

Catalina Commodore Computer Club, Inc.

Volume 7, No. 3

TUCSON, ARIZONA

March 1989



COMING ATTRACTIONS

Another
Broderbund
Software
Fair

AND

Doug
Davis
Presents
"Cataloguing
Your
Disk Library"



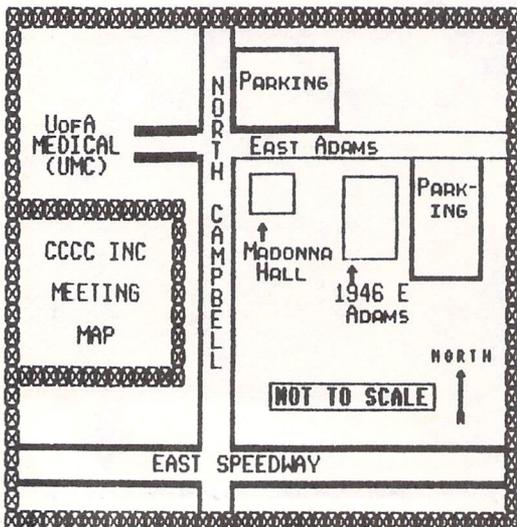
SUN	MON	TUE	WED	THU	FRI	SAT
FEBRUARY 1989 SU MO TU WE TH FR SA 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28	APRIL 1989 SU MO TU WE TH FR SA 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 19 19 20 21 22 23 24 25 26 27 28 29 30	1	2 -- GRAFIX SIG -- SEE AD FOR TIME & LOCATION	3	4	
5	6	7 CCCC MEETING 7 PM - 9:30 PM ST PETER & PAUL GRAMER HALL	8	9	10	11
12	13	14 EXECUTIVE BOARD MEETING 7:30 PM AT DOUG DAVIS'S 7341 E. FAYETTE MEMBERS WELCOME	15	16	17 ST PATRICK'S DAY	18
19 PALM SUNDAY	20 SPRING BEGINS	21	22 - NEWSLETTER - - PARTY - 7 PM ST PETER & PAUL MADONNA HALL	23	24 GOOD FRIDAY	25 -- AMIGA SIG -- 10 AM - 1 PM AT WOODS LIBRARY
26 EASTER	27 -- 128 SIG -- 7 PM AT BOB HOLDCRAFT'S	28	29	30	31 	

MARCH

1989

Renewal Time??

Has Your Membership Expired? Check Your Newsletter Label To Find Your Expiration Date & Be Sure To Renew In Time!!



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WHAT'S A COMPUTER GOOD FOR, ANYWAY?

by Leila Joiner, CCCC

If you're like most people, you probably didn't know WHY you bought a computer when you did, unless you had a particular application in mind, like running a business or enhancing your child's education or writing the great American novel. If you're like most people, you were probably more curious than knowledgeable about exactly WHAT that first computer actually did. If you're like most people, you were probably first overwhelmed, then frustrated, and finally settled down to using a few programs that filled your needs and made you feel comfortable. If that's your story, you may be missing most of what your computer has to offer.

Your computer has many abilities, but the best of these is: it can teach you to think. It can stimulate both the logical and the intuitive sides of your brain. It exposes you to new ways of thinking: like a computer or like the person who programs the computer. And I don't mean you have to BE a computer programmer.

How many times have you purchased a great new program, struggled with it for a while, and then put it on the shelf because, "It didn't do what I wanted it to," or "I could never get it to work right," or "It was just too confusing and frustrating, so I quit trying." How do you know a program is "more trouble than it's worth" until you learn it well enough to find out what it can do? Can your computer teach you perseverance?

Computer programmers are like authors: they all communicate in different ways. You can read ten books by ten different authors, all in the same language, and some you will understand, and some you won't. It depends on the individual's style of communication; his "way of thinking." Learning to understand how different programs communicate teaches you different "ways of thinking." It's not always easy to learn "new ways." The old ways are comfortable.

Here are some tips on how to get the most from your computer:

BE LOGICAL:

In order to solve a problem you have to first know what question to ask, and then know how to find the answer. If you're having a problem with software or hardware, make sure you are asking the right question. Then decide where to look for the answer. Your choices may include: the manual (try the index if it has one); a network like Q-Link or the Club BBS (search the message boards to see if someone else has had the same problem or post your own question); a fellow CCCC member; the old hash it through yourself, trial and error method. Before you decide the program is wrong or the hardware is messed up, **READ THE MANUAL. READ THE SCREEN PROMPTS. READ THE HELP SCREENS.** Everytime you solve a problem instead of giving up on it, you will have learned something new about your computer.

BE INTUITIVE:

Don't be afraid to explore possible solutions -- even the most ridiculous! What seems ridiculous to you may have been logical to the programmer! Kids have it all over us grown-ups when it comes to spontaneity. Think like a child. Experiment. Be curious. Punch a whole bunch of odd-ball key combinations. The worst that can happen is that your screen will freeze, your keyboard will lock up, you'll have to dump everything and reboot. Of course, it's always a good idea to mess around with a copy, not the original, and to keep a back-up disk of important data. People who are not afraid to play with their computers often find interesting, undocumented features hidden (or even forgotten!) by the programmer.

BE KIND:

To yourself, that is! Don't be discouraged if you don't remember tomorrow everything you thought you learned today. Transitions take time; that's why they're called transitions and not quantum leaps. When you are learning, you are in a state of transition. You are moving out of the old, into the new. Your progress may be so gradual that you will be unaware of it. Try thinking back, from time to time, to what it was like when you first brought that computer home. Compare the questions you had then to the questions you have now. Today's questions would most likely have been inconceivable to you yesterday.

The questions, not just the answers, are your progress. When you have no more questions, then you know you're in trouble.

welcome

New members
 hap hazzard
 joe ornelas
 dan thomas
 martha turnquist
 craiz clauson

RETURNING OLD MEMBERS
 kathleen Lackow
 robert klaskiy
 Lois curti
 Nancy dipold

GEOCALC

by David Haight, C=West

Well, if you are one of those obsessive GEOS software users waiting for Berkeley Softworks to develop a spreadsheet program that is easy to learn, has REAL NICE print styles and is able to handle large projects, this IS IT! Here's a brief summary of the strengths of this program.

1. A good users' manual.
2. Relatively large spread sheets are possible.
3. Different print styles are available.
4. Easy pull-down menus.
5. Left, center and right cell justification.
6. A variety of functions relating to financing, mathematics and statistics and finally:
7. The ability to exchange data with Geofile and Geowrite files and documents.

The spreadsheet is limited in that it cannot generate tables and graphs, cannot copy to more than one cell from a single cell and its split screen works with rows, but not columns.

First, let's consider the strengths of this inventive program. Generally, the program is closely modeled after Excel, the first "third generation" program developed to give the user icons (pictures) and other easy-to-learn visual aids, and thus eliminating the need to learn coded commands with routines and sub-routines and sub-sub-routines and ... (I think you get the idea). For those of you who have never used a spreadsheet program, a spreadsheet can take rows (or columns) of numbers and perform mathematical and statistical functions and operations with them. For example, in my profession as a teacher, I use a spreadsheet to keep records of student performance (grades) and yet I can also call upon statistical functions to determine overall class (low or high)

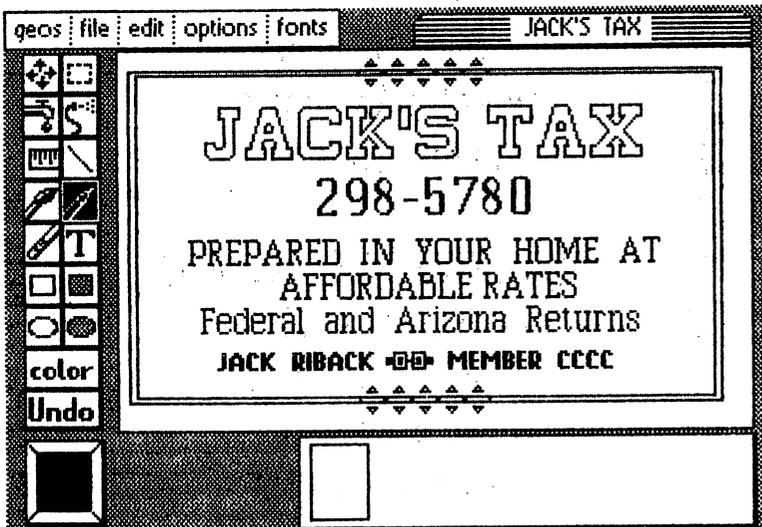
averages to determine what material was not understood. In financing, spreadsheets have been used as a forecasting tool in budgeting expenses and asset allocations. It is easy in home applications to develop a spreadsheet to keep records of checking and savings balances. The applications are so various that new ways of using them are being thought up still.

