



The Reflection

June 1991

Volume 2 Issue 7

The Chief Sez

Here it is, June already. Wow, how time flies.

Just by way of a progress report, we are working hard on the new version. There is still a long way to go. One of the hurdles we have to surmount is a total re-write of the manual as any of you that have recently purchased IMAGE know. The manual has been in need of updating for some time now but, due to the many other things we are trying to do, it just hasn't been done. It will have to be done before we can release the new version since there will be so much that has changed.

I know that many of you are getting impatient and don't understand why it takes so long. Let me address that briefly.

We are spread out in several states, Michigan, Pennsylvania and Utah. The majority of the work so far has been done by Ray, who has rewritten the "ml" routines. When he finishes that then John and Bob will have to do the BASIC parts of the program. Much of it has been done, as much as possible, but each

time there is a major change in the "ml" it requires some major changes to the BASIC so we pretty much have to wait until the "ml" is done.

The entire system is being re-written, not just a few minor changes here and there. The changes affect every part of the system. Many of you who have been on the four company boards in the past little while have seen some of the changes, more will be coming. The most comprehensive look you can get at the new system is by entering the GF section on one of the four boards. That is rapidly becoming the main area of the board.

On another subject. When we print a BBS list, or when people log on my board and look at the latest BBS listing they are always quick to point out if their board is not listed. I'd like to ask that you be equally quick to let me know when a board goes down or changes numbers. We have no other way to keep the list accurate. I recently went over the list and found about 20 boards that I knew were no longer active and removed them. Check the list over and let me know of any in your area that are no longer with us. That's it for this month.

-eR-

"Fixes"

So, everyone makes a mistake now and then. It seems that no matter how hard you try there is always something that gets overlooked. Thus is the case with PF6.

To begin, we tested each and every file on PF6 very carefully and they all worked without a hitch. The problem arose when we decided to make them available. They had been tested on those systems that were running the preliminary version of IMAGE 1.3. Nothing really major happened, but several little quirks that would not otherwise have happened had we taken a while longer and ran the files on a 1.2 system. That said, here are the "bugs" we found, and the fixes.

"+.UE" was the hardest hit. The last line of the program contained a GOTO1667. That line is used to reload the proto file in 1.3, it does not exist in 1.2. The proper line in 1.2 (which also works in 1.3) is GOTO1736. Also, in the same file there is a variable used that is not supposed to be used in 1.2, it is not used in 1.3 so it escaped us. The variable is "tf" and the function is to tell whether the time has been set or not. If "tf" is set to zero the time is set. If your "+.UE" has not been fixed you can change the variable "tf" to "ft" on lines 120, 122, 124, 126, and 128.

"+.time". While talking about "tf" we might as well cover this file, it was MISSING that variable. That meant that if the time got UNSET with "+.UE" and you used "+.time" to set it it would not

work...add "tf=" just before the GOTO1811 on line 21 of this file.

Some time back we discovered that the "++ 4" did not work as we had hoped and it was corrected. Unfortunately many people had the older version, which worked fine for most purposes, it just didn't work when used with the "autowed" program. If you need the new "++ 4" you would know it, especially if you tried to run the autowed. A replacement is available.

It was also discovered that the "+.on" provided with this disk contained some references to files that were not on the disk. They were on PF5. Those files that are required have been added to PF6 and are available for download should they be needed. ("+.on.fm", "+.on.mail" and "+.on.news")

There were a couple of minor errors in "im/ecs". The "&,28" that has normally been on 1812 was moved to 1811, it can be moved back or you can just put one on both lines. Also, at the end of 1814 is the statement "p\$=po\$" that should be removed from 1814 and inserted into the beginning of 1815. Also, add a line 1851 that says:

```
1851 &,52,5,3:zz=a%
```

to make it possible for ecs commands that are zz locked to be accessed simply by pressing F8 on Loc.

