Have a Wonderful Summer
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Codes:  C=Commodore board    A=Apple board    B=Atari board    I=IBM board
* = 7,E,1 settings  G=Games  D=Temp. down  P=Amiga board

ALL BULLETIN BOARDS run at 8,9,1 modem settings unless otherwise stated.
OBLIGATORY STUFF

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If you have any questions about CUGS please feel free to contact any of the above executive members.

The Monitor is published monthly by the COMMODORE USERS’ GROUP OF SASKATCHEWAN (CUGS), Regina, Sask., Canada. CUGS meetings are held at 7 pm the FIRST WEDNESDAY of every month (unless otherwise noted) in the North-West Leisure Centre, corner of Rochdale Boulevard and Ammon Street. Next CUGS meeting future meeting dates will be announced when they become available.

Anyone interested in computing, especially on the C64, 128 or 64C, is welcome to attend any meeting. Out of town members are also welcome, but may be charged a small ($3.00) mailing fee for newsletters. Members are encouraged to submit public domain software for inclusion in the CUGS DISK LIBRARY. These programs are made available to members. Any member is entitled to purchase DISKS from our public domain library for a nominal fee. Programs are 'freeware', from computer magazines, or the public domain. Individual members are responsible for deleting any program that he/she is not entitled to by law (you must be the owner of the magazine in which a particular program was printed). To the best of our knowledge, all such programs are identified in their listings. Please let us know if you find otherwise. Contact our club Librarian, Keith Kash.

CUGS is a non-profit organization comprised of C64, 64C, C128, and 1280 users interested in sharing ideas, programs, knowledge, problems and solutions with each other. The more members participate, the better the variety of benefits. Membership dues are pro-rated, based on a January to December year.

June, 1990 Commodore Users Group of Saskatchewan

GREED AND GAMES
An Editorial by Jarrett Currie

This month I have suffered through what feels like the ultimate irony: I finally managed to get 2 weeks of holidays from work, and I managed to catch the worst flu I have had in years. No rest for the weary.

But I did have some time to ponder the state of affairs of the computer industry. Recently I purchased a Thunder Mountain software package that consisted of ten game programs. I successfully loaded each game and was amazed at the quality of the programs. In fact, I would have purchased some of the games for the cost of the ten programs! I was simply elated.

Later I was software prowling at some of the computer stores in the city and recognized some of the titles that made up the package I purchased. The price for these programs were in excess of ten dollars of my entire package. It didn’t take long to feel ill at ease about the other software purchases I have made.

Now I know the motivation behind a business that enters the computer market is to make money, and lots of it. But, I question whether the consumer is being treated fairly when a product’s price is so vastly inflated. I have, in fact, seen software sold in the city whose price was more than double of what it would cost if the purchase was made through an American mail order company, even after exchange and shipping charges are calculated. And a 100% price increase on an $50 American software package amounts to no small sum.

But, greed is part of business, and I can accept that. What amazes me the most, however, is that the decreased interest in the Commodore machines is blamed on the consumer! The consumer has lost interest in the machine, not because it has mysteriously lost its capabilities, but because the software companies have told us we have. And greed is behind their proclamations.

Because, after all, how can they justify selling software to a fading computer for the inflated prices they ask?
I am not oblivious to the fact that it costs a great deal to produce a software package and place it on the market. But, like so many others, I wonder why the software companies won't take the gamble and see if they can sell more of their titles at a reduced price, rather than hoping to reap some profit from a few sales.

As software companies stop producing new titles, we are in the position of being able to purchase quality programs at a reduced price. A little detective work, and an order form, will get you loads of software.

Incidentally, reviews of each of your new packages will be accepted for publication in the Monitor.

Have a great summer.

---

**TV Sports: Football**
by Shaun Hase

TV Sports: Football, released by Cinemaware, is not just another football game. To anyone who has seen other Cinemaware programs, TV Sports: Football lives up to their reputation of creating realistic and challenging simulations. TV Sports: Football, unlike some other football simulations, offers an array of options that make it not just another football game, but a life-like simulation.

A TV Sports: Football league consists of twenty-eight teams, divided into six divisions, that can be either human or computer owned. The season consists of sixteen games, followed by wildcard games, division playoffs, conference playoffs and finally, the championship game. Each team is unique and can be edited at the start of a new season. The schedule for previous and upcoming weeks can be viewed, as well as league standings. These two options allow you to see how well your team is doing and who you will have to play in upcoming weeks. League games have two options of play: Hold or Auto. In Auto mode, the computer plays the games statistically and the outcomes are recorded. In Hold mode, the game is physically played. This option allows you to have a number of players managing teams and if they are unavailable to play their game, the computer can play it for them. Exhibition games can also be played, where either one or two players can play. Also, there is an option to practice plays, as football is a game of fundamentals.

