

May '94

FOUR "C" ER

Official Commodore Users Group I.D. Number 00292 Serving All Commodore Computers

Presidential Page

By: Ed Case

Is it May already? Then that means that it's time for an election. At the April meeting all of the current officers were renominated for another term. But we certainly will welcome nominations at the May meeting before the vote. So if you have an interest in serving the membership of the club, let us know. At this moment the candidates are:

President	-- Ed Case	Vice President	-- Steve Winkle
Secretary	-- Mike Meyung	Treasurer	-- Ski Buchenau
Membership	-- Larry Hicks	Newsletter	-- Bill Schneider
Library	-- Julie Barr	Dublicity	-- Roger Hoyer

A big thanks to all the officers who have served so well for the past year.

By the time you read this, it will be old news. I saw it posted by Jim Butterfield on Q-Link on May 1, 1994. He posted the message on April 30. Commodore International has announced that they are "voluntarily" going out of business. When I first read that I was saddened. Our computers are truly orphans. And Atari is still in business.

Then I got to thinking. Commodore had worked out an arrangement with it's creditors. It was making money finally. Commodore International had just taken over administration of Commodore Australia. That's something you don't do if your in trouble yourself. Commodore has assets worth alot. The announcement was made on a Saturday when the stock market is closed. TAKEOVER!!!

There have been rumors of a deal with Hewlett-Dackard. Somebody will be producing the Amiga and the CD32 in the near future. The CD32 was selling very well in Europe. It's a money-maker.

So don't give up on your Commodore or Amiga. There's still alot of life in both machines. There are still people using Timexes and Sinclair Spectrums. It's been estimated that there are still 3 million C-64's in use. We will continue to have third-party support for awhile. We've been doing without Commodore for quite a while.

If you're going to stick with your Commodore, this may be the summer to go to Computerfest and stock up. Some suppliers will undoubtedly dump their stock. There should be some tremendous bargains. I'm not giving up on my machines. I've got a tremendous investment in hardware, software, and time learning the systems. And DC's are no fun.

Computerfest will be held at Hara Complex, 1001 Shilo Springs Dd., Dayton, Ohio on Saturday, August 27, 1994 from 9 AM to 6 PM and Sunday, August 28, 1994 from 10 AM to 4 PM. Mark your calendar. And start saving your lunch money. If you want additional information, you can call (513) 223 - FEST.

Our next meeting is May 15, 1994 from 2 to 4 PM. I won't be there because of a prior commitment. I look forward to seeing you at the June meeting whether I win re-election as President or not. By the way. Father's day is June 19, 1994. That is the third Sunday of the month. So we will need to have a motion and a vote to move our meeting for June to the fourth Sunday, June 26. I hope to see you there.

MIGGLES

By Roger Hoyer

CCCC MINUTES for 4/17/94 - Roger Hoyer

1) Ed Case - President - opened the meeting with a welcome to all visitors in attendance.

2) Steve Winkle - Vice President - reminded everyone of the Dayton Hamfest April 29, 30 and May 1.

3) Mike Meyung - Secretary - not present.

4) Ski Buchenau - Treasurer - Present balance is \$339.29

5) Larry Hicks - Membership - Read a list of members needing to renew their membership.

6) Bill Schneider Newsletter - 66 issues were mailed this month, including to 18 clubs across the U.S.

7) Roger Hoyer - Publicity - told the members present about a lady in Chicago wanting to put computer lessons onto disk. letters: showed a flyer for the new CMD magazine: and informed them about the group "Meeting C64 Users through the Mail".

8) Julie Barr - Librarian - the device 8 1571 disk drive is dead: shipped 200 disks to New Jersey; received 80 disks from Arkansas; getting new disks of music, recipes and utilities.

Comments from Ed Case - he has downloaded BASIC tutoring programs from QLink and a C128 program called "Servant" that can be put on a chip for the C128 internal socket. It is a utility program.

OLD BUSINESS - Scott Dunigan needs a working copy of ULTIMA II. Ed Case is

working on Scott's to try and fix it.

"The Illustrator" - Ed will straighten the orders and send them in.

NEW BUSINESS - Steve Bond has Dat Norton's handouts if the club needs them to make copies.

CEOS has sold 25% of its technology to Hewlett Packard and 25% to Digital Equipment Corporation.

The HP560 ink jet printer is now out, so Micro Center is selling the HP550's at very reasonable prices.

