The Reflection

June 1990 Volume 1 Issue 7

The Chief Sez

Commentary

During the past couple of months a survey was sent out by Al DeRosa, Bruce Hammond and Ron Grey to all NISSA ASSC members requesting some information and present status so that the NISSA listing could be updated.

Virtually all of the surveys that were returned (and many were not, which was what we wanted to find out) contained favorable comments. There were, however, one or two comments that I'd like to address.

One comment was "what has NISSA done for me lately?" I'd be ashamed to ask a question like that since it shows a remarkable stupidity and lack of knowledge. NISSA was NEVER intended to DO anything at all for the NISSA member. It was created for and has always been a volunteer organization made up of those IMAGE sysops that wanted to help OTHERS, not those that wanted to GAIN something. Frankly, we are better off without those that think they should get something FROM NISSA. We want those with something to GIVE, namely support.

Another statement was that "I've been nickel and dimed to death by NISSA". Once again a statement that shows remarkable stupidity and lack of knowledge. To my knowledge NISSA has not cost ANYONE anything except for Bruce Hammond who paid, out of his own pocket, to mail out the NISSA survey.

NISSA is a great organization and has been doing very well. It has grown from a couple of boards to about 50. There have been as many as 100 but some have dropped out and gone on to other computers and other software. Still, NISSA is THE organization that people want to belong to and we are justifiably proud of those that remain. If you would like to join NISSA just leave email to "BUCKO", "DR MOFFETT" or "BLUE BEARD" on any of the main support boards, or to "NISSA Al D", "NISSA DR M" or "NISSA Ron" on Qlink.

Remember, NISSA continues to be the "Mark of Excellence" among IMAGE Bulletin Boards and is open to any qualified board.

A subscription to *"The Reflection"* is still only $10.00 per year!

Programming Tips

Little Modem Pfiles (LMP)
By: Bob Leary (DR.BOB)

One of the most misunderstood and misused features of IMAGE BBS is the mini-plus file (LMP). These file provide the programmer with almost unlimited abilities when properly used.

There are three basic types of mini-plus files available for use, which will be completely documented in the programmer's reference guide when it is completed. For the sake of simplicity we will stick to the most common type of mini-plus file we see being used throughout programs like The Turbo Rels, Wallstreet, and the IMAGE Network.

The maximum size that any plus file can be is approximately 56 CBM blocks ($0801-$4001 Hex). However, when using this concept of programming your plus file is limited to around 40 CBM blocks ($0801-$3001), the rest of the alloted memory can then be used for your mini-plus file ($3001-$4001) (about 16 blocks).

Loading these files into memory is done with a variation of the &,7,device command. These files also cannot duplicate any line ranges which already exist in the original plus-file in which they are to be linked.

Some things to take into consideration when using mini plus-files is that the first line of the program must be higher than the last line of the original plus file and, it must be a REMark. Also, this first line of the mini-plus file must never be called, your physical program should begin on the line following the REM.

A few other things to be considered are that the last line of the program must never exceed line 999 and should be a REM also, be careful never let the program fall through to the line 1000 range or you will receive and UNDEFINED STATEMENT ERROR.

Currently it is recommended that any data statements your program might need be located and read from the original plus file (they can be used but, its rather complex) and contained in or read from the mini-plus file.

Loading mini-plus files into memory is fairly simple, just set a$ equal to drive/lu + filename then use the command &,7,device,1 to load the file into memory.

Below is a typical setup for a program using mini-plus files. line range 1-899 (899 should be a REM) line range 900-999 (both 900 and 999 should be REM's)

```
14 dr=.: gosub1010:a$=dr$+":"+.MM.":"+b$:
&,7,dv%,1: gosub1012:one%+1goto901
:return
```

The above subroutine would properly set the value of dr to 0 to allow the file to be loaded from the designated drive in the Program File subsystem (dr would be set to 5 if this were a subsystem like the Turbo rels). Next, it would open the error channel to that device and load the file named in a$, check the error channel then execute line 901 if NO error was encountered in the load.

NOTE: using this subroutine to load and enter the file would require you to exit the mini-file back to the main file with a RETURN. Otherwise, it will put garbage on the system stack.

