The Reflection

The Chief Sez

Merry Christmas!

Just a couple of things to discuss this month. First a reminder to check your mailing label. If the first line of your label says 1290 this is your last issue. There are several subscriptions expiring this month. Some have already renewed so it looks like we'll be continuing on for a while yet.

As many of you know, Lyon's Den East has been down for a while. It is back up and running now and the number remains the same, 313-453-2576. Unfortunately, with the board down for so long Ray was unable to continue work on the 1.3 and some of the other projects he was working on so we got a little behind on them. He was able to work on some other things though and they are coming along well and aare very exciting. Now that he has his board back up he is back at work on 1.3 and the updates to the network. We hope to finish up the network updates soon so he can devote full time to finishing the 1.3.

John has about finished up the Turbo-Rel updates, they may be released by the time you read this, if not you can look for them soon. John, too, will be working on 1.3. We are all anxious to get it finished up so we can move on to other projects. We do NOT want to rush it though, we are determined that it will be a quality product and will have many new features and enhancements to make it worth while.

And finally, a bit of news from the network. We are pleased to note that the bitterness and vindictiveness seems to be a thing of the past. There are no *wars* or open feuds. People seem to be enjoying the network the way it was intended. That is not to say that it is perfect, far from it, but it is certainly improved over the squabbling that was evident just a couple of months ago. There are a couple of important links down at the present time but files are being routed around so it isn't causing a major disruption. We look for them to be back on-line soon. Meanwhile the IMAGE Net continues to evolve and grow.

Again, check your label and have a Happy Holiday Season!

-cR-

$\mathcal{Files}$

There has been a lot of confusion over what files are the current files and what dates should be on the files. The most recent updates to the network files are the 900716 files and they are the ones that are being shipped. They have been the ones on the distribution disk for some time now. For anyone that got their disk before that date the files have been available as ".sdp" files on most of the support boards. Here are the dates on the files in the packs.

+.NW undated or 7/16/90
+.NW.grf 7/02/90
+.NMauto 7/1/90
+.NM/file 7/16/90
+.NM.mail 6/21/90
+.NM.sort 7/16/90
+.NMextra 7/1/90
+.NM.walls 7/16/90
+.NM/config 7/16/90
+.NM.update 6/21/90
+.NM.netwall 7/16/90
+.NM/utils 7/1/90 ** ONLY for node one!

There are also three +.NMnetsub files that are dated 6/30/90 for anyone running the Turbo-Rels and the Netsubs. These three files comprise the overflow.

The latest release of the Turbo-Rels is the 062890 release,also available in two ".sdp" files from most support boards if you don't have them. They have been the files that were shipped since the release date so most people should

have the correct files. The dates on the files are:

+,SB, +.UD, +.UX, 6/28/90
+.reledit 4/27/90
+.MM.1d 1/2/90
+.MM.maint 4/1/90
+.MM.subop 1/19/90
+.MM.sb-mail 6/14/90
+.MM.sb-misc 6/27/90
+.MM.sb-edit 6/24/90
+.MM.ud-edit 4/25/90
+.MM.ud-misc 6/28/90
+.MM.sb-post 6/23/90
+.MM.ud-local 1/17/90
+.MM.ud-trans 4/12/90

In addition to these files there are a number of files on the E-mail disk. Some are optional depending on certain conditions. Here are the ones you should have, and the ones you might have.

nm.map *
nm.grf *
nm.log xx (xx = month)
nm.nodes
nm.sylog *
nm.config
nm.create
nm.errors *
nm.forward *
nm.connect
nm.walldate
nm.nodelist
nm.password

In addition you could have:

nm.S.XXX
nm.M.XXX/YYY
nm.1.XXX
nm.B.XXX/YYY
nm.G.XXX/YYY
nm.U.nodes
nm.s.ALL
nm.F.XXX/YYY
nm.S.temp

The * indicates a file you may

have under various conditions, for example, the "nm.errors" is created if a file is not found during transfer. The additional files are Subs, Mail, a list of files to be sent to another board, the one line graffiti wall, the 10 line graffiti wall, a node update, the ALL file to send the update to all boards, a File and finally the temp file that is created when someone posts on your netsubs. It is dissolved and put into an nm.S.XXX file during the next netmaint.

