≡From the Editor's Desk:≡

UPDATES: An attempt was made recently to have the administrative duties of NiSSA taken over by the folks in the Atlanta group, AISA. They declined, however, preferring to maintain their own identity.

In light of their decision, another possibility has arisen in the form of a proposed "oversight board" that would take over the administration of NISSA.

NISSA has, since its inception, been administered by LITTLE JOHN and myself (THE CHIEF). We have long felt that it would be better if we were not as involved with NISSA because of our direct involvement as directors of New Image. We have sought another acceptable solution to the administration problem but, until now, have not found one. We think this one would be acceptable.

Those proposing to set up the "oversight administration" are Al DeRosa, a Sysop of Wrong Number II, a NISSA SSB board; Ron Grey, Sysop of The Treasure Chest; and Bruce Hammond, Sysop of Wrong Number III. Bruce and Al serve as hosts in the Qlink CIN Telecom Help Room. The three of them are well qualified and, we feel, would do an excellent job.

Basically, what they propose to do is maintain the NISSA files and the NISSA list, update the files and make the files available on the major boards throughout the country. They also propose to keep the NISSA boards updated on information of interest through a continuing column in this newsletter, and plan to keep the NISSA Boards List updated by listing any changes in the RELFECTION.

Since NISSA is a very loosely knit organization with loose ties between boards, it is felt that this will serve to strengthen the bonds and provide a means to disseminate information in a more timely manner. All NISSA members are encouraged to voice your opinions on this important matter.

News and Views

New Image Software, Inc. President Larry Kline has made several announcements on Quantum Link in the past month concerning IMAGE. For those of you who do not have Qlink accounts, we will update you here.

November 15, 1989 — President Kline announced that there would be new prices in effect for New Image products. The version "1.0" has been replaced with the new version "1.2" as the regular release version, and the prices in effect are as follows:
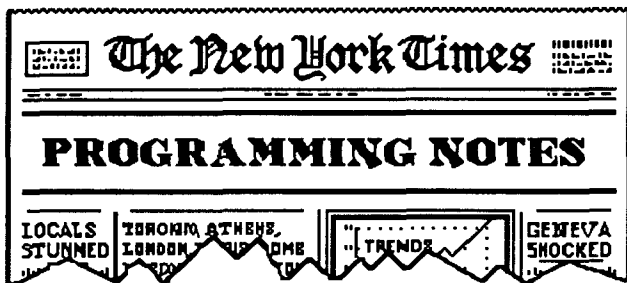
Image BBS v1.2	$75.00
PF 1, 2, or 3	$20.00
PF 1, 2, AND 3	$55.00
GFX 1 or 2	$12.00
PF 1, 2, 3 and GFX 1, 2	$70.00
Image v1.0 to v1.2	$37.00

It was also announced that New Image is at work on a music capable system, multi-line systems, a 128 version and many other projects. No specifics were given.

A later announcement indicated that New Image has acquired a "hardware branch" that will be developing some hardware projects for New Image, including a multi-line system.

In addition, a request has been made by New Image for information on the number of Image Sysops that are running on a Lt. Kernal system at 2400 baud. If you are in that category, please give us a call or leave feedback and we'll compile a list.

Beginning on the first of November, New Image began shipping the update "1.2". Shipping continued throughout the month until all orders were filled. We'd like to congratulate New Image and specifically Tracy for a job well done. The new version has met with great success and has worked very well on all systems with very few technical difficulties. If any of you have not yet received your "1.2" or have any problems with your orders or would like to order any New Image products, you are invited to call Tracy at 215-953-9276.

This month we are going to take a look at a couple of areas of "1.2" that have generated more than the usual number of questions. Many have felt that the documentation with "1.2" was a bit sketchy so we'll try to fill in a couple of gaps.

To begin, let's take a look at the "lite bar". With "1.2" it has been expanded to two pages, and the second page seems rather confusing. It really isn't.

By page, of course, we mean that the bar "wraps around" to a second side, as you will see if you continue to "move" the highlight on the bar to the right or left after it has already reached SYS or U/D. Keep in mind also that you toggle the left side with F7, and the right side with F8 (or Shift-F7).