Since no one was interested in running for office, Red Lowery nominated all existing officers to be candidates for next year. Seconded by Steve Bond. The motion passed unanimously. Ed Case will check with Mike Meyung to see if he agrees to the motion.

C64/128 Tips

To make all keys repeat enter: DOKE 650,128. To make no keys repeat enter: DOKE 650,64. To return the keyboard to normal enter: DOKE 650,0.

To reset your 64 enter SYS 64738.

To recover an accidentally scratched file, before doing anything else, enter LOAD "0:" ,8 and then save the file.

To find out the name of the last file used on your 128, enter SYS 62753.

To increase the readability on SOME monitors on your 128, enter DOKE 54784,9:DOKE 54785,232.

For a "secret message" on your 128 enter SYS32800,123,45.6

These tips were reprinted from the Commodore User newsletter, Dec 1992.

Look What's In Our Library CCCC Cisk #874

By Bill Schneider

First off I have to give thanks to a few people that have made my job as Newsletter Editor a little easier. Ed Case, Gate Keeper (SysOp of the Keep BBS), and Dave & Julie Barr for their help in getting a modem going so I can utilize my 128 more on the boards. It makes file conversion from the 64/128 to the Amiga alot easier and much faster. And last but not not least Doctor Who (SysOp of the Doctor Who Dequest Line BBS) and Gate Keeper (again) for their generous donation of an area of their BBS's, making it much quicker for folks to get information to me and getting a much more broader distribution of this newsletter and the focus of our club. Hat's off to these folks, they are individuals giving freely their time to keep Commodore support in Cincinnati area strong and very much alive.

Now let's get to the FUN at hand. This months I'm going to scrutinize CCCC library disk #874. The contents of this disk fall in three categories - Games, Fun, and BARGIN. Did I mention games? Well this little gem is packed with Text Adventures, so you DDG freaks will love this one. Just insert disk, type LOAD""8,1 at the DEADY prompt enter run. Now, on with show!

ADVENTURE #1 : This little gem is not so little (136 blocks). It is a very involved text adventure. Where you are a prisoner of war with a mission. If you choose to accept this task we'll notify your next of kin. Also there is a little instruction file built in, it outlines your goal.

ADVENTURE #2 : The object of this text adventure is to find the 12 treasures of the Great Pyramid and return them to their proper places.

DEFINITION.C : This one is not a Text Adventure. It is based on the TV game show Definition. It's played like Wheel Of Fortune with some major twists. Brief instructions are included and it should satisfy that craving for something different.

O'HARE'S ADV. #1 : This Text Adventure has the same goals as ADVENTURE #2, the game setting and map is different.

O'HARE'S ADV. #2 : I detect a little misleading advertising here. ADVENTURE #2 is the same as this one. I wish folks would refrain from changing file names just to get a program on a disk. By the way John O'Hare is the original author of this one. In no way am I making this little remark towards him.

O'HARE'S #3 : When this Text Adventure is run, you'll see alot of Commodore graphics on the screen, this is due to a small programmers flaw. To correct it, just hold down the Commodore key and tap Shift, this will take you out of Graphics mode. This adventure places you in the middle of a Haunted Mansion. Hope you are not afraid of the dark.

SCENARIOS : Are you a programmer? Do you want to write a Text Adventure? Do you have an excellent map but purpose? Well this could spark your imagination. This program has a Data file of phrases, it randomly combines these phrases to produce some pretty wild ideas for your Text Adventure.

SODCEDED'S CASTL : This is yet another Text Adventure placing you in Medieval times, just try to conquer this one without getting lost in the forest.

SWOOD OF ZEDEK : This Adventure gives you 55 moves to collect enough power to defeat Da. This is a challenge that will keep you playing for a long time.

As you can see this is a treasure trove of adventures for the die hard gamer. And at the price of one small buck it will keep you entertained for weeks. Try to do that at your local Arcade or Video store. TaTa till next month. I will be looking for you at our next meeting and be sure to bring a blank disk and ask Julie to copy this one for you, remember it's disk #874. Have fun! :)

EDZ CORNER

Have you been thinking about moving on to a "better" computer than your Commodore 64? What will that "better" computer do for you that your 64 won't? Are you ready to learn a new operating system? Or worse--DOS. If your computer use is just in the home, you probably don't need more computer than the Commodore 64. But, if you feel that you just have to move on, consider the Amiga 500. Or the 2000.

