



The Reflection

February 1991

Volume 2 Issue 2

The Chief Sez

Once again it is my sad duty to report the death of another long time IMAGE EBS. Superboard in Florida, a board that has been up and running longer than most, about 8 years, has finally closed up shop. Before closing though, Buzz and Superboard set an enviable record, and one that is liable to live for quite some time to come. The board had gone for 1640+ calls without a reboot the last I heard, possibly even 1650 before he finally shut down. We'll try to get a final figure. Buzz was so proud of his record that he did not even take his board down to install the recent Turbo-Rel updates, but rather, just let the board run. Superboard will be missed.

I was very pleased and surprised by the number of requests that I got for a continuation of the Port Commodore story. I had not thought too many people would find it of interest. I'm glad you did and, as threatened, have continued it in this issue. I also had requests for the history of some other boards as well, and I like the idea. If anyone would like to write up a history of your board we'll make every effort to get it in.

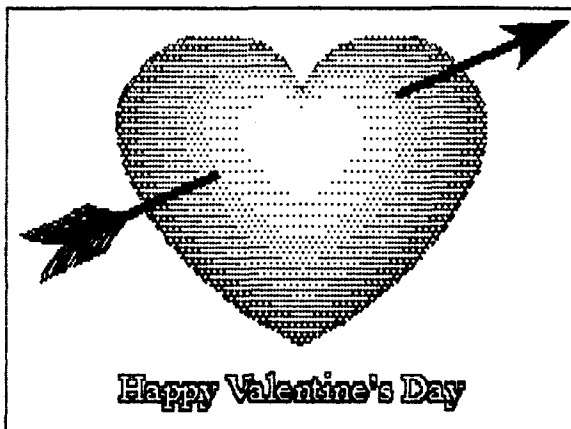
I'm also happy to report that several people have taken pity on me and have contributed some articles this month. Several

are very well done and should be well received by all.

One discouraging note. The number of re-newsals and new subscribers is way down. We have been losing subscribers at an alarming rate, 10 in December, 16 in January, and so on. We are now well below 100 subscribers. I'm afraid if the trend continues there will be little sense in continuing the newsletter. At least not on a monthly basis. Should the number of subscribers continue to decline we may consider going to a quarterly newsletter. In addition, the postage rate is going up with this issue, which makes it much less cost effective. We have sent out hundreds of free copies over the last several months and gotten only a trickle of new subscribers. Leads one to believe that no one is interested in the newsletter any more.

We'll keep plugging along and hoping for a miracle I suppose. We are very thankful to those that have stuck with us.

-R-



NISSA News

By: AlDeRosa (BUCKO)

Greetings Folks, from the land of NISSA. Don't you hate that saying?? Sheesh!

Ok, to bring everyone up to date on what is happening with NISSA, things have been pretty slow lately, so not much has taken place other than getting some much needed paperwork done. We are implementing the new beta test program for any author of IMAGE Plus files who would like to have their program fully beta tested before they release it. All the beta test sites will do is run the file and document any problems with the files and send the info along to the author and ask the author if he/she would like it to be fixed, there will be no addition of credits in REMs stating that NISSA had anything to do with the file. The beta boards will also solicit it's users to give ideas on improving the tested program and that info will also be forwarded to the author. If you are interested in this new service contact Dr Moffett at The Wrong # JI[BBS NetNode 71 and he will fill you in on any other details.

Other new things for NISSA in '91. We are going to start downloading 1 by 1 the files on Qlink and Port Commodore, test them to be sure they are sound and working files and put them in a special UD which will be set up on Port Commodore, The Wrong # JI[and JI[and Treasure Chest, these files will not contain any stealing of files such as taking the authors names out, all we will do IF, and I stress IF, any changes are made will be documented in a SEQ file added to the package and a REM statement at the end saying to read the SEQ file documenting the change and the words "Fixed By NISSA". Nothing else! Nobody's names, just what I have stated here, if the

file were to need a complete re-write then the author would be contacted and given the chance to re-write it him/herself. If they didn't want to do it, then we would ASK permission for us to do it, still giving the original author credit, we would only add a REM statement near the end stating that the file was re-written by NISSA and that's it. Look for the first of the files, which we will be working on soon, on the above mentioned boards.