The XXX and YYY would be node identifiers:
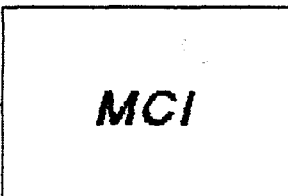nm.M.LDE/PCM would be mail for LDE from PCM, etc.

-*R*-

By: Ray Burke
(MR. CTA)

MCI is an excellent graphic/text file resource which allows both the creator and viewer to enjoy versatile graphics in some cases graphic/text combinations. MCI fundamentals are few and far between as MCI allows nearly the greatest level of creative freedom especially when drawing BBS graphics.

One of the basic principles revolves even thrives on the idea that too much ruins a good graphic/text file. MCI is a feature that should be used sparingly and with good taste, common sense, even some old fashioned censoring.

MCI is comprised of several commands each serves a specific and unique purpose. MCI commands exist that allow the creator to edit speed output, prompt viewer for input and display it, alter color, reverse and print styles, and several other specialized features.

MCI is a simple command to use mostly because it utilizes the rarely used English Pound Sign. This allows all computers to utilize MCI in one degree or another and sets the command into an incredibly streamlined format for use.

MCI does have some rules though most of them are simple and only require common sense for their use but do bear the need for reminder occasionally. MCI should be limited except in special cases such as graphics. It should also not have excessive wait commands, speed changes, (especially superslow changes), excessive color changes and especially not use excessive prompting from the viewer (most importantly always be sure to tell the user he must input information).

This is not meant as complete behind the scenes information for MCI use but rather a helpful article for both the creators and viewers which will help explain how or why MCI is used. I hope this article is of some use.
Ed Note: Remember too, that MCI color and reverse are no longer needed when using a C64/128. They can be entered directly from the keyboard and will be displayed properly to the user and sysop and will also be properly translated for ANSI viewers.

-*R*-

Don't delay renew your subscription TODAY!

A Christmas Story

By: Several of the Philadelphia sysops.

On the first day of IMAGE Ray Kelm sent to me...
A crumpled IMAGE P-File disk three.

On the Second day of IMAGE Ray Kelm sent to me...
Two node updates...
And a crumpled IMAGE P-File disk three.

On the third day of IMAGE Ray Kelm sent to me...
Three graffiti walls
Two node updates
And a crumpled IMAGE P-File disk three.

On the fourth day of IMAGE Ray Kelm sent to me...
Four calls to John
Three graffiti walls
Two node updates
And a crumpled IMAGE P-File disk three.

On the fifth day of IMAGE Ray Kelm sent to me...
Ray WHERE ARE YOU
Four calls to John
Three graffiti walls
Two node updates
And a crumpled IMAGE P-File disk three.

On the sixth day of IMAGE Ray Kelm sent to me...
Six OM errors
Ray WHERE ARE YOU
Four calls to John
Three graffiti walls
Two node updates
And a crumpled IMAGE P-File disk three.

On the seventh day of IMAGE Ray Kelm sent to me...
Seven calls to Bob
Six OM errors
Ray WHERE ARE YOU
Four calls to John
Three graffiti walls
Two node updates
And a crumpled IMAGE P-File disk three.

On the eighth day of IMAGE Ray Kelm sent to me...
Eight SDP packs
Seven calls to Bob
Six OM errors
Ray WHERE ARE YOU
Four calls to John
Three graffiti walls
Two node updates
And a crumpled IMAGE P-File disk three.

On the ninth day of IMAGE Ray Kelm sent to me...
Nine SYNTAX errors
Eight SDP packs
Seven calls to Bob
Six OM errors
Ray WHERE ARE YOU
Four calls to John
Three graffiti walls

Two node updates
And a crumpled IMAGE P-File disk three.

