

# Wrong Number Family Of BBS' – i.file Disk 1

NOTE: These are my first original releases for Image BBS in just about 30 years. Some of these files are dupes from the NISSA Games Disk 1 and 2 released by Larry Hedman, the difference with these are they are all (unless noted) fully 40/80 column compatible. It has been a pleasure to write them and there is a lot More to come'! Make sure you make backups of all files included on this disk in case you run into issues with my mods.

## **i.HB – Written By Al DeRosa (Bucko) Of The Wrong Number Family Of BBS'**

Installation Instructions:

- 1) Copy i.HB, i/lo/birth, i/lo-birthday to your Plus File Drive (DR=5)
- 2) Copy the two s. files (s.m.info, s.m.info 0) to your s.file drive (DR=1)
- 3) Replace i/lo.new with included file
- 4) Merge l.sub.info with sub.info
- 5) I suggest you use Image Modmaker to do the merge files, some are large.
- 6) Add a new Main Menu Command HB with an access level of 512 (9 For SysOp)
- 7) Add i/lo/birth to your automaint files to be run, run it every day.
- 8) Add i/lo-birthday to your login files to run without giving the user a choice.
- 9) Run i.HB from the main prompt, this will create a file called e.birthday on your e.drive (DR=3)

After everything has been installed what will happen is when a new user logs on it will ask the user for their birthday, (Month and Day ONLY – The reason for this is to not ask for too much person info). This info will be saved to e.birthday. On subsequent logins they will see either who has a birthday or that no one has a birthday. In addition to the Birthday question in the new user registration, there are other clean up color changes. If you don't like my color changes you are free to remove them. I ask only that you leave my rem statements in the program stating the work I have done.

For your current users, when they log on the first time after installation the i/lo-birthday will ask them for their birth date, again just Month and Day Only.

Users can edit their birth date by going into the EP command and choosing "I" for Info and they can edit the birthdate.

Every night the automaint program will run and check for who has birthdays that day and create a file called e.birthlist on your e.drive (DR=3).

Special thanks on this file to Larry Hedman (X-Tec) for the help on the automaint file..

That is all there is to it..

## **i.HD – Written by Al DeRosa (Bucko) Of The Wrong Number Family Of BBS'**

### Installation Instructions:

- 1) Merge l.i/lo.on with i/lo.on you can either do it via Image Modmaker or just by listing the merge file and pressing enter on each line. My suggestion is make a backup of your original i/lo.on, save the new file.
- 2) Merge l.i.lo into i.lo with the same instructions as the above instruction. **NOTE: if you do not want to use the login announcement display files, then do not merge this file with i.lo.**
- 3) Login to your BBS and run i.HD from the main prompt. You can do as I did and add it to your ECS commands in IM so you can run it from the main prompt as HD.
- 4) Upon running i.HD it will create a file called e.holiday on your e.file drive.
- 5) From within i.HD choose A to add a announcement. Enter the date you want the announcement to start on and a date you want it to end on. If you want it to run only one (1) day then use the same date in both spots. The format to use is MMDD (IE: 0101)
- 6) Do this for all announcements, you can enter up to 25 announcements, this can easily be changed in i.HD by searching for 25 and changing all instances of 25 when accessing the REL file e.holiday. You will also need to change the 25 in the i.lo.on merge file.
- 7) Create s.hday xxxx for all announcements you add the XXXX is the start date of the announcement. (IE: s.hday 0101), if you want your 80 column users to see these screens (trust me you do) then create s.hday XXXX 80 screens (IE: s.hday 0101 80) **NOTE: if you do not want to use s.hday XXXX files and did not merge the l.i.lo file with your i.lo then you can skip this step.**
- 8) That is all there is to it.

## **Herbo's Empire – Written By Herb Rosenbaum (=Herbo'!)**

- 1) Copy all i.files to your i.file drive (dr=5)
- 2) Copy all s.files to your s.file drive (dr=1)
- 3) The extra tf.files can be copied to your text file area, if you want.
- 4) Add i.Empire to your GF Area
- 5) Run Empire and reset when asked.

That's all.. When an Emperor is crowned make a copy of the e.empire which is found on your etc. drive and rename it e.empire.prev. This will show in the old age home the previous game of Empire. Then reset the current game of Empire.

