



The Reflection

April 1991

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The Chief Sez

Fads come and go with amazing regularity. No one has yet been able to spot a fad when it starts and no one has been able to predict how long a fad, once started, would last. Further there are fads within fads.

When the first automobiles were coming into vogue it was predicted by all of the great minds of the era that the automobile was just a passing fad, it wouldn't last, people would soon tire of it, they were too expensive and they were too limited in what they could do, and so on and on. Obviously someone was wrong.

When television first started to become available it, too, was dubbed as just another passing fad. The same reasons were given. People would soon tire of it. They were wrong.

When CB radio came along most of the prognosticators predicted a rosy future. CB was the wave of the future. By 2000 every car in the country would have a CB radio, 50% of the houses would be so equipped. Someone miscalculated.

The VCR is another miscalcu-

lation. It is a fad within a fad. It, too, was supposed to be a passing fixation, something that few people would want and fewer still would be able to afford. We now know how the VCR has fared.

All this leads some place, inevitably. We have to look at computers. They were to be the panacea, the salvation. They were to be the do-all and be-all for everyone. Alas, they have not lived up to expectations. Why?

A computer is a tool. In order to become as common as a TV it needs to be as simple and easy to use as a TV. No computer comes close. Even the simplest operating system is much more complicated than the simple expedient of turning a TV on and selecting a channel. Some computers emulate that simplicity after a fashion, you can turn it on and it will pop up with a menu or window environment that will let you select the application that you want to use. Still too intimidating for most people. They have to know how to do things like format disks, load files, save files, load programs, and so on and on.

We are now on the downward cycle of the computer fad. Those adventuresome individuals that got

in on the beginning of the fad have grown weary of the adventure and are looking for new ground to conquer. The rest of us are lingering. We'll hold out as long as we can but the luster is off of the rose, the shine is gone, the fad is rapidly fading. The decline is inevitable.

There are other significant points. Computers started out costing thousands. Even the C64, which is now down to around \$100 started out at \$599. The modems that, too, have been a part of the fad cost several hundred dollars for a 300 baud just a few short years ago, you can't give away a 300 baud modem now. Many 2400 baud modems cost less than many of us paid for 300 baud modems. All the mark of a rapid growth and rapid decline technology.

Never fear, there will be other fads. Many of those who got in on the beginning of this one will be around for the next one, some of us will still be lingering on.

-R-

S A L E

<p>This month ONLY \$50.00 off on Lt. Kernal 20 and 40 Meg drives. For the month of April Lt. Kernal 20 Meg \$600.00 Lt. Kernal 40 Meg \$700.00 \$15.00 Shipping/Handling (\$25.00 extra for C128) FandF Products P.O. Box 525 Salem, UT 84653</p>	<p>U A L U</p>
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S A L E

What's your excuse?

Dear Sir:

I am writing in response to your request for additional information. In block #3 of the accident report form, I put "trying to do the job alone" as the cause of my accident. You said in your letter that I should explain more fully, and I trust that the following details will be sufficient.

I am a bricklayer by trade. On the date of the accident, I was working alone on the roof of a 6-story building. When I completed my work, I discovered that I had about 500 pounds of bricks left over. Rather than carry the bricks down by hand, I decided to lower them in a barrel by using a pulley which fortunately was attached to the side of the building, at the sixth floor.

Securing the rope at ground level, I went up to the roof, swung the barrel out, and loaded the bricks into it. Then I went back to the ground and untied the rope, holding it tightly to insure a slow decent of the 500 pounds of brick. You will note in block 11 that I weigh 135 pounds.

Due to my surprise at being jerked off the ground so suddenly, I lost my presence of mind and forgot to let go of the rope. needless to say I proceeded at a rather rapid rate up the side of the building.

In the vicinity of the third floor, I met the barrel coming down. This explains the fractured skull and broken collarbone. Slowed only slightly I continued my

rapid ascent not stopping until the fingers of my right hand were two knuckles deep into the pulley.

Fortunately, by this time I had regained my presence of mind and was able to hold tightly onto the rope in spite of my pain.

At approximately the same time however the barrel hit the ground and the bottom fell out of the barrel. Devoid of the weight of the bricks, the barrel now weighs approximately 50 pounds.

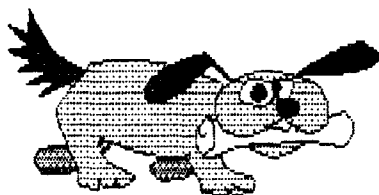
I refer you again to block 11. As you might imagine, I began a rapid decent down the side of the building.