The "+.on.scannew" didn't work well, it was quickly replaced with a working file. If you have one of the earlier ones a replacement is available.

The documentation was in error for the "ml.ecsdefs", it said to put the file on the boot disk, it goes

on the plus file disk. Also, there are some access levels that may not be to your liking. Best bet is to go through the "ECS" file and edit each command to make sure it is set the way you want it.

-R-

Lt. Kernal
Notes

There continues to be some confusion about some of the Lt. Kernal's functions. We'll try to cover some of the commands and clear up some of the confusion here.

As most of you know, the Lt. Kernal does not support the Commodore VALIDATE command (V0:). You also cannot VERIFY a file in memory with one that is on the LK. To attempt to do so simply returns an OK, but doesn't actually do anything. Instead the Lt. Kernal has a VALIDATE command all of it's own that does more. It is a file integrity check that performs many, many tests on each file on the drive. Note that it is only testing the file for proper STORAGE. There is no way for the LK to know if the file is CORRECT or not, it can only tell if it is STORED correctly. The LK can also correct many minor discrepancies, or, if the discrepancy cannot be corrected, will offer the option to delete the file and thus save the rest of the logical unit. It is a good idea to validate all of your LUs frequently. With all of the DOS patches in 7.1 or the updated 7.2 DOS you can create an EXEC file to validate them for you. Re-

member though, a file COULD be corrupted on your drive and the drive would still validate since it cannot tell if a file contains corruption.

A couple of other commands that could prove useful that have not been explored in great detail are the companion commands DUMP and FETCH. DUMP will store a copy of a BASIC program that you have in memory to your LK as an untokenized SEQUENTIAL file. One that can be loaded into a word processor and modified as you see fit. After it has been modified and resaved you use the FETCH command to restore it, in it's tokenized form.

Another command that I find FREQUENT use for is the OOPS command. This command will UNSCRATCH a file for you. It has to be the last file you scratched or it won't work, and there cannot have been any SAVE made to the LU but aside from that it has been a life-saver on more than one occasion. Of particular usefulness is when you accidentally use the "s" command to SAVE a file which saves and replaces the file. A quick OOPS will UNSCRATCH the file that was just replaced. You can then do some renaming of files and get things right back to normal. I used that one just this morning.

CLEAR is useful if you make a lot of modifications. CLEAR can be used to clear all of the "dirty flags" in an LU or USER. Then any file that is altered and resaved can quickly be found in the directory. Just look for the dirty flag (the ! at the end of the directory listing). If the directory is full and you don't

want to look through the whole directory you can bring up only those files that have been changed with: DIR :C which can be further modified if you only want the BASIC types that have been modified use: DIR :T11C (I find that DIR :CT11 works just as well). Either way you bring up only those type 11 (BASIC) files that have been changed.

There are also some BASIC aids in addition to the FIND and MERGE commands that we discussed before. There is a RENUM command, to renumber your BASIC files. A DEL command to delete a range of numbers from a BASIC program and many commands and functions to help make programming simple.

-R-

Beta Testing

We are frequently asked if we need additional beta test boards. Most of those that ask do not really know what is required of a beta test system, this should clarify it a bit.

Essentially a "beta test" consists of testing a product PRIOR to release to the general public. Depending on the product the beta test may be extensive or it may be of short duration. It may also be "in house" or it may be "farmed out". In our case we do not have direct access to all of the various types of equipment that one might encounter when running an IMAGE BBS so we "farm it out" to some people that DO have the equipment we don't have.

The role of a beta tester is to

find any "bugs" or problems and REPORT them. It is not his place to FIX them. He is supposed to report them so that they can be FIXED for everyone and so that the "fix" can be uniform in all of the files. It is also essential that the beta tester remain in close contact and report success as well as failure. It does little good for someone to test something if the results are not relayed back to the home office.