A few things that should be taken into consideration when using mini-plus files is that the main program should only contain often used subroutines and commands, all other commands should be put into mini-plus files and called when needed. A good example of this is all disk related routines and the main command stack be located in the original plus file and smaller

less-used, one-time commands be put into the mini-plus files.

Anyone who might need more information about mini-plus files can contact me via the IMAGE Network at Node# 15 (EFE) as DR.BOB or on Qlink as Dctr Bob, and I will be glad to give you all the help I can.

The Washington Roundup

Washington Roundup
By: Ray Burke (MR. CTA)

Greetings from Washington!

Its time for a celebration, the new Chicago is up and running, and the Parthenon will be along shortly. The SOSA network is going strong and our level of support has increased approximately 400%.

Early in April, I sent two file packages to both Port Commodore and The Wrong Number II. Both have been well received with 7 downloads after ten days. I hope that by the time you are reading this, they will have been downloads five times that number.

A small area update: Veilkend and Chicago have pooled resources and have begun work on a new concept in pfiles. We are planning on creating a multiple role playing game system in which you can run anywhere from one to 20 games out of the same files. More information will be forthcoming in the next issues.

Chicago will also be sponsoring a new newsletter for the SOSA and will also be sending modification packag out. These packages will contain many of the modifications that I have written about in "The Reflection", but also some enhanced, old-mods, and some great new ones. So be looking for them soon. In addition, Chicago will be starting an IMAGE BASIC programming class. This will consist of at least one subboard in an IMAGE SIG that will be a net-sub with Veilkend and the Parthenon.

I also hope to network with The Wrong Number II so we can provide bi-coastal classes. The classes will not be a teach and learn system but rather a question answer type format, with an occasional seminar type approach with new information. If you are interested, leave me mail on either Port Commodore or The Wrong Number II. You can also contact me via the boards in our local area, Parthenon, Veilkend, and Chicago.

Escape From Base 10

The Saga Continues
A novel by EXEL

"Escape From Base Ten"
(3)

Joe was the "little boy under mother's wing" type, and he knew it. He tried to stay away from his family but they were the type of people that you ould invite to dinner once, and they would invite themselves ever-after.

His mom was a heavyset woman who enjoyed an ancient brand of cigar and loved to play bingo at 7:30 every monday night in the local church. Sometimes, Joe could hear her mumbling numbers in her sleep and he would bury his head under the covers because he thought his mommy was going nuts. His pet cat, Bonkers, would usually be laying at the foot of Mother

Braddock's bed, and when she started her Bingo-Callout, Bonkie would get up and strut to Joe's room where she jumped up onto his head and kept him warm for the rest of the night.

Joe grew up on the dark side of a distant colony and had never been away from home until two years ago, when the interstellar thugs had decided that his home planet had matured enough to be pillaged. They had carted him away, along with many of his school friends, to the mining station where he had been electro-shackled to a computer terminal and was forced to monitor deep-space activity for ships which the pirates could plunder.

Normally, your morals would lead you to believe that he would stay quiet and not report a sighting, even if he spotted a lone vessel which he detected had precious cargo on it. But, there were two catches to this job : if your sighting of a vessel led to its capture, you would gain a bonus at dinner time - perhaps maybe a handful of beans if it was a good catch. If you DID see a ship, and failed to report it, you would be taken down to the correction chambers where a number of hideous things would be done to your body.

Of course, this meant that if the guy in the terminal next to you got the catch, and even if it had slipped by your field of vision accidentally, you would go down to the correc-dec and recieve a few changes to your metabolism that would probably make you grow hair on your forehead and an extra layer of skin on your belly.

And while Joe's childhood had, at one time, been promising. He never overcame his shyness with meeting people. What he did was improvise. He met himself halfway and said that he would stand it only if he HAD to.

Oh, for the record, he never really enjoyed the company of others so you can imagine how much he enjoyed being chained together with about thirty other smelly men. But, like his agreement depicted, he took it because he HAD to.

In a way, he was what you might call a hermit. Not a "closed in never come out of the house" type of hermit. But a "trapped in don't you knock on my door" type.