In the vicinity of the third floor, I met the barrel coming up. This accounts for the two fractured ankles and the lacerations of my legs and lower body. The encounter with the barrel slowed me enough to lessen my injuries when I fell onto the pile of bricks, and, fortunately, only 3 vertebrae were cracked.

I am sorry to report, however, that as I lay there on the bricks, in pain, unable to stand, and watching the empty barrel 6 stories above me...I again lost my presence of mind, and let go of the rope. The empty barrel weighed more than the rope so it came back down and broke both my legs.

I hope I have furnished the information you require as to how the accident occurred.

-eR-



Programming Tips

A look at DATA statements.

DATA statements can appear anywhere in a BASIC program. The same holds true for IMAGE, almost. It is POSSIBLE to use DATA statements in LMP files but not easily done, so we will stick to using them in the main modules or from BASIC.

DATA statements can hold any type of data. It can be numeric (a number) or string (text). If it is text it can be enclosed in quotation marks, but that is not necessary unless it contains a comma. A comma serves to separate the different items in a data statement. Here are a couple of examples:

```
1 DATA this is a test, test two, test three
2 DATA 1,2,3,4,5,6
3 DATA "Salem, UT", "Atlanta, GA"
```

All three DATA statements are correct. Now, what do you do with them? DATA statements are READ with the READ command. The first three might be read with: `for i=1 to 3: read a$: print a$: next` and that would read each statement and print it out.

Also of significance with DATA statements (on the C64) is that the DATA pointer always starts at the first occurrence and then counts on from there. It can be reset to the first statement with the RESTORE command. Since DATA statements are used in various parts of IMAGE you will usually see a RESTORE just before a READ in any Pfile. That will set the data

pointer to the first data statement in the pfile.

The data pointer keeps track of the last data statement used so that the next READ will take up where the first one left off. Here is an example of how that works:

```
1 DATA1,2,3,4,5
2 FOR I=1 TO 3:READ A:PRINT
A:NEXT
3 PRINT"PASS ONE"
4 GOTO2
```

This would print 1,2,3 down the screen, then it would print "pass one", then 4 and 5 and would then end with a statement that said: ?OUT OF DATA ERROR 2 which often causes a lot of confusion since people tend to look at line 2 and look for an error that does not exist. There is no error in 2, it is simply "out of data". A simple change would make it run until you press the stop key, that is the addition of RESTORE: in line 4, just before the GOTO2. Now it will never run out of data, it will just repeat over and over again. Hey, this is not supposed to be elegant, just supposed to demonstrate a point. :)

Other types of errors that may occur would be if you changed the DATA statement to something like DATA"1","2" and so on and then still tried to read a numeric variable. That yields a strange error, a ?SYNTAX ERROR IN 1. However, if you change the READ to a string variable such as READA\$ you can have either numeric or string in the DATA statements. For example:
DATA"1",two,"three", when read with READA\$ and printa\$ yields:

1, two, three (down the screen) just as one would expect.

There are a couple of ways to avoid an "out of data" error. If you know in advance how many data statements there are you can use a FOR/NEXT loop to read them in. If you don't know then the first number read could contain the number of data statements to follow, that makes for easy modification and is used in the Wallwriter for 1.2 that uses random boards in the header. Another method is to look for a certain pattern. For example, the last DATA statement might be "^^" so you could just use a loop that looked like:

```
100 i=i+1:readtt$(i)
102 iftt$(i)="^^"thenend
104 goto100
```

Again, a crude example that is not meant to do anything.

DATA statements can be useful and can often take the place of a disk file or can be used to hold information that will be unchanged from user to user.

-R-

Variables

Variables. Which ones to use? Which ones not to use? Why not?

There is a page in the IMAGE manual that lists the variables that are reserved and should never be used. NEVER is a strong word. It should say that they are not to be altered. You can USE them if you are only reading the value in them. But, what are they and what do they hold?

If you list out the 'setup' file

you will find that there are many, many variables that have been dimensioned. Not all are used by IMAGE. They are dimensioned for a tiny bit of speed that can be obtained by dimensioning them ahead of time. The C64 stores variables in it's own way and when a new variable is used it sometimes must shuffle those previous variables around to make room for the new one. With that in mind there are many variables that can be used with no adverse affect on the system and, in many cases, would be preferable to adding new variables.

There is a routine in IMAGE that 'preserves' variables. All of the variables that are dimensioned in the 'setup' program remain in memory at all times. There is another routine that clears out any NEW variables that have been used since the program execution left the 'setup' program. The routine to clear the new variables is the &,28 routine and it is hit ever time the program returns to the main prompt.