What this all amounts to is that the role of a beta tester is not as glamorous as many think it is. It is not simply a way to get the "new" files first, to be able to say that you are the first one to have something and it is usually expensive since we cannot afford to compensate for phone calls and other expenses and thus must rely on volunteer beta testers. We have chosen a few that have proven by past performance to be reliable and to work well with us.

These beta testers are our regular staff and have been given a special B serial number. they represent a very diversified assortment of hardware representing a cross section of virtually everything that can be attached to the C64.

Even with all this it is occasionally necessary to test on a wider level. In that case we will select individuals that have problem equipment or that represent a group that is having a problem. We may have them test some of the same things that the regular beta testers are testing for added verification or we may have them test some slightly different versions.

All in all we will try to test

our product on as widely diversified assortment as we can and will even try to test on individual systems in some cases. When we do use added test boards they are not given B serial numbers. In some cases we may choose to retain them as regular beta test boards after the special test is over.

There are many, many systems that have volunteered to be beta test boards. Few realize the true meaning of a "beta test" and few realize exactly what is required of a beta test board. We depend on the beta test boards to provide timely information so that we can release products on time.

Beta testing is not just a frame of mind or a fancy name it is serious responsibility and carries a heavy burden. We are not looking for any additional beta test sites at this time and anyone that feels he is qualified as a beta tester should know that we are not looking for equipment that is common, like Lt. Kernals and CMDs, Supras and 1670s. If you feel that you have a unique system and would like us to consider you as a possible beta test board in the future then contact us with your name and BES configuration (number and types of drives, interfaces, modem, etc.) and we'll keep you in mind should the need for additional testing arise.

Remember..beta testers are made, not born. :)

-R-

This space for rent
CHEAP!

NISSA NEWS

By: Al DeRosa (BUCKO)

Greetings fellow NISSA Members. This month I am going to address only one topic. The surveys that were sent out this past month.

Many of the comments that were made are very good ones and I hope to institute some of them very soon, some of them really angered me though. One in particular (if you made this comment don't feel alone many others made the same comment) communication between administration and members, that is one area that is very touchy with me only because we try to keep the lines of communication open to all members through this article and the NetSub, (Understandably some of you aren't on the IMAGE Network so you don't get the sub, although many of you are and still don't get the Sub!)

NISSA runs on NO budget, we have no money so we don't have a newsletter or any real free mailings, once or twice a year we send out a survey to see what the members are up to and if they have any complaints or ideas, we have had meetings on Qlink for Qlink NISSA Members and have always had some great turnouts, what else do you want? Now that I brought up the NetSub, many of you aren't receiving it, there is a cutoff point somewhere past HID if you are past HID and you don't receive the Sub please send me some email so I can pinpoint the blockade, (and it BETTER NOT BE A NISSA MEMBER!).

Another point which was brought up was plus files, many of

you write your own and never release them as you think they aren't worthwhile, or you feel they aren't written well. Who cares if they aren't written well if they work, and work right, they are worth it! Release them if you want some help with a file ask any SSB board or the many ASSC boards who are practically running as Full Support Boards.

Another point that was brought up as always, "What is NISSA going to do for me?" The answer is NOTHING! NISSA does nothing for the Administration except give us extra work (We like it or we wouldn't do it), many of you feel you must be a member because it will bring in more people to call your system, sometimes it does, most of the time it doesn't. Take my system, for example, you would think that because I am an SSB Administration board, with 15 Meg for the IMAGE UD's I would get a lot of IMAGE owners calling my system, I don't. I'll get maybe five a week if I am lucky, so that goes to show that being in NISSA only for the name won't do the trick.

Overall the surveys have opened our eyes to some things. Some of you folks want help, and we want to help you but you have to ask for help before we can help you. You want an address to contact us at well here are two addresses to contact us at:

NISSA (My PO BOX)
PO BOX 111
E. White Plains, NY 10604
NISSA (Bruce's PO BOX)
PO BOX 1511
Toledo, OH 43603

NISSA
The mark of
Excellence

If you want the latest boards list or guidelines and don't want to call a LD board for them, drop a disk in a reusable mailer and send it to one of

the above addresses with enough postage to send it back and we'll put them on the disk for you, easy enough.