The game starts by either selecting the game to be played (League) or picking teams (Exhibition). A coin toss decides who will kick. When the game begins, you control the flashing player. Unlike other games, if there is no joystick movement, the computer will control your player, making the game excellent for beginners. The playcalling screen is where plays are selected for both offense and defense and also serves as a scoreboard. To select an play, move the joystick diagonally toward the formation desired. Time-outs can also be called here. There is about fifteen seconds allowed for play choosing; after that the computer picks the play for you. When playing offense, pushing the button starts a running play; pulling the joystick back starts a passing play. When a passing play is selected, pushing the button releases the ball and as long as the button is held down the ball will keep moving downfield until the button is released or it reaches the end of the quarterback's range. An "X" moves ahead of the ball to indicate where the ball is going to end up. On the defense, you can switch the player you are controlling, move the defense around and change a player's assignment to blitz or man-to-man coverage all before the ball is snapped.

TV Sports: Football is a great game to play. It comes with a general manual that discusses all the major aspects of football, including strengths and weaknesses of offensive and defensive plays and a 64-specific manual describing all aspects of the game. Game play is close to real time, unlike other games. The graphics are good with humourous opening advertising screens. Also, there's Turk McGill, everyone's favourite TV commentator. Considering versions of TV Sports: Football that are available for other computers are on two three and a half inch disks, Cinemaware did an excellent job of translating the game for the 64 onto a five and a quarter inch disk. Combining both strategic and physical aspects of football in a super game, TV Sports: Football is definitely a game to have for anyone who enjoys football.
Welcome again to another edition of the Monitor. The club’s executive are always pleased to be of service to you. They have strived to give you the best in information that they can. There is one small thing missing though – YOU… I mean, the same people always have to write an article or two per issue in order to fill up the pages. We need YOUR ideas on paper. So how about it – write that article about the superduper hieroglyphic program a-ma-jig that you think is neat and tell us why you think so.

It’s your article and you can say whatever you like in it. That’s the beauty of being a writer: you have control of what you say. Reviews of good or bad programs and articles are welcome. Take my articles for example. I’m sure I have written things that were not right or downright erroneous. I have yet to have a complaint. This is your stage, use it or lose it.

At the last executive meeting it was decided to do some presentations on some of the programs that the club has purchased in the last while. It had occurred to us that we haven’t really done a whole lot on GEOS. This would bring us back to square one, back to the basics. I will be doing a GEOS presentation, along with a couple of others, to make up a meeting in the fall. We hope to stir up some interest in GEOS because it is one of the better programs out there for the Commodore users.

I will also be writing up a series of articles about GEOS. I hope to get about 5 or 6 articles ready for the fall season. I hope people do not get the mistaken idea that GEOS can be explained in one 2 hour meeting; it just cannot be done. GEOS is as big or bigger than 8 stand-alone programs all wrapped up into one big family. My hope is that we can have several additional presentations on different aspects and zero in on some of the more interesting ideas and principles of this operating system called GEOS.

If you purchased the June issue of the Computels Gazette, you will see our club advertised in the user group (part II) listing put out yearly. I hope to see some more responses to exchange newsletters, as these other user groups can be a valuable source of information. As we come across some interesting information, we will be posting it in the Monitor.

I should mention at this time that this will be the last issue of the Monitor before the summer, as we will be taking our usual summer break from July to August. We will resume our meeting in September. The date of the meeting has not yet been decided pending a response for our request for rental of the meeting rooms. A phone blitz will be organized for the members, by the members, sometime in August so that you will be made aware of the meeting dates. Please expect this phone call and make plans to attend either the first or second Wednesday in September.

Perhaps we could have a “What I did with my computer over the holidays” type of contest in the fall, just like the report we all had to give in school after the summer break. You never know what can happen.

Well, there is nothing more constant than change.

Executive Meeting Minutes

May 7, 1990

GeoWorld disks #1-5 and #23 have been received. CUGS will start a GEOS library. Twelve GEOS disks should be available for the June 6 meeting.

It was decided that the club would purchase a Panasonic KX-F1180 printer complete with a XETEC Super Graphix Jr. interface. Real to look after the purchase.