Now he stood in front of a control panel, sweating like an animal, fiddling with wires. The Commander's body had probably been found by now and he was sure that they would find the repairman within the next three hours, placing them hot on his trail.

So he worked against the sweat and fought a battle against time. Whether he liked it or not, and whether he knew it his fate rather much depended on... "Billy"

To be continued

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MOD

Micro Mod

As most of you know, the 128, when in 80 column mode, has a couple of added "goodies" . One is an underline mode and another is a "flash" mode that will cause a word or phrase to be "flashed".

The 128 versions of some BBS programs utilize these functions and hail them as breakthrough "features". They are not that involved. Quite some time back I was on GearJammer's II, using my 128 in 80 column and I noticed that certain features in the UD were flashing. Always the same ones. Being naturally curious, I asked John what he had done and he explained that he has simply added the command, in BASIC, to cause the 128 to "flash". Since I am always eager to steal whatever I can from whatever source, I promptly put the same thing in my UD. I also added the code to cause my "macros" to be underlined.

A short time after that I began getting strange feedback messages, people wanting to know how I did that, how did I cause their screen to flash. I didn't really understand what they were talking about until I logged on with CCGMS one day to find out. I then discovered that the underline command for the 128 causes some terminal programs, CCGMS, Touchterm, CG128 and others, to FLASH the whole screen. I further discovered that it was a real MESS. What was happening was the screen was actually changing background color to whatever the color was of the "macro" and staying that color. With a little refinement I was able to get it to "flash" to the color of the "macro" then back to black which works very well. Here is the "secret"

In line 1814 of the "im" file is an &"[F6][F6]" followed by an & by itself. That is where the "macro" is displayed. To add "flash" you need to add a CONTROL b just after the two F6s. As in: &"[F6][F6][CTRL-b]" which will show up as a reverse lower case b.

Then just AFTER the & by itself you must add &"[CTRL-b][BLK]" which is a control b and the color BLACK. The control b will again be a reverse lower case b, the color black will appear as a reverse upper case P. The "flash" mode in the UD is implemented in the "Turbo Rels/SIGS", but if you don't have those or want to change it or have something else flash you can add a CONTROL o just before the text you want to flash. An example would be in line 57 of the "Turbo Rels" UD where it has &"[F6][CTRL o] You have...." and so on. The control o shows as a reverse lower case o.

Remember, these effects are only visible on a 128 in 80 column or, in the case of the underline/background flash, on some terminal programs, they are NOT visible on the sysop screen.

(Thanks to LITLE JOHN for his unknoowing help)

A SYSOP

THE SYSOP

By: Lynn Fitch (SHADY LADY)

SYSOP--even the sound of the word conjures up strange images of Medieval knights slaying dragons with their mighty swords. Several generations later the sword was replaced by the even mightier pen today however we have the mightiest of all; the COMPUTER!

Armed with the BBS the SYSOP has the power to inflict his or her opinions on all their users to vent their anger at un-

suspecting recipients and to control the very system however they see fit. Of course users of the system can have a difference of opinion if they choose but the SYSOP again can use their powers to enlist the support of other users to substantiate their own beliefs.

With the powers given the SYSOP also comes the responsibility to provide a board on which the users have the freedom to give their own opinions without fear of insulting the grand POO BAH aka the SYSOP.

The intent here is not to insult the many long laborious hours the SYSOPs work to have a successful board but just to remind them of the impact they have and to assess their thoughts prior to setting fingers on the keyboard.

As the mighty men slew the dragons let the SYSOPs be aware they too can slay the board and a board without users is not a board at all..

Shady Lady
Tec-Net
904-756-2700

In the beginning...

IN THE BEGINNING:

This month we'll take a look at the 'boot up' process and show what files are accessed and in what order. There has been a lot of confusion and thus a lot of questions about what was happening and when, this should help a bit.

IMAGE is loaded by a LOADER program called "IMAGE", "IMAGE 1.1", or "IMAGE 1.2" as appropriate. This loader program then loads the machine language portion of the program, called simply, "ml", or "ml" plus the appropriate version number. We will not continue to indicate the various versions unless such designation is essential. After the "ml" is loaded program control and execution is turned over to that portion of the program, which, in turn, loads the file called "screen", "im", and finally, "setup" (these files vary from version to version with some additional "ml" routines loaded both before and after "setup") and then program control is turned over to the BASIC portion of the program by RUNNING the "setup" program.