Welp that should wrap up this article but I would like to mention a couple of things before I close. We have missed many welcomes to new members and I apologize deeply for this. I haven't been able to update the boards list in a couple of months. I am waiting for a file from Bruce which will enable us to make a new boards list every week.

One final Note, we lost our only support board in Alaska, Commodore IMAGE BES of Alaska went down, BUT never fear the sysOp X-TEC moved to San Diego and set his system up there, and he is fully up and running and providing SSB support to the San Diego area, his new BES phone number is (619)/429-8192. Welcome back X-Tec.

Welp that wraps it up for this month, don't forget the NISSA Original Plus File contest is underway, upload your original entries to either Port Commodore or Wrong #][. Enjoy the coming month and stay cool Summer is just about here.

A1
Bucko

-R-

**Life, family, and a
Bulletin Board System**

By: Greg Rosenberg
(BLACKHAWK)

As I sit writing this contribution to *The Reflection*, I am also trying to keep my 2 year old son under control as my wife is fast asleep in the other room. I decided to cast just a bit of reality to some of you users who just don't know what it really takes to keep a BBS running for the sheer fun and enjoyment of it all.

Now, I'm not a wealthy person, I'm just an average guy who wonders if he will have a job to go to tomorrow and hopes that he will be able to keep supporting his family values even when times are bad.

It takes about 2-3 hours each and every night of my personal time to be able to keep my BBS running the way my users have come to expect and the way I prefer it to be. One can imagine that this is very hard to do when you have a child running around the house, constantly needing my attention or at the least, feeling that I am there for him when he wants me.

There have been many times where I sat and wondered if it was all worth the time and effort to keep my system running while the only benefit I could possibly get is to have my BBS name spread across the country as a good place to get some help, meet some new friends, or have an occasional chat. As most of you folks out there might agree, operating a BBS is truly one of the greatest pleasures you can have because you get to put your

own style into it and make it become a part of you. I have spent so many days and hours sitting in front of my computer that I often wonder if maybe I should stop and take some time to play with my child for he may become all grown up before I know it.

Not to say that I am a bad parent. I love my child and he means the world to me as does my wife but unlike some of those folks who spend their life constantly looking for a hobby to just pass time this one keeps me in the house with my family and therefore I can take the time to get them involved with my activities.

Many of the users that I have come across in my time as a Sysop and as a part-time BBS'er find it very hard to understand that my computer is not my life and I just can't be in front of the keyboard 24 hours a day.

The reality of it all is that even though we adults are out there trying to hang with the best of you users who are much younger than us, all we can ask of you is that you give us a bit of your understanding and, yes, maybe even some patience as my life and family are of a great importance to me and I wouldn't be able to face myself in the morning if I knew that I missed out on helping my son grow and learn all about the world and just to be able to have a happy childhood.

BLACKHAWK

Time Warp BBS

914-686-0912

IMAGE Net Node 59 - TWB

-R-



Not long ago I had occasion to log on to a board that had been reported to be running an illegal copy of IMAGE.

The board is in California.

As I logged on I was quite impressed with the looks of the board. His opening screens were well done and the text was in understandable English, quite a change from many of the pirate boards that I've seen.

One of the things that impressed me about this board was his opening news files. He announced that he had finally upgraded to IMAGE 1.2 and that he had added many new pfiles, listing most of the files from the PFile disks. He also announced that he was receiving many "mods" being uploaded to his board. I also noted from his CF that he was running on a Lt. Kernal 20 meg drive.

Now the thing that perplexes me is how can someone go to the trouble of setting up a board that is obviously well cared for, on expensive hardware, and run pirated software? It is also perplexing to note that the IMAGE files and "mods" are being spread around so liberally

in the pirate community.

