering a question mark will bring up a list of numbers and titles. Enter the number of the message to edit and it will be loaded and you will drop into the editor. The Kill option works the same way. Better be sure here, as there is no safety check. List will (of course) give you a list of your canned messages. You may have up to 60 messages. The final option, Send, simply asks which one to send. As before, you can list the message titles by entering a question mark.



At the UF: prompt you may also elect to edit the wallwriter. There is a bug fix for this which did not get into the last issue: change line 326 to 327. Now add a new line:

```
326 on-<(s>.) )goto 328: goto 324
```

Now change the GOT0326 to GOT0327 in line 325, and remove the :ifs>. from the end of that line.

When reading any of the feedback, new user feedback, telecheck log or error log you have several other options available as well. They are: Accs/Can/CRed/Del/View/Fwd/Rspd/Next/Over/Quit/New *. The ones that are new, or changed, include the Can/Cred/Del and View. The others are unchanged or have only minor changes.

Selecting C will give you the option of sending the user one of your canned messages. You might have one, for example, that you send to people who consistently have trouble with the telecheck. When you select C you will be asked Which One? and again, you may list them by entering a question mark. CRed is very handy for giving credit to a user, for instance, to restore credits lost on a bad download or as a reward for something. Now you no longer have to go into ED to do so.

The Del option is one of my favorites. You can use this on, say, the new user who logs on with obviously fake information, or the user who says, "just delete me from your system if I can't..." D works WONDERS...and really feels GOOD afterwards. May not get a lot of use, but when it does, it is well worth having!

Finally, the View option. This is especially good on systems where more than one person can give access. You can View

the person's account to see what his status is. If he has been given access or if he wants some credit or whatever, View is particularly useful.

In addition to these great features, there has also been added the Selective Delete option, enabling you to delete all or any part of your feedback or other messages. When Delete is selected from the VF: prompt, you may choose whether to delete All or Selective. Now you can save only the feedback, etc. that you wish to remain for your future reference.

In all, the +.VF module is now about anything a .busy Sysop could want to maintain his daily message traffic from his users. This is really one of the better "hidden" features of V1.2. Well done, DR. BOB!

Port Commodore Top 10

The following are the most-downloaded Image-related files on PORT COMMODORE:

1. lo/off mod.lnx (23)
2. +.macros (15)
3. PF/IM merge (15)
4. +.Magic Madness (6)
5. C/G Anim v3.5 (6)
6. PortComImage 3 (5)
7. +.ws.craps (4)
8. +.reserve 1.2 (4)
9. +.mods 1/MCSA (4)



MICRO MOD



Time for another "Micro Mod"! This is a very simple little Mod that can add some color to your board.

In line 1914, near the end of the line, is the statement:

```
:"&q3":RETURN
```

We replace that with:

```
:goto2016
```

Then we add a couple of lines as follows:

```
2016 &,52,30,3:ifa then:"&q3":RETURN
2017 c1$="13457jkmno":&"&q"+mid$(c1$,int
(rnd<1>*10)+1,1):RETURN
```

This will randomly change the default colors on your board. If you want to shut the feature off, you can toggle it off with the litebar on the left side of FN1. If you already have a use for that function, just set the ,30 to one of the unused positions on the second page. Also, the colors I have listed can be changed as you desire. Just change the *10 to *whatever number of colors you place in c1\$. The ones I have left out are RED, DARK BLUE, BROWN, ORANGE, and DARK GREY. Some people may choose to use only a couple of colors. Just change it as you see fit.



There have been a couple of new products advertised lately that have created quite a stir. We have made some calls to see about getting information that may be helpful to you.

The products are the CMD hard drive system and the Aprtek Mini-Modem C-24.

We spoke with engineers and programmers at both Computer Micro Design (CMD) and

Aprotek and we do have some preliminary information being mailed to us. Until we get that, we can only report what the parties we spoke to told us.

First the CMD Hard Drive. The system is supposed to be fully compatible with all Commodore disk calls and use syntax similar to the MSD dual drive, the 8250, and the Lt. Kernal, supporting a syntax of LOAD "2:FILENAME",8 to load from partition 2. The drive can be divided up into 254 partitions. IMAGE could easily address partitions 0 through 9 just as we do on the Lt. Kernal. The drive connects to the serial port. Without JiffyDOS installed, it will be, about as fast as a 1581 connected to a C64 (slightly faster than a 1541). With JiffyDOS it should be considerably faster. They promise a through-put of around 10K bytes per second (by comparison the Lt. Kernal in 64 mode has a through-put of around 38K bytes per second). When the CMD parallel interface becomes available, it will increase the through-put to nearly the same as the Lt. Kernal (about 32K). The proposed price for the 20 Meg drive is \$599, and the 100 Meg Unit is said to be \$1,299. The only provisions for backing up the drive appear

to be with the JiffyDOS utilities, which will be built into the parallel interface (when available). We will wait for the technical information and we look forward to these units becoming available so we can see just how compatible they are.



