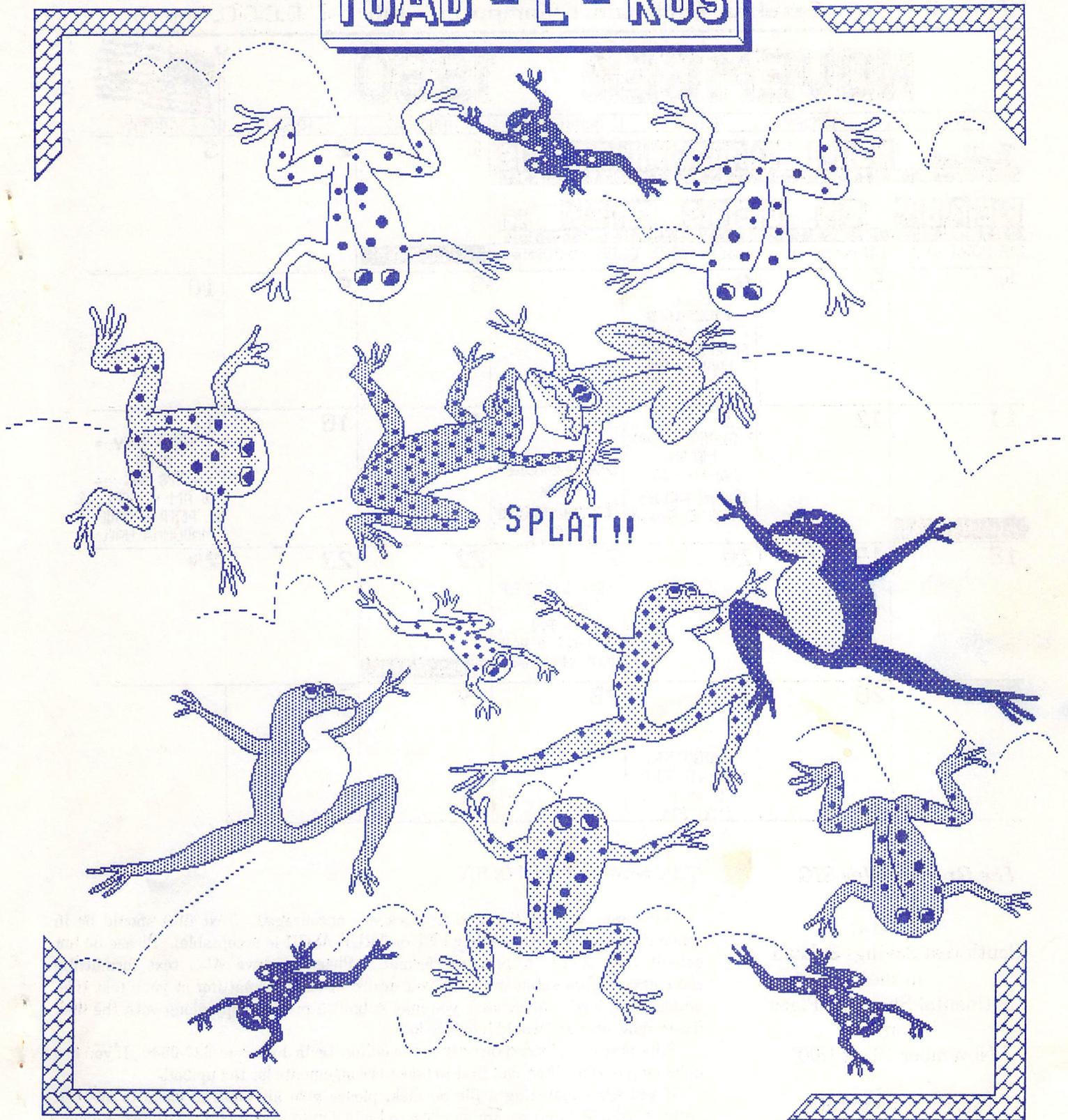


# TOAD - L - KOS



Vol.8, No.10

Tucson, Arizona

November 1990

***Catalina Commodore Computer Club, Inc.***

# NOVEMBER 1990



SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
<b>1991 CALENDAR IS</b>				1	2	3
<b>READY ON GEOS DISK</b>				FULL MOON		
SUPPORT CCCC Library - it supports YOUR CLUB activities.						
4	5	6 CCCC MEETING 7 PM - 9:30 PM ST. PETER & PAUL GRAMER HALL	7	8	9	10
11 Veteran's Day	12	13 EXECUTIVE BOARD MEETING 7:30 PM AT Devon Gables 6150 E Grant	14 DEADLINE for Newsletter INPUT	15	16	17 = HELP DAY = PLUS -- 128 SIG -- 10 AM - 2 PM ST. PETER & PAUL MADONNA HALL
18	19	20	21 NEWSLETTER PARTY 7 - PM ST. PETER & PAUL MADONNA HALL	22	23	24
25	26	27 AMIGA SIG Harvill Bldg U of A 7:30 PM	28	29 THANKSGIVING	30	

## The Green Valley SIG

Will be at  
Southwest Savings & Loan  
in the  
Continental Shopping Plaza  
on  
November 10, at 1:00.

There will be selected  
public domain software  
demonstrations,  
along with Write Stuff  
and GEOS with geoPaint.

## CCCC NEWSLETTER POLICY

Submissions of articles and artwork are encouraged. Text files should be in sequential ASCII format (either PET or TRUE ASCII is acceptable). Please do not submit files saved in program format. Please remove ALL text formatting commands before submitting. If you desire specific formatting of your text (i.e., underlining, bold, italics, etc.), you may submit a printed copy along with the disk file to show how you would like it to look.

Files may be uploaded directly to the editor, Leila Joiner, at 327-0540. If you are uploading to the editor, call first to make arrangements for the upload.

If you are submitting a file on disk, please give all C64/128 disks to Warren Talbot (574-0732) and all Amiga disks to Leila Joiner (327-0540), 3710 East Edison, Tucson AZ 85716.

Short items of interest, notices and classified ads may be phoned in to the editor, Leila Joiner, at 327-0540.

The deadline for submissions for the following month will be listed on the calendar page in each month's newsletter. Items submitted after the deadline will be held for the following month's newsletter.

Final choice of material is at the discretion of the newsletter editor.

## Read Me First

Read Me Primero #59 10/90 DOM

This month the 128 programs do not LOAD from the menu program. I had more trouble than time ... and I think maybe it isn't worth while for the 128 anyhow.

I hadn't paid much attention to the Garamszeghy '128 disk directory utility. Who needs a directory utility for a '128? My mistake!

The clonish world is very high on hunnert dollar "TSR" (terminate and stay resident) utility programs. Another of those things we always had, but we called them wedges and usually got them free. (You don't suppose that could be a reason for commercial interests to say "MS DOS is the only way to go." do you?) Anyway, this free TSR/wedge is Garamszeghy-great. I tried it out and kept using it to put this disk together. It hides in nooks and crannies of memory and is not dislodged till you pull the plug on it. Be sure to read the docs. To install you must  
BOOT"SDIR31" <RETURN>

Spirograph 128 is an interesting demo

Yahtzee 128 is the popular game and is menu driven

Base change is an old C='educational program which changes decimal numbers to other bases.

Chummy checkers is a popular '64 checker game with docs. Sorry the 128 checker game last month didn't work. Maybe someone who speaks basic 7 would fix it for me and I'll re-publish it

Clue is a large rendition of the board game with docs.

Flashcards is what you would expect

Ketchup is a squirtemup with docs.

And finally, there is an index of DOM material from '89 to date. I plan to make that a regular feature. Now, if I can get this copied & labeled in time for the meeting?

## COMMUNITY CORNER

by Leila Joiner, CCCC

The Volunteer Center coordinates volunteer services in Tucson. Each month we will be publishing a list of (somewhat) computer-related volunteer positions available. If you have time and knowledge to spare, please look through this list and contact the Volunteer Center, 877 S. Alvernon between 9 AM and 5 PM or call 327-6207 to offer your help.

DATA ENTRY volunteer (own computer) for handicapped student's college papers.