The inventory list of all CUGS assets (hardware & software) is to be updated for the next meeting. The information is to be given to Real for compilation either by phone or leaving a message on the board.

A request was submitted for the fall hall rental. Notification will be expected after June 25.

Individual photos of the executive were requested by Barry. They will be digitized for the MONITOR.

The September issue of the MONITOR will be issued at the September meeting.

The executive will call all members between August 15-20 to remind them of the first meeting of the fall in September and confirm the date.
Unleashing BASIC by Ken Danyloczuk

This will be the first of a series of articles on using the C64/128 beyond games, as a tool to do things for you. I don't pretend to be a master programmer. I've learned what I've learned from the ol' "mother of invention" - necessity. Still, I enjoy programming, and do program regularly in Pascal, Forth, machine language and a little (VERY little) C. My most "fun" programming comes from the BASIC programming I do, and the C64 allows me easy access to both BASIC and public domain and commercial enhancements that give BASIC a viability most "real" programmers don't appreciate.

About 2 months ago some club member asked if there was a "round robin" game scheduler in our PD library. With somewhat cavalier faith in our library I said "Well, of course, I'm sure there is." After all, it's such a simple, practical thing that someone must have done one by now! TRUE ANSWER: nope!

Nowhere could we find such a thing. This intrigued me - why wouldn't someone have done such a simple bit of programming? Why, I could probably whip that up in a night or two myself if I had a mind to! Unfortunately, I made the last comment out loud, and a couple of people heard me. I felt duty-bound to "put my money where my mouth was" and generate the program.

What follows here and in the articles to follow is a diary of the building of the program, from idea to rough plan to completed program. With a little luck the series could accomplish several things - those who want will get some insight into applying the C64/128 to a task even though no current software is available. Some will take delight in critiquing my finished work and pointing out logic loopholes and/or speed-up changes that any fool could see. Some might appreciate seeing the processes I apply to developing and writing a program - I intend to be open and honest about the ordeal, including personal feelings and prejudices. At the very least you can watch the program grow from exciting seed, through frustrating, unanticipated sidesteps to dirty-fingered, bleary-eyed triumph when the final product did everything I wanted AND your 12 year old couldn't do anything to send the program into oblivion (field tested)!

STAGE 1:

Over many years of programming, both at home and office, I've found that to begin one must clearly know what is expected of a program - what exactly do you really want the program to do for you. Invariably the person who needs the program has only a general idea of what the program should do; the details which restrict or direct the actual programming only appear after deeper thought and questioning, and often not until a first trial effort is running.

The request seems quite straightforward - write a program that schedules a number of teams to play each other only once. O.K. - Let's do a little probing:

1. How many teams MAXIMUM? When you're working with variables in 64k of memory this can quickly become a REAL issue!

2. Who's going to OPERATE the program? The author will need far less by way of entry safeguards and guidance than a novice to the computer or the program.

3. How will the information be entered and stored? Will it be necessary to quickly and easily edit the stored information? Editing will impose certain formats for the information and its storage.

4. What is the expected outcome? Is it necessary to have PRINT copy? Is a simple printed list acceptable or should the output provide a detailed schedule including dates and locations all nicely formatted for posting?

5. Can a team play games "back-to-back" or must we deal with some kind of checking to reduce that possibility?

6. Must the program adapt itself to unusual or rare situations (double round robin, A and B sides, etc.)?
EXPERTS LIST

The people below have agreed to let their names be listed as "experts" in some aspect of C64/128 computing. If you have a question, these brave volunteers can likely answer it, or help you find an answer that works. If you have a skill at some computing process, consider listing yourself with our other volunteers.

Wordprocessing
Paperclip III
Shaun Hase 584 3371
Paperclip (to version E)
Richard Maze 586 3291
Paperclip (to version E)
Jarrett Currie 757 2391
Paperclip (any version)
Ken Danylczuk 545 0644
Pocket Writer 2 & 3
Yves Desjardins 949 8526

Spreadsheets
Multiplan
Richard Maze 586 3291
Pocket Planner
Barry Bircher 359 1925
Better Working SS
Ken Danylczuk 545 0644

Databases
Pocket Filer
Barry Bircher 359 1925
Oracle (Consultant)
Ken Danylczuk 545 0644

Communication
ProечноTerm
Barry Bircher 359 1925
ProечноTerm
Jarrett Currie 757 2391
Library files
Barry Bircher 359 1925