The functions on the second page that are already defined and used consist of the first three lite bar positions, a total of six functions. The remaining five positions, or 10 functions, are unused and are available for your own use if you take the time to learn how to program for them.

Of the six that are defined, only one really need concern you. The rest are pretty much taken care of by the system. These are:

the ASC, with the default checkmarks have both ends ON. This sets the board up properly for any caller. Should you desire to use the term program to call some board other than Image, you may want to turn the

left side checkmark off to put you in ASCII mode so you can select the ANSI color on that other board.

The right side check mark on the ASC function is "line feeds" and this is defaulted to ON. Either side of ASC can be toggled while a user is online, but it probably would not be beneficial.

The ANS function is the second one that is defined. This toggles the user online into or out of ANSI color (left side) or IBM Graphics (right side). Again, it is probably best to let the BBS take care of these as they will come on or go off according to the online user.

The EXP function is "expert mode", and is also usually taken care of by the board. It is possible to toggle the online user in or out of expert mode, if desired, with the left-side check mark. The right side is the only one to really be concerned with, as it represents the Macros function, which can be turned on or off as desired. Macros are already installed, and can be defaulted to ON if desired.

Now, how are the checkmarks read, and how are they used? That is simplicity in itself. Ray Kelm (PROFESSOR) has really made them simple to use. All lite bar functions are manipulated with the &,52,x,y function, where x is the lite bar position that you wish to manipulate, and y is the action you wish to take. The lite bars start on the left with the left side of SYS being position zero, and counting each position until the right side of FN1 is reached (position 31).

The action that can be taken in the y position:
0 - turn flag off
1 - turn flag on
2 - toggle flag from off to on, or on to off
3 - read flag and put result in a%
4 - position LIT section of bar

So how does this translate? A very simple
"mod" should demonstrate:

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

By, is THAT a simple one, just checks the
left side of SYS to see if it is on, then
the Sysop is IN. A 1 would be returned in
a% if the flag is on.

And you can use the additional FN5 through
FN1 functions in the same way. One of the
uses that they might be put to would be to
require post/respond before going to the PF
section (I mention that one since it is a
"mod" that has been done already by CAPTAIN
MARVEL, along with several others that use
the FN positions.)

You can really customize your board in this
manner--just toggle whatever you want on or
off with the lite bar.

There are a couple of positions that are
defaulted to "ON" in the "1.2". The Trace
function and the Local Bells were turned
on. If you don't want those particular
functions on, you can remove them from line
82 of "setup", or you can simply change
them to default on the functions you would
prefer on.

Just as an example here, let us say that
you did not want the Trace on, but did want
the Local Bells, and you want your UD
section closed to 300 baud callers all the
time. You could change the command in line
82 of "setup" that reads &,52,1,1 to read
&,52,15,1 and it would take care of that
for you.

The only thing left to cover on the lite
bar is the position of the LIT portion.
That is accomplished by determining the
position you want lit--there are 8
positions on each page, and you would use
&,52,x,4 with x being the position from 0
to 7 on the first page, and 8 to 15 on the
second. For example, &,52,1,4 would
position the LIT portion on ACS. Note that
you have to be very careful with moving the
lit portion, since if you have the LEFT
side of ACS or TSR checked, you cannot use
the F3 and F5 keys to move the lit portion.

One final note about the lite bar: Shift
F3 or Shift F5 will toggle between the
first and second pages of lite bar
functions.

RECIPE FOR RUNNING A BBS:

Ingredients

    1 Car
    1 Sixpack of Cheap Beer
    1 Carton of Generic Cigarettes
    1 Baseball Bat
    2 Attorneys
    1 Surgeon
    1 Day-old Pizza
    2 Large Suitcases
    1 Rubber Checkbook
    2 Phone Lines
    3 Ashtrays
    1 Computer System
   27 Notepads

Now we are ready to get started:

Open a Beer, then light Cigarette prior to
turning on monitor. Answer Phone Line 2,
it's the phone company, they want
money...LD is rather high...use Rubber
Check Book to keep them happy for another
several days.