VIDEO CAMERA experienced volunteers to film children needing a new family.

FILING/TYPING volunteer for lady with arthritic hands, day or evening.

WEEKDAY data entry and Sunday phone volunteers sought for local referral agency.

PATIENT ADVOCATE volunteer -- also file/data entry -- to listen to patients' concerns/make judgments.

If you volunteer for any of the items you see listed in this column, I'd like to hear about your experiences. Please call Leila Joiner at 327-0540.

## November Meeting; MS-DOS Demo!!!

**Julia Richardson, who has written monthly articles for the newsletter, will be demonstrating some of the advantages of MS-DOS computing.**

Robert C. Tullis  
won the raffle of 25 blank disks  
at the October meeting!

DECEMBER MEETING:  
Annual Swap-n-Sell.

January 1991 Meeting  
held on Wednesday  
January 2

## WELCOME

**New Members!!!**

Lois Keenan  
Bob Henry  
Fred Rentzel

## EXECUTIVE BOARD MEETING MINUTES

September 11, 1990

by Robert Holdcraft, Secretary

The meeting was held at Devon Gables Nursing Home and was called to order at approximately 7:40 p.m.

Those present were:

Warren Talbot - President  
Frank Traversone - Vice President  
Bob Clausen - Treasurer  
Bob Holdcraft - Secretary  
Frank Prievo - M.A.L./Membership Chairman  
Tom D'Angelo - Member-at-Large  
Dennis McCormick - Amiga SIG

Bob Holdcraft gave the Secretary's report of the August 14th Executive Board Meeting. It was approved.

Frank Prievo reported a membership count of 210 with 5 new members.

Bob Clausen, Treasurer, reported income for the month of \$191.32 and for the year, \$510.62. He reported work on the property list was completed. He had a list of property that was lost in a fire, property sold, strayed or stolen. The value and circumstances were not sufficient to pursue. Frank Prievo made a motion to "write it off." Frank Traversone seconded. Motion passed. Tom D'Angelo questioned the procedure in assigning club equipment to members. The majority of the Board felt the new sign-out documents were sufficient for the protection of the equipment.

Dennis McCormick reported for the Amiga SIG. He reported prices for the Amiga Disk-of-the-Month and disks from their Public Domain Library will be established. A \$50.00 petty cash fund for their Library will be set up similar to the 64-128 Library, for making change and miscellaneous expenses. This motion was voted on and unanimously approved.

The selling price for the Club Buy, "The Write Stuff," for non-members was discussed. Frank Traversone made a motion to add a \$2.00 surcharge to each item sold. The motion passed.

The rental fee paid to St. Peter & Paul for our meetings was discussed. It was generally agreed that since the Amiga group will be holding more meetings there, an adjustment would be agreeable. Frank Traversone will take under advisement.

## LaserAge

Why settle for LQ when there is NTQ with 35 fonts?

Near Typeset Quality for documents  
created on your personal computer.

LaserAge supports ASCII, GEOS & PostScript.

Laser printing \$1.50/page

The C64 section of the CCC newsletter is created on my  
GEOS equipped Commodore 64 and PostScript laser printer!

### REU Expansion Bonanza!!!

256K to 512K \$60

256K to 1meg \$105      512K to 1meg \$90

256K to 1.5megs \$140    512K to 1.5 megs \$125

256K to 2megs \$175      512K to 2megs \$160

*JiffyDOS installation \$40*

For more information call:

Warren Talbot at 574-0732

#### CATALINA COMMODORE COMPUTER CLUB INCOME STATEMENT For Month Ending September 30, 1990

REVENUE:	END OF MONTH	YEAR TO DATE
Newsletter Member Fees	\$288.00	\$2,298.00
Newsletter Commercial Ad Fees		30.00
Library Sales Revenue	54.00	904.30
Club Buys	21.00	818.05
Raffles and Auctions	22.00	157.00
Initiation Fees	40.00	310.00
Amiga SIG Revenue	122.00	171.00
Rental Library Revenue	45.00	74.00
Other Revenue		0.00
<b>TOTAL REVENUE</b>	<b>\$592.00</b>	<b>\$4,732.35</b>
<b>EXPENSES:</b>		
Newsletter Expenses	283.55	2,567.45
Library Expenses		262.52
Rental Library Expenses		0.00
Club Buy Expenses	317.44	749.44
Raffle and Auction Expenses		0.00
Meeting Expenses		360.00
Bulletin Board Expenses		184.37
Membership Expenses		37.50
SIG Expenses	23.10	23.10
Saturday Help Day Expenses		0.00
Depreciation Expense	56.77	94.95
Administrative Expenses	71.28	133.54
Other Miscellaneous		0.00
<b>TOTAL EXPENSES</b>	<b>\$752.14</b>	<b>\$4412.87</b>
<b>PROFIT OR (LOSS)</b>	<b>(\$160.14)</b>	<b>\$319.48</b>

## MS-DOS COMPUTING

by J. K. Richardson, CCCC

This month I am taking a break from the series of articles on programming languages to mention something that I am very excited about, and certainly I hope to share some of that enthusiasm with you.

After conversation over the last couple of months with some of the club members I have decided to initiate an effort to try to get an MS-DOS SIG off the ground, starting in the month of November. The first meeting will be held during the Saturday Help Day on November 17, from 10 to 11:30 A.M. If you are interested at all in MS-DOS computers, you are invited to be there.

You may also be interested to note that I will be giving a presentation on MS-DOS computers at the Monthly Meeting on November 6th. I plan to demonstrate some of the features of MS-DOS computers and perhaps do some comparisons between different systems, and also preview some shareware programs at that time, besides some other informative activities. If any of you are interested in the SIG you might want to let me know at that time, also.

Along with the SIG, I am making available my library of shareware and public domain software through the club. If you are interested in copies of anything I have, let me know in advance and I will bring your copies on the Help Day. There will be a copy charge of \$5.00 for each disk, which will go to the club. If you have other software which you would like to contribute, that will be fine, too, so just let me know what you have and we'll take it from there.

Following is a list of some of the software I have which is shareware or public domain (I will publish a more complete listing with exact titles and descriptions somewhere in the near future):



### PROGRAMMING LANGUAGES

Assembly  
C  
Forth  
Icon (3-5 disks)  
Lisp  
Logo  
Modula-2  
Prolog  
Screen machine (for screen development)

### ARTIFICIAL INTELLIGENCE

Clips  
Esie  
Expert System of Steel

### PUBLISHING

First Publisher Fonts (5 disks)

### SPREADSHEET

As Easy As

### EDITORS

Emacs  
SEDt for DOS

### WORD PROCESSING

PC Write (3 disks)

### COMMUNICATIONS

Kermit  
PC Talk III  
Procomm

### MATH

Pre-Calculus  
Ordinary Differential Equations

### DATABASE

PC File+ (3 disks)

### BIBLE

KJV text (8 disks)

### UTILITIES

Deskteam  
Xtree  
Archiving/Unarchiving  
Zip/Unzip  
Family Tree  
Letters & Labels  
Cover printer  
EZ Form  
Sideways and other printer util's  
Letterhead  
2-sides  
Backup system

### OUTLINES

PC Outline

### GRAPHICS

Optiks

### SCIENCE

Skyglobe

### TEACHER TOOLS

Grade Guide  
Teacherworks Gradebook

### MISC

assorted games and single programs such as PARK for hard drive, etc.

## C64 BASIC DOODLES

by Paul Machula, CCCC

In order to tidy up last month's program, "doodlebase," a little bit, you can add the following lines:

```
3599 rem update owed- section
3700 rem print individual record
```

They are not really necessary; they are basically just for clarification.

Now, in this article I would like to review what we did in developing "doodlebase." I purposely tried to keep it as "modular" as possible in order to simplify its construction. Also, by keeping it modular I have given you a method whereby you can rapidly modify the program to suit your own interests.