Music/Sound
(Most)
Ken Danylczuk 545 0644

Languages
Forth
Ken Danylczuk 545 0644
Pascal
Ken Danylczuk 545 0644
ML (machine language)
Ken Danylczuk 545 0644
ML (machine language)
Barry Bircher 359 1925
BASIC (general)
Richard Maze 586 3291
BASIC 7.0 (graphics)
Shaun Hase 584 3371
BASIC (2.0-7.0, files)
Ken Danylczuk 545 0644

Graphics
Print Shop/Master
Ken Danylczuk 545 0644
Koala Painter/Printer
Ken Danylczuk 545 0644

Hardware
Disk Drive Maintenance
Ken Danylczuk 545 0644

GEOs
GEOs 64
Jarrett Currie 757 2391
GEOs 128
Barry Bircher 359 1925

General
Super Snapshot (3, 4, 5)
Yves Desjardins 949 8526

ASK ELECTRONIC ARTS
from QLink

Dear EA:

I am thrilled with Earl Weaver Baseball. It is the best baseball simulation I have ever seen. Are you going to make a Sports Legends football? If you are, are you thinking of a college version for us pro football haters?

One gripe, though, why haven't I received my summer issue of FARTHER? Otherwise, keep up the good work.

Ken Lowther, Jr. Fremont, NE

ANSWER: We're coming to the end of four years' development on our Sports Legends football program. Look for a major announcement in the next edition of FARTHER and in the February issue of Family Computing magazine. No college version planned yet, but it's a good thought...

The summer issue got caught in the Christmas rush. Seriously. Around here, we start gearing up for the holiday season in June, and work insane hours through October. FARTHER got lost in the onslaught, wandered the halls aimlessly for weeks, and shipped much, much later than planned. Lots of you wrote letters of protest, which made us feel guilty for our tardiness and delighted to know we were missed.

Dear EA Folks:

We were so inspired by the hidden logo contest in the Spring '87 FARTHER that we hunted through the packages of all our EA games to find the hidden logos. As we'd suspected, Nancy Fong has been hiding your logo in more than just the 16 packages listed in your magazine. What we've found so far:


That's all we found in our own collection. We couldn't find your logo on Mail Order Minstrels, Seven Cities of Gold, Axis Assassin, Archon, or Mind Mirror. Where are they?

Thanks for many hours of fun.

Polly Goldman & Bruce Feist Arlington, VA

ANSWER: The three shapes make it onto most of our packages though not all of them (you can give up on Seven Cities of Gold, Archon, and Axis Assassin). On some (like Bard's Tale and Movie Maker), they're almost obvious; on others (like Starflight and Mind Mirror) they're almost imperceptible.

To get an idea of just how devious Nancy can be, look closely at the "nose" of the Starflight ship, and at the three uppermost tips of the cactus plant to Dr. Leary's right.
7. What machine(s) will the program be used with (generally)?

In the absence of the original requestor, I called on my extensive experience as a community association minor leagues coach to answer a few of the above. Certain assumptions were made to start the programming - C64/128 compatibility, primary use by a novice with limited familiarity with computers and entry into programs, a maximum of 30 teams (although memory would allow expansion to 60), information must be easily edited “on the spot” and the printout should work on most compatible printers with full scheduling in a simple format: DATE LOCATION TIME MATCH, teams must not play “back to back” and, as much as possible should play at reasonably space intervals depending on the number involved. Special circumstances would require reprogramming.

I also established a few “personal” guidelines: programming, as much as possible, would be modular to allow for testing of each part individually; these articles will end with one of the modules and suggest the next to be addressed to allow readers to critique, correct or improve on the modules presented and/or take a shot at creating the module(s) to come. If anyone cares to try either, please send me a copy on the board or on paper at 943 McIntosh North in time to include it in the next article. In order to allow simple and flexible editing of the team data, I decided to store the information to a disk sequential file, capable of being easily loaded and edited any time.

I’ll finish with the key REM statements outlining the program as I originally planned it would look. Also, I’ve printed the MENU screen module with single character entry response.