Ever use a manual where: you couldn't locate a subject through the index? the instructions didn't jibe with what was happening on the screen? procedures were completely left out? Well, while I admit that this isn't saying much, the Geocalc spreadsheet manual is outstanding when compared to others. It takes you through easy-to-follow steps in how to develop a basic spreadsheet. Further, this manual is elaborate in illustrating and explaining the features of this spreadsheet. What is really incredible, however, is that they even provide you with a couple of phone numbers if (and eventually when) you get stuck. This is unlike so many other software developers that as soon as you open the package and find a scant packet of instructions you can almost hear ghost-like laughter and a voice quipping, "You're on your own, sucker! 'Bet ya can't figger this out!! Ha! Ha!"

Ever use a spreadsheet where the instructions boast about "up to 250 rows of space available!" and when you use it, you get that (ahem) uncomfortable "memory full" message (or NO MESSAGE JUST A FROZEN SCREEN) after using about 12 columns and 75 rows? Yeah, not a great feeling after you had designed the sheet with intentions to number crunch the remaining two tables of data you haven't entered yet. Well, the size of a spreadsheet file with Geocalc is virtually the room on your disk or the grid size (rows and columns). Geocalc only holds in memory the area of spreadsheet that you are working on. While this can be slow if you have a large spreadsheet, this spreadsheet exploits the 1764 or 1750 RAM expander (I realize that purchasing THIS is real iffy these days).

Another nice feature to this program is the flexibility to present your data in various formats and styles. You can embold or italicize numbers or labels. You can easily present numbers or labels which are justified left, right or center. You may also format numbers to be expressed to a specified decimal place. Use pull-down menus to format columns of numbers to be expressed as money (\$) or percentages. Unlike some other spreadsheets (Lotus, Swiftcalc), you cannot sort labels and numbers (although if you "pour" your data into Geofile you could do this).

As far as the mathematical games you may wish to play on this with your numbers, you may go to the pull-down menu and select one of various functions. This eliminates the need to memorize functions such as SQRT (square root) or LN (log of a number). You just go grab whatever you want and then apply it to your needs. Like other programs, the order of mathematical operations is algebraic.



That is, exponents are calculated first, then division and multiplication and lastly addition and subtraction. Unlike powerful programs like Lotus, you can't have the spreadsheet perform database-like functions involving, say, the input of a section of a spreadsheet, evaluation to match a predetermined criterion and the output of cells or cell ranges which match the criteria. It can do this in limited ways in that Geocalc can evaluate a range of data for the largest or smallest defined values, but I saw nothing in the manual regarding equalities or inequalities (<, >). Still, considering the computer this is designed for, this program provides plenty of calculation and argument potential.

Now, a few weaknesses worth considering. The screen on your worksheet may be split horizontally, but I was unable to get a split screen to enter data based on information in a column instead of just a row or rows. If you are entering data 10 columns from a column of names for which that data belongs, you will have to jump back and forth -- a very inconvenient arrangement. No graphs are possible in this program, but the memory limitations have to be considered. Generally, if you enjoy using Geowrite and have never used a spreadsheet before and want to learn how, this is really for you. Advanced spreadsheet users can also have fun with some of the advanced mathematical offerings of this program and (if Geofile is also bought) may transfer files and take advantage of the strong features of other GEOS applications.

Rating on a scale from 1 being horrible to 10 being outstanding, Geocalc rates an 8.

[Ed. note: The CCCC Software Rental Library will soon be purchasing GeoCalc for the use of its members.]

GEOS NEWS UPDATE: 2/16/89

downloaded from Q-Link

GEOS 128 2.0 Upgrade notices have been sent out to all GEOS 128 Registered Owners. If you do not receive the notice within two weeks and you're a GEOS 128 Registered Owner, send in the manual cover with \$39.50 (CA. Residents add \$2.45 sales tax - \$41.95) to Berkeley Softworks, Fulfillment Center, 5334 Sterling Center Drive, Westlake Village, CA 91361. Offer expires on April 15, 1989. Features include three disks (two bootable disks), an updated manual and many new features of the deskTop. Enhanced features of the deskTop supports two disk drives as well as a RAM Expansion Unit such as the Commodore 1571, 1541 and 1581 with the support of the 1750 REU. Version 2.0 also includes the complete geoWrite Workshop 128 program plus an entirely new application, geoSpell 128 in 80-columns!

The GEOS 2.0 upgrade offer (for use with the Commodore 64, 64c, & 128 in 40 columns) has been extended indefinitely. You can obtain the upgrade by sending in

the manual cover with \$29.50 (CA. Residents add \$1.75 sales tax) to Berkeley Softworks, Fulfillment Center, 5334 Sterling Center Drive, Westlake Village, CA 91361.

GeoChart, our most recent program, is sold via Q-LINK for \$23.95 (plus \$4.50 for shipping and handling). Features include: 9 chart types, including pie, unibar, area, point, line column, bar, scatter point and scatter line. You can import data from GEOS, GEOS 128, geoWrite Workshop, geoWrite Workshop 128, geoFile, geoFile 128, geoCalc, geoCalc 128 and the notepad.

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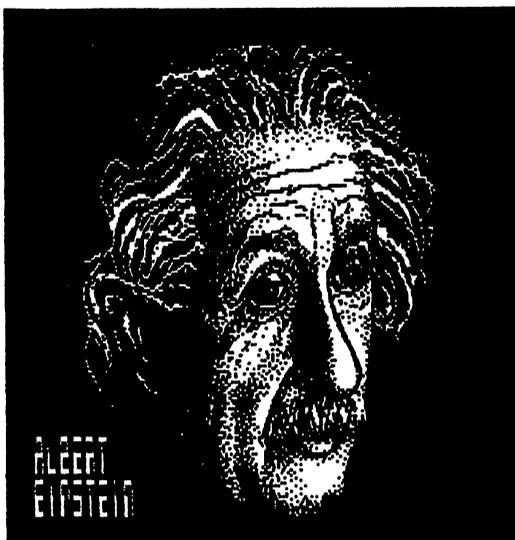
MASTER DISK DIRECTORY

by Art Voepel, CUGOS

The C64 loads and saves disk directories just the same as BASIC programs. You can save up to 144 file entries in the directory. Using this information you can easily set up a master directory disk. Simply format both sides of a blank disk, naming them, respectively, M. DIRECTORY 1 and M. DIRECTORY 2.

Now you have a disk that will hold 288 disk directories. To SAVE directories to disk, just load up a directory using LOAD"\$",8 and RETURN. You do not need to list it. Then SAVE the directory to your master directory disk using SAVE"[filename],8" and RETURN. Replace [filename] with the name of the disk it came from. You may need to abbreviate because the filename has to be 16 characters or less. Now, if you have a directory manager program such as "Directory Magic" (October 1987 Gazette), you can use it to alphabetize your entries to make it easy for you to find the directories you would like to look at. If you don't have a directory management program, just be careful to alphabetize the directories before you save them.

Now, when you want to see what is on a particular disk, just type in LOAD"\$",8 from your master directory disk and list the directory of it. When you see the name of the disk you'd like to check the directory of, cursor up to that line (after you've hit RUN/STOP to halt the scrolling) and LOAD that particular directory. When the cursor reappears, type LIST and you should see the directory for that disk.