If you will look at the program you will see that most of the important modules begin at line number intervals of 1000. I will list the basic modules below. You can also see that some of the basic modules have significant SUBroutines.

```
100 main menu routine
* 1000 data entry subroutine
2000 add new data after load file
* 3000 view-print record / change old data
3039 find first record
3099 find last record
3199 find next record
3299 find previous record
* 3399 match record
3499 make changes to record
3599 update 'owed-' section
* 3700 view or print individual record
* 4000 load data file from disk
5000 to main menu after write to disk
6000 printout entire file
7000 exit program
* 8000 calculate amount owned
* 8100 round and format routine
* 9000 write to disk routine
* 10000 limited blinking get routine
```



I am sure that you remember that the very heart of this program is actually to be found in line 10, where we dimensioned our array. Choosing an array was no arbitrary decision. It was carefully considered and carefully dimensioned. To reiterate -- the array has 5 COLUMNS and 400 ROWS. The array is very similar to a spreadsheet, and it is convenient to think of it precisely in that manner. If you should desire to change the number of columns and rows, you can do so by simply dimensioning the array as you wish.

Although our program has array storage as the basic concept, other programs use other methods. In some cases data can be written into the program itself (using DATA statements). You can even use the disk drive as a data storage device -- convenient for large amounts of data. We will discuss this further in next month's article. But, for many purposes arrays are wonderful devices for data storage. Try to develop your ability to work with them.

Now, in the list of basic modules I listed above I'm sure you noticed that I marked some with asterisks. They contain essential programming techniques with which you should become very familiar. Let's review them briefly.

The module at line 1000 (data entry) is closely allied with the module at 10000 (limited blinking get). Now, actually, the limited blinking get module is only needed because of the BASIC "built in" to the C-64. Unfortunately, in this area the C-64 is quite inadequate. Other BASICs have commands that are easier to understand in this particular respect. Nevertheless, really understanding both these modules will be very helpful in your future programming.

The module at 4000 is related to the module at 9000. They help you understand how to load and write data to the disk drive. The write data routine is particularly useful because it eliminates some of the C-64's quirks in this area.

The modules at 3700 and 6000 are similar in that they help you understand how to access the printer.

The most difficult module to understand is the one at line 3000. You really have to comprehend arrays. Review this module again and again. It can be very helpful to you. It demonstrates very well the nature of loops and how they are used in connection with arrays. The easiest subroutine to understand begins at 3039 (find first record). The most difficult (by far) is at 3399 (match record). A very useful little routine is to be found in 'match record'. It is the little routine by which you can discover if a particular string can be found within another. In other BASICs a similar function is called the INSTR function (INSTRING). Since the C-64 does not have that function, we had to create it ourselves.

The modules at 8000 and 8100 are also very useful to your future programming. The module at 8000 (calculate amount owed) can be significantly altered as you desire. Remember that this was just an EXAMPLE

of how you can manipulate data at the time you enter it, as opposed to after it is stored in an array. You can drastically modify this or similar modules. For instance, if you understand trigonometry you could calculate trig functions on entered data at this point. Or, if you desire, you could totally eliminate the module. It's very versatile. The module at 8100 was only included as an aid in handling money data. Again, this could be further modified, or even eliminated.

So, there are your essential modules for this particular program. Let's examine now which ones you might wish to alter in future programs, and which should be left alone. I will describe only the ones you may wish to alter. The others basically can stand as they are. No (or maybe just a few) modifications need to be made in those.

First of all, the module at 1000 can be easily altered to match your own needs. Lines 1020-1055 are where you can make the changes. You don't have to accept data such as 'name', 'address', etc. Why not 'star name', 'position', 'date sighted'? YOU decide what you want.

Lines 3502-3555, and 3600-3610 will also need to be changed if you change lines 1020-1055. Lines 3410 and 3430 will also have to be changed. All these changes can easily be made.

To match the changes in lines 1020-1055, for the printer you will need to change lines 3720-3728 and 6004-6012.

You may also have to change slightly the load from disk and store on disk routines. You can easily modify those (modules at 4000 and 9000).

I have also outlined the changes that can be made in the 8000 and 8100 modules. They are easily modified, and allow you great versatility.

That's about it. You now have a useful program for data manipulation on the computer. Furthermore, you ought to have learned a lot about programming if you have followed this series.

One other point about "doodlebase." Actually, the program is not really complete yet. It still needs some "polishing" -- basically, failsafing. For example, look at lines 3592-3594. What if someone entered something other than a 'y' or an 'n'? Probably your program would end up NOT doing what you wanted. How would you fix it? (Hint -- look at lines 1065 and 1070.) This is a part of debugging, and I will leave it up to you. Nevertheless, basically our program will work well as is. Lines 3020-3030 also might need some similar polishing.

Next month I would like to examine briefly a major program for developing databases on the C-64: Superbase 64. I believe you will find it interesting. You will also see why understanding programming even just a little can be very useful to the "user."

This is a current list of local Tucson Electronic Bulletin Boards (BBS) provided by Diana Tinsley. These are local calls within Tucson, and free public access.

After Hours (fri&sat 9pm-4am)	298-5239
ALT Key	795-0161
Astral Plane	575-8925
Armageddon	298-6280
Big V	293-3390
Castle Cloud 9	790-6435
CJ's Revenge	790-8143
Coyote's Gamehouse	290-8599
Cynosure	742-0247
Desert Penguin	571-8876
Elite	742-7319
Liverpool Express	326-5629
Night Club	297-6695
The Stables	889-0332
Western Connection	293-1241

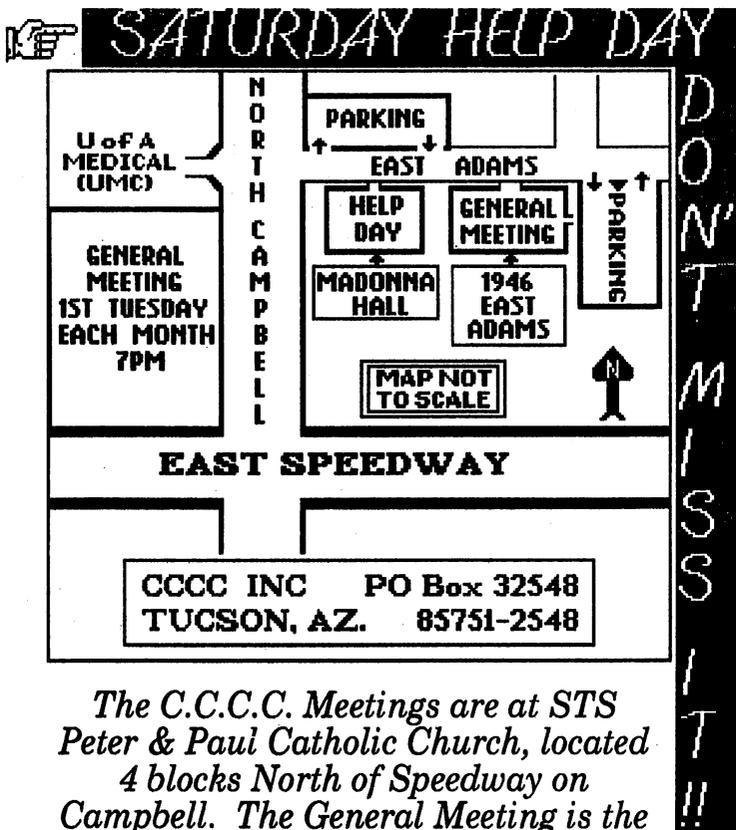
### LOG ON!!!

by Warren Talbot

Last month I wrote an article that explained the basic Hayes commands and what to expect from a telecommunications program. This month I will describe the procedure for "logging on" to an electronic bulletin board (BBS) and a little of what you might expect.

With your 1670 modem plugged into the USER PORT and telecommunications software loaded into your machine, type the Hayes command "at" followed by a carriage return. See that your modem returns "OK" to the screen; this will be an indicator that all is well and you will be ready to begin. Be sure that a telephone line is plugged into your modem and enter "atdt7427319" to call ELITE, or any number that you choose from Diana's BBS list; the "atdt" is standard Hayes command "attention dial tone the following number".