"setup" will set up all of the system variables, DIM all variables that the system needs to operate and load additional files, if necessary, and will then look for a file called "bd.data" which contains all of the device and drive information for the system.

"bd.data" is a sequential file and can be on the boot disk, if there is a separate boot disk, or on the disk that the system is booted from. If the "bd.data" file is not found there will be a prompt to "INSERT ALL SYSTEM DISKS". If "bd.data" is found the program will next open the "u.config" file and read the information from record one, the sysop information, which is stored in the variables i1$ and i2$.

On later versions the "u.index" is then opened and the actual number of users is read. (Note that the "index" is manipulated and read with the file "++ 4").

Following the "u.config" the file called "e.data", a relative file that contains 31 or 32 records of 31 bytes each is accessed. The information that is read in from "e.data" at this time is the total number of calls to the system (record 1), the total number of users (record 12), the total number of HANDLES in version 1.0, from record (16), the last user on the system (d3$) from record 17, the system password for password subs (pp$) from record 18,

the last date/time the system was accessed in record 19, whether there is a prime time and what the time limits are in record 20, the information for the user FLAGS is read in from records 21 to 30, and the next id number to be assigned to a new user in record 31 (11).

If the "bd.data", "u.config" or "e.data" files are not found on the device and drive that they are assigned the system will prompt with the same message, "INSERT ALL SYSTEM DISKS AND PRESS RETURN". After the information has been read from "e.data" the relative file "e.stats" is opened and the first 30 records are read. "e.stats" contains the information shown on the BAR STATS and is a file consisting of 38 records of 10 bytes each. The program file "+.lo" is then loaded and program control is turned over to that file.

The "+.lo" file is a smaller file and cannot exceed 40 blocks, since it must load another file, the "+.modem" file, into a protected area of memory reserved for "little modem files". The "little modem files" are finding much more widespread use in the system than just as modem files and are now being used in on-line games, such as "Wallstreet" and in other areas of the board.

After the modem file is loaded it will send the proper set of commands to the modem to prepare it to answer a call and then the board will go to the "System Idle" screen and the load sequence will be completed.

Some additional information about a couple of the files here may be in order "bd.data" contains several important board parameters, in addition to the device/drive designations for all of the assigned system drives. The information is stored sequentially, with the first 12 entries being the device/drives for the six system drives, (dr=1 through dr=6), followed by the board identifier that you use on your board (LD, CH, TN or whatever). That is followed by the number of credits you give to new users when they sign on the system then by a number that represents the highest device number you have attached to your system MINUS 7. For example, if you are using devices 8, 9 10 and 11 the number in field 15 would be a 4 (11-7). For a Lt.Kernal system using device 8 only the number is a 1. The following number in field 16 is the number of DRIVES attached to your system. If you have all 1541/71/81 types it would be a 1 since they are all SINGLE drive units, if you had a Lt.Kernal with 9 LUs accessed it would be a 9.

The next field, number 17 contains your board name. This is the information that is printed out with the MCI variable \v5 or the string bn$.

The last information to be accessed is the prompt information, which is read in and stored in po$.

The final line of "bd.data" contains the copyright information.

The information contained in "e.data" is detailed above for the most part, since most of it is accessed. There is some that is not accessed by "setup" though and is not read in until it is needed. We'll examine, briefly, some of the other information in "e.data".

Record one, as stated, is the total number of calls to the system. Records two through 11 are the names of the access groups, from "New User" to "Sysop" or whatever names you have on yours. In addition to the NAME of the group there is a bit of information attached to the very beginning of the name. The first CHARACTER of the name of each group contains some access information that is stored in BITS. This information is the calls per day, time per call, minutes allowed to idle and so on. If you simply TYPE the "e.data" on a Lt.Kernal the first character could appear

as a color or some other strange character, the program "edata edit" properly interprets the characters and can be used to view the entries, "+.reconfig" or the off-line "config" program should be used for editing.