MORE 'FUN GRAPHICS MACHINE' HINTS

by Ron Hackley, SBCUG

OK all, if you've been following me these last two months then you should now be happily capturing all kinds of screens and graphics. What if you want to edit an existing PS graphic??? Simply load it, fasten it to a screen, edit it, then grab it back up again and save it. Piece of cake. True, no joystick support as the PS editor has, but FGM is quite effective, more versatile, and WYSIWYG.

First off, load the graphic into one of the buffers; let's use buffer #1. Then clear one of the hi-res screens and fasten the graphic somewhere on it (just press 0). Now use the Pixel Editor to edit the graphic. In version 410 this amounts to pressing F7, using the cursor keys to position the red cursor (blow-up box), then press F7 again to enter the editor. Version 342 is a bit more hassle; you have to enter Text Mode first and position the text cursor, then press F7.

After editing the graphic on the screen, go back to GP Mode (the movable graphic mode). Then press G for Grab Mode, position the capture box over the graphic and press #1 to capture it onto the #1 buffer. Then you can save it or whatever.

SOME THINGS FGM USERS ARE USING FGM FOR

Jim Cooper of QS! Alliance in Indiana suggested to me that Fun Graphics is a real handy form maker. I hadn't considered this but after checking it out I sure had to agree. Since the program is WYSIWYG, you know what it's going to look like before you print it. Registration cards, post cards, and game scorecards also come to mind. Using the "REPEAT SCREENS" and "SERIALIZE" options (v410) you could even make a bunch of serialized forms.

William Brummett of Indiana wrote me that he's using the screen reduction part of the program to create "reference

screens" for his Doodle slideshows. He loads each Doodle screen into FGM and does two reductions of it. This creates a tiny image of the screen which is then transferred to one of the other screens. Up to sixteen of these "miniature screens" can fit onto a single hi-res screen. The resolution isn't very good, but it does give you an idea of what screens are on the disk.

TYPING ACROSS SCREENS

You can do 80 or 120 columns of text across by using two or all three hi-res screens (each screen is 40 columns). Then you can print out the screens side by side, linked as if they are one. 1525-type printers can do only 60 columns across, which is equal to one-and-a-half screens (480 dots).

Typing text "across" two or three screens is easy to do. Just start typing across the first screen until the cursor wraps around to the next row. Then press CTRL X to swap the next screen into view, move the cursor back up one row and continue typing across the second screen. Repeat for the third screen, and when you get to the end of it go back to the first screen and start typing on the next row down. For you GEOS users, this is similar to flipping from side-to-side. Note that you can scroll the screen up a pixel or so between rows as has been done here. [Ed: The original copy was done on FGM. Ron is referring to leaving a larger space between paragraphs than between lines of text, without actually skipping a line.] Also note that re-editing multiple screens can be a bit of a challenge, so best to know ahead of time what you want to say!

That's about it for now. Have a happy computing 1989.

◆◆◆◆◆

**CCCC GRAFIX-SIG
WORKSHOP**

THURSDAY 2 MARCH 89

From 1 to 4 PM

**AT THE HOME OF CHIO BURTON
2802 EAST FIRST STREET**

GEOS GRAFIX

**WHERE DO WE FIND
THEM?**

*** DEMOS ***

**THE GRAPHICS GRABBER
GRAFIX-LINK**

The Graphics Integrator 2

THIS AD CREATED USING GEOS 2.0

◆◆◆◆◆

TWO ALIGNMENT PROGRAMS

by Robert C. Lopert, CIVIC 64/128

My observations after running two 1541/1571 alignment programs at the same time and ending with a new knowledge of the alignment system.

It starts with Loyd Couch asking me to look at the recent new 1541/1571 DRIVE ALIGNMENT program, purchased by CIVIC-64 from Free Spirit Software, Inc. Having the new SPEED/ALIGNMENT program from the May 1988 Compute Gazette in my possession, I started comparing the two on my 1541. Doing this created a bit of frustration until I realized they were both telling me the same thing, but in a different way.

The key to both programs is the between track information. With the Free Spirit program you move in to track 19 and then back to track 16.5. You must watch to see if you are getting readings of tracks 16.5 and 17. It would be better if the readings stayed on 16.5. If the readings jump between tracks 16.5 and 16, you have a problem of your head being on the minus side. The next step is to move out to track 14 and then start moving back in to track 16.5. Here you should be on track 16.5 or jumping between tracks 16.5 and 16. My 1541 was fine on this half of the test, but when it was supposed to be jumping between tracks 16.5 and 17, it was jumping between tracks 16.5 and 16. This indicated that my 1541 favored the minus side.

Next I tried the Compute Gazette program and used the Free Spirit disk as a standard calibration disk. I also used the Commodore test/demo disk, that came with my 1541, for a calibration disk. The Compute Gazette program showed that my 1541 favored the minus side between tracks. The two calibration disks I used gave two different sets of values of between track readings, but still minus on both. With this program there are four nice columns to be observed. They are: 1) track being tested, 2) track actually read, 3) readability of track being read in %, and 4) between track readability in % and the favored track indicated by a plus or minus sign. Column 4 can give you most of the information you need. Column 3 is also important and should read 100% for all 35 tracks. My 1541 did fine on column 3 and I almost decided to leave well enough alone. Even so, I changed my thinking and took the covers off of my 1541.

With the 1541 right side up I loaded the Compute Gazette alignment program and ran it, using one of the calibration disks. While it was running I watched the read head of the 1541 and noticed that it would go out to track 1 and work its way in toward track 35. A little common sense told me that if there were any friction on the rails, the between track readings would favor the minus side while it was moving toward track 35. I put some WD-40 on a cotton swab and applied it to the rails and then ran the program again. This was a good move on my part, as the readings in column 4 went from red to

yellow and on some disks they were even green. This showed that friction was the problem and that the stepper motor didn't need any adjustment. I put the covers back on my 1541 and everything was fine.

Another thing I noticed while running these tests were the different readings from Column 4, using good disks like Memorex and the low-cost generic disks we have been using. There is a pressure pad that presses down on the disk to hold it against the read head. There is friction between it and the disk while the head is moving in toward track 35, and this friction adds to the rail friction. The good disks are polished more than the generic ones and I think this is the reason for the difference in the readings from the disks. A polished disk has less friction than one that wasn't polished.

Knowing what I know now, I wouldn't hesitate to align my 1541 if it really got out of alignment. I would advise a person to apply some lubricant to the rails if the alignment program shows between track readings that favor the minus side. This might be your only problem and will save you some frustration and some work.

Both of these programs test your disk drive for speed and a track 1 test. The Free Spirit calls the track 1 test a bump test, but I think it is doing the same thing as the track 1 test of the Compute Gazette Speed/Alignment program. My 1541 was excellent in the speed test and the track 1 test on both programs. I had set the speed with another program some time ago, so it was nice to know that it agreed with these two programs. These programs are both great, but I think I can get more from the Gazette program. If I had both of them I would use them in support of each other.

One other thing I did was save a copy of the Compute Gazette Speed/Alignment program to my tape drive. This is a real ace in the hole if the 1541 is really out of alignment and you aren't able to load the alignment program from the 1541. One thing I found, though, is that the program from tape wouldn't run after it was loaded. This was a nice bag of worms to run into after thinking you had a real ace in the hole. All was not lost, though, as it will run if you INITIALIZE the 1541 after loading the program from tape. Just type RUN and press RETURN after you INITIALIZE. It took me a while to figure this out and it is too long to explain.

I hope your drive stays in alignment as long as mine has.

***** CLASSIFIED ADS *****

FOR SALE: Commodore 64 and 1541. \$100 each. Steve Witkowski, 573-0650.

INCOME TAX SERVICE: 20% discount to members. Steve Witkowski, 573-0650.

FOR SALE: Homewriter 10 Printer (Epson). \$75 includes Commodore interface, 10 new ribbons, tractor feed. Earl Kurtz, 325-1689.