When your computers connect, your modem will indicate so and from this point on you will be reading only what the BBS is sending - the main rule is to follow any prompts that the BBS requests of you. Remember that a BBS is only a computer; literally a "robot ship", it is usually not seen by its operator except for periodic system maintenance. After a brief introductory message, the BBS will need to know who you are. This is very important, as everyone that calls must have an identity; later you will be given a "log on ID" but for now, since this is your first call you must enter "new". If you are reading double characters: "nneeww" then you must go to your configuration screen and select "full duplex". What is actually happening when you read double characters is you are reading what you are typing and what the BBS is returning to you. Don't feel that you have to hurry; remember a computer is connected at the other end, and as with all computers they are incredibly patient. If you are having problems at this point - perhaps you are getting nothing but garbage characters after you connect - then you must check a little further on your "configuration screen". When you call BBS's, there is a common communications protocol that you must use: "F8N1". "F" means "full duplex", "8" means "8 bit word length", "N" means "no parity" and "1" means "1 stop bit". I intend to keep this as simple as possible, so the main thing we need to remember is: F8N1!!! BAUD rate, (the speed at which data can be transferred) is another variable that can cause garbage characters if it is changed after you have connected. When you are setting up your terminal, select the highest possible BAUD that your modem and BBS you will be connecting to can handle; 1200 BAUD is pretty standard these days.



*The C.C.C.C. Meetings are at STS Peter & Paul Catholic Church, located 4 blocks North of Speedway on Campbell. The General Meeting is the first Tuesday of every month, 7-9PM, Saturday Help Days occur the third Saturday, 10AM - 2PM.*

After you have connected, don't change the BAUD rate! Now that we have established proper protocol - that is both computers are speaking the same language - you will be able to read what the BBS is sending, and the BBS will be able to read what you are sending.

Now that we have typed "new" to the BBS, the software will begin a routine that will establish you as a "user", and will ask common questions that it does of all users. The information that you will provide is your real name, address and telephone number. Perhaps you would like to use an alias or "handle" on the system, as most BBS's allow this. Another request the BBS will ask of you is a password that you will use the next time that you call. The password is important to establish identity, so think of anything that does not relate in any way, easy for you to remember and over 6 characters long; perhaps, "indissoluble". The BBS might ask you to describe your hobbies, or what you do for a living, then it will give you a "log on ID". You must remember your ID and password to get back on to the system; if you forget either of these you will be forced to log on as new again. A good idea is to use different passwords for every system that you use, and keep them written down in a safe place.

Bulletin boards offer message bases where topics of interest are discussed; when you are reading messages you are free to interject any comments that enter your mind. If at any point in the system you do not understand what you may do, enter a "?" and a menu of options will be read to you.

Bulletin boards offer a variety of options including programs that may be transferred over the modem. I have hundreds of files that I have downloaded, simply by requesting that the BBS send me a file that is of my interest. Electronic bulletin boards may be run on any computer, and modems make all computers compatible. You may be calling a BBS that is being run on an IBM from a C64, and see little difference from a BBS that is run on a C64. Therefore, BBS's are capable of storing programs on their disk drives that may not run on that particular machine; you are free to download software that may not be compatible with your computer! So be aware of this, to download software that

you will be able to use. Downloading is requesting that a file be sent to your computer, while uploading is sending a file. As program files are rather large, the transfer process will take some time. The file is sent sequentially and every 128 bytes to 1K an error checking routine is initiated. This assures absolute accuracy, as a single slipped bit can corrupt the program. This error checking goes on automatically while the file is being transferred and as with all procedures like this, a transfer protocol must be established. For Commodore, there are two major transfer protocols, Punter and XMODEM. Punter is best for Commodore bulletin boards, while XMODEM is best for other computers. Be sure to establish which transfer protocol you will be using before you begin the transfer.

Files that you may transfer over your modem are considered to be in the public domain. Files that you get from QuantumLink are either public domain or shareware. A shareware file will display a request for payment from the author within the program, with the amount and the address to send the fee. Another type of public domain file, are files that are graphic in nature. As there are many digital scanners, quite a flood of graphic art is being uploaded to BBS's. If you have a scanner and upload any of your digitized pictures to a public bulletin board, you are releasing it to the public domain. Many of the graphic pictures in the C64 section of the CCCC Newsletter were downloaded by me as a "GIF" (Graphic Interchange Format). From GIF they must be converted to geoPaint (the C64 section of Newsletter is done with GEOS) with a shareware utility known as geoGIF.

As you can see, there are many options open the the telecommunications enthusiast; whatever suits your fancy is the direction that you will go! And as always, HAPPY COMPUTING!!!



**BOOT GEOS!!!**

downloaded from Q-Link

As I was searching QuantumLink for newsletter articles and software, I came across this statement in the GEOS message base.

There are many GEOSenthusiasts nationwide, and Q-Link is where many of the praises of this revolutionary operating system may be found:

(R1) FROM: Leorick 10/17/90 S#: 402171

SUBJ: Would you believe

that I have talked to several old Geos users & have shown my modest set-up to them & have blown them away!?

The REU itself (GeoRam) makes their eyes drop when they behold that for a measly \$125 they could have had a system that ran as quick as their Apples or IBM Clones; now Cmmdr Fixit is perfecting battery backup for it!; they oogle over Q-Link, they are mystified by the hard drive systems available (this I WISH I had!); stare at the print outs that I've done with the new laser type printer drivers for dot-matrix, & grow green when they see just how little I spent on what I have compared to what they shucked out for theirs! They jumped the boat when it wasn't even sinking! LOL!

Those of you who have other computers, yet kept this wonderful workhorse still, truly knows how I feel for if/or when I go onwards Commodore & GEOS will be the standards by which I shall judge all others!

;) )

Thanks to Q & to you: the GeoReps, the programmers, the tinkersers(?), & the users Commodore & GEOS will be sailing (get it?) a looong time! I feel PROUD to be on this ship!

Bright Blessings!

Leorick

**GEOS Template Calendars**

The entire year of 1991 geoPaint calendars, has been packed on to one GEOS disk; GEOS PG-18.

**COMMODORE EXPRESS  
EXPANDS COVERAGE**

downloaded from Q-Link

CommodoreExpress is an innovative support program offered by Commodore Business Machines through Federal Express(R). The program provides the Consumer Product end user with an 800 number "Helpline" 24 hours a day. 365 days a year. Trained professional support specialists are available to answer questions ranging from "How to Hook Up the System" to analyzing equipment in need of service.

This program is available to end users who have bought machines marketed by Commodore Business Machines. Pickup is available from locations throughout the United States.

Through Federal Express, Commodore will arrange FREE pick-up of defective product, repair or replace and return the product AT NO CHARGE to the end user during the warranty period. The same service will become available for out-of-warranty products AT A CHARGE by August 13, 1990.

For in-warranty machines, CommodoreExpress will arrange for FREE pick-up and return of the defective product through Federal Express. The product will be repaired or replaced at NO CHARGE to the end user. (All in-warranty repairs REQUIRE written proof of purchase dated within the warranty period to accompany the returned product).

For out-of-warranty machines, CommodoreExpress will arrange for pick-up and return of equipment. Transportation method will be chosen and paid for by the owner of the equipment A CommodoreExpress support specialist will quote "out-of-warranty" repair charges that may be paid by Visa or MasterCard prior to pick-up of the equipment, or the end user may send a personal check with the equipment to be repaired. Both transportation and repair of equipment may be paid by Visa, MasterCard or personal check. C.O.D. service is available at an extra charge.

The products covered by CommodoreExpress are:

**The Amiga****Consumer Line:**

Amiga 500 Computer  
Amiga 1010 and 1011 Disk Drives  
Amiga 590 Hard Drive  
Amiga 501 Memory Expander  
Amiga 520 RF Modulator  
1084 Monitor (including 1084S)  
Amiga 1680 Modem  
Amiga 500 Mouse  
MPS-1230 Printer

**The C64 Line:**

C64 Computer  
1541 Disk Drive (including 1541-II)  
1764 Ram Expansion Unit  
1802 Monitor

1670 Modem

1351 Mouse

MPS-1230 Printer

**The Select Edition  
(MS-DOS) Line:**

Select Edition Computers (All Models)  
Commodore Colt Computers (All Models)  
Commodore 992 Hard Drive  
1402 and 1403 Monitors  
1352 Mouse  
MPS-1230 Printer

CommodoreExpress is a toll-free service at 1-800-448-9987.