The NISSA Guidelines have been totally rewritten and will be released to the SSE boards near the end of January or early February, they have been totally re-written and now are in one file. By doing it this way we are now able to update them more easily than before as they are better structured. The new Boards list will be out at the same time and will contain the latest additions. We think that once we get back all of the latest applications back we will have around 90 boards.

NISSA is alive and well and starting off the year with a bang! Look for the new services and files soon.

As a side note I would like to welcome back Dr Moffett and The Wrong # JI[BBS to the NetWork. Bruce has put his BBS back online and will be the main beta test site for the new Beta Test Program. Welp that's about it for this month enjoy.

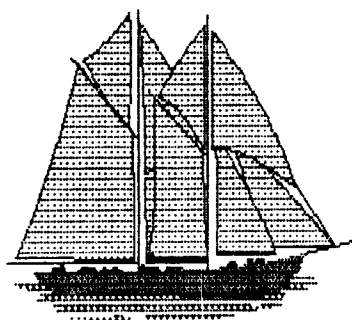
Al

The Wrong # JI[BBS
IMAGE Net Node 14
914-328-9078

"Keeping the World Safe From
Neanderthals!"

-cR-

Port Commodore (Continued)



Last
month we
saw how Port
Commodore
began and
grew to a 40
Meg Lt.
Kernal
system. We
continue now

with the beginning of the beta testing on 12.1 which is to become IMAGE.

During the next several months an extensive effort was put forth to re-write most of 12.0. Originally the plan was to only include those things in 12.1 that had been tentatively "promised" for 12.0 but had not been included due to the pressure of getting it out. The 12.1 was to be given away free, or for \$7.95 to cover the cost of disks, manuals, and shipping.

As time went on it became clear that the 12.1 was going to include much more than planned originally. Perspective was anxious for a release date but several key items had not been finished. As summer neared a "C-Net Party" was organized and planned for mid June. Perspective announced that the 12.1 would be available at that time.

My wife and I traveled to Michigan for the "C-Net Live" party. The 12.1 was close, but not ready for release. Some copies were given out, with the understanding that it would be updated as soon as the updates were completed. I had taken my Supra modems with me so we could finish the 2400 baud routines, even that had not yet been done, and was not completed at the party. Port Commodore was running on 12.1 at this time.

Shortly after the party Don decided to leave Perspective. An arrangement was

made with Perspective and Don left, starting a new company, New Image Software. The agreement required some major changes to the program to satisfy Perspective, and these changes were made over the next couple of months.

We began to re-name all of the files on the board to IMAGE and began running the preliminary IMAGE program. The 2400 baud routines were completed by Ray and Port Commodore was at 2400 baud. CSSC was revamped and became NISSA.

Eventually Don moved to Utah, where we completed work on the NEW program, which had now become IMAGE 1.0, and Port Commodore was promoted into the main support board for IMAGE. That was in October 1988 (the release of IMAGE V1.0).

We continued to update and improve the software. Ray Kelm, who had done all of the "ml" work on 12.0, 12.1, and IMAGE 1.0 continued to totally re-write the "ml". He also made some major modifications to the BASIC portion and we released IMAGE 1.1 in February of 1989. It was during this time that preliminary work began on the network and several boards were joined together in a network. Unfortunately there were some problems with 1.1 and it was terminated. Ray continued to work on the program, making more changes to the "ml" and many changes to the BASIC, changes were also made by Little John, Dr. Bob and myself and in November of 1989 the current version, 1.2 was released.

Ray, John, Bob and I continue to make changes to the system and have now begun testing and de-bugging the 1.3 system. It is anticipated that it will be several months yet before it is ready for release. We have several major improvements yet to make and are satisfied that it will be really well worth the wait.

Port Commodore continues to be one of the major IMAGE support boards. There are many "firsts" that can be claimed for Port Commodore. The most satisfaction we get is when new users, or anyone for that matter, comment on how well the board looks, or how impressive they find it.