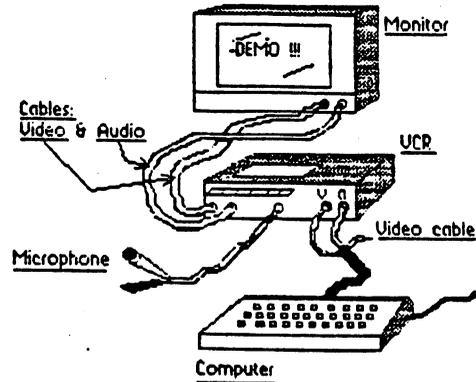
COMPUTER PROGRAMS AND VCR'S

by Marty Weller, HUG
via Comm'putoy Cult

It was getting late one evening and I had spent several hours poring over the composition of a GEOS geoPaint demo scheduled for a future club meeting. I wondered if *this* or *that* would be helpful and, as my thoughts roamed around in my brain, I considered what it might look like. "If I could record it, I could play it back and see if it was satisfactory...", I thought. Now I reasoned that if I had used my VCR to record video and audio from TV and a video camera -- why not from my computer as well...?

The gears of my mind turned and (after the smoke cleared) I considered the possibilities. There began to formulate a method by which I could do this. I considered it quite possible to set up my video camera and focus on the monitor and record whatever I communicated to it from the computer, but this left a little to be desired in picture composition and lighting requirements. I then supposed that I could connect the VCR *between* the computer and monitor, just as you do for TV recordings.

Well, needless to say, I connected the computer cable to the VCR and used a (shielded) twin lead jumper from the VCR to the monitor and fired it all up!!!



Well, let me tell you, the results were very interesting and encouraging!!!

It is reasonable to assume that each individual use of such a combination will probably entail certain techniques unique to the particular application. I'll detail the specific application I had and try to provide general considerations so you can try it if you so desire.

My system is comprised of a 1702 monitor (Commodore), a C-64 computer, 1541 drive, a VCR manufactured by Hitachi, a microphone from a tape recorder and appropriate wires. (I also use a Gemini 10x printer.) The VCR has video in and out jacks, audio in and out jacks, and a microphone jack. The monitor cable from the computer was connected to the video and audio "in" jacks. (Red [video] to video "in" and White [audio] to audio "in" -- with the yellow [luma] plug left unplugged.) Two cables were connected to the video and audio outlets on the VCR and were extended to the video and audio jacks on the *front* of the 1702 monitor. (The toggle switch was switched to accept the *front* video and audio inputs.) A mic was then connected to the VCR mic jack for voice input as desired. If you have access to a February '87 Family Computing magazine, look on page 25 for an article about this very thing.

With this configuration the VCR and computer system was turned ON. (Be sure to turn the volume down on the monitor to prevent "feedback" while recording.) Assume your regular techniques to activate the computer system and, when recording is desired, activate the VCR play/record as you'd do for a TV recording. I usually activate "pause" first, so I can key the recording on and off by "pause" switching, which makes for 'clean' interrupts on video tape. When you finish, stop recording, rewind and play back your masterpiece right into the monitor!!

All of this adds up to the possibility of unlimited use of VCR recordings to make demos for club use or personal instruction. A club might even start a "Video" library of instructional (tutorial) tapes. One can pass video tapes around as visual *letters* that can have both computer inputs and regular video inputs. The composition of such combinations is limited only by your imagination! So give it a try. You just might like it!!

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BOARD MEETING: 14 February 1989

Present: Ron Gray, President
Doug Davis, Past President
Leila Joiner, Vice President
Steve Witkowski, Treasurer
Tom D'Angelo, Member-at-Large
Frank Prievo, Membership
Phil Pugliese, SYSOP

Absent: Bob Holdcraft, Secretary
Randy Schild, Member-at Large

1. Meeting called to order at 7:38PM.
Doug Davis agreed to act as secretary.

2. Membership Report: Frank Prievo.
45 renewal notices sent out
5 new members
3 renewals
Current Membership: 245

Doug Davis volunteered to produce a postcard to be used for renewal notification. This will save some money since less postage is required and no envelope is needed.

3. Treasurer's report: Steve Witkowski.
The bank account stands at \$1653.75.

A. Newsletter printing for 400 copies was \$198.00, down only \$10.00 from printing 500 copies. We will print the additional 100 for giveaway. We will also add a membership application to the giveaway newsletter.

B. Bank balance at the beginning of the year was \$666.00. The balance at the end of the year was \$816. This was a net cash gain for the year of about \$150.00. When the depreciation of the club equipment is figured in, the net was a loss. This is normal for a non-profit organization. A motion to accept the treasurer's report was made by Tom D'Angelo and seconded by Leila Joiner. Motion was accepted unanimously.

NEW BUSINESS

4. Membership Packets: Need president's letter redone. Ron Gray will push the update of the membership packet. The objective will be to have it ready for presentation by the next board meeting.

5. Monitor cables were authorized to be made by Tom D'Angelo to be used for multiple monitors at the club night meeting. These were completed and will be held by Doug Davis to be brought to meetings.

6. Vendor displays at meetings: Doug Davis moved that meetings should be opened up to vendors to display their goods and services at meetings. This is intended to provide a service to the members.

7. Free classified ads by members are at the discretion of the editor.

8. BBS Proposal: Phil Pugliese, SYSOP and Doug Davis. The proposal is to open

**D. J.'S
ELECTRONICS**

5441 East Pima Street
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up the BBS to the general public for a five-month trial period to increase the activity and to gain increased inputs and interest in our club. No added expense will be incurred by this trial period. It is not expected to interfere with member participation. It is also hoped that, by allowing outsider participation, uploads will increase and postings will become more interesting to read. Results will be reviewed at the July 1989 board meeting. Access by outsiders to the BBS will be at SYSOP discretion. Motion was made by Doug Davis and seconded by Tom D'Angelo. Motion carried unanimously.

9. 8050 Drives for the BBS: The club has two 8050 disk drives which need work. Doug Davis moved that up to \$50 be committed to have Tom D'Angelo troubleshoot and estimate repairs on these needed drives. Seconded by Leila Joiner. Motion carried with Tom D'Angelo abstaining.

10. A policy of paid renewals for departing board members was rescinded at a previous board meeting based on a failing financial position. Leila Joiner proposed that we had not thought this decision out fully and we should reconsider based on the fact that the affected outgoing board members did not have an opportunity to vote on this issue. The board members agreed and the issue was reopened and

<div style="display: flex; justify-content: space-between;"> \$ <div style="text-align: center;"> Catalina Commodore Computer Club, Inc. Income Statement Month Ending 12/31/88 Steve Witkowski, Treasurer </div> \$ </div>		
	END OF MONTH	YEAR TO DATE
REVENUE:		
Newsletter Member Fees	\$ 288.00	\$ 3,420.00
Newsletter Advertisement Fees	23.00	233.00
Library Sales Revenue	68.00	1,962.31
Club Buys	110.00	1,189.00
Raffles and Auctions		272.00
Initiation Fees	10.00	678.00
Rental Library Revenue	12.00	148.00
Other Revenue	95.00	184.50
TOTAL REVENUE	\$686.00	\$8,879.01
EXPENSES:		
Newsletter Expenses	366.38	4,647.47
Library Expenses		612.22
Rental Library Expenses	1.30	19.64
Club Buy Expenses		1,010.95
Raffle and Auction Expenses		141.09
Meeting Expenses		387.40
Bulletin Board Expenses	42.09	349.63
Membership Expenses		99.10
SIG Expenses		11.72
Saturday Help Day		247.35
Depreciation Expense	50.01	962.05
Administration Expenses	105.50	414.99
Other Misc.		0.00
TOTAL EXPENSES	\$565.20	\$8,983.61
PROFIT OR (LOSS)	\$ 40.80	(\$ 824.60)

rescinded; to not go into effect until this board leaves office. The affected outgoing board members will have their memberships provided for the next year. Letters will be sent from the club president to previous departing board members to explain the reversal of the decision.

11. Input from a member was that we recognize new members at the club meetings and provide name tags to help people learn each other's names. Doug Davis said he would pick up a box of labels at the Price Club for the next meeting.