On the tenth day of IMAGE Ray
Kelm sent to me...
Ten system lock-ups
Nine SYNTAX errors
Eight SDP packs
Seven calls to Bob
Six OM errors
Ray WHERE ARE YOU
Four calls to John
Three graffiti walls
Two node updates
And a crumpled IMAGE P-File disk three.

On the eleventh day of IMAGE Ray
Kelm sent to me...
Eleven calls to Fred
Ten system lock-ups
Nine SYNTAX errors
Eight SDP packs
Seven calls to Bob
Six OM errors
Ray WHERE ARE YOU
Four calls to John
Three graffiti walls
Two node updates
And a crumpled IMAGE P-File disk three.

On the Twelfth day of IMAGE Ray
Kelm sent to me...
Twelve new netsubs
Eleven calls to Fred
Ten system lock-ups
Nine SYNTAX errors
Eight SDP packs
Seven calls to Bob
Six OM errors
Ray WHERE ARE YOU
Four calls to John
Three graffiti walls
Two node updates
And a crumpled IMAGE P-File disk three.

Merry Christmas

-z/(-

A Helpful Hint
For "Muxer" Users

(From The Crossroads)

Mini P-file

This is mainly helpful for those folks with "muxers". When you are working on a plus-file either modifying it or debugging it, here is a little p-file that might help a little. Nothing elaborate, just a simple "clearing" tool.

When a p-file is loaded within IMAGE, and then you change something in it (on the second computer using the muxer), the p-file does not load into memory again (even though you type "(R)un"). Since it was already in memory (even though you made changes), the old version is still stored. So, if you run the p-file, you will not notice any of the changes you have made. You then find yourself having to load another plus module (like UD or ST) then have to go back and load in the p-file you want to try again.

Here is a simple little file I call "+.clear" that simply clears out the file you are working on so you can load it in again with the changes. The beauty is that it takes a very short time to load (since it is so small), prints that the area is cleared, and within a second, you can re-load in the file you were working on. Like I say, no big deal, but a helpful tidbit that I have found useful!

Here are the lines:
1 rem pf clearer
2 &"[f6][f6][ctrl-2]That area is now cleared![f6][f6]"
3 goto1812
999 rem

That's it! Simple! Clean! Quick!

Ed Note: Don Gladden came up with an even shorter file. The "im" file is modified to call a subroutine file called "RL", the file looks like this:

1 return

Don claims the record for the worlds shortest P-File. Call it "+.RL" and save it to your PFile disk.

-∂R-

By: Todd Gibson
(COOL MAN)

Micro Mod

This "micro-mod" was suggested by one of our youngest sysops. It will ask if a user logging on would like to leave a short message for the sysop, and, if so, will put the note at the bottom of the screen where the "Chat Request" normally appears.

In the "+.on" file, where you want the request to appear add a GOSUB500, then at 500 add the following:
500 &"[F6][F6]Want to leave a short note on the SysOp screen? ":gosub1902
:ona+1goto1603:poke53252,16
502 &"[F6]16 Characters Maximum[F6]:
£i0":poke53252,20:ontr%+1goto1603:
ifan$=""thenreturn
504 &,9:return

This is a neat little "micro-mod", thanks Todd!   -∂R-

NISSA News

Hello again from the land of NISSA. Not much has happened lately with NISSA, so this article will be short and sweet.

We were contemplating having a NISSA conference on Qlink in November but since it is already too late for that we will try to hold it after the holidays.

At present, Dr Moffett (Bruce) is working on re-writing the NISSA guidelines. He should be done with them very soon and we will have them available on all of the Regional Support Boards as soon as they are.

The SSB test? Yeah, I know, it's an old story but people are still asking. We are going to try and do something different this time. We are going to have it done online, with a random test for every person taking it. We are working on the Plus File now, slowly, but we are working on it, and we hope to have it done soon. The only problem that we have is QUESTIONS! What I would like to request is for anyone, yup, all IMAGE sysOp's who might have a question that we can use, to send it to me via Net-Mail, US mail, anything, I will list both NISSA's PO BOX and my network NODE at the end of the article.

I don't have the latest additions to the NISSA BBS list right now so we will have them for the next article.