We thank you all for your continued support and patronage and hope that Port Commodore will be here for a long time yet to come.

-eR-

U Build It

By: Leroy Pluad (LEROY)

Wait, what was that? Was that an upload or a new user wanting access to your BBS? Well, wonder no more. Now you can watch "The Simpsons" and monitor your BBS at the same time.

If you are like me you keep your BBS in a separate room from where you spend much of your time. That's why, a few years ago, I added an extension speaker so I could monitor the BEEPS that IMAGE produces to help keep you informed on what's happening. Here's how I added it.

First I got an inexpensive mini-audio amp/speaker from Radio Shack, part# 277-1008, for only \$12.00 and, since I planned on using it a lot, I also got a 9 volt 300 MA adapter so I wouldn't spend an arm and a leg on batteries for it. This only cost \$8.00 and the Radio Shack part number for that is 273-1455. You may even have an old spare laying around you could use for this.

While you are at Radio Shack, pick-up a "Y" adaptor with an RCA phono jack that goes to two RCA phono plugs, part #42-2435, for \$3.00, and some 4 conductor wire.

Modular 4 conductor wire works well for this and, depending on how far you wish to run your remote speaker, it comes in 50 foot lengths for \$5.50, part #278-365, or you can get 100 foot for \$11.00. You may even have some of this laying around in your spare wire bucket.

You'll also need a solder on RCA jack, part #274-337, these come 4 to a pack and cost \$1.50.

Now take the green and yellow wires on one end and solder on an RCA phono plug to it and then take the red and black and, observing the correct polarity, hook these two up to the adapter. Use red for positive and black for negative. These will be hooked up to your monitor and the adapter plugged in nearby. Take the speaker amp and open it. Cut off the ends of the battery connector and hook up the black and red wires from the cabling on the opposite end. I drilled a small hole in mine and ran the wires through the side. Skip this if you decided to use batteries. Now take the green and yellow wires and hook them up to the

Input side of the jack or solder on a 1/8 mini-plug and simply

plug it into the side. It is a bit neater if you just make the connection inside the box but you may want to use the speaker for something else later. Before making the connections inside tie a knot in the cabling to help prevent the wiring from being pulled out under an accidental strain.

Now take the "Y" adaptor and plug it in where your audio cable connects to your monitor and plug the audio cable into it. On the other end plug in the input to your remote speaker. Plug in the adapter or put in the battery and turn the unit on. You will probably not have to turn it up much. On mine I turn it up just a bit higher than the position it is in after being turned on.

"Wait, what was that?"

Now your beeps can be heard on the monitor on the BBS and the remote speaker. All that's left is to find a place to put the speaker and wait for me to call so you can give me access when I logon. Also using the speaker in this manner you can still turn the unit off when you go to bed.

-R-

Washington Roundup

By: Ray Burke (MR. CTA)

Greetings from the Northwest! We've been so busy up here lately with our floods, loss of power, snow storms, and many other "natural" disasters that I've been unable to write an article prior to this issue. So I'll give you a small update on some of the items that are happening in the northwest.

A few of the local IMAGE boards here in Tacoma, WA have banded together using the network to start BADD, BBS'ers Against Drunk Drivers. We're an official chapter just like MADD and SADD. If you are interested in helping us or in learning how to prevent further deaths, please feel free to call us, we are located in the registered IMAGE BBS's list.

The System Operators Support Association (SOSA) is now taking on new members and has an application program

available on Chicago. If you are interested in learning more about the SOSA, call and check us out.

There is a large culmination of new "mods" and features that will be released to the general public soon that will consist of several enhancements or alterations to the current program, the features, not the actual system. There is also a pfile disk release from the SOSA that will be announced within the next few months. So keep an eye out for notices and for files.

As for local events, the boards here in Washington have been having discussions of cementing our state ties through the network and making Washington a strong IMAGE support community for legal owners of IMAGE BBS.

We've had quite a bad fall so far and haven't been able to achieve all the things that we had hoped, but we are getting there.

If you have ideas, thoughts, suggestions, comments, or criticism about these articles from me or about anything to do with us up here, please feel free to call Chicago or The Land Of Oz and let us know. We're looking for ways to improve our support of IMAGE.