12. Rent for the St. Peter & Paul meeting place was offered to the club at \$300 for 12 months (3 meetings per month--1st Tuesday, 3rd Saturday and one Wednesday in the middle of the month). At \$25.00 per month, this is an outstanding deal. Doug Davis moved we accept it and write the check. Leila Joiner seconded. Motion carried.

13. Meeting adjourned at 10:00PM.

Respectfully Submitted,
Doug Davis, Past President
(Acting Secretary)



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KEY TELEPHONE NUMBERS

PLEASE call at reasonable hours. 5-9 p.m.
or as listed.

President.....Board....Ron Gray.....881-6821
 Past President..Board....Doug Davis.....790-4162
 Vice President..Board....Leila Joiner.....327-0540
 Secretary.....Board....Bob Holdcraft....747-3163
 Treasurer.....Board....Steve Witkowski...573-0650
 Member at Large..Board....Randy Schild.....883-4670
 Member at Large..Board....Tom D'Angelo.....296-5076

Activity Director.....NEEDED.....xxx-xxxx
 Advertising Agent.....Bob Clausen.....747-0196
 AMIGA SIG. [Editor]....Leila Joiner.....327-0540
 AMIGA SIG Info.....Randy Schild.....883-4670
 Beginners' SIG-Central...Steve Louneau.....624-5647
 128 SIG.....Bob Holdcraft.....747-3163
 Grafix SIG.....Bob Clausen.....747-0196
 MS-DOS SIG.....NEEDED.....xxx-xxxx
 Telecommunications SIG...NEEDED.....xxx-xxxx
 Green Valley Committee...John Deady.....1-625-8087
 Ham Radio.....Harold Wetzel.....886-9019
 Volunteer Coordinator...NEEDED.....xxx-xxxx
 LIBRARIAN.....Steve Price.....293-4158
 LIBRARIAN.....Katherine Smith.....293-4158
 Rental Librarian.....Elmer Laws.....881-5028
 MEMBERSHIP CHAIRMAN...Frank Priervo.....574-0145
 Purchasing Agent.....NEEDED.....xxx-xxxx
 CHIEF SYSOP.....Phil Pugliese.....unlisted
 EDITOR.....Leila Joiner.....327-0540
 (Copy to 3527 E. Fort Lowell, 85716 or CCCC BBS)

NO-COPY POLICY

CCCC's Bylaws state:

No Member may at any Meeting perform or allow to be performed any act which may be a violation of any portion of any copyright law or amendment thereto.

MISSING NEWSLETTERS

If you do not receive a newsletter by the time of the Tuesday General Meeting, contact the

MEMBERSHIP CHAIR

Frank Priervo - 574-0145

to find out if there is a reason other than loss by the postal service and to make arrangements to get a replacement copy if that is the case.

GENERAL MEETINGS

The GENERAL MEETINGS run from 7:00 pm to 9:30 pm. The time from 7:00 to 7:30 is allocated to library, membership, equipment set-up, etc. The program will begin at 7:30 pm. Program suggestions and presenters are welcome. Contact the President to offer either.

MAKE FRIENDS!

GET ANSWERS TO YOUR COMPUTING PROBLEMS!

CALL THE CCCC BBS AT (602) 790-6751!!

DISCOUNTS

The following stores have offered discounts to card carrying club members on many items in stock. NOT ALL items.

ANALOG PRECISION
1620 N. Park Ave., Tucson 85719
622-1344

COMPUTER HORIZONS - 10%
245 S. Plumer, Tucson 85719
622-5966

COMPUTER SUPPLY SPECIALISTS - 10%
2257 E. Broadway, Tucson 85719
623-0662

D.J.s ELECTRONICS - 10%
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326-8299

MICRO SHOP - Bonus Coupons
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578-0696

NORTH AMERICAN DIGITAL - 10%
3512 E. Grant Rd, Tucson
323-7897

SOFTWARE CITY - 5%
4995 E. Speedway, Tucson 85711
323-8111

If you know of a merchant willing to offer a discount to our members, please let the President or Editor know. When you buy, let the vendor know it's because of the club discount. If one of the above vendors DOES NOT extend the discount and you have shown your card, let the President know.

SOFTWARE ORDERS

MAIL TO: CCCC, Inc. Attn: Librarian, P.O. Box 32548, Tucson, AZ 85751-2548. See Catalog for delivery limitations and specific ordering information. With the exceptions noted in the catalog for royalties or copy-licensed software, the copy fee per disk side is currently \$3, blank disk provided by club.

When ordering, be sure to include your name, address, phone number, member number, and of course the ID # of the desired disk(s). On multiple disk orders to be mailed, include \$1 postage for each multiple of five disks.

Specify order by catalog ID#, for which computer. Please allow two weeks plus mail time for receipt of your order. Make check or money order payable to CCCC, Inc. (Do Not Send Cash.) If not to be mailed, your software order will be available at the next regular club meeting.

ADVERTISING COSTS

Businesses or individuals wishing to advertise in this newsletter may do so for the following rates.

- Full Page.....\$25.00
- Calendar Page.....\$20.00
- Half Page.....\$15.00
- 1/4 Page.....\$8.00
- 1/8 Page.....\$5.00

You may prepay for ten (10) issues, and receive twelve (12) insertions of your ad. Receive two months' free advertising when you prepay for one year! Club members may advertise computer-related services or their personally-owned computer items at no charge. Non-member want ads cost \$1 per line, \$3 minimum. Acceptance of copy is at the sole discretion of Editor. Please give or send hard copy to the editor. Deadline for paid ads is the second Tuesday of the month.

*** HELP FOR PROBLEMS ***

The following people have volunteered to be available to help you in various areas of computing. This list needs to be updated. If you would like to add your name to the list or if your name needs to be deleted from the list, please call the editor, Leila Joiner, at 327-0540.

Please consider adding your name to the list in your favorite area of expertise. We would like to have someone available for all major programs and areas of need, if possible.

Please consider members' private time... ABSOLUTELY no calls after 9:00 P.M. Our thanks to all volunteers, present and future.

DATA BASE HELP

Superbase	Tom D'Angelo	296-5076
Pocket Filer 64/128	David Byrum	795-2928
Datafile 64	Elmer Laws	881-5028
Dfile 128	Elmer Laws	881-5028

GENERAL HELP

Amiga	Joel Halbert	886-3538
Amiga	Mike Lawrence	746-0746
Relative Files	David Byrum	795-2928
Sequential Files	David Byrum	795-2928

PRINTER HELP

Commodore Printers	Tom D'Angelo	296-5076
Okidata 120	Frank Williams	885-4042
Star SG-10	Bill Adams	889-4126
Star Printers	Doug Davis	790-4162
Star Printers	Tom D'Angelo	296-5076
Xetex Interface	Tom D'Angelo	296-5076
Tymac Interface	Tom D'Angelo	296-5076
Microworld Interface	Tom D'Angelo	296-5076
Cardco Interface	Tom D'Angelo	296-5076

OTHER HARDWARE

Disk Drives	Tom D'Angelo	296-5076
1581 Disk Drive	Michael Ricks	746-1658
1750 Memory Expansion	Michael Ricks	746-1658

MISCELLANEOUS

Flight Simulator II	Matthew Weathers	1-825-9020
Games	Troy Davis	790-4162
Graphics	Troy Davis	790-4162
Pocket Planner 64/128	David Byrum	795-2928

SPREADSHEETS

Multiplan 128	Pat Wareing	323-8581
Practicalc 64	David Byrum	795-2928
Swift Calc 64	John Gommenginger	296-6289

TELECOMMUNICATIONS

1670 Modem	Steve Loumeau	624-5647
6420/Volksmodem	Steve Loumeau	624-5647
6485 BBS	Vic Carless	744-0661
Q-Link	Mike Eisenman	577-1339

WORD PROCESSOR HELP

Easy Script	David Byrum	795-2928
Easy Script	Doug Davis	790-4162
Easy Script	Tom D'Angelo	296-5076
Paperback Writer 128	Doug Davis	790-4162
Paperclip 64	T. Gommenginger	296-6289
Pocket Writer 64/128	Frank Williams	885-4042
PaperClip II	Steve Loumeau	624-5647
Pocket Writer 64/128	David Byrum	795-2928