Both can still be purchased by mail-order either new or refurbished. Both are tremendous bargains--\$125 for a 500 or \$400 for a 2000. And both can be made to emulate your 64 or a DC. If you think there's a shortage of software for Amiga's, you just aren't looking in the right place.

No, you won't find much, if any, Amiga software in a computer store unless it's Expert Services in Florence. But try a bookstore such as Borders or the magazine section of MicroCenter or Software, Etc. There you will find disk magazines ala LoadStar or imported magazines that come with disks. I have discovered that these magazines are tremendous bargains in software. And now for the adventure:

A few months ago I bought my first issue of AMICA FODMAT, a large, colorful English magazine. It came with 2 disks--a copy of "Imagine 2.0" and "Uridium 2." Uridium 2 is an Amiga version of an old game for the 64. I was impressed with it on the 64, but it's really impressive on the Amiga. Granted, it's only a demo and is therefore limited to one level, but I don't play that kind of game and it wasn't the reason that I bought the magazine. "Imagine 2.0" was the reason. On the disk label, it says "All Amigas," but when I booted the disk, I got the message "wrong NTSC/DAL version." Simply put it won't run on my machine. I realize the effort was totally futile, but I wrote to the magazine anyway. After I gave up on the disk and looked at the magazine, I discovered that it is a good magazine. A bit expensive at \$9.45 for "just" a magazine, but good, and the ads for Amiga stuff are just incredible. It's like flipping through a big DC magazine. Or the Sears Christmas "wishbook." Remember that?

Oh well. Two months later I took the bait again. This time it was a disk with FractalDro 4.0 and Wordworth 3 and another disk with a flight simulator/air combat game called "Tornado." Of course the game works okay, but the other disk? The magazine and the label on the disk state that Wordworth 3 requires WorkDench 2.0 or above and both programs require 1 megabyte of memory. I don't have WD2.0, but I wasn't that concerned about Wordworth 3 (I'd never heard of it before).

IT WAS FRACTALDRO I WAS AFTED. I had read a review of this very expensive program and wanted it badly. Here it was, mine, for just \$9.45. What's another week without lunch? So I bought it. You're ahead of me, I know. Dight, I couldn't use the disk. It

seems the files are on the disk in "FastFileSystem/International File" format. I know from reading that if I can get a WorkDench 1.3 disk working with "FastFileSystem" installed (are you listening, Bill?), I may be able to use the disk. But in the meantime, groan!

Wordworth 3, by the way, is, according to the magazine, the Amiga's most popular word processor.

I've always considered myself a slow-learner. That's probably why I bought another magazine--this time AMICA COMPUTING, also from England. The temptation this time was KindWords 3. KindWords 2.0 was one of the programs that came with my Amiga when it was new. KindWords is very similar to CEOWrite in that it is a WYSIWYG program that allows you to use a variety of fonts. I liked it well enough that I thought I would like to have KindWords 3. I mean, for \$12 why not? What's another week without lunch?

Now, if you're ahead of me again, this time you goofed. The program did work. It was actually in compressed form on two disks. It expanded to occupy four disks. There was just one little problem--I was using the club's Amiga. Steve was repairing mine.

The club's Amiga seems to have a problem with the internal disk drive. It sometimes reads and writes erratically. The magazine disks were set up to automatically decompress the program files to four disks using the internal drive. But I kept getting errors. When I would format the disks using "bformat," an enhanced formatting program that marks bad sectors as "in-use," the disks would check out as error free.

After I decided that the drive was the problem, I resorted to manually doing the job. That meant opening a CLI window and decompressing the files to the external drive. Then I got four error free disks that worked. (By the way, the magazine disks come with the latest version of LHA.) How nice.

KindWords 3 is basically a sound wordprocessor with some of the features of a desktop publishing program. You can import IFF graphics, move them, change their size, and flow text around them. It doesn't do columns, though. But it will take full advantage of your color printer. I hope to do an in-depth comparison of word processors in the near future.

Many years ago, when a friend of mine was arguing that the Apple II was a better computer buy because there were 10,000 programs available for it and only a few for the new Commodore 64, my response was that you only needed one good word processor, one good spreadsheet, and one good database. I have modified that point of view--you only need a few. There is an abundance of quality software available for the Amiga (and the 64). You just can't buy it at the grocery store.

"CUBIK" Some Jobs Better Done by Our Brains?

Copyright By : Harry Blake-Knox

Last column I dealt with "CUBIC", a Rubik Cube program and I can hear the hue and cry still: "What? A Rubik's Cube program? I thought this was one simulation that becomes more awkward when computerized?"