I guess that about wraps up this month's article, since this is the December issue of The Reflection, I hope everyone had an enjoyable Thanksgiving and the NISSA Administration wants to wish all the IMAGE sysOp's and their families a joyous holiday season... HO HO HO.. Had to do that!

Ok here's the info I told you about.
Wrong #][BBS   NISSA
Node 14 IMAGE NET   PO BOX 111
(914-328-9078   E. White Plains NY 10604

That should do ya. :) Until next time... Al   -∂R-

By: Karen Leary
(ENCHANTRESS)

Have we pirated ourselves out of a game market?

Piracy?

I have been waiting many months for a ceratin game to come out for my son. It is not coming out. It was supposed to be released in September, but I have yet to see it. This game is out for Nintendo and IBM. Why has it not been released for the Commodore?

I have a few theories. One is that the writers are tired of fitting a game into the limited memory of the Commodore.

Another is that they are tired of the pirating and have found markets that will not pirate. There is also the tendency to think that Commodores are only owned by children whom no one takes very seriously.

The argument for space may be valid, but when you consider that Nintendo's use the same chip as the Commodore, it falls apart. The companies that are making Nintendo's have enough perserverance to fit the game onto those disks. This also applies to the children argument. The adults who buy Nintendos and Segas claim to buy them not for themselves, but for their children. Children also have a much higher disposable income than years ago, and parents are willing to spend from thirty to fifty dollars and more on cartridges for those games, so why not for Commodore?

Pirating has declined in the Commodore realm. There is a reason for it--No one makes any new games for the Commodore. While I feel that it is unfair, I do see the point of view of the authors. When they must spend more time thinking of creative copy protection than writing the game, they must get quite disgusted.

I think that in the last few years, a new type of user has emerged. Look at the people who are buying IMAGE. Pirating is not an issue. Even when public domain files are on disks, there is an overwhelming rush to purchase the files anyway so that they can be the first in their area to have the files. With the emergence of the Network, many more people are more aware of pirating problems, and most have opted to not have pirated files on their drives.

There has been a growing movement away from the collection of pirated files. I think that many more mature BBS owners have contributed to an atmosphere that is conducive to generating pride in owning files instead of stealing them. Many boards have also proved to be highly popular and nationally known not for what "warez" they have, but for the lively conversations they generate.

We know that we have changed, but does the industry? I think it is time to make the industry aware of the new type of Commodore owner, and the seriousness of his commitment to the software producers. I think the Commodore market can come back to life if we

speak out and tell the industry that
we are willing to buy the programs
and discourage the pirating of their
programs.

-*R*-

A Christmas Story
Part Two

Provided by ROADMASTER, with all ap-
propriate apologies. ;)

'Twas the night before Christmas
and all through the board
not a bug was found
and all files were stored.

The News files were ready
for all users to read
and the whole system
was right up to speed.

The stack was clear
no garbage found
Seasonal Sigs were in the UD
for that time of year sound.

The Subops had maintained
each of the subs you bet
and I had just reconfigured
the system and put up the net

When logged on the board
there was a new user
I wanted to be sure
this user wasn't an abuser.

Away to the monitor I flew
quicker than a glitch
Turned on the ol' 1702
with the flick of a switch.

The backspace key he'd already pressed
and a og screen was about to show
The one with the moving cursor
and that New Image logo.

The New User info was unique
with a baud rate quick as a lick.

It was quite obvious by the handle
it was good ol' Saint Nick.

He knew his way around
he entered commands nobody knew
he went into E-mail
and through the keys he flew.

He sent E-mail all over
To each and every user!
He even sent mail to those
most of us thought of as losers!

To the top of the subs
to the top of the Wall!
He left messages and posts
and didn't even stall.

I watched the monitor
and the whole system
if this was really Saint Nick
I didn't want to miss him.

Through each area of the board
he went and did all his work
not even knowing that a sysop
might be around to lurk.

One thing seemed somewhat odd
he seemed to know lots O' MCI
This I know other sysops
would think of as a lie.

I took my eyes off the screen
and when I looked back
he was leaving posts telling
what he'd be pulling out of his pack.