We'd also like to publicly -THANK- New IMAGE Software for the recent Turbo Rel/SIG update package and for the continuing support of the program! Thank You Fred, Ray, John, and Bob!

-R-

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Mods

This "micro-mod" came in response to a couple of requests in the IMAGE network message bases. It is very simple to add.

It was mentioned that some people would like to see what board posts and responses were made to when users posted or responded. You can add that by making these changes to the Turbo-Rel files:

```
In +.SB, add line 400 and 402:
400 a$=bb$(bn):gosub4:fd$a$:g$=k$:
ifm%then g$=j$
402 a$=g$+" To "+fd$:goto1095
```

And in +.MM.sb-post make this change:

```
980 close2:&,11:goto400
```

That is all there is to it. A very "micro" mod.

One of the new "undocumented" features that was included with the recent Turbo-Rel/CMD Mod update was a feature that we plan to incorporate but it has not been properly implemented yet.

As you know, it is now possible to designate a particular message base as "Anonymous", "Non-Anonymous", "Password", etc. In the future it will also be able to designate a particular base as "Non-MCI" if so desired. That part has not been implemented.

We have, however, added the necessary code that allows MCI to be turned off by checking a light bar function. That is the undocumented part. The code was added so that if the RIGHT SIDE check mark is on on FN1 (the last one on the second page), the MCI is off. Unfortunately, there are a couple of "mods" out there that already use that check mark and that caused some people some problems as they had no MCI.

As a stopgap measure, until the code is finished to PROPERLY designate a base

as MCI or NON-MCI a "mod" has been done that will allow MCI to be turned off in the network subs. It will follow at the end of this article.

Because the check mark was already in use it was necessary for some people to move the "mod" they had that was using the right side of FN1. This prompted several questions and a request that we cover the basics of the light bar again. This is simply a "refresher" and not an in-depth treatment.

Basically, the light bar is handled with the &,52,x,y command. &,52 identifies the light bar. The x variable identifies the POSITION on the light bar. The position starts with 0 on the left side of SYS and continues with each position on the first page, ending with position 15 on the right side of U/D. It then begins again with 16 on the left side of ASC on the second page and continues to 31 on the right side of FN1. That is 32 positions.

The y position of the above parameters tells what action to take at that position. If y is a 1 (&,52,0,1) that would turn the check mark ON. (As shown the left side of SYS would be checked). A 0 would turn the check mark OFF. That is simple. A bit more complex is a 2. That merely causes the check mark to TOGGLE. Change from a 1 to a 0 or from a 0 to a 1, or from ON to OFF or OFF to ON.

A 3 in the y position READS the light bar. It puts the result in a%. So, if you use &,52,0,3 the result in a% will tell you if the SYSOP is in or out. Recapping one of the simplest "mods" that I've ever written:

```
b$="Out":&,52,0,3:ifa%thenb$="In"
&"Sysop is £$b"
```

Which just tells if the SYSOP is in or out. It can be placed in the "+.on" file some place.

To move the "mod" that may be using FN1, just select another position and change it from &,52,31,3 to the new position.

Here now is the "mod" that will let you turn MCI off in the netsubs should you choose to do so. Later this "mod" will be implemented in a more standardized manner.

In "+.SB" (Turbo-Rela)

At the end of line 58 add :&,52,31,1

Add a line 82 that says:

82 &,52,31,0: return

At the beginning of lines 57, 297, 298 and 299 INSERT gosub82:

Add a line 294 that says:

294 gosub82: goto 1694

And finally, change line 218. The last statement on the line is 1694, change that to 294.

That completes the "mod". It is not elegant, but it does the job and will work until it is "done right".