Arrays take up large chunks of memory as well. There are quite a few arrays that are dimensioned in the 'setup' program that are used for specific purposes. They are available for use by others when not being used for that purpose. An ex-

ample is the tt\$ array. That is a very large array that is used mainly for storing text while in the editor. It is the largest array dimmed, with 253 elements. For that reason you will find it used throughout the program, any time the editor is not being used and a large array is needed. Any new array that is used is also cleared out by the &,28 function.

Let's take a look at the reserved variables and see what they do. We won't attempt to cover every variable, that is beyond the scope of this article. We will try to cover the main ones that are used by IMAGE.

The list:

- ac% As most know this is the access level each user is assigned, holds a number between 0 and 9 for a user on line, or it could be set to 16 which indicates that the user information is not to be logged, as with users that are "Just Looking".
- ac%(This array holds the access levels allowed into different subs and UDs, etc.
- ag\$ The names of the access groups.
- ak\$ The separator line that is used to divide log entries, subs, etc. Also found in &vj.
- ao% The access level while online.

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bd Blocks downloaded - part of the user's stats.
bf bf(these are being altered with the CMD mods.
bn\$ Your board name.
bn Blocks uploaded - user stats.
c1\$, c2\$, c3\$ the chat messages.
ca The number of callers that have called your system.
cc\$ Your board identifier.
ch\$ Used by the 'ml' to store the computer type in the "reason for chat" section.
cm\$ Information in this string is printed to the "Area" window on the screen.
cn Number of calls since the board was booted.
co\$(Names of computer types supported.
co% Number of computer type. 1=C64, 2=C128, etc.
cr Credit
ct Used in the command stacking routine.
ct% Calls today - user stats
d1\$ 11 digit date code
 19103230215
 1 = day of week, 1=Sunday
 91 = Year
 03 = Month
 23 = Date
 0215 = 2:15AM. At noon add 80, so 8215 would be 2:15PM.
da% Downloads allowed per call.
dc Downloads
dd\$ Board identifier and user ID.
dr System device/drive (1-6)
dr\$ Logical unit or partition and a colon.. (0:, 5:, etc.)
dv% Device number. (8, 9, 10, etc.)
dv% (List of system devices.
e1 Error line.
em Expert mode flag.

f1 f2, f3. Frequently used flags.
ff\$ First name of user on line - user stats
fl Flag.
fl\$ User on line flags.
fl\$(Array of flags for access levels. fl\$(.)= flags for new user.
il\$ Sysop handle and access level. Stored during boot up.
i2\$ Sysop name and phone number.
i3\$ Sysop flags for instant log in. (Note, i1\$,i2\$ and i3\$ are used for instant log in.
id Id number of the user on line.
ll This is a very important variable that is difficult to describe. It contains the number of the first DELETED account in your user file if you have any deleted accounts. It will be used to assign a number to the next new user to sign on to your board. The variable is stored in record number 31 of "e.data". If this variable gets misused, as it has done in a couple of pfiles, it can cause the problem of a new user signing on and getting an existing user's account. Be very wary of this one.
ld\$ This contains the date in the above format for the last time a user was on the system.
le Number of lines in the editor - user stat.
ll% Line length for the user on line - user stat.
na\$ Handle of the user on line - user stat.
nd Number of files downloaded - user stat.
nl This is the C/G mode toggle. If nl is set the user is in C/G mode.
np Number of posts - user stat
nr Number of responses - user

stat.

p\$ This is rather unique. The text in p\$ will be displayed as a prompt when one of the input routines is called. For example if you wanted to have the user input his name you could use `p$="Your Name? ";gosub1006` and it would then ask for his name and wait for the input, which would be returned in an\$.

p1% **p2%** and **p3%** are the prime time variables.

ph\$ Contains the phone number of the user - user stat.

po\$ The board main prompt. Many people have asked about this.

pw\$ The user's password - user stat.

qb Baud rate of the user online.

r\$ This is defined as a carriage return in 'setup' and should not be redefined. Many areas of the board expect to find a `chr$(13)` in this variable.

rc Tested by the "ml" routine, this checks to see if the space bar has been pressed for an abort.

rn\$ Real name of the user on line.

sh Tested by "ml". This is the test for the slash "/" key.

tt\$ User handle when sending Email.

tr% This is the time remaining/lost carrier test. If a carrier is dropped the tr% is set to 0 and the "ml" begins sending carriage returns until a log off is reached. That is why the test for `tr% < 1` sends the user to the main prompt, where he will be logged off.

ur Number of users you have.

zz Variable that determines local mode.