Yes, because Cube programs I've seen have attempted to put the Cube on screen for YOU solve. I've seen and rejected them because your computer is supposed to make your life easier, n'est-ce pas?

I neglected to mention before that the program solved your cube - it didn't teach YOU to solve it! Also full credit is due to the Bergeron boys, Renaud Pere, et Pierre & Real Freres, (of Quebec) who not only wrote the program which thoughtfully included prompts in French and English. Since BASIC is in English, many of those who publish such programs in the States have become chauvinistic and never seem to consider the fact that C-64s and C-128s are popular all over the world - in Canada, Germany, France, England and the Middle East!

Well, it didn't take long to see that the CUBIK program was the opposite of the other Cube programs: IT solves the Cube for you. With this program you can take that old half-solved cube out of the closet, straighten it out and put it on your desk where it belongs.

Of course there are always those nerdy wiseguys who could solve it "way-back-when" and they may scoff at my excitement, but who pays attention to them anyway? I'm talking about a solved cube on MY desk, figured out by ME...and my trusty Commodore. (Okay, okay, solved by my Commodore!)

All you have to do is tell the program what your cube looks like and it takes you, one step at a time, to the solution, where all faces are one solid color.

There are arrows that make it clear how to enter your cube into the program. When all 6 sides of the cube are shown, laid out two-dimensionally. A square shows you which "face" to rotate, and an arrow shows you which direction to rotate it. You'll always keep the same face towards you so it's pretty easy to keep straight.

A few interesting things about the computer mentality occurred to me as I used CUBIK: it took around 150 moves to solve it the 1st time I tried it with my truly-jumbled cube. When I made 3 random rotations to mix it up again. CUBIK, therefore, should have required 3 moves to solve it - that's how many it would take most humans, even "cube-dummies" like me.

However, CUBIK required over 100 moves to solve it again. Apparently it works by brute force and doesn't "analyze" as well as a human. Yet it can ALWAYS solve it eventually - and I have never been able to solve the cube (by myself).

It boils down to this (again): some jobs are better done by the human brain, others by the computer brain.

To those readers who missed the last column I might mention again that "CUBIK" is a program from Loadstar #62 for the C64/128, one of many selections available for many computer makes (see footnote). All programs are covered by text (instructions) that can be printed out with the press of a key, a "run-it" choice and a "copy-it" utility for transferring it to your OWN disk. This means you can keep the "How-To", the music, games, records and other software on separate disks.

By the way, it's not my intention to just feature Softdisk, Inc.'s output in this column: W'll be reviewing all of the top software I can lay my hands on, such as Print Shop, CEOs, Songsmith, SpeedScript, Superbase, Printmaster Plus, 1571 Demo Disk, Disk Master, Word Machine & Name Machine, etc., etc. - ad infinitum!

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About The 1670

By Brian D. Berman

ALL ABOUT THE 1670

From my normal meeting chatters at the meetings with members, I have discovered a few of us have purchased modems with very little to no technical information with it. This little article should help those people out. It was download from Q-Link by Ed Case.

AT COMMAND SET

The following is a listing of the 'AT' commands that the 1670 uses. The reason the set is called AT is because except where noted, all the commands are preceded by the characters 'AT', followed by an ASCII carriage return.

- A:** Answer Mode. The 1670 will go into answer mode without having received a ring.
- A/:** This will re-executed the last command entered. You don't need to use AT before this command.
- D:** Dial a number, then go into originate mode. The D command may be followed by the number to dial, or by D to dial dial using pulse (rotary) dialing, or D to dial using TouchTone (DTMF)dialing.
- , :** This will insert a two second pause in the dialstream. A comma may be inserted anywhere in a number.
- EO:** Don't echo back command characters to the screen.
- EI:** Echo command characters to the screen.
- FO:** Half Duplex operation.
- FI:** Full duplex operation.
- MO:** Modem speaker OFF at ALL times.
- MI:** Activate speaker during dialing and silence when carrier is detected.
- M2:** Modem speaker ON for entire communications session.

Q0: Send response codes to screen.

Q1: Don't send response codes to the screen.

S: Set register commands. The commands are of the form 'Sx=n' where 'x' is the S-register and n is a number between 0 and 255.

S0=n : Answer calls on the 'n'th ring. S0=0 will disable auto-answer operation.

S2=n : Set the character for the escape code sequence to the ASCII char. # represented by 'n'. See +*.