Record 12 is the total number of users PLUS 1, 13, 14 and 15 contain the flags for whether your individual message bases, UD libraries, or UX libraries are open or closed. If all are OPEN then the three records would contain 30 zeros each, if any were closed there would be a one in the position corresponding to the closed board. Record 16 contains the total number of HANDLES you have on version 1.0. It is not used on the enhanced versions.

Record 17 is the HANDLE of the last user on the system, 18 the password for the password subs. 19 is the date/time the last user signed off. 20 is for prime time, whether you have a prime time and, if so, the start and end times. The information is stored as three numbers separated by commas. For example: 0, 0, 0 is no prime time, of course. If the first number is not a 0 it would indicate that you had a prime time, the second number would be the start time and the third number would be the end time. The variables pt%, p1%, p2% and p3% are used.

Records 21 through 31 have been covered previously. 32 is used to hold the modem string, a string of seven characters with the information for each individual modem on version 1.2. In addition version 1.3 will contain some new data in the "e.data" file. More information will be available later.

"u.config" contains all of the user data and will not be covered here.

There is one additional bit of information that is worth mentioning in the "setup" file. Many people have asked WHERE the message "Entering Chat Mode" or "Exiting Chat Mode" is stored. The information is put in c1$, c2$ and c3$ during the boot process and remains there. It can be changed in "setup" if desired.

An additional "tidbit" for the enhanced version is the location of the password mask. The location is 17138 and can be 'poked' with about any printable character, just decide what character you want, say a "?" for example, use the statement printasc("?") and it would print out the number 63. You would then poke that value into 17138 and change the password mask from an X to a ?. Note that you could also use this: poke17138,asc("?") and achieve the same results. It is even possible to 'randomize' the password mask by adding the poke in "+.lo" and having it poke a random value from a string of acceptable characters.

TRUCKSTOP Micro Mod
By: David Proctor (TRUCKER)

Have you ever been on a board and you were reading the posts and all the responses were going by so fast you missed half of them? Even more so with the new Turbo SIGS?

Well heres a easy lil mod that will pause and ask for you to hit a key before going to the next response. Add this to your TURBO SIG file called +.MM.sb-post

In line 914 add a gosub981 before the gosub1914
914 gosub981:gosub1914:a%=xx%:eto,eto

And then add this line 981:

981 &"[F6][F6] [REVON] . . Hit Any Key To Continue . REVOFF]#g1#ho#ho##h1[F6]":return

(Note that the # is the british pound MCI command) After a key is hit the HIT ANY KEY prompt will back itself off thhe soreen and the next response will soroll up. This will keep happening untill the last response is read. For those of you that are running non SIG +.SB's this mod will also work for you too! Just make line 981 any line that is not used already for any of your other mods and add the gosub to it on line 428 right after the 'al=3' but before the 'gosub1914'.

Thats all!

NISSA News
By: Al DeRosa (BUCKO)

Hello to all of my fellow NISSA members, its been a long time since I wrote an article for "The Reflection".

Welp to bring you all up to date with what is going on in the world of NISSA, we held our first NISSA meeting on Qlink on April 20th, it was a BIG success as many members and new members showed up, we brought them all up to date on what was going on, and had a question and answer period. We would like to hold another such meeting around the end of June, on or about the 22nd or so.

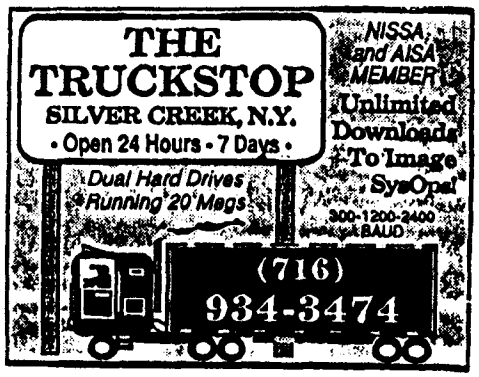
We have implemented a new idea into NISSA, "Regional Support Boards", the purpose of these boards is to take some of the support calls to New Image off of them and give it to the the Regional boards. Thus giving the folks at New Image more time to work on new files and to be able to work on other projects. Other things that the Regional Support Boards will take care of are the distribution of the latest NISSA files, so now you won't have to call a Long Distance board to get the latest files. The Regional Boards are as follows: The TruckStop BBS in NY Treasure Chest In Kansas Atlanta's System Net in Georgia Crossroads in California Those are the boards which you can call to get all of the latest files.