-cR-

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Registered Boards						
Current	01/21/91					
Number	Board	Serial				
500_661	1202 River City CC B01 72		513_677	9394 Commodore Connection G02 35	608_756	21 75 Central Control B0608
500_835	6065 Elysian G0430		513_878	1408 DACUG B0247	609_232	2049 The Inferno G0707
500_988	1107 The Firm B0274		514_638	3839 Our World B01 89	609_368	0015 The Byte Me BBS B0483
502_447	6454 The Dungeon G1033		515_573	8327 Star Frontier G0007	609_453	1144 CIA Headquarters G0548
502_964	5792 The Underground B0150		516_223	1965 The Bidge B0452	609_455	4587 Bytesville US A G0721
503_363	7927 Cheers BBS B0641		516_248	9872 Centrum BBS B01 75	609_547	8465 The Sunset Beach B0411
503_671	9111 Alabaster's Cove G0213		516_399	6718 The Happy Place B0231	609_567	4833 F.O.D BBS G0679
503_689	7519 S.H.I.F.T. G0774		516_624	9597 Knight Of Rattle B01 76	609_858	2033 Larkspur G0572
503_585	7194 Fire Matrix B0367		516_654	9488 The Friendly Cave G0361	609_939	0884 S.p.a.k. Bay B02 5
503_726	4946 Excalibur BBS G0922		517_321	6912 The Legacy B0611	613_226	2067 Game Master BBS G0470
504_791	0732 Run Crazy G0527		517_321	9654 The Alliance G0698	613_275	2569 Bandy Hill Exchange B0233
504_886	2151 Excalibur G0104		517_487	2774 The Wall B0312	614_263	0686 The Drug Store B0217
504_928	0822 Tiger's Den B0622		517_676	3819 The Laser G0790	614_267	0733 S.pitting Image B0668
505_268	4662 Loadrunner BBS B0026		517_852	0867 The Hideaway B0480	614_276	2050 Teleport 64 B0042
505_775	1314 Child Junction G0588		517_893	2010 Commodore Resort G097	614_299	0530 Brachted Mountain G0739
507_287	9731 Circuit Circus B0287		519_641	0823 Dungeon Of Stone G0735	614_755	2268 Iron Tower G0293
507_567	2465 Rainbow Chateau B0445		519_686	9154 Trade Guild B0061	614_878	3272 S.H.I.F.T. To Heaven G0651
508_226	4522 Bloom County BBS G0514		519_746	5432 The BBS B0451	615_264	0217 Gift Copy B01 95
508_256	7582 The Hacker's Haven B0534		601_781	4049 Rosebud's Garden B0689	615_292	4801 The Interface B0442
508_520	4137 The Hotel BBS B0495		602_493	2028 Speedway G0563	615_321	0988 Ground Zero B01 25
508_533	4685 Aphelion G041 8		602_497	6678 Studio See G0558	615_360	8800 Rate Net G0441
508_754	3806 Computer Alliance G0717		602_846	2184 Dove BBS B0284	615_399	0628 G.meyard G0685
508_755	3962 2nd Floor Boy's B0268		603_424	0014 B.C.'s Quest G0773	615_646	8264 New Visions Online B0008
508_872	2141 The Dragon's Reign G0419		603_693	2735 The Cheese Port G0745	615_822	6456 Rogue's Roadhouse B0440
509_536	6221 Mumpellheim G0792		603_880	9426 Hudson Access One B0102	615_832	8682 Game Land B0517
509_547	0585 Trinet B0275		604_574	5730 Darkwater BBS B0634	615_928	6071 Tudor Neglature Vge B0366
509_963	8278 Highway BBS G0663		604_581	1922 Teaseret B0391	616_246	6736 Super Hero Central G1009
512_388	9016 The Borg G0973		604_596	2252 Atlanta B0392	616_345	6362 K.V.H.U.G BBS B0063
512_441	1105 Wherein's BBS G0220		604_597	8822 Day's Happy Hour B0390	616_458	8767 Netherworld BBS G0069
512_453	5079 Underpinnings G0764		604_597	8960 Hydrex's Place BBS B0389	616_531	1346 The BBS Post B0422
512_492	2045 Seven Heaven G0306		605_342	1526 Psychotic Institute B0363	616_669	3591 The Outer Limits B0381
513_237	0268 Die Schwartz Katz G0054		606_255	1831 Down's Den B0374	616_671	5414 Deathbolt BBS G0166
513_299	4277 Cybernet BBS G0256		606_273	3819 Commodore X Press G0413	616_684	4889 Hotel California G0157
513_563	3075 The Music Board B0737		606_269	7739 Commodore Connection G0204	616_775	2241 Two Tone Arsenal B0127
			606_635	4610 Jailhouse BBS G0549	616_784	4841 Dag Nasty B0008
			606_836	2053 Magico Kingdom B0535	616_784	6831 Power's Nation B0461
			607_324	0197 The CIA G0170	616_895	4092 Wizard's Realm G0965
					616_896	9419 The Abyss B0432
					616_969	9850 The Hangout B0709