For some he promised modems
for others a keyboard.
For me a hard drive
oh my good lord!

His typing was quick
I was nervous in my seat.
Then he went into PF
and he played Wallstreet!

That wasn't the only game
he enjoyed to play
but he found Empire as one
to spend some time on that day.

Then to Guts to play some more

DragonWorld was the next one.
He played and played
having loads of fun!

Then he got serious with all
he went to BD and raises he gave.
Then he answered YES to the prompt
Do you want these changes to Save

As he did this I started to wonder
where will he stop where will he quit
Will he keep going
As a sysop I was throwing a fit.

Then I realized
as I watched some more
that was not all
he had in store.

I thought and thought
as I watched and sat.
Maybe I should press F8
and go into CHAT.

I moved the lite bar highlight
to CHT mode you see
then thought to myself
why would he chat to me

Just then the letter 'C' was entered
I wondered what he'd enter for reason.
He typed on the keys
That 'Twas The Season.

I clicked into chat
with all my might.
He typed back to me
Happy Christmas to all
and to all a good night.

-=R-

Top Downloads from Port Commodore

1. +.line graph v4   14
2. +.stackoff   8
2. scribble v1.3.sdp   8
4. +.CP/rela/TFS   4
4. CCGMS 11.4(ANSI)   4
4. +.trivia   4
4. +.holidays   4
4. s.HB.lankhmar   4

Total Downloads 372

ECS

(Extended Command Set)

What is ECS?

E)xtended C)ommand S)et is a new feature that is being developed for IMAGE 1.3. Quite simply it will give a sysop the ability to add commands, ANY commands, to his board at any time. No more will it be necessary to find room for the command in the "im" file.

ECS has it's own editor that will enable you to edit existing commands, or add or delete commands.

Each command can be individualized. Every command can have it's own access level (if desired) and could even have a password assigned. You could also charge credit for a command. As an expirament we charged 5 credits to use the UD on Port Commodore, it was six months befor anyone noticed. ;)

Commands are not limited to a couple of letters either. Some of those we have added include JERK for the Jerk Award, STACK for the "+.stack" and so on.

It is also not necessary to take your board down to add commands. Since they are not stored in the "im" file there is no need to reboot. Further, since there is less code in "im" it frees up some additional memory.

ECS, one of the exciting new features coming with IMAGE 13.

-=R-

Obscenity

By: Karen Leary (ENCHANTRESS)

In a current issue of Family Circle there appears an article entitled "X-Rated, When Hardcore Hits Home". In this article, a reference is made to Bulletin Boards in the respect that a mother thought her son was doing homework on his computer and instead found out he was calling an X-rated BBS. The article then tempers this by saying that less than one percent of BBS's are adult in nature.

I think this portion of the article was quite unfair to our systems. In the article, we were assimilated with Maplethorpe and underground cartoons of crack addicted hookers. Face it, when a mother reads that and then realizes her son is calling boards, is she going to ask him "Are you on adult boards?" More than likely, she will forbid him from calling them altogether. An article like this one could really hurt our reputations

There are diverse themes on bulletin boards. I feel that a mother may look at my bulletin board, see the title screen, 'The Enchanted Forest' and not see a Sysop who is the mother of three, married to a good man,

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Merry Christmas
and a
Happy New Year

John, Ray and I, New Image Software, would like to wish all of you the Merriest of Christmases and a Joyous and Prosperous New Year. We thank you for your continued patronage and support

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and attending college. She will more likely say "hey, this sounds like one of those fantasy boards, maybe they are devil worshipers". I have spent a lot of time and energy making sure users know that I do not put up with wars and obscenity, only to have some unknowing person write an article that is very likely to damage the reputation of the entire bbs arena.

I would urge anyone who can to write a letter to the editor of Family Circle Magazine c/o Reader Mail Dept
110 Fifth Avenue
New York, NY 10011.

The only way we can make people aware of the fact that we are decent people engaging in a very resectable hobby is through letting the public know who we are and how much we care about users and promoting a good image for our boards.

-R-

ORDERS

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