## Club Auction

The October 2<sup>nd</sup> Club Auction of excess equipment was very successful. Our total income was \$427.00 deposited to the general fund.

A **Big Thank You** to Frank Traversone who did an excellent job as auctioneer, to Nick Baldwin who stepped from the group to assist Frank in keeping activities moving along swiftly and to Steve Martin as cashier.

A **Thank You** also goes to Bob Holdcraft, Frank Prievo, Frank Traversone and Bob Clausen for setting everything up, plus having the auction start on time and run smoothly.

An additional **Thank You** to Steve Martin, Frank Traversone, Stan Benjamin and Bob Clausen for donating some of their excess equipment to the Club specifically for the auction.

And a very special **Thank You** to all the members that participated and especially to those that made purchases. All involved seemed to have a pretty good time.

### REMEMBER SWAP-N-SELL

at the December meeting.

Bring in your surplus Commodore equipment and make it available to the membership.

## C64/128 GAME HINTS 'N' TIPS

by Marjorie Bullers, CCCC

This will be a column for all game players out there, so help me make it a success.

Send or call in all the hints and tips you can find for any games, old as well as new.

Send or call in your questions for the hints you would like to see published in this column. If we can find it, it will be published in the next issue or as soon as possible.

To start you off, how about some hints on Zork I, II & III, Beyond Zork, Trinity, Bard's Tale II and Bureaucracy?

All questions, hints and tips must be in by the first Tuesday of each month.

You may call me at 884-9508 or give them to me at the Tuesday night meeting; otherwise mail to:

---

Marjorie Bullers  
531 E. Amaro Pl.  
Tucson, AZ 85705

---

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# **HALLOWEEN**

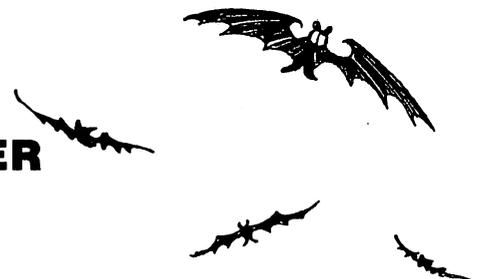
***SPOOKED by  
high prices? ...***



***Stop by Tony's to  
see what's  
BREWING!***



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# Amiga News

Are you the kind of person who likes intimate get-togethers where people are few enough to interact with each other, but more than enough to keep things interesting? Then you should definitely try the Tuesday night SIG meeting at Room 211, Harvill Building, U of A campus -- that's the LAST TUESDAY of each month.

Dennis McCormick ran last month's meeting and we all had a great time. We actually got to talk to each other, share ideas and suggestions, and discuss problems. A nice contrast to the Saturday meeting, where I'm used to sitting and being talked at. Both have their good points, so we're lucky to have people willing to take the time to run two monthly meetings for us.

If you missed our recent meetings, check out the new meeting schedule on page 13. Our new pricing for disks is:

Disk-of-the-Month

\$3/members, \$5/non-members

Commercial or donated demos

\$1 copying fee (bring your own disk)

Membership is \$15/year plus a \$10 initiation fee. Membership blanks are available at all meetings.

Last month's raffles brought in \$122. This month Dennis is selling tickets on GIGANOID, CLIMATE and DELUXE VIDEO; also, a book entitled "Amiga for Beginners." If you have any items you'd like to donate for future raffles, please see Dennis McCormick or Joel Halbert.

At the October Board Meeting the CCCC Board of Directors voted to appropriate money for the Amiga SIG to purchase a second drive for the A-500. The Board previously demonstrated its support of the Amiga SIG by purchasing a 1084 monitor. I'd like to thank the Board on behalf of the Amiga SIG for helping us expand.

We also owe thanks to Tom Galloway, who has spent a lot of time and money providing us with an Amiga-specific BBS. We can now join in mourning the loss of "AmiSouthwest." Tom lost two hard drives in a matter of weeks, and had to rearrange his priorities. Tom also laser prints the Amiga section of our newsletter.

In case you tend to take these things for granted, remember -- it doesn't hurt to TELL SOMEONE THANK YOU once in a while!

If you're looking for another Amiga BBS to take up the slack, you might check out Don Smith's "North Oracle BBS" at 292-0121. Also, watch for the re-opening of Nancy Dippold's "Windy City."

If you need help with your Amiga, don't forget Dennis McCormick's Amiga Help Day (now after the SIG meeting) at Madonna Hall on the third Saturday of every month. Or call Dennis at 292-2275.

I'll be in New York on the 20th, so I hope to see you all again at the November meeting.

Leila Joiner, Editor



**Amiga  
Hardware  
Sale**

---

80 Meg Seagate Hard Drive  
with case (external)  
**BRAND NEW!!**  
\$400

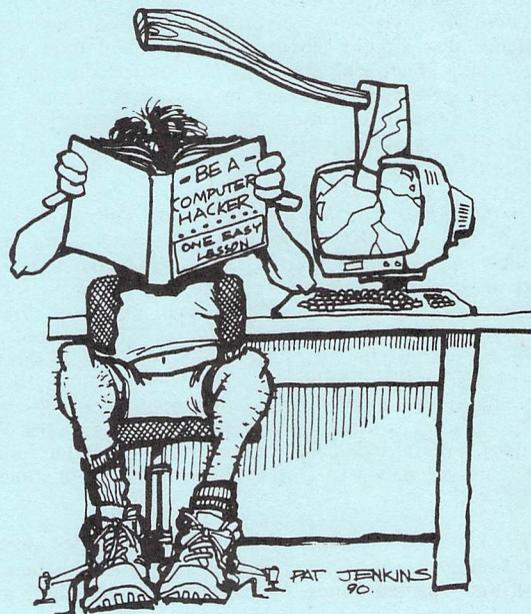
Ricoh Postscript Laser Printer

Deft PC-2000 Scanner  
(8-1/2 x 11)

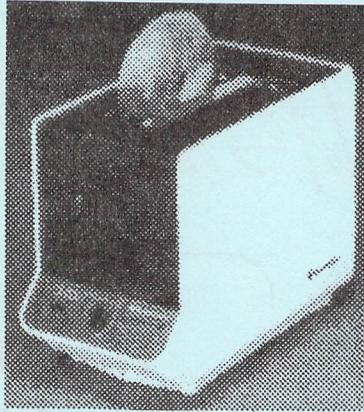
*Call for Prices*

---

Tom Galloway 887-6039



## ELUSIVE TOASTER SPOTTED IN CALIFORNIA FAUG



[downloaded from CompuServe]

#: 1162 S6/DeskTop Video  
03-Oct-90 11:56:08  
Sb: #Toaster Demo at FAUG  
Fm: Bill Dwyer 75755,1140  
To: All

*(Disclaimer - I'm not a Newtek employee or dealer. I'm not even a "real" Amigoid - I'm primarily a Mac user who recently bought an Amiga for video work.)*

Last night, the First Amiga Users Group [FAUG] had their fifth anniversary meeting in Palo Alto, CA. The meeting featured a complete demo of the Newtek Video Toaster and it was so incredible even given the four years of advanced hype, I simply had to write my impressions.

The meeting was packed, since FAUG advertised it both here and in the local Computing section of the newspaper - I would guess that there were 700+ people there, mostly non-members paying \$5 for the privilege. After a long delay to sell tickets, not to mention drinks, to all those folks and an even longer delay for a disastrous demo from California Dreams (who sells Polish game software - no joke), Newtek was on.