It has been said before, but it is worth re-stating. Piracy hurts software companies. This individual is running the latest version of IMAGE, he has the Turbo-Rel's and most of the Pfiles from the pfile disks, and probably many of the graphics from the graphics disks. He is spreading them around, and getting more from having IMAGE access on other boards. He is also getting files from other users, apparently, and they must be getting them from IMAGE boards. This can only hurt our sales and, possibly, lead to the eventual demise of the company.

What I'd like to ask is that all of you evaluate your users carefully. Be sure someone is an IMAGE owner before giving him access to the IMAGE files. We are happy to verify any IMAGE owner for you. Just give us a call at 801-423-2209, or send me netmail if you are on the network. Also, please help us to disseminate the names of people that we know are running or distributing illegal copies of IMAGE. We may even list them here in the newsletter from time to time.

Your help is appreciated.

-eR-

The Reflection is a subscription only newsletter, and is not connected in any way with New Image Software, Inc. The views expressed herein are the views of the authors and do not necessarily represent the views of the publisher, nor do they represent, nor profess to represent, the views of New Image Software, Inc. This newsletter is published to provide a means to keep the IMAGE synop informed about happenings both in and out of the company. It is hoped that you will find The Reflection informative and useful. Contributions in the form of articles are accepted. If you have received an issue of The Reflection and are not a subscriber, please accept it with our compliments. We do send out a few complimentary issues 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 \$15.00 for 12 issues. This publication is produced on an Amiga using Professional Page software.

Current 05/22/91

Number	Board	Serial
003_752_0108	AusCom	Image G2002
091_85_2754	Pilbara	Image G2007
201_364_7884	Asgard	B0298
201_388_9161	The Casino	BBS G0942
201_422_1749	Lightwave	G0036
201_454_1379	Wrestling	Forum G1034
201_493_1773	Toy Shoppe	BBS B0560
201_536_1410	RHBBS	G0618
201_727_8065	The Iron Cross	B0415
201_821_1148	The Car Shop	B0288
201_828_2367	Hagle, a Nest	G0543
201_846_9530	The Game: Room	G1001
201_870_0852	The Sports Arena	B0536
201_888_2942	Deer Run	BBS G0902
201_929_3318	Games Exchange	B0450
203_231_9038	NBR	NCS4 G0606
203_322_3676	Rlm Of Insanity	G0446
203_865_3227	Merlin, a Mind	H0403
203_929_7534	Wizard, a Spell	H0424
203_951_4509	The Rat, a Nest	G0742
205_424_4116	K_9 Corner	G1014
205_633_3641	Smky, a Haven	II B0723
205_833_7612	Straf'n Sphere	G0799
206_473_1788	The Land Of Oz	G0044
206_530_0830	The Nut House	G0906
206_531_1139	Alcatraz	B0524
206_631_1073	The Tech Shack	B0568
206_676_2417	Rave-tech	G0691
206_699_6653	Dgtl Dimensions	G0138
206_722_8922	Ox Breath Inn	G0193
206_759_8687	Gts of Delerium	B0351
206_848_3209	Chicago	G0248
206_848_5336	The Parthenon	G0521
206_854_3568	The Time Takers	G0407
206_871_0529	Black Mountain	B0152
206_874_6289	Thallic, a Keep	G0263
206_922_6436	Gotham City	B0526