- 617_321_3556 19th Hole G1025
 617_354_6073 Commodore 64 Hotel G0327
 617_431_3486 BfByeBob's BBS B0393
 617_438_7709 Van Deman's Land B0725
 617_528_1771 The Apogee G0012
 617_682_7140 Highway To Hell G0597
 617_871_8090 Plotting Board B0895
 617_899_0520 Mama, Ne+ BBS G0676
 618_452_6048 Military BBS B0259
 619_271_8666 Club Med G0593
 619_286_2637 The Badlands G0758
 619_426_2057 The Bwergreen Fast B0142
 619_444_2962 Underground Press G0657
 619_460_6003 Angel's Steamship G1042
 619_461_2395 Disabled Damage B0615
 619_471_7048 The Network Image B0229
 619_565_7747 The Moonstrayl G0337
 619_575_8364 Commodore Edition G0720
 619_579_2755 Thor's Palace BBS B0533
 619_723_7449 Pyramids of Alyson B0719
 619_945_1354e MPLY V B0568
 619_967_6017 Surf Shack G0121
 703_342_6528 Maximum Overdrive G0221
 703_439_8018 Outer Limits of Imag G0299
 703_569_1754 New Daily Press B0246
 703_992_5338 Realm of Adventure B0654
 704_932_5286 The Castle B0596
 707_528_7902 The Far Side B0224
 708_395_091 The Night Train B0120
 708_403_6604 The Interface BBS B0478
 708_423_8589 Big Bubba's BBS G0196
 708_426_6292 The Time Warp B0134
 708_433_8287 Wide Wonderland G0776
 708_537_4663 Radio Hill BBS B0705
 708_551_1651 Power Windows B0479
 708_554_3468 Run For Your Life G1019
 708_639_1175 Lester's Court G0067
 708_788_7972 Twilight Zone B0302
 708_852_1292 Suburban CUG B0870
 708_879_7497 The W4z BBS G0225
 708_893_9428 College Campus BBS B0670
 713_320_8986 The Dark Tower B0236
 713_350_9534 Fly By Night BBS B0159
 713_446_8554 The Dragon's Realm B0701
 713_469_0434 B.L.O. Feedback B0537
 713_471_6503 Harry's Asylum B0199
 713_474_4723 Midnight Bear G0476
 713_479_5389 Westworld G0730
 713_488_2753 The Graveyard B0559
 713_495_5826 Hip Pocket BBS B0053
 713_537_2878 Toon Town B0573
 713_558_7443 The Corner Pocket G1037
 713_973_9750 The Toy Box G0162
 713_896_6422 Atlanta II G0316
 714_391_3309 The War Room G1038
 714_441_2210 Alternate Reality G0756
 714_549_0958 Flight Deck G0072
 714_622_8708 Vortex B0183
 714_788_5432 Wild Man's Image B0402
 714_823_6523 Commodore Connection G1013
 714_829_4842 Spectre's Bye G0704
 714_832_4152 The Villain BBS B0547
 714_862_6822 Loki's Realm B0360
 714_881_2120 Haphazard Forest (W) G0784
 714_984_6208 Shadow Hollow G1018
 714_884_8081 Firewall BBS G0262
 714_891_7731 Commodore Bay B0197
 714_944_0158 Disk Drivers Domain B0144
 714_944_8665 Crossroads G0002
 716_285_4752 Alternate Reality ZB0620
 716_343_3084 Mac Rae's BBS G0638
 716_488_2578 Wizard's Conclusion G0408
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