Other happenings going on is the SSB test is just about done, (Talk about an old saying just like 'The Check is in the mail!') all that has to be done now is it just being put down on paper and sent to all who have requested it, by the time you receive this you should have already gotten it or will be getting it soon.

Ok for all of you NETTED NISSA boards, we have started a NISSA NetSub, if you are interested in joining in on it leave NetMail to me at NODE 14 handle BUCKO and I will Email you the NetSub Identifier, then you can hook into your next closest NETTED NISSA board. If you are not running the NetSubs don't worry because you too can be involved in the Sub all you have to do is call your closest Netted NISSA board and you can have access to the Sub.

Other things going on are many new files are being written and converted from other BBS programs and will soon be released to many of the NISSA boards. The Carnival Written for 12.0 is in it's final Beta Test Stages and should be released very soon, along with it there will be a couple of utilities for creating Bingo Cards for it, and others.

Welp that about wraps up this article, if you have any comments or questions feel free to ask, I can be contacted on my BBS, "The Wrong #][" (914)/328-9078, on Qlink, handle "NISSA Al D", or through the NetWork at Node 14. Have a great month and we'll catch ya again. -- Al --



Updated: 5/07/90 (55 Boards)

The Following is a list of NISSA SSB and NISSA Associate Boards.

The NISSA SSB are designated as OFFICIAL SYSOP SUPPORT BOARDS and are listed first.

The Associate boards contain file transfer areas and text areas and other added support as the sysop is able to provide.

The SSB boards can offer programming assistance if needed.

SYSOP SUPPORT BOARDS (SSB)

Number	Board	Serial
206-848-3209	City of Chicago	G0248
215-487-0463	GearJammers II	A0004
215-825-1136	The Enchanted Forest	G0129
313-722-8589	Lyon's Den East	A0003
419-836-5002	Wrong Number]I[	G0694
616-784-4841	Dag Nasty	B0010
714-526-2924	Lyon's Den West	A0002
714-944-8665	The Crossroads BBS	G0002
716-934-3474	Truckstop	G0540
801-423-2734	Port Commodore BBS	A0001
904-756-2700	Tec-Net	A0005
907-592-2535	Commodore Image	G0041
912-964-2937	The Naval Academy	E0564
913-651-2330	Treasure Chest	C0012
914-328-9078	Wrong Number II	G0001

Associate Sysop Support Centers (ASSC)

Number	Board	Serial
201-828-2367	Eagle's Nest BBS	G0543
212-942-5059	ShadoWorld	G0324
215-724-6912	Last Wizard's Realm	G0729
216-386-9213	The Grid Iron	G0757
216-544-2208	Twilight Zone	G0205
216-746-0942	Instant Insanity	G0531
218-624-9036	Spirit Valley	G0283
218-626-1560	The Cpt's Table	C0001
302-475-9523	The Eliminators BBS	G0518
312-927-0055	Quarter Mile Stretch	G0778
307-328-1923	FTW BBS	G0341
313-457-5453	City of the Future	G0145
313-756-6483	Computers Inc. BBS	G0230
404-333-0044	Atlanta's System Net	G0498
405-733-5134	Dred's Caverns	G0353
405-947-2742	ARIA	G0004
407-383-7785	Sport of Kings	
412-441-0352	The World of LORAL	G0599
414-744-3556	Lifestyles	G0365
501-835-6065	Elysian	G0430
609-358-0015	The Byte Me BBS	G0483
609-858-2033	Lankhmar	G0572
616-458-8767	Netherworld BBS	G0069
617-354-6073	Commodore Hotel	G0327
619-271-8666	Club Med	G0693
619-442-2361	Commodore Express	G0485
619-967-6017	Surf Shack	G0121
703-992-5338	Realms of Adventure	G0654
708-426-6292	The Time Warp	G0134
708-537-4663	Radio Hill	G0705
714-884-8081	Freeware BBS	G0262
717-540-5771	Phantom Zone	G0746
718-359-8491	The Unknown Cave	E0084
804-456-5201	The New Frontier	G0031
814-833-5600	Secret Software	G0625
904-428-3722	SuperBoard	G0190
904-760-2700	Riddle's Roundtable	G0565
914-246-8854	The Dragon's Den	G0156
914-895-9163	Media-Tec	G0117
Out Of Serv.	Adventure Net	G0035