206_941_8895	Beinger, a House	G0372
207_328_6661	The Underworld	B0249
207_328_7030	The Machin	B0095
207_328_9102	The Black Hole	B0154
207_492_3841	BBS Enterprise	B0123
207_782_1068	Asslt On Society	G0046
207_784_8968	Next Generation	G0198
207_799_0157	Cutting Edge	G0780
209_577_6165	Bear, a Cave	B0107
209_577_8507	Rotten Robbie, a	B0182
209_578_0435	Bizzy Bee	B0181
212_888_4773	Paradise Warex	G0525
213_374_3966	Lizard, a Rook	G0172
213_395_6561	Fourth Precinct	B0068
213_510_2279	Island BBS	G0253
213_862_6933	River Conditions	G0153
213_876_7135	Terripin Station	B0486
214_226_9203	The Gate	B0447
214_288_0511	Peanut Palace	B0621
214_986_7962	Bandit, a Hideout	B0396
214_991_9085	Twnshp of Rdatn	B0325
215_223_0554	Bxoaliber, a Rlm	B0512
215_262_4855	Time Continuum	G1043
215_279_0576	Myetic Tower	B0616
215_352_0661	Wee Three Warex	B0208
215_425_8323	The Penalty Box	B0471
215_425_8351	Hack Shack	B0286
215_432_7223	The Magio BBS	B0119
215_461_4980	The Ram, a Den	G1012
215_487_0463	GearJammer, a II	A0004
215_535_8133	The Vortex BBS	B0416
215_551_7295	Club Med Ret	G0130
215_630_6848	Lnd Of Unknown	B0692
215_724_7152	Area 51	B0433
215_755_6052	Gates of Death	G0516
215_825_1136	Bnabanted Forest	G0129
216_226_4474	The Daily Press	B0140
216_232_1716	Titanio Resort	G0375
216_386_9524	The Other Side	G0938

216_439_7652	Invisible Zone	G0985
216_252_3110	Chiller Theatre	B0151
216_327_8760	1 Hart 1 Mind	B0035
216_381_6550	Ground Zero	B0124
216_382_1631	The Dark Star	G0614
216_386_9524	The Other Side	G0757
216_467_1716	Omega, a Castle	G0608
216_475_8634	Point of Entry	G0075
216_543_8470	Kama kaze	B0364
216_544_2208	Twilight Zone	G0727
216_671_5410	Marooni, a Castle	B0279
216_746_0942	Instant Insanity	G0531
216_792_0720	Twr Drk Story	B0530
216_882_8189	Monopoly BBS	G0940
216_888_1042	Computer City	B0584
216_898_2497	Web	G0786
216_943_2312	Wormy, a Place	G0703
217_351_8284	View Points	B0260
217_753_4501	S pugtown BBS	B0320
217_877_8726	USS Neve-mail	B0718
218_626_1560	The Cpt, a Table	C0001
219_223_3339	Underground	B0227
219_844_2319	Warlord, a Castle	G0763
301_269_6607	Wahbringer	G0126
301_736_2036	Deathstar BBS	B0089
301_760_0395	Harry, a Place	B0111
301_868_1968	Independent BBS	B0058
301_927_9411	Hacki Shack	B0300
301_963_4453	Island Image	G1009
301_972_8958	The New Realm	B0090
302_239_1873	Political Forum	B0113
302_477_0436	Bliminator BBS	G0518
302_998_7843	Pig Pen Palace	B0018
303_224_9492	Dragon_Net	B0034
303_230_3679	The Phone Zone	G0666
303_237_4493	Above The Law	G0185
303_252_0863	Star Trek	G0682
303_375_9556	Regimental HQ	G0024
303_428_7464	Next Generation	G0987