Turn on monitor, sip Beer, answer wife's
question on how long you intend to be in
there (lie). Fill first Ashtray. Head for
feedback, pause for slice of stale Pizza,
then clean grease from keyboard. Sip last
of Beer. Act intelligent as you answer
feedback. These people think you know what
you are talking about...make notes, spread
them around. It looks good. Head for
Sub-Boards.

Dog jumps on Keyboard, computer spits
sparks. Hit Dog with Bat. Answer posts.
Open another Beer. Wife jumps on you for
hitting dog with Bat. Hit wife with Bat,
duck when wife takes bat and hits you.
Fill second Ashtray, sip beer...wipe beer
from Notepads, they will dry. Head for
UDs. Wife comes back with Bat, wants
divorce. Call first Attorney; he is
working for your wife. Call second
Attorney. Lure him with Rubber Check Book.
Validate new files. Open another Beer,
gulp it down. This is hard work...head for
New User files. Wife and dog return with
Bat and Attorney. Validate new users.
Open another Beer, fill last Ashtray, head
for file maintenance. Police come in, take
Bat from wife and point Bat at you.
Attorney smiles, dog pees on power supply,
you lose file in WF. You pack up system in

suitcases. You leave in car taking last Beer. Find phone booth. Call Surgeon and make appointment for Frontal Lobotomy. Hook system up to phone booth. Light Cigarette, finish last Beer, and wait for calls...you are back in business!
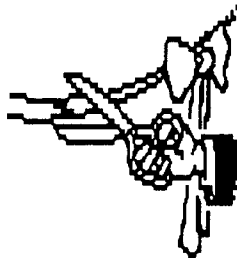
DR. SHADE
TEC-NET BBS
904-756-2700

DISKS

DR. SHADE and the folks at TEC-NET have been very busy working on some great new disks that you'll want to add to your collection.

In addition to the "Holiday Disk" that has been available for several weeks now, shipments have begun on two new additions to the "family"--an "RLE Starter Disk" and a "Movie Disk". The latter has some really EXCITING new movies on BOTH sides of the disk...it is PACKED!

All three of these disks are available now for $10.00 each. You can order 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 numbers will all be listed at the end of this column.

Also, please note that there is a new PLUS FILE DISK in the works. We had hoped to be able to announce that it was ready in this issue, but it appears that it will not be ready for a couple more weeks. It will have some great NEW games on it and will be available from TEC-NET for $16.00.

The TEC-NET disks are shipped by regular mail, postage paid. If you wish to have them sent by UPS the shipping charges will be added.

C.O.D., check, or money orders only can be accepted. Sorry, no VISA/MASTERCARD orders.

The order numbers:

TEC-NET..............904-756-2700
   VOICE..............904-756-2191
TEC-NET SUBSTAT......904-441-5923
PORT COMMODORE.......801-423-2734
   VOICE..............801-423-2209
WRONG NUMBER II......914-328-9078
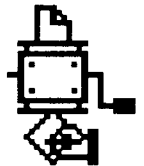Order yours NOW!

Ye Olde Disclaimer

"THE REFLECTION" is a subscription-only newsletter and is not connected in any way with New Image Software, Inc.

If you have received an issue of this newsletter and you are not a subscriber, please accept it with our compliments. We do send out a few complimentary copies each month.

If you are not a subscriber, and like what you see, we invite you to fill out the subscription blank included with this issue.

The subscription price is $10.00 for 12 issues.

MICRO MOD

Module to modify: +.on
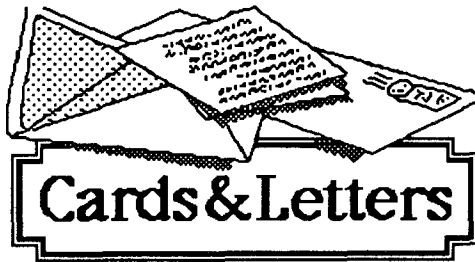
Change line 170 to read:

170 gosub1045:f%=cn:[rest of line unchanged]

Now edit "s.welcome" by adding:

It has been £%f calls since we booted.

We have £%a users.

Cards&Letters

Q: My users cannot logon with their handle, what is wrong?