For the next two hours, they took the Toaster through all of its functions and software. Besides the DVE [Digital Video Effects], which everyone has heard about, there is an amazing amount of additional functionality well supported by some of the flashiest software I've ever seen. Everything worked flawlessly and the audience was simply blown away, time and time again. Even better, they announced that they had started shipping last Friday and even gave away a Toaster in a raffle at the end. It's finally real! The rest of this message tries to go function by function (Note - this is all included for the \$1595 price - no options, no additional cost!):

**Video Switcher:** The VT has four video inputs and two video outputs, all with BNC connectors. The outputs are identified as Preview and Program with the idea being that you are sending your selected signal out on Program while looking for your next shot on Preview. The software control panel for this section is simple and elegant (as is all the software). For each of the outputs there are buttons for all of the inputs, as well as the two 24-bit color frame buffers. Whichever one is "pushed" is the one that is directed to that input. All of the inputs must be synchronous video - that is, cameras, even cheap ones, are fine but VCRs can't be used without Time Base Correction. That later requirement rises from the nature of Digital Video Effects, not some failure of NewTek's.

**DVE:** I lost count of the effects. The initial VT package ships with four banks of effects. Each bank had 30+ effects. Besides all of the expected blinds, wipes, and dissolves, there are a whole

bunch of effects that only the VT does, including the most incredible Star Trek "transporter" dissolve (you know, beam me up?). Additional DVE's will come in time, including soft edge stuff and x-y moves which are in the hardware but not in the software yet. If DVE is what you want, you won't be disappointed with the initial release. All the effects are variable as to speed and can be controlled manually, stopping at any point in the process. Of course, unlike the software-only stuff available until now, both the video sources involved in the effect are full motion live while the effect is happening. All the effects happen from the "program" source to the "preview" source. You just punch up the sources and hit the key for the effect. After the effect, the switcher is properly reversed so you can ping-pong.

**Genlock/Luma key:** They spent less time on these functions than the others but, not only was the genlock super clean, the ability to variably overlay based on Luma value opens up a whole world of other effects.

**Color Filters:** A separate control board is dedicated to color effects applied to live video. You set up or select a 24 bit palette and apply it to the video. Some of these, like posterization and solarization, have been seen before but many are entirely new. There are extensive facilities to define your own effects in this area.

**Character Generator:** The Character Generator alone will justify the VT for many users. It comes with 30 fonts, all very high-res. Generates its own 24-bit backgrounds and does transparent shadows. The CG has a great interface, particularly for scrolling credits (both vertical and horizontal), where they are all simply typed on to a single page of indeterminate length. The characters looked perfect - much better than even the best from ProVideo and TV Text. Scrolling was smooth as silk even at a very slow pace.

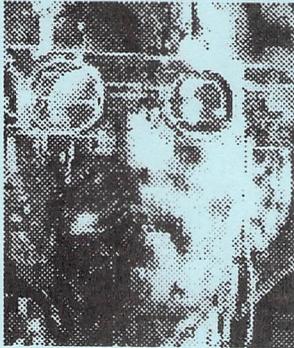
**Frame Grabber/Buffers:** The VT comes with a FrameGrabber and two 24-bit color, full screen buffers. The format is VT unique allowing an image to load from disk in ~3 seconds. Both of the buffers are fully available to the switcher and DVE, just like the four input sources.

**VT Paint:** Based on Digi-Paint but with 24 bit color capability, this one is a little strange but worked well nonetheless. You work in 12 bit color, seeing the 24 bit display only when you send the image over to the Toaster for display. This makes two monitors virtually mandatory. In fact, VT is going to be most comfortable with three. One for the control panel, and one each for the Preview and Program output. Beyond the 12 bit/24 bit dichotomy, the paint seemed powerful yet accessible. Transparent painting of grabbed frames was particularly impressive.

**3D Modeling/Rendering/Animation:** Last, but certainly not least, the 3D section of the VT, including a geometry modeler that blows the competition away. Not only is it loaded with functions, it is unbelievably fast. That feeds into Lightwave, a rendering and animation program by Alan Hastings, whose Amiga animations have been widely seen. Rendering complex stills in the VTs low resolution mode while we watched, Alan showed some incredible texturing and picture mapping functions, including a ripple chrome done with reflection mapping that was just wild. Even the "low-res" looked great and rendering took only a minute or two on a GVP-030 equipped 2000. There is a huge variety of controls and options, including some great soft-edged colored spotlights and a super candle-like point source. The Animation module was also unbelievable. While we watched he set up an airplane with working propeller with the camera "attached" so the resulting view was like following behind the animated aircraft. The meeting finished with a film by Alan which was the most elaborate and attractive Amiga Animation I have ever seen.

The lines at dealers are going to be very long!

Bill Dwyer



## Free Information!

A Game Review  
by Bernie Joiner

You wake up face-down in a bowl of synth-spaghetti. The year is 2058 A.D. and you're down and out in a sleazy high-tech corporate ghetto known as Chiba City, Japan. You're a Cyberspace Cowboy without a cyberspace deck and hardly a

credit to your name to buy one. Not only that, but a bunch of your Cowboy and Joeboy friends are missing, as well as a few governmental agency and corporate undercover types. But before you can do a damn thing about it, you've gotta get some credits and a bunch of information, 'cause...

In this corrupt, bleak, high-tech future, "Information is power." Yes, that's right, the equation is... INFO=BUCKOS.

"SAY?!" you think to yourself, "This smacks of PHILOSOPHY!"

Well, you're right. NEUROMANCER by Interplay drips with philosophy, but whose philosophy? Hard to say, though there is a little... "Special thanks to Timothy Leary" at the bottom of the credit page in the manual.

But what is cyberspace? Cyberspace is... is... is... is... well, the manual describes it as:

"Cyberspace. A consensual hallucination experienced daily by billions of legitimate operators, in every nation, by children being taught mathematical concepts... A graphic representation of data abstracted from the banks of every computer in the human system. Unthinkable complexity. Lines of light ranged in the nonspace of the mind, clusters and constellations of data. Like city lights, receding..." -- a kid's show describing cyberspace; from the book NEUROMANCER, by WILLIAM GIBSON.

Neuromancer IS NOT a wonderland of sophisticated graphics. Neuromancer IS, however, a wonderland of sophisticated plots, sub-plots, characters and hacking. It is brilliantly able to create an entire world that is totally engrossing, by the simple use of WORDS. YES! WORDS! BUT! These WORDS have to be found. DISCOVERED! Only through your hacking ability and interaction with the game's characters are you able to access these WORDS. And, as for myself, the more WORDS or information I discovered in the various BBSs and databases, the more I found myself dragged down,

head first, into the synth-spaghetti reality of Neuromancer.

And then there are the AIs, ICE, BAMA and the rest, and of which I will tell you nothing. I think it best for you to discover the rest of this truly amazing dimension on your own.

In my opinion, Neuromancer sits easily on the same golden column of achievement as Dungeon Master, which to me is the game to end all games. So, buy the game, read the manual, kiss your family and friends goodbye, cancel all appointments and make sure you go to the bathroom, 'cause once you start in, there's no turning back.

By way of one small hint, I must tell you that manipulating your environment in Neuromancer is made much easier when using the keyboard commands as opposed to using the mouse. The clicking and pointing I found to be a bit slow and tedious, so forewarned and all that...

The great minds and spirits behind Neuromancer are: Programmer: Troy A. Miles. Designers: Bruce Balfour, Mike Stackpole, Brian Fargo, and Troy A. Miles. Artwork: Charles H.H. Weidman III. Soundtrack: DEVO. Sound FX: Dave Warhol. FASTDOS: Bill "Burger" Heineman.

NEUROMANCER by Interplay, 1MEG required, mouse/keyboard driven, off-disk protection, \$34.00 (at least that's what I paid for it).