Top Downloads From Port Commodore
4-7-90 to 5-14-90

1	CTA.pack2.lnx	15
2.	+.modemconfig	8
3.	Empire4.4.lnx	6
4.	CTA.pack1.lnx	5
4.	Empire4.2.lnx	5
4.	credit gnome	5
7.	++ 10	4
7.	+.modem	4

There were 362 download during the period shown.

Port Commodore

IMAGE SUPPORT, Net Node 9
2400 Baud, 40 Meg Lt Kernal
801-423-2734

The Enchanted Forest

215-825-1136

Leave the mundane world behind as you logon to the magic of The Enchanted Forest BBS. Home of Dr. Bob and The Enchantress, TEF features 2400 baud and the speed of the Lt. Kernal 20 meg hard drive. TEF runs New Image and is a registered NISSA board.

THE CROSSROADS

IMAGE 1.2 - NISSA SSB

Image Support - Plus Files, Fixes, Mods, News, and More! ALWAYS SOMETHING NEW AT THE CROSSROADS!
300-2400 Baud

714-944-8665

GearJammer's II

215-487-0463

"Home of the 'Turbo Rels'"
128 development
24/12/300-24 Hr/7 Day
IMAGE Net Node 16

BBS Ads

You can have your Board listed here. $1.00 per ad.

You can have your Board listed here. $1.00 per ad.

INSTANT INSANITY !

NISSA BBS - Running IMAGE V1.2
40 Meg Lt Kernal
3/12/2400 Baud 24 Hrs/7Days
UDs - On-Line Games - Message Bases
C/G Movies and MORE
"Insanity at it's Best"

216-746-0942

NEW NUMBER
Lyon' Den East

Imaage Net Node 1
Home of IMAGE v1.3
On-line data base to check orders

313-453-2576

Time Takers BBS

206-854-3568

3/12/2400 Bd
PCPable at D/WASEA
40 Meg - Over 1000 Files in UD area
IMAGE Mods for registered owners.

CALL NOW!

Tec-Net

Lt. Kernal and IMAGE Sales
80 Megs On-Line
Sposonr of the All-Tec Pfile Disk, RLE disk, Graphic Disk
Give Us A Call TODAY !

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ORDERS

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Address _____

City _____ St. _____

Zip _____ Serial # _____

Products

IMAGE 1.2 From 1.0	$25.00	_____
Best Of PFile #1 & #2	20.00	_____
PFile Dick #3	20.00	_____
GFX Disk #1	12.00	_____
GFX Disk #2	12.00	_____
Networking	20.00	_____
Turbo Rel Subs/SIGS	20.00	_____
Turbo Rel AND Network	30.00	_____
Subtotal of order		_____
Shipping/Handling	3.00	_____
COD (If Applicable)	3.50	_____
Grand Total		_____

All Tec Products

Tec-Net Pfile Disk	$16.00	_____
Tec-Net GFX Disk	10.00	_____
Tec-Net RLE Disk	10.00	_____
"The Reflection"	10.00	_____
Total Order		_____

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Reflection
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Salem, UT 84653

Send IMAGE orders to the above address or to:

New Image
P.O. Box 851078
Westland, MI 48185

0291
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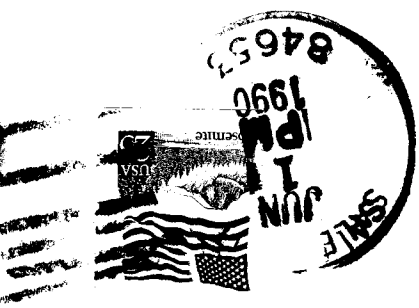
269 Galnsboro Ave.
E. White Plains, NY 10604

REFLECTIONS
P.O. BOX 525
SALEM UT 84653