LANGUAGES

CP/M 128	Bill Barnes	881-0365
Basic Programming	David Byrum	795-2928
Basic Programming	Troy Davis	790-4162
Basic Programming	Frank Williams	885-4042
Basic Programming	Tom D'Angelo	296-5076
C (Super C)	James Alexander	577-1760
GEOS	Jerry Gwin	293-8134
GEOS	David Byrum	795-2928
GEOS	Bob Clausen	747-0196

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STREET ADDRESS_____ APT #_____

CITY_____ STATE_____ ZIP CODE_____

PHONE**_____ AGE*_____ OCCUPATION*_____

**LEAVE BLANK IF NO LISTING DESIRED - Please include in item "I" below a phone where you can be reached. (*above optional). May we print your address and telephone on our membership list? YES-[] NO-[]

TELL US ABOUT THE EQUIPMENT YOU USE AND YOUR COMPUTER INTERESTS

PLEASE SPECIFY BRANDNAME, MODEL and TYPE (Example AMIGA 2000)

A. Computer_____

B. Disk Drive_____

C. Monitor_____

D. Printer_____

E. Printer Interface_____

F. Modem_____

G. Programming Languages Used_____

H. What would you like to do with your computer?_____

I. How would you like to become involved in the club?_____

(UNLISTED Telephone_____)

=====

THE CLUB IS COMPLETELY RUN BY VOLUNTEERS

You may have special talents or skills that would be helpful in the club's growth and operation. We always have need for writers and reviewers for our Newsletter. There is a constant need for new Public Domain programs. There are frequent classes on various computer related subjects; you may provide input or even teach a session. Why not talk with one of the elected officers and find out where YOU can help.

INITIATION FEE \$10.00 --ANNUAL DUES -\$15.00 (Tucson Area)

\$21.00 (Outside Tucson) \$27.00 (Outside USA)

IF YOU REQUIRE MORE THAN ONE MEMBERSHIP CARD, STATE NUMBER NEEDED_____

AMIGA NEWS

Amiga SIG Meeting January 28, 1989

by
Macey
Taylor
CCCC

Approximately 70 people attended the January meeting. First on the agenda was information concerning Amiga sources in Tucson. NAD is no longer in the day-to-day retail software business. Bits and Bytes lost its lease, but still has its telephone number and plans to reopen in February. Software, Etc. carries the A-500 and expects to offer some 250 titles. (A representative from Commodore will be at their Tucson Mall outlet February 18 for demos and talk.) Software City also carries the A-500 and is expanding its software line. Federated continues to sell more A-500's than Ataris, but little software. Nancy Dippold explained her new purchasing service for orders, on a cost plus 10% basis, pointing out that she could get better prices if a group of people ordered an item at the same time. Price Club continues to be the best source of Sony disks, with a lower price and usually a nice disk box included.

Dennis McCormick (797-3750) continues as helper to all, with official Help Days on the third Saturdays at St. Peter & Paul's Madonna Hall, on Adams near Campbell, 10:00 am to 1:00 or 2:00 pm. He has the SIG's A-500 and public domain library there. The A-500 now has 13, as a result of the dollar donations in December. The Fish disks 1-80 and assorted to 179 are available, with expectations of the full set being on hand soon, from Don ? (It would help if people would say who they are when they speak or perform.)

The DOM includes the accounting package CLERK; a graphics demo which calculates wire frame graphics in real time, plus sound, and allows you to play around with it; a Coupon Keeper to help you shop; an undelete program for df0; and other programs. There was also a special disk on virus protection. Joel urged placing Virus X in your startup sequence.

Mike Arrowood announced that Zudo's will do laser PostScript output for a \$1.00 bootup fee and .75/page weekdays, .50 weekend, if the file is on a Mac disk. They can also do it by modem. Contact David at 623-8599.

Deluxe Paint III is out -- with overscan.

Allan Hoskins showed his latest video production, a tape utilizing shots from his recent world tour, with music and synthesized speech, and spectacular prism effects. It took about 10 hours to make this 9-minute film.

Joel Halbert demonstrated his DeskJet and Dale Call, his PaintJet. The price of the PaintJet has risen by about \$300 because Hewlett-Packard discovered that it cost them more to make it than they had expected, but it is still an excellent buy for color picture output. It is not the best choice for pure text output, printing the resident font at 180 dpi and accepting no cartridges or soft fonts. It also uses high-priced clay paper that you would not want to put a business letter on. The price of the 300 dpi DeskJet has gone down in the past month, and now they are including a free cartridge (\$75-125 value). There are many fonts available from H-P and JetWare (probably MS-DOS), and RAM can be expanded for the use of soft fonts. A program called Printscript (\$89 from Pixelations -- quantity discount for group buys; requires 1 meg) will make it possible to print PostScript files (as from Professional Page, Laserscript, Shakespeare, etc.) very slowly in full resolution on the DeskJet, making this printer the budget buy for those who want PS laser-type output. The current version of Professional Page alone produces only obviously bit-mapped output. (Incidentally, I have found that it works well with most "old" IBM software's LaserJet drivers -- either well or not at all.)

Don (same) gave us a tour through Broderbund's Fantavision, which looks and works like a paint program but turns out animations with digitized sounds. Any resolution IFF file can be imported and used as a background, or you can pull out a piece to use. Text has neat fonts, resizable and multicolored. There are bricks and block walls in the palettes. It appeared to be very user-friendly.



AMIGA NEWS

A Tale of Two Companies

by Bob Sackett, S.O.C.K.

It was the best of times, it was the worst of times, it was the age of wisdom, it was the age of foolishness, it was the epoch of belief, it was the epoch of incredulity, it was the season of Light, it was the season of Darkness, it was the spring of hope, it was the winter of despair, it was....

February 7, 1989, Charles Dickens' 177th birthday and nothing has changed.

There were, in the realm, two companies of fair name; one in the dark, damp land of Oregon; the other in the Prophet's Utah. One's spirit grew without bound, the other's shriveled in the long winter's night. The one stated its aspiration in its name: WordPerfect. The other was more vague, calling itself Supra, Latin for "above". Above what, I shall leave you to ponder.

My tale begins with the purchase of WordPerfect 4.1, shortly after its arrival on the Amiga scene. In a previous review, I told you of my almost complete satisfaction with this word processor, but this is the rest of the story. It concerns the more-valuable-than-diamonds SUPPORT that we virtually require with products of this complexity. Nobody is going to use WP without some question that the 800 page manual has skirted. So, love WP or not, nobody has anything but superlatives for their customer support. They are the industry standard.

My problems centered around my HP DeskJet printer which was so new that WP hadn't, as yet, written a driver for it. Instead of brushing me aside as a negligible minority, they worked with me in finding a suitable substitute that would get me going; then they set to work in writing a proper driver; all this on a free (800) number! Along the way they would send me the latest unofficial release that, even with bugs, they felt might have been of use to me. I was even able to help them squash a few of these insects and, soon, we were rewarded with a fully functional product. No bluster, lies or evasion along the way. My DeskJet now sings.

Now to the Oregonian shadows! In the first week of October, I attended AmiExpo in Los Angeles and had the undeniable urge of a lemming toward the place where they sold hard disk drives. I had read a year-old review of all the drives available for the Amiga and was struck by one fact: most of them were out of business a year later! Supra, alone, survived. At the Expo their wares were on display, but so were those of an upstart company, GVP, which made a similar product. I went with the feeling that longevity counted for something and bought the Supra 30 Meg. drive for my Amiga 500. I regretted this decision almost at once. It's not just product defects that have caused me to say this; we are all used to things that don't always work the way they should. We remember that we are still in the infancy of computers and are forgiving of good tries that don't quite make it the first time. What is unforgivable is the crassness with which some companies conduct their business; the crudity and ineptitude that make you wonder how people who can't fulfill the simplest axioms of customer relations can make a product worth buying.