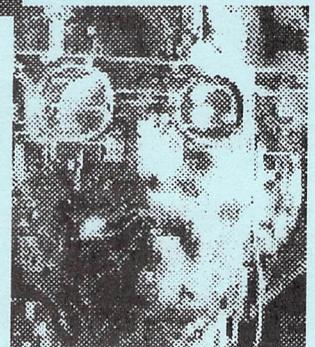
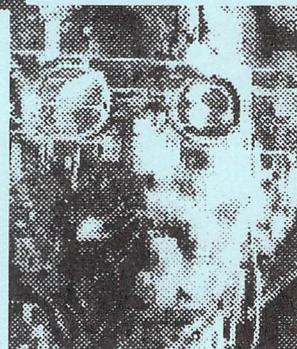
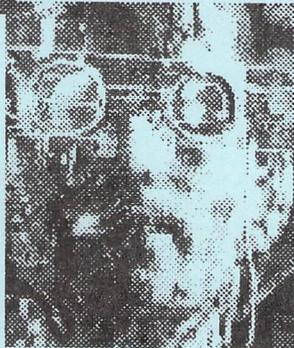
Note 1: Just in case you all were starting to wonder why the majority of my reviews are positive, well -- it's most likely to do with the fact that I have to buy the games I review. Therefore, I'm not too terribly inclined to buy something that I'm sure I won't enjoy. However, if there is a game that you would like me to review that you aren't terribly willing to blow the bucks on until you know something about it, let me know. I won't promise you anything, but I will check it out, maybe buy it, play it and review it for you. Also, if you've played a game you thought

was great, let me know, chances are I haven't played it yet and I'm always on the lookout for GOOD STUFF. Which leads me to...

Note 2: I now have modem, 2400 baud, and you can easily reach me at B.JOINER via GENie.

Which leads me to...

Note 3: You're just a quick Email away from hints on Neuromancer, Dungeon Master, Future Wars, Sci-Mutant Priestess, Third Courier, Lost Dutchman Mine, Infestation, Drakkhen, Chrono Quest II, Day of The Viper and most of Dejavu II: Lost in Las Vegas. So drop me a gram, man. I promise to get back to you quickly and courteously.



# PC-XT Power Supply for the A-500

[ED: I downloaded this article from CompuServe; then it was handed to me at the July SIG meeting with the following note attached.]

I have built the following project, and all went well. I am currently using this new 150W XT power supply on my Amiga 500.

NOTE: I found that my original Amiga power supply had two (2) +5VDC wires. No problem, though, I just passed it through. Make sure that when you peel away the plastic from the cable to expose the wires that you don't cut away the shield wire. Also, J1 on the XT power supply is aka P9 and J2 is aka P8.

- Fred Kurtzweg

Here it is! Your answer to the terribly under-powered stock power supply that came with the Amiga 500. This project is currently (no pun intended) powering an Amiga 500, 1.5 MegMemory expansion, 501 1/2 Meg Memory expansion, Second Floppy Drive, Digiview, Products ByNery's PC-style hard disk controller interface, ST506 Hard Disk controller and 2 full size hard disk drives. In addition, as if that wasn't enough, my 1084 monitor is plugged into the switched AC socket, allowing everything to power up at the flip of a single switch!

What's it cost? Between \$40 and \$70 (greatly depending on your shoppingability and whether you purchase a PC clone case, to house external drives), time, AND A LOT OF CAREFUL CHECKING.

*This project is placed in the public domain by:*

Thomas Nery  
and  
Products Bynery  
14 Chambers Court  
Mansfield, MA 02048

Make sure you check out ByNeryDemo.zoo, a demonstration/shareware version of an Amiga 500 hard disk interface that allows you to add a PC-style hard disk to your Amiga 500 (1000's too) for about \$150 (with some shopping).

### DISCLAIMER

NO REPRESENTATIONS OR WARRANTIES ARE MADE WITH RESPECT TO THE ACCURACY, RELIABILITY, PERFORMANCE OR OPERATION OF THIS DOCUMENTION OR THE RESULTING PRODUCT.

DUE TO THE NATURE OF THIS PROJECT, NEITHER THE AUTHOR NOR Products ByNery CAN BE HELD LIABLE FOR DAMAGES, REAL OR IMPLIED, RESULTING FROM THE CONSTRUCTION, INSTALLATION, OR RELIABILITY OF THIS PROJECT.

### WARNING

THIS PROJECT CONSISTS OF MODIFICATIONS TO A POWER SUPPLY. DUE TO THE VOLTAGES AND CURRENTS INVOLVED, APPROPRIATE PRECAUTIONS MUST BE TAKEN.

FAILURE TO DO SO MAY RESULT IN BURNS, DEATH OR TOTAL FAILURE OF THE AMIGA 500 AND ALL CONNECTED PERIPHERALS.

### WARNING

*Make sure you acquire this public domain document from a reliable source. Unfortunately, there are those among us that would like to see your investment go up in smoke.*

The following instructions apply only to PC-XT clone power supplies. Although PC-AT supplies will work, the color-coding and connectors described pertain only to the PC-XT.

A PC-XT supply has the following safety features:

- \* 150 Watt capacity
- \* Fused input power protection
- \* Over-Voltage protection
- \* Over-Current protection

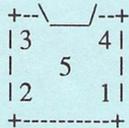
All of the safety features will protect the Amiga in the event of a failure. This actually saved my Amiga once when I accidentally shorted 5 Volts to Ground during the testing of my PC hard disk interface.

YOU WILL REQUIRE EITHER A VTVM, VOM or DVM to build this project. IF YOU DON'T UNDERSTAND THESE ACRONYMS THEN THIS PROJECT IS BEYOND YOU. All voltages must be verified prior to installation. ANY ERRORS WILL RESULT IN PERMANENTLY DAMAGING YOUR AMIGA 500! BE CAREFUL!!!

*What you will need:*

- 1) A VTVM, VOM or DVM
- 2) A PC-XT style power supply
- 3) Your Amiga 500 power supply
- 4) A Soldering Iron, solder and wire stippers
- 5) One male and two female, 6 conductor molex-type connectors. This item is available at Radio Shack, part numbers:  
Male Connector - Radio Shack part no. 274-226 (1 req'd)  
Female Connector - Radio Shack part no. 274-236 (2 req'd)
- 6) A crimp-on style ring connector
- 7) 6 inches of 18 gauge multistranded hook-up wire.

On the bottom of the Amiga 500 power supply, as well as in the user's manual, the following diagram of the Amiga 500's connector appears:



where:

- pin 1: +5VDC
- pin 2: Shield Ground
- pin 3: +12VDC
- pin 4: Signal Ground
- pin 5: -12VDC

With the power supply disconnected from the Amiga, turn the power supply on and verify these voltages, BEING CAREFUL NOT TO SHORT OUT ANY PINS! All voltage readings should be performed with the voltmeter's ground cable connected to the connector's Signal Ground. Record each pin's Voltage.

Once satisfied with the Pin versus Voltage supplied, turn off the power supply and unplug it from the wall.

Cut The Amiga 500 side of the power cord leaving approximately 10 inches sticking out of the original power supply. Carefully strip back 1 inch of cable insulation from

each side and then strip each wire, leaving about 1/4 inch of the wire showing.

Crimp, then solder onto each wire on the power supply side, a female connector. Do the same on the side normally attached to the Amiga 500 except use MALE connectors. Each side should have a total of 5 wires with connectors.

Now insert the female connectors into the Molex-style female connector.