The Aprotek Mini-Modem C-24 is said to be a fully Hayes compatible 2400 baud modem that will not require an interface--it will plug directly into the user port. The units are awaiting FCC approval, which is expected in early January. The price will be \$99.00. Again, we wait for the technical information.

We will print any additional information we receive from the manufacturers, and if any of you should acquire one of these units, we would like to invite you to review it in an article in THE REFLECTION for the benefit of other Sysops. If these two products live up to expectations, there should be some truly fantastic Commodore bulletin boards coming along in the very near future!

Mod of the Month

By
MR. CTA

This is an excellent mod, but it contains one problem. For purposes of instruction on just how easy it is to create garbage on the stack, this mod is first presented in its original form, and then in a slightly corrected form that avoids system errors:

In +.F, make the following changes:

150 after the f\$=left\$(a\$,1) add a GOSUB960 then the rest of the line

```
960  iff$="P"then:&,52,31,3:goto964
961  iff$="R"then:&,52,30,3:goto964
962  iff$="T"then:&,52,29,3:goto964
963  iff$="M"then:&,52,28,3
964  ifa%thenx=1:gosub1980:goto1812
965  RETURN
```

This mod allows a Sysop to turn off the various parts of +.F using the left/right side of FN1 and FN2 (on the second page of the light bar).

Function	LEFT	RIGHT
1	RLE files	Plusfiles
2	Textfiles	Movie Files

IMPORTANT NOTE: Note that the routine at 960 is called with a GOSUB. If the flag is set for the area the user wishes to enter, a GOTO1812 is executed, which leaves garbage on the stack. One way to make this "mod" work and NOT create garbage requires some judicious use of the keyword abbreviations. Enter line 150 EXACTLY as shown here:

```
150f$=leF(a$,1):fl=1:goS960:onflg01812:tt$
   =cH(a$(f$)-128)+".":iff$="P"tHp=1
```

Now change 964 to read

```
964  ifa%thenx=1:gosub1980:fl=1
```

Line 150 will all fit on ONE 80-character line. The abbreviated keywords are:

```
LEFT$ - leF  CHR$ - cH  GOSUB - goS
ASC   - aS   GOTO - go0  THEN  - tH
```

How does the corrected version prevent garbage? First a flag is set to zero before the gosub and then after the gosub it is checked. If it is set to a 1, then the GOTO1812 in line 150 is executed. Otherwise, the rest of the line is acted upon. Thus the garbage is cleared off the stack and no system errors are generated.

Thanks go to MR. CTA for this great mod, and for the opportunity to demonstrate how to avoid and how to fix garbage.

[EDITOR'S NOTE: jumping out of a subroutine without "popping the stack" is the most common way of generating system errors. I personally have been up till the wee hours searching for this very same error--which I had carefully installed myself via a mod!]

THE PROGRAMMER SONG (WITH APOLOGIES TO ERIC IDLE)

Oh, I'm a programmer and I'm Okay,
I hack all night and I work all day.

I find a bug, I hack it out,
by typing code all night.
My husband thinks I'm crazy,
I think he may be right.

Oh, I'm a programmer and I'm Okay,
I hack all night and I work all day.

I'm up till dawn, I go to work,
at lunch I write a Mod.
Unless I pay attention
I may just lose my job.

Oh, I'm a programmer and I'm Okay,
I hack all night and I work all day.

A disk arrives to beta test,
I install it carefully.
But when I boot, it crashes,
that blue screen stares at me.

Oh, I'm a programmer and I'm Okay,
I hack all night and I work all day.

I bought a lovely hard drive,
it cost me all my dough.
My friends with PC clones laugh,
but that's the way it goes.

Oh, I'm a programmer and I'm Okay,
I hack all night and I work all day.



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2. A sysop will never say, "You wouldn't understand this." He will be only too glad to tell you more than you ever wanted to know about baud rates on the Commodore 64.
3. A sysop will always come straight to bed at night...even if he has to stay up till 3 a.m. to do it.
4. A sysop will never cheat on you..he can't afford it, after buying that hard drive.
5. You always know where your sysop is (did you remember to dust him?)
6. Sysops have a great sense of humor (anyone dealing with Commodore HAS to!)

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