A week after I bought my Supra drive it quit cold. I called the company (no 800 number here!) and was told to ship it back (at my expense.) I mentioned that I suspected a bad power supply. A week later I got a call from their technician, Stan, who said he could find nothing wrong with it and was going to send it back to me untouched. I had to talk long and hard to convince him that I wasn't some boob who had forgotten to turn the switch on. He said he'd try again. A couple of hours later he called back to tell me he had found the problem: a bad power supply. He replaced it

and sent the drive back to me complete with a new "upgraded" booting disk. (Supra drives require this disk in place of the usual WorkBench disk at power-up.)

I had to re-format the drive after all of this and used this new disk to do so. After loading the hard drive with about 15 megabytes of software, I decided to protect myself with the hard disk backup program "Quarterback," which is recommended by Supra. But Quarterback no longer worked. Supra's new disk had a bug in it that rendered Quarterback unusable. It is not fun having an un-backed up hard drive, especially one that had proved so faulty, so soon!

Supra at first denied any knowledge of any bug, but finally admitted they were working on a fix and would send me one ASAP. A week or so later a disk arrived: it was a copy of the same faulty one that had caused my troubles! I wrote Supra's president this time. He didn't take time to answer, busy guy that he is, but Stan shipped me a proper disk a week later.

So far I haven't mentioned the memory board. The Supra drive attracted me because you can add two megs of memory to your Amiga by installing a piggy-back board inside their hard-disk interface. (GVP drives offer the same feature.) I had ordered such a board on October 7th. By the new year I was still being told I would receive it "any day now." Nothing would speed this up!

On January 7th I noticed an interesting item on PeopleLink. It said that I could send my interface and \$50 to Supra and receive a new board that would allow me to autoboot from my hard drive. Also announced was another new, "upgraded" boot disk as part of the package. I packed up my interface for another trip to Oregon. It would take three days, they said.

The day after it left, my wife received a call stating that, wonder of wonders, the memory board had arrived. "Fine," she said. "Please install it in the interface when it arrives." "No problem," they stated.

A week later UPS dropped off a package from Supra: it was a memory board, not the one I had ordered, but a 1/2 meg version. Supra called and said they had made a mistake. Please send it back! Three weeks later, after numerous calls, my interface finally arrived, newly updated, memory board in place waiting for my chips to be inserted, and a new boot disk taped to the side.

But not one single word of instruction on how to use either the autoboot system, the new bootdisk, or the memory board. As things stood, I was unable to use my hard disk, add memory or autoboot. A call to Supra (you should see my phone bill!) got me the information that they were in the process of printing a new manual and I'd get an early issue. One of their people was "kind" enough to talk me through the steps that allowed my hard disk to operate again. I wouldn't have guessed how on my own! The booting and formatting instructions had changed completely.

It was as if I had received my Amiga with no instruction book. I guess after a while I would have discovered the CLI, that a lot of good stuff was on the C directory or a thousand other things like this. But I think we deserve more for our money than we find here. WordPerfect seems to think so too.

As for the autoboot, it doesn't work. My last call to Oregon, today, led to my complete loss of composure when I was told by Clark Stevens, their codeguy, "Of course it doesn't work! You don't have the new Supra ROM chip!" What ROM chip? "Why, the one I would be working on right this moment if I wasn't being bothered by phone calls. Just send in your coupon and we'll send you one as soon as it is made." What coupon? "You didn't receive one? Here, let me take your address." Why wasn't I told I was buying half a system when I sent you my interface and the \$50? "But Mr.Sackett, what do you want me to do? Nobody told you it was complete."

AMIGA NEWS

And I guess he was right; I just assume when I buy a car it has an engine in it, not a coupon I can send to Detroit to get one. Used car salesmen have more integrity than this!

What bothers me the most about all of this is how badly it must be going for the novices, the newcomers to computers who have been led to believe that "user-friendly" really exists. I've been around enough to be able to fill in for myself for the most part when confronted with such irresponsibility. It's not common knowledge, for example, that I needed 1 megabit x 1 chips for my memoryboard. Creative Computers, an Amiga-only store that sells these chips, didn't know that this is what I needed. Would you have been able to figure this out for yourself? Should you have to, considering that you need 16 of them at \$30 a piece? Why is service so poor in the computer industry? It seems, in many cases, companies are formed, like Apple, by a couple of whiz kids who can design chips in their heads but are unable to organize paying the electric bill. "What the heck," they say. "We'll just hire a couple of secretaries to take orders and stand back while the money rolls in. Don't bother us, we'll be in the back room writing code."

I'm an airline pilot, by trade. A few years ago a major carrier put an L-1011 into the Everglades because all three pilots were busy changing a bad light bulb. Nobody was watching the store. This is my primary rule in an airplane; wouldn't you think it might rate higher than 15th priority in a business that relies on us for its income? The customer may not always be right, but must he be treated like he is always wrong?

I've shown you two companies, WordPerfect and Supra. They are truly the best of times and the worst of times. The one spends its money on customer support and is revered throughout the industry. The other spends its money playing catchup for its previous mistakes and fixing bad products.

I urge you to buy WordPerfect, if you find yourself in need of an excellent word processor.

I also urge you to think twice about tying your wagon to Supra. The product is potentially good, but you'll spend considerable time getting it to work as advertised. I don't ever again need to experience the frustration I felt today when I was matter-of-factly told "this is how it is. Take it or leave it." You and I deserve better treatment than this.

Happy Birthday, Boz!

MY VIEWS: (A Rebuttal) by Macey Taylor, CCCC

My friend Bob has a very different view of Word Perfect and its support system than I do. I tried the 800 number several times for the Toshiba P321, which is not a new printer. After trying to deal with somebody who answered my question about how to access the font cartridge with replies about using F3 for italics and F6 for bold, I tried writing. No help. Then, I got a DeskJet. I've had several printer disks, including one from Bob and the one Word Perfect made after he fixed some bugs. There are improvements, but they don't solve two of the most important problems I have when using my font cartridges, which are not the same cartridges Bob has. When I use either Times-Roman or Helvetica, bold is no good except as the first or only element in the line. If I bold a word within the line, it prints the extra pass off to the side. If I try to do columns, the right column is higgledy-piggledy, all over the right side of the paper. I can't find the proper fix. The codes in the printer manual give worse results than the codes in the WP driver. Less important, but unfixed, is its feature of printing a font all the way across a double-column page, irrespective of what font it's supposed to be in. I would think that perhaps my printer had a problem except that all other Amiga programs work as expected, as do various versions of MS-DOS Word Perfect, complete with newspaper or parallel columns in whatever fonts and quantity of bolding I want. Word Perfect needs an 800 number because the manual is an all you ever wanted to know about word processing book for secretaries, not a manual for people who want to print things. Unfortunately, I haven't found anybody by mail or phone who knows anything about my printers. If they had designed this program to work in the normal Amiga way from Preferences selection of printers, it would seem that all these problems would have been avoided, as well as the highly annoying feature of being limited to six choices. Now six choices may seem like plenty to most people, even with a printer with cartridges (where it is necessary to select a different "printer" for each cartridge and the no-cartridge resident font), but it's not enough for me.

I surely would like to try out excellence! to see how it works and what its features are. I'm not buying any more pigs in a poke!

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AMIGA NEWS

THREE PATHS FROM WRITTEN PROGRAM TO EXECUTED PROGRAM:

A Beginner's Question and Answer

by D. F. Doell, CCCC

Q: When a programmer writes a computer program and attempts to "run" (execute) it, what happens?

A: The program's lines of instruction are called "code" and the program the "source code." The source code is usually from a high-level programming language (one whose "words" are close to plain language and far removed from machine language), such as BASIC, C, FORTRAN, COBOL, Pascal, PILOT (or other "authoring" language), or assembly language.

When finished writing the program in the source language, the programmer sends the source code to an interpreter or to a compiler for processing. Which he sends it to depends upon the particular version of the language that he is using. Most languages are available in two versions: an "interpreted" one and a "compiled" one. For instance, if the BASIC he is using is an interpreted BASIC, the program is sent to an interpreter; if it is a compiled BASIC, the program is sent to a compiler. There it is translated into a form or succession of forms that are more readily usable by the machine's structure and sent on to the "lowest levels" of the machine (called "machine language" or "machine code"). When the machine receives usable code, it "executes," and the program is said to be "running." Programs written in assembly language follow a similar path, except it is to an "assembler" that the code is sent.