- 303_733_6024 Our House H0650
- 303_745_4305 Phasar H0178
- 303_797_6003 The Gridiron G0093
- 303_933_2466 The Night Club H0397
- 303_937_0215 The Realm H0060
- 303_985_3666 Orbs H0245
- 303_987_3195 The Stronghold H0356
- 305_233_2924 Golden Dawn H0348
- 305_443_7536 Power Supply H0239
- 305_752_0136 Dynasty BBS G0194
- 305_785_9596 Cross Fire BBS G0317
- 305_989_9419 The Estates H0598
- 307_328_1923 Digi_Tech G0341
- 309_745_9273 Mao, a Place G0326
- 309_765_9794 Rampage BBS G0824
- 309_827_7301 The Web G1006
- 312_237_6560 Matr.Chin, a Mns G1024
- 312_326_1602 R, Kade BBS H0301
- 312_588_1141 Camio, a Universe H0131
- 312_788_7972 Twilight Zone G0302
- 312_864_3090 The Upper Deck H0148
- 312_927_0055 Qtr Mile Strch G0609
- 313_242_0192 Nkdmoa, Nimare G0789
- 313_292_2806 The Garden Gate H0448
- 313_421_3254 Devil, a Island H0066
- 313_426_4206 Kng Xnth, a Mgo H0368
- 313_453_2576 Lyon, a Den East A0003
- 313_455_7248 Dark Tower H0714
- 313_483_4879 TFF Headquarters H0270
- 313_530_0012 The B.B. 3 H0684
- 313_543_2246 Twilight Zone H0412
- 313_547_6920 Mdnght Cnnetion H0355
- 313_593_4953 The Regency G0309
- 313_632_7335 Joe, a Garage H0019
- 313_663_3129 USS Enterprise H0581
- 313_668_6136 Paradise City G0345
- 313_671_1228 Devil, a Island G0787
- 313_675_4713 Stardock H0070
- 313_677_0736 Chill Factor G0918
- 313_698_2513 Datamax Jr H0385
- 313_669_4824 Saw Blade G0453
- 313_744_1699 Trmnl Cnnetion G0982
- 313_755_1882 Blite Hideout G0454
- 313_756_6483 Computers Inc G0230
- 313_878_0127 Cesar, a Palace II H0269
- 313_878_3839 Paly Fork Recrd H0222
- 313_887_1627 The Highlander H0425
- 313_994_4468 Glxy Federation B0009
- 314_442_0477 Mid_Missouri CC H0264
- 315_737_7284 Ninja, a Kingdom H0722
- 315_762_5701 The Beach BBS H0417
- 317_244_2794 Jim, a Network H0062
- 317_453_2183 The Abyss BBS G0984
- 319_289_4393 Tri_Corn H0219
- 319_386_1369 Peddler, a Mall G0815
- 319_391_0256 OmniLink G0940
- 401_847_2215 Aqdnok Is.Lnkup G0781
- 402_291_2896 Phoenix G0645
- 402_593_4004 Reality Plane G0768
- 402_895_5901 The Retreat G0357
- 403_287_0883 Grt White North H0585
- 403_293_9475 Tutor H0161
- 404_443_2645 The Abyss G0817
- 404_478_0263 The Codex G0482
- 404_483_5091 Re_Peters H0580
- 404_489_0135 Com_Net H0539
- 404_866_6077 Lgnd of Dooml H0546
- 404_924_2305 Digital Madness G0818
- 404_942_1223 Loading Dock G0500
- 404_979_5572 Qwerty Board G0957
- 405_354_6545 Centernage G0760
- 405_354_6957 Lnd of Rang Sun H0359
- 405_359_8308 Alchmist, a Shop G0456
- 405_376_9131 Bbot, a Playhouse H0405
- 405_670_6101 Mount Olympus H0410
- 405_672_4156 Iron Castle H0106
- 405_681_1343 Meg III BBS G0349
- 405_732_2778 Novi H0490
- 405_733_5134 Dred, a Caverns G0353
- 405_769_7828 Wizard, a Soroll H0250
- 405_787_6052 Deepspace H0394
- 405_793_9892 MegII, a Altitude G0342
- 405_799_3675 Night Shift H0406
- 407_240_3599 Velvet, a Couch H0741
- 407_465_5185 Next Generation G0491
- 407_773_6056 Bon Mot H0203
- 407_951_0431 Postman, a BBS H0291
- 408_373_8794 The Jungle H0545
- 409_722_7676 Crazy Terminal G0311
- 409_735_2283 The Lighthouse G0600
- 412_242_1008 Savage Jungle G0184
- 412_342_1941 Special Forces G0658
- 412_357_5841 The Net H0021
- 412_361_4525 World of Lornl G0599
- 412_684_7429 Bxoalibur G0384
- 413_525_0148 CMD Cntrl Sprrt C0788
- 413_533_4151 Dreamscape G0767
- 413_589_1408 Forbidden Lair G0949
- 413_593_1677 Phoenix BBS G0020
- 413_599_1713 The Spotlight G0747
- 414_744_3556 Lifesyles G0365
- 414_384_4703 Camelot BBS G0550
- 414_499_9272 Starbase 64 G0900
- 414_545_7892 Chmbr of Sroery H0330
- 414_835_2252 Lost In Shadows G0981
- 414_643_0544 Black Magic H0207
- 416_354_0397 Underworld G1016
- 416_354_3744 The Wolf Den H0636
- 416_640_4622 Vivid G0465
- 416_656_6343 First Offense G0468
- 416_832_9876 Sill Tank G0221
- 417_725_5008 Fire Base Tango H0575
- 417_742_4598 Duke World BBS H0038
- 417_820_4027 The Cave G0141
- 417_864_4488 The Land Fill H0371
- 419_683_3059 Lt Night Network H0115