That covers most of the most

commonly used variables. There were quite a few that I skipped over for a couple of reasons. One is that I don't KNOW what some of them are used for, another is that a couple of them are no longer used, and a third is that the usage is such that they would rarely, if ever, be of use to you in a pfile. The list in the manual is still valid though and should be the guide. If it is on that list then don't use it.

Hopefully this will give you enough insight so that you will know what variables to avoid and why, and which ones hold a value you may find useful.

-eR-

Where did all my users go?

Many people, including me, have complained about the drop off in calls per day and the decline in usage of our systems. I'm sure that many others have done some analyzing as well. Did any of you reach any of these conclusions?

Years ago, when I first started my BBS, I could be found frequenting any store in the area that sold modems. I had little signs made up with "Print Shop" and other utilities that advertised my BBS and invited people to call. I haven't done that for a long time, I wonder if that has aided in the decline?

I used to be very active in the local user group. I would give demonstrations of my BBS. Show people how easy it was to log on and move around. Show the group the wonders of the BBS and set up special access for group members. I haven't been to a user group meet-

ing in a couple of years. I wonder if that has anything to do with the decline?

When I put my board up modems were EXPENSIVE. A 300 baud modem cost about \$170.00. When I found a "deal" on modems and found I could get them for a very good price, under \$100.00, I bought several and made them available to locals, and even helped them pay for them. The last time I did anything like that was when I got my 2400 and sold my last 1200 for \$50.00. I wonder if it shows?

There are local boards. They run on IBM and Atari and other non-Commodore computers. At one time I had a complete list of all of them and had an active account on each board. I would log on to them every few days, or every couple of weeks and try to help out with any Commodore related topics that came up, and, coincidentally, would help to get my board publicized. Now I don't even know the numbers for the other local boards, have no account on any of them and don't know any of the sysops. I know that my board is still listed on them because I get a local caller every now and then that says he got my number from "such and such" board.

Let's face it. One of the reasons why our boards activity is declining is because WE are declining. We are not busy pushing out boards like we used to. We are not promoting like we once did. The users will not come to us forever, it is frequently necessary to go to them and let them know where you are.

It isn't strictly the locals that

I'm talking about either. Another way that some of us had of getting out "word" out was through "mods" or Pfiles. A good pfile, one that works properly, and that is useful, or fun, is quickly spread around and so, too, is the name of the author. A poorly written pfile, or mods that never seem to work right or that have been "fixed" so many times that no one knows which version is current is certainly not an asset.

There is a lot of truth to the old axiom that "it pays to advertise". Instead of wringing our hands and bemoaning the fact that our boards are dying, let's see if we can't pump a bit of life back in to them by doing some of the things that got us here in the first place.

-R-

50 Ways

50 Creative Ways to Waste Time
By Little John & The Syslob

Call GearJammer's II EBS
(215-487-0463)
Call Mom's Club Med
(215-551-7295)
(NISSA Member boards)

1. Go to school
2. Shave the Cat
3. Hold flaming cockroach races
4. Take pictures of the dog wearing your siser's bra; send them to her boyfriend.
5. Nail your father's shoes to the floor
6. Watch reruns of Gilligan's Island
7. Read last rites over a ham

sandwich

8. Toss fake hand grenades in retirement home window
9. Re-read ads for TRS-80 Model I computer and laugh.
10. Paint the bald cat red.
11. Stand at bus stop; wave all the buses by.
12. Write Image Plus Files
13. Try to find the word for the fear of the number 13 in the dictionary
14. Pick a random 7 digit number and find it in the phone book
15. Stick a pinhole in a gallon of milk and see how long it takes to empty
16. Try pinhole experiment on cat
17. Shave dog
18. Shave sister
19. Spray shaving creme on dog's mouth; release him in police station
20. Read stupid Text-Files
21. Write stupid Text-Files
22. Apply "Ben Gay" to the crotch of your father's jocky shorts
23. Feed your turtle speed; enter him in NY marathon
24. Play frisbee with the good china
25. Fill father's pipe with soap bubbles
26. Round off infinity
27. Dial disconnected phone number 300 times
28. Try to tune in channel 1 on the TV
29. Give away mother's clothes to Goodwill
30. Get appraisal on used gum wrapper
31. Stick hamster in microwave
32. Rewrite Shakespear's collective works in pig latin
33. Hard boil every egg in the house one at a time
34. Use Grandmother's oxygen tank to blow up balloons
35. Feed "Alka Seltzer" to pigeons
36. Fill wine bottles with "Kool Aid"
37. Set all clocks back a half hour
38. Replace motor oil in car with Folger's crystals and see if pop can tell the difference
39. Put salt on all the "Band Aids" in the house
40. Put dog on roller skates
41. Write 'KICKME' with laundry marker across your little brother's face
42. Watch the grass grow.
43. Call answering machine and playback it's own message 1000 times
44. Donate books on bondage to Christian Science Reading Room
45. Yell theater in crowded fire house
46. Compute PI to last digit
47. Light your farts
48. Watch your hair grow
49. Wear T-Shirt that says God created Women as a joke to a NOW meeting
50. Download WAREZ

 We do not wish to say that these are good ideas but WE were looking for something to do to waste time....and this file is the result.