Visually, the process can be described as follows:

Key: --> goes to >> makes

1. Path for programs in high-level, compiled languages:

Source code	Object code	Linking	Machine Code
(.bas file) -->	compiler >>	(.obj file*)-->	process >>
			(.exe file)

*Source code for a particular program is not necessarily recompiled for subsequent executions of the program, because the object file is retained in memory or on disk and can be reused, a characteristic of some compiled languages. On occasion, software received from publishers is comprised only of the object files, and the source code remains with the company (or programmer), available to consumers only upon request and, perhaps, upon payment of a fee.

2. Path for programs in high-level, interpreted languages:

Source code	Object code	Linking	Machine Code
(.bas file) -->	interpreter >>	(.obj file**)-->	process >>
			(.exe file)

**Object code is not retained for later use, and source code (the original program) must be sent through the interpreter for each subsequent execution of the program so that another object file can be made to execute the program.

3. Path for programs in assembly language:

Assembly code	Object code	Linking	Machine Code
(.asm file) -->	assembler >>	(.obj file) -->	process >>
			(.exe file)

Assembly languages are sometimes considered a variety of high-level programming language.

AMIGA NEWS

A WORD FROM ELECTRONIC ARTS

Dear Amiga User Group Contact:

In recognition of the important role played by Amiga User Groups, we at Electronic Arts wish to work with groups like yours to better support our customers. This mailing is a first step, containing information and demo disks about one of our recent Deluxe Series Products -- DeluxePhotoLab -- and announcement of the much-anticipated DeluxePaint III.

Please feel free to announce the products at a meeting or in your newsletter, and let your members copy the demo disks.

The DeluxePhotoLab demo is a 2-disk, animated, self-running demo that requires at least 1 megabyte of RAM. We think you will find it entertaining and informative.

We recognize that User Groups normally charge a nominal amount for disks they distribute to their members, to cover duplicating and operational costs. We do not object to this charge.

I hope that you will find these support materials useful for your members. We certainly value the role of Amiga User Groups in keeping the Amiga market strong and vital. Please contact us if we can be of help.

Sincerely,
Diane Flynn
Product Manager

DeluxePaint III: Paint with Animation

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Supports WorkBench 1.3.

Available March 1989 -- \$149.99

Upgrade Policy -- \$50

(\$20 if DeluxePaint II was purchased after Dec. 1, 1988)

Call 800-245-4525 to order.

[Ed: The DeluxePhotoLab demo disks will be available for you to copy at the February 25th Amiga SIG Meeting.]

AMIGA NEWS

Amiga Help Day

Dennis
McCormick,
CCCC

Amiga Help is usually available the third Saturday of the month at Madonna Hall located at the corner of Campbell and E Adams from 10 o'clock to 1 or 2 P.M. However, if the Amiga Special Interest Group meeting at Woods Library occurs on the same day, there is no Amiga Help session. You may ask questions of me, Dennis McCormick, at any meeting or by phone at my new number of 797-3750. The same computer must be used at both meetings and the SIG is the larger meeting, winning any conflict.

The last Amiga Help session was concerned about an Amiga 2000 with a Bridgeboard operating MS-Dos, making a Workbench disk containing Turbo Silver and copying disks from the Club's Amiga Library. You, or non-members, may come to the Help session to copy Library disks if you provide the blank disks and the computer is not tied up for long copies of several disks at one time. Some Disks-of-the-Month contain the contents of the Library to aid in the selection of which to copy. I can answer some questions about the features of some disks.

An Amiga with two 3.5" drives running a multi-tasking operating system is fairly complicated in itself. Adding a 5.25" drive and Bridgeboard running MS-Dos makes interesting questions! The owner and I finally were able to do single-disk drive copy operations using the 5.25" after attempting to link the Amiga 3.5" drives to MS-Dos unsuccessfully. The MS-Dos documentation has never been that easy to comprehend and that which comes with the Bridgeboard is the same. So here's some questions to those readers with Amiga 2000's with Bridgeboards or anyone with answers. How does one achieve usage of the 3.5" drives from MS-Dos? How is the disk in such usage formatted? How about MS-Dos Ram disks? I need help on these!

The standard Workbench disk contains files and icons that are not absolutely necessary to operate the Amiga, taking up disk space that could be used for other applications such as Turbo Silver, a video animator. You can delete unwanted stuff from your working copy of this disk using Intuition and icons and the remainder with CLI, the Command Line Interface or the Console Line Interpreter. Delete by dragging icons to the Trashcan or by single-clicking on the icon with the left mouse button then selecting from the menu, DISCARD the following from your opened Workbench disk: Clock. Open the Utilities drawer and delete Notepad and Calculator. Close this drawer and delete it. Open the System drawer and delete Say and InitPrinter unless the new stuff uses these. Either can be put back if needed later. Your System drawer may or may not display a CLI icon.

CLI can do more than Intuition and icons but it's harder to use. Various commands are typed in on the keyboard and the results show up on the screen as text in a special window. If the text from one command starts to go off the top of the window before you can read it, just pressing and releasing the space bar stops the text. Press and release the Back Space key to resume text scrolling. How does this

special window appear? If your System drawer contains the CLI icon, just double-click on it with the left mouse button. If not, close the System drawer and open Preferences. The first display has a Gadget that indicates if CLI is On or Off. Click the "On" with the left mouse button, then Save or Use, thus closing Preferences. Open the System drawer and the CLI icon should be there. Double-click on it with the left mouse button. Make the window bigger using the lower left corner gadget.

What commands can be used now? Key in INFO and press RETURN. You see info about the disks in the drives and the size of the ram disk. (Ram disk is always 100% full, but its size changes!) Key in CD and press the Space Bar once and then key in the colon and press RETURN. Key in LIST and press RETURN. Get ready to press the Space Bar to suspend the text scrolling. Press BACK SPACE to resume scrolling when you're ready. You should see info on files and directories. Files are like icons and directories are like drawers. Any line that has a DIR in it is a directory. Now key in DIR and a RETURN and see the difference compared to the command LIST. The command CD stands for Change Directory or Current Directory depending on its usage.

The organization of the disk into volumes, directories, sub-directories or files and how to move data between these may be difficult to understand at first. Think about it this way: you are on a street called Amiga Way. Along its side are large or small parking spaces labeled df1 or df0: or ram: or others. In the df0: space is a large trailer with a fancy label of Workbench. There is only one door, you have the key and open it. Step inside. You are in a single room with some boxes in it and several doors to other rooms. A few boxes have fancy labels such as PREFERENCES or CLOCK. Other boxes may have just plain labels that can only be seen clearly with CLI glasses. Now you see that the doors have either fancy or plain labels over them. Fancy ones are SYSTEM or UTILITIES or EXPANSION or TRASHCAN. Plain doors that again can only be seen while wearing CLI glasses are c, devs, libs, fonts, etc. Icons are the fancy labels on boxes or over doors. Files are the boxes and rooms are directories. Drawers correspond to directories.

A large label on the wall of the main room you are in says: root directory. You open the door labeled UTILITIES and enter this room. In this room are two boxes with fancy labels, NOTEPAD and CALCULATOR. There is only the one door you entered through and it has a sign, "To the root directory/parent directory" over it. Going back to my explanation of CLI usage, the command CD is used to move from "room to room". Go from the main room (root directory) to UTILITIES by keying CD UTILITIES (remember to press RETURN). Doing a LIST or DIR shows the contents of a room. If you forget which room you are in, key in just CD and your location (the current directory) in the disk is given. Keying in CD / moves you to the parent of the room, where you came from. Keying in CD : always moves you to the root directory no matter where you may be.

To close the CLI window key in ENDCLI and press the RETURN key.

More explanation of CLI commands and some words on Workbench 1.3 will appear in my next article.

Tony The Printer

(602) 881-8969

**I don't have
bad days —
only good days.**



**It's just that
some are better
than others.**



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