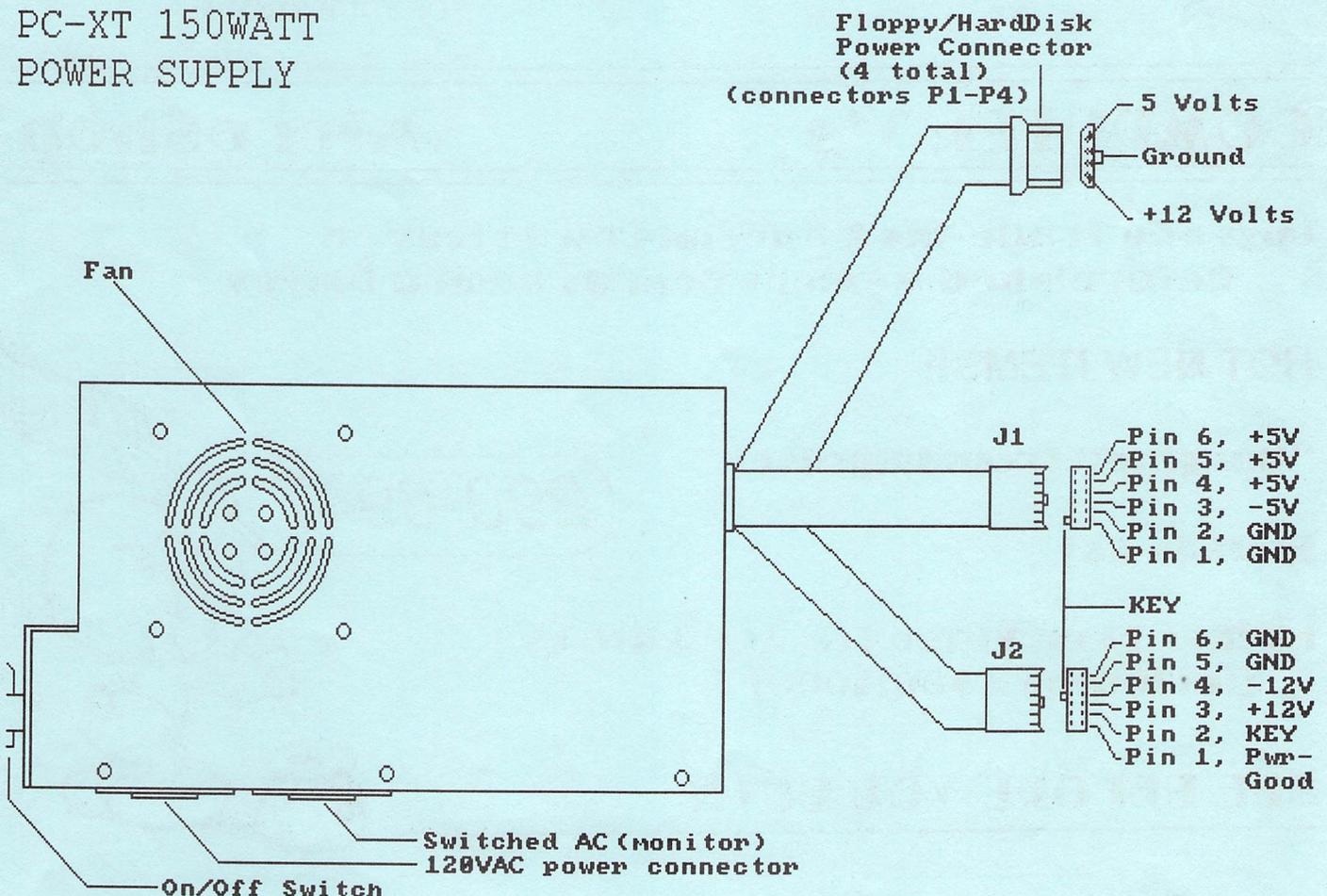
Do the same for the male connectors, BUT MAKE SURE THAT THE WIRE COLORS ONEACH SIDE OF THE CONNECTOR ARE THE SAME WHEN THE MOLEX-TYPE CONNECTORS ARE PLUGGED INTO EACH OTHER.

Once completed, verify that there are no shorts between the various wires.

Plug the two MOLEX-style connectors together, plug in the Amiga 500's power supply and re-verify the voltages. They should be the same as previously measured.

Once satisfied, your Amiga 500 will operate with the original power supply. Nice to have a backup, huh?

PC-XT 150WATT  
POWER SUPPLY



Now, on to the PC-XT power supply.

Referring to the picture, PC-XTpwr.pic:

- 1) Cut the three +5VDC power wires on connector J1 and then wire all three to a single female connector. Label this +5V.
- 2) Cut the +12VDC power wire on connector J2 and then crimp and solder it to a female connector. Label this +12V.
- 3) Cut the -12VDC power wire on connector J2 and then crimp and solder it to a female connector. Label this -12V.
- 4) Cut the four GND power wires, two on J1 and two on J2, and then wire all four to a single female connector.
- 5) Connect one end of the multistranded hookup wire to a female connector and crimp the ring connector on the other end.

Using the Ohmmeter and the previous diagram, determine which pin in the Amiga 500 power cable MOLEX-type connector carries the +5 volts. Connect the PC-XT wire labelled +5V to the same slot in the remaining plastic connector. Repeat this procedure for +12V, -12V and Ground.

The multistranded hookup wire should be inserted into the slot where connection will be made with the pin labelled SHIELD GROUND. Remove one of the screws in the PC-XT power supply, attach the ring connector, and then put the screw back.

**WARNING!!!!**

**IT IS IMPERATIVE THAT THE SHIELD CONNECTOR BE SCREWED SECURELY TO THE PC-XT POWER SUPPLY. FAILURE TO DO SO MAY DAMAGE THE AMIGA 500.**

Plug the Amiga 500 power cable into the PC-XT power supply, BUT DON'T ATTACH IT TO THE 500 YET. ALL POWER CONNECTIONS MUST BE VERIFIED!

Plug the PC-XT power supply into a wall outlet, power it on and using the voltage meter verify that all of the power connections are the same as previously checked.

Once satisfied, turn off the power supply, unplug the power supply from the wall, install the power supply in a suitable case and connect to the Amiga 500. If you wish, you may plug the monitor into the switched AC connector on the power supply.

IF YOU WERE CAREFUL AND VERIFIED ALL CONNECTIONS, TURNING ON THE PC-XT power supply should result in the complete powering of your system.

IF YOU FAILED TO CHECK THE VOLTAGES IT IS LIKELY THAT YOU MADE A MISTAKE AND TURNING ON THE POWER SUPPLY AT THIS TIME WILL RESULT IN THE COMPLETE LOSS OF YOUR SYSTEM.

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 Frank Prievo, Member-at-Large.....574-0145  
 Robert Clausen, Member-at-Large

**General Meeting Schedule**

**TUESDAY GENERAL MEETING, November 6 , 7 PM**  
 at St Peter & Paul Gramer Hall, 1946 East Adams  
**EXECUTIVE BOARD MEETING, Tuesday, November 13, 7:30 PM**  
 at Devon Gables Home, 6150 East Grant Road  
**SATURDAY HELP DAY, November 17, 10 AM - 2 PM**  
 at St Peter & Paul Madonna Hall  
 Southeast Corner of Campbell & Adams

**Amiga SIG Meeting Schedule**

Tuesday, October 30 at Harvill Bldg, U of A, 7:30 PM  
 Saturday, November 17 at Madonna Hall, 10:00 AM  
 Tuesday, November 27 at Harvill Bldg, U of A, 7:30 PM

***CARTOONS***

by CCCC Member Pat Jenkins

**CCCC, Inc. Newsletter Staff**

Leila Joiner, Editor  
 Warren Talbot, C64/128 Layout  
 Leila Joiner, Amiga Layout

**Columnists:**

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 Paul Machula      Julia Richardson  
 Marjorie Bullers

Calendar by Marv Lossing

*Laser Printing by Tom Galloway & Warren Talbot*

Please Submit Copy to Leila Joiner  
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 (602) 327-0540



# CCCCC, INC. TUCSON, ARIZONA

Catalina Commodore Computer Club, Inc.

NEWSLETTER VOLUME 8, NUMBER 11: NOVEMBER 1990

\* GENERAL MEETING: November 6, 1990  
St. Peter & Paul Gramer Hall  
1946 East Adams  
7 PM - Out NLT 9:30 PM

\* SATURDAY HELP DAY: November 17, 1990  
St. Peter & Paul Madonna Hall  
Southeast Corner Campbell & Adams  
10 AM - 2 PM

\* EXECUTIVE BOARD MEETING  
All Members Welcome  
November 13, 1990 - 7:30 PM  
Devon Gables Home  
6150 E Grant Road

### Membership Renewal/Address Change

ATTN: Membership Chairman, P.O. Box 32548, Tucson, AZ 85751-2548

NAME: \_\_\_\_\_

STREET: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_

PHONE: (\_\_\_\_) \_\_\_\_\_ CCCC#: \_\_\_\_\_

REMIT CHECK PAYABLE TO CCCC, INC. FOR \$15.00 FOR  
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NEW MEMBERS PLEASE ALSO REMIT \$10 INITIATION FEE.

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