## **i.switch – Written By Fred Dart**

This is a straight forward install, just add it to your GF section under program files, and you are set to go. Make a note somewhere that only 40 column CG users can use it...

### **i.story – Written By Unknown**

This is another very simple file to install. Just add to your GF section. The program will start the file e.story which your users can then add to and create a never ending story

### **i.cokes – Written By Don Gladden**

This is another very simple file to install. Just add to your GF Section.

### **i.time bomb – Written By Gamehouse BBS**

Another straight forward install. Just add it to your GF Section and have fun.

### **i.word – Written By New Image Software**

This is another simple install. Just add to your GF Section. It will create all the files needed to run it. This program though has a lot of potential if someone wants to really work it over. I added in writing to the daily log that the user added a word to the file. Some ideas I have is having it write to the Watchdog logs when someone adds a new word to it so you can process the word, or possibly make an auto-maint file to do it automatically. Have fun there is a lot of possibilities with this file.

### **i.beat the champ – Written By New Image Software**

This is a simple straight forward install. Just add it to your GF section. It is a 40 column game, 80 columns will look wrong. So I did not convert it to 40/80.

### **i.devils triangle – Written By Wooly**

Copy i.devil triangle to your I file drive and s.dtriangle to your s drive. Add to your GF section and you are set. Added to this new version is a documentation file by me.

### **i.oregon trail – Written By Unknown**

Copy i.oregon trail to your i file drive and s.trail to your s.drive. Add to your GF Section and you are all set.

### **i.connect four – Written By Amazer Of The Titanaic Resort BBS**

Copy i.connect four to your i.file drive and add to your GF section.

### **i.hacker – Written By The Aviator**

Copy i.hacker to your i.file drive and add to your GF Section.

### **i.wild-n-wooly – Written By Wooly**

Copy i.wild-n-wooly to your i.file drive and add to your GF Section

## i.EM Update

This is a minor update or modification to the i.EM file, originally when entering EM the system would show "Checking Network Files". This has been removed and replaced by a behind the scenes check for the network files. It also checks to see if the Lightbar Checkmark for Network is checked. If it is and the network files are not present it will turn off the checkmark and move on as the Network does not exist. If there is network files, it will continue on as before without the "Checking Network Files" popup. I have also changed a few other things to make it more uniform. Added some color changes also but those can be modified to suit your BBS. **(NOTE: I will be making more changes to this files in the coming months)**

## I.MM.sb-post

This is a fix for Image 3.0 that Larry Hedman (X-Tec) and I worked on a couple of years ago, what this does is very simple, when posting a message, it checks to see if the Network flag is check marked, If it is active, it will drop down to line 4177 and add a posted-on line to the post. Then check the flag again when posting a message if it is on, it will add the nm.origin to the post. If it is off then it will just return. This also works with reading posts, it will check to see if the network flag is on and if not it will return and read the post without skipping because nm.origin is missing.

## Just wanted to add a note.

I want to thank you for downloading this disk, it has been in the works off and on now for a little over 2 years. A little background, I started the Holiday Announcement and Birthday Announcement mods a little less than 2 years ago, I stopped writing them when I was hit with Covid Fog (fogginess in my thinking) I couldn't concentrate because of it and left the files running as they were. They both were running on my BBS with no issues, I was never very happy with them though. After 2 years of not being able to think clearly trying to finish these files, my Covid fog cleared recently and I was able to finish them the way I wanted them done from the beginning. In addition to that, I was able to play with other ideas I had including the EM mods. Ideas started flowing again, and I hope to release more files like I was doing back in the 90's almost non-stop. I intend to update some of my mods from back then to 3.0, and redo some of the stuff in 3.0. Thank you again for downloading this disk and if you have any issues, you can reach me at [bucko@wrgnbr.com](mailto:bucko@wrgnbr.com) on Facebook in my group The Wrong Number Family Of BBS' or the 2 Image groups. You can also contact me on my BBS'

The Wrong Number ][ BBS	wn2.wrgnbr.com:23	Mystic BBS
The Wrong Number ]I[ BBS	wn3.wrgnbr.com:6400	C-Net Amiga
The Wrong Number IV BBS	wn4.wrgnbr.com:3000	Image BBS v3.0
Bucko's Den BBS	bdn.wrgnbr.com:6401	Synchronet BBS

Feel free to contact me any of the ways above.

Al DeRosa