-8-



**THE
CROSSROADS**

NISSA Regional Support
Image Net - Node 55 - CRO
Image Support! ALWAYS SOMETHING
NEW AT THE CROSSROADS!
300-2400 Baud
714-944-8665

INSTANT INSANITY!
NISSA BBS - Running IMAGE V1.2
40 Meg Lt Kernel
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

Eagle's Nest
908-828-2367
NISSA Assoc - Netmail - Rels
Over 140 Megs Online
FREE IMAGE Sysop UD.
3/12/24 * 7 Days * 24 Hours

ELYSIAN
A
C-64/128
Public Domain
BBS
501-835-6065

You can have a BBS listed here. \$1.00 Per Ad

BBS Ads

No more than six months at a time per order please.

NEW NUMBER
Lyon' Den East
Image Net Node 1
Home of IMAGE v1.3
On-line data base to check orders
313-453-2576

Digital Dimension
206-699-6653
Starlink Node 5447
Vancouver, WA
20 Meg - 2400 Baud
24 Hours

Lankhmar
609-858-2033
IMAGE Net Node 35 - LKR
NISSA ASSC
3/12/2400 - 7 Days - 24 Hr
"A friend in need is a PEST!"

CompuSoft-Online
The Canadian Connection
Sigs/UDs/Games
48 Megs/24 Hours
Image & Lt. Kernel Sales (Canada)
807-623-1031



ORDERS

Name _____
 Address _____
 City _____ St. _____
 Zip _____ Serial # _____

Products

IMAGE 1.2 From 1.0 \$25.00 _____
 Pfile Disk #3, 4, 5, 6 16.00 _____ Ea.
 (Indicate selection)
 GFX Disk #1, 2, 3 10.00 _____ Ea.
 (Indicate Selection)
 Networking 20.00 _____
 Turbo Rel Subs/SIGS 20.00 _____
 Turbo Rel AND Network 30.00 _____
 ALL PF & GF (7 Disks) 68.00 _____
 Subtotal of order _____
 Shipping/Handling 3.50 _____
 COD (If Applicable) 3.50 _____
 Grand Total _____

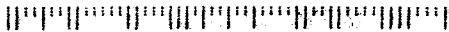
All Tec Products

Tec-Net Pfile Disk \$16.00 _____
 Tec-Net GFX Disk 10.00 _____
 Tec-Net RLE Disk 10.00 _____
 Total Order _____

The Reflection \$15.00 _____
 (12 issues)

Note: Some "package" prices are available on IMAGE products, call for details. (801-423-2209)
 Send all orders, with check or money order to:

New Image Software
 P.O. Box 525
 Salem, UT 84653



0292
 Al DeRosa
 269 Gainsboro Ave.
 E. White Plains, NY 10604