LJ & TS

-eR-

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NISSA News

The NISSA News this month consists of the latest NISSA Boards list. Please help us to keep this list accurate and up to date. Notify BUCKO at IMAGE Net Node 14, or DR MOFFETT also at Node 14 (temporarily) of any changes.

Updated 02/14/91 (79 Boards)

Synop Support Boards (SSB)

Number	Board	Serial
206-848-3209	Chicago	G0248
215-487-0463	GearJammers II	A0004
215-551-7295	Club Med Retreat	G0160
215-825-1136	The Enchanted Forest	A0008
313-453-2576	Lyon's Den East	A0003
419-836-3226	Wrong Number II	G0694
616-784-4841	Dag Nasty	B0010
714-944-8665	The Crossroads	BBS G0002
801-423-2734	Port Commodore	BBS A0001
907-592-2535	Commodore Image	G0041
912-964-2937	The Naval Academy	B0564
913-651-2330	Treasure Chest	C0012
914-328-9078	Wrong Number II	G0001

Associate Synop Support Centers (ASSC)

Number	Board	Serial
201-388-9161	The Twilight Zone	G0942
201-828-2367	Eagle's Nest	BBS G0543
201-870-0852	City Lights	G0536
212-927-2996	ShadoWorld	G0324
215-724-6912	Last Wizard's Realm	G0729
215-755-6052	Gates of Death	G0516
216-232-1716	Titanic Resort	G0375
216-386-9213	The Grid Iron	G0757
216-386-9524	The Other Side	G0938
216-746-0942	Instant Insanity	G0531
216-882-8189	Monopoly	BBS G0955
218-626-1560	The Cpt's Table	C0001
219-534-6424	Deathword	G1008
302-475-9523	The Eliminators	BBS G0518
303-375-9556	Regimental HQ	G0024
307-328-1923	FTW	BBS G0341
312-202-1801	Master Chin's Dojo	G0211
312-237-6560	The Dark Realm	G1024
312-243-9321	Master Chin's Aoad	G0913
312-847-7480	Chi-Town Connection	G0716
312-927-0055	Quarter Mile Stretch	G0778
313-422-9356	Jamaican Sands	G0529

313-457-5453	City of the Future	G0145
313-756-6483	CIDS	G0230
313-994-4468	Galaxy Federation	B0009
315-737-7284	Ninja's Kingdom	G0722
404-473-6173	Codex	G0482
405-733-5134	Dred's Caverna	G0353
405-947-2742	ARIA	G0004
407-383-7785	Sport of Kings	G0593
412-441-0352	The World of LORAL	G0599
414-744-3556	Lifestyles	G0365
414-835-2252	Lost In The Shadows	G0981
416-654-1856	The Outer Limits	G0469
501-835-6065	Elysian	G0430
503-726-4946	Exoalibur	BBS G0922
508-533-4685	Aphelion	G0418
508-754-3806	Computer Alliance	G0717
515-576-7922	Star Frontier	G0007
606-269-7739	Commodore Cannotion	G0204
607-324-0197	The CIA	G0170
609-358-0015	The Byte Me	BBS G0483
609-858-2033	Lankmar	G0572
616-458-8767	Netherworld	BBS G0069
617-354-6073	Commodore Hotel	G0327
619-271-8666	Club Med	G0693
619-444-4163	Underground Press	B0657
619-442-2361	Commodore Express	G0485
619-447-7003	Spider One	G0615
619-528-9218	Alabaater's Cove	G0213
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
716-652-6722	Technology Station	G0234
716-675-4917	Polar Penguin	G0999
716-895-2927	The Animal House	G0273
717-540-5771	Phantom Zone	G0746
718-359-8491	The Unknown Cave	G0084
804-456-5201	The New Frontier	G0031
904-760-2700	Riddle's Roundtable	G0565
913-684-0134	Emporium	C0700
914-246-8854	The Dragon's Den	G0156
914-638-3430	The Underworld	G0901
916-246-7439	Int. Calif. Conn.	G0017

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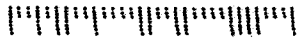
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