A: Still the same answer, the "alpha" file is no good, no matter if it is "u.alpha" with "1.0" or "u.index" with the enhanced versions, the result is the same and so is the "fix", run "+.alpha" or "+.alpha/ind" and remake your alpha file. Note: if remaking the index, you must LOAD, CLEAR, MAKE, and SAVE it.

Q: I paid for Space Titans, whatever happened to it?

A: Don was working on it and "put it on the back burner" late last year. I have no further information about it.

Q: When is the 128 version going to come out?

A: As you all know, we NEVER announce release dates so we couldn't tell you if we knew. About all we can say is that it is being worked on. It is a big project and LITTLE JOHN cannot devote full time to it since he has a fulltime job that keeps him from the important stuff...like playing

with his computer. It will be well worth the wait.

Q: How do I get out of the new term program without rebooting?

A: The exit routine was changed from the Commodore and left-arrow key to the Commodore and CONTROL key, because the Commodore and left-arrow has been mapped as a TAB command on some interfaces. To exit from TERM just select Commodore and CONTROL and choose the zero option to reset your board.

Q: What is "Starlink"?

A: Starlink is a service similar to PC Pursuit but using the TYMNET system. PC Pursuit uses TELENET. Starlink costs $10.00 a month and $1.50 an hour for online time and reaches about 150 cities. The new "Relaxed Punter" was designed to work with Starlink.

News REGIONAL EVENTS

Written by Ray Burke III of Pallyup, WA

OK, well let me tell you all about some things that are happening out here! There are three "1.2" boards up and running and two more will be up within the next two weeks. There will also be at least two new Sysops running IMAGE. I am working with several of these people and we are developing pfile systems that we will be sending along to Port Commodore soon.

I don't have all the info on the various boards right now, but they are all doing very well and have "mods" and ideas that we'll be making available soon. One suggestion that I have been given and which I like, is making an MCI command (I know, "Talk to Ray"!) that will make a file non-abortable. Plus we will be putting together a couple of patch packs for the various pfiles.

That's pretty much it from us right now. I'll have more for the next issue.

NOTE: See next month's issue for Ray's "Mod of the Month"!

MR. CTA
City of Chicago BBS
206/848-3209

1.2 Fixes

These are ALL of the "bugs" that have been found in "1.2" so far:

+.LO
Line 108 has a syntax error. There is a semicolon (;) in place of a colon (:).

+.ON
Line 152 has a GOSUB600. You may remove the GOSUB600 and also line 600 from +.on. (Note that this is a Port Commodore modification that was left in inadvertently, and which prevents 300 baud callers from entering the UD between 6:00 p.m. and midnight. It also OPENS the UD if it is closed--a side benefit??)

IM
In IM on line 1096 is an &,52,12,3. This should be &,52,13,3 and will prevent you from turning the Printer ON if not corrected.

On line 1322, change qb<>1200 to qb<1200.

+.UF
There are several statements in +.UF that are FOR/NEXT loops that SHOULD be 1to24 but which are 1to23. Change the following lines:
152, 156, 402, 408, 418, 420, and 432. Just make them read 1TO24 in each of those lines (NOTE: line 418 has a 3to24 instead of a 1TO24).

+.F
On line 150 add the following code to the end of the line:
 :iff$="P"thenpf=1
and the following code to the beginning of line 998:
 998 pf=.:
and the rest of the line remains as is.

+.NU
On lie 995 there is an &,52,2,4 which you should change to read &,52,1,4.

Miscellaneous Fixes

In s.menu 1 there are two SYS commands listed and no ST command listed. Use the editor in 80 column mode to change the first one to ST.

On the "PF3/1.2" disk ONLY there are two "++ 2" files. They are identical, so you can use either one of them. This duplication is not found on the "1.2" upgrade from "1.1" which has NO "++ 2" on it, since it is unchanged from "1.1".

It appears that the wrong "+.t" may have been put on the distribution disk. The one that I had updated was dated 10/10 but, apparently, the one that should have been used was dated 8/5. This "+.t" has been placed in the IMAGE FIXES sections of the support boards. Sorry!

(this list of reported bugs is current as of 12/1/89)