THE STARTING SEED:

10REM************************************
20REM
30REM A 'ROUND ROBIN' MATCH
40REM GENERATOR WITH FULL EDIT &
50REM SCHEDULING FLEXIBILITY &
60REM GENERIC PRINTER OUTPUT.
70REM
80REM THE PROGRAM IS LIMITED
90REM 10 30 TEAMS, BUT COULD BE
100REM EXPANDED.
110REM WITH MINOR ADJUSTMENTS IT
120REM WORKS ON THE 128 (OR MOST
130REM COMPUTERS RUNNING BASIC.  
140REM
150REM
160REM*******************************
170REM
180REM C6/128 SETUP PARAMS.******
185PKE53272, PEEK(53272)OR2:PRINTCHR$(8):REM SET AND
190REM DISARM CHANGE TO CHAR. SET
195REM POKE888,225:REM (ON THE 128) POKE 888, 183:REM
200REM DISABLE RUN/STOP-RESTORE
205REM POKE83218, P-POKE32808,R-REM SET BACKGROUND TO
210REM BLACK
220REM **************** MAIN MENU *********
225REM PRINT"1.CLR &3 CR$ DOWNⅡ9 CR$ DEALLS CR$ⅡIVIRUS
230REM OR/ROUND ROBIN SCHEDULE(RIRUS OFF)
235REM PRINT"2.CRSR DOWNⅡ8 SPACESⅡⅠGREENⅡ1.
240REM [YELLOW]INPUT TEAM NAMES...
245REM PRINT"3.CRSR DOWNⅡ8 SPACESⅡⅠGREENⅡ2. [YELLOW]EDIT
250REM TEAM NAMES..."
255REM PRINT"4.CRSR DOWNⅡ8 SPACESⅡⅠGREENⅡ3.
260REM [YELLOW]GENERATE MATCH LIST...
265REM PRINT"5.CRSR DOWNⅡ8 SPACESⅡⅠGREENⅡ4.
270REM [YELLOW]GENERATE SCHEDULE...
275REM PRINT"6.CRSR DOWNⅡ8 SPACESⅡⅠGREENⅡ5.
280REM [YELLOW]QUIT..."
285REM PRINT"12.CRSR DOWNⅡ6 CR$ⅡGREENⅡSELECT BY
290REM NUMBER - [12 CR$ LF1]"
295REM GET K$:IF K$ = "" THEN 240:REM GET A SINGLE
300REM KEYPRESS
305REM IF K$ < CHR$(49) AND K$ > CHR$(53) THEN 240: REM
310REM LIMIT TO DIGITS 1-5
315REM PRINTK$:FORPAUSE=1000:NEXT:REM SHOW CHOICE FOR A
320REM SECOND
325REM ON VAL(K$) GOSUB 500,700,2000,2000,2000,2000,2000
330REM GOTO 200: REM RETURN POINT/RE-RUN MENU
335REM DATA ENTRY ROUTINE
340REM DISK I/O & EDITING
350REM SET UP PAIRS ARRAY
360REM RANDOM MATCH SELECTION
370REM RANDOM MATCH LISTER
380REM SCHEDULER SET-UP
390REM FULL SCHEDULER
400REM QUIT ROUTINE
410REM

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Agenda
September, 1990

WHO NEEDS GEOs?

Real -- Workdisks
Shaun -- Desktop
Barry -- Relationship between applications

Draw -- $30 gift certificate donated by THE DUNCANS

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June, 1990

Commodore Users Group of Saskatchewan

5
The Members of CUGS
would like to thank
THE DUNCANS
for their donation
for the prize draw

Scratch 'n' Save

64 Library
by
Keith Kasha

Hey there, graphics fans! Have I a treat for you!

First of all, there is a program called GIFFY which is a GIF (Graphic Interface Format) viewer for the 64! Now, some of you who remember the program GIF 64, will groan and comment, "What, another exploration into frustration!" Let's admit it, we really DON'T like waiting half an hour to an hour to view one GIF picture, right? Well, here comes GIFFY to the rescue! GIFFY will display your typical GIF picture in under 2 minutes. That's right! Count 'em: 1, 2 minutes. WOW!! I've also included couple of GIF pictures I got off of some of the BBS's in town so you can try and see it for yourself.

Next, is a program called FSLIDE which will display DOODLE-format pictures, also with some sample pictures you can view.

Lastly, there are several cartoons of THE FOX in two different formats. These are funny, entertaining cartoons, some of which will leave you howling with laughter. Three of these cartoons you just load and run to view, while the rest (Graphics 28) come in DOODLE-format with a viewer to view them.

Also being released this month is the January Gazette disk, and the March/April RUN disk.

And now for what all you GEOS-users have been waiting for: twelve (yes, twelve!) disks chock full of GEOS applications, desk accessories, printer drivers, fonts, etc.

So enjoy this month's new club disks and we'll see y'all in the fall! Have a great summer!