S7=n : Set the length of time (in seconds) the modem will wait for detection of carrier when originating a call. The 'n' should be set higher than 30 when calling long distance.

VO: Make the modem messages appear in Terse (i.e. numeric) form. Terse messages are followed by a RETURN.

VI: Make modem messages appear in Verbose form. Verbose messages are followed by a RETURN/linefeed.

X0: Use the Standard Response Code Set.

X1: This will use the Extended Response Code Set. If ATX1 is entered, the 1670 will respond with 'CONNECT' for 300-baud calls, & 'CONNECT 1200' for 1200 baud calls.

Z: This will reset the 1670 as if it were just turned-on. It also sets all modem controls back to default.

+*: Escape code sequence. If you type this during a transmission, the modem will disconnect and go back to it's command state.

CONTROLLING YOUR 1670 FROM BASIC

Controlling the 1670 from BASIC is very easy. In fact, the 1670 is even easier than the 1650, and 1660. You see, the 1650 and 1660 both need long and complicated dialing routines. The 1670 doesn't. In fact, it doesn't need ANY! Even programs that came out BEFORE the 1670 was introduced work with it. You can do the following with ANY terminal program:

type ATEI (must be capitals!!!) then type any of the AT commands. NOTE: All letters in an AT command MUST be capital.

It's that easy!!! Even the smallest, dumbest, simplest terminals can accept AT commands. So really, even though a program says it won't work with the 1670, it will (as long as you use the AT commands).

If you want to have a program that will ask for a number, and then dial it, the following program will do that.

```
10 OPEN 5,2,3,CHD$(6)
20 INDUT"NUMBER";N$
30 DDINT#5,"ATDT ";N$
40 REM Terminal goes here
```

NOTE: The 'ATDT' in line 30 must be capitals, so if you're in upper case/ graphics mode, the 'ATDT' will look like a bunch of symbols.

The following is an explanation of the program above:

Line 10 - Opens the modem channel, and sets it to 300 baud.

Line 20 - Asks user to enter the phone number to dial. The number is assigned N\$.

Line 30 - Send the command ATDT to the modem followed by the number which is N\$.

Line 40 - Here you would put a terminal program. There are terminal programs listed elsewhere in this article.

CET# and DDINT#

The two commands, CET# and DDINT#, are almost like the regular CET and DDINT, but are sent to a specified device. For instance, if you were writing a BBS, and wanted to print out something when someone logged-on, you would set the 1670 to autoanswer and when a call comes, branch to terminal. Then use a DDINT# statement followed by a message. An example of a DDINT# statement would be:

```
DDINT#5,"Welcome to the John Doe BBS"
```

That would send 'Welcome to the John Doe BBS' to the caller's screen. You could easily make a routine that would open a SEQ file, and send it to the screen using the DDINT# statement.

The CET# statement is helpful when you are using online menus. Here is an example of the CET# statement:

```
10 OPEN 5,2,3,CHD$(6)
20 DDINT#5,"A. Choice #1"
30 DDINT#5,"B. Choice #2"
40 DDINT#5,"C. Choice #3"
50 DDINT#5,"Select One."
60 CET#5,A$
70 IF A$="a" then xxx
80 IF A$="b" then xxx
90 IF A$="c" then xxx
100 COTO 60
```

This program prints this on the caller's screen:

```
A. Choice #1
B. Choice #2
C. Choice #3
Select One.
```

The person then selects either A, B, or C. If they press A, then goto a certain line number (xxx). The same goes with B and C.

The routine below will read a SEQ file, and print it out to the modem.

```
10 OPEN 5,2,3,CHD$(6)
20 OPEN 4,8,4,"filename,s"
30 CET#4,SC$:IF ST<=>0 THEN COTO 60
40 DDINT#5,SC$;COTO 30
60 CLOSE4:END
```

Now you should just about know how to write your own BBS program. There is another command not mentioned in this article, INDUT#. This is what you would use if you set-up an EMAIL system on your BBS. I didn't do anything on the INDUT# because it isn't very reliable.

TERMINAL PROGRAMS

Almost all the routines and examples above need a terminal program somewhere in them. Here are two programs that you can use. One is a Det ASCII (Color/Graphics) terminal, and one is a true ASCII terminal.

```
10 REM -- Color/Graphics Terminal --
20 DDINT CHD$(147):DDINTCHD$(14)
30 DOKE 53281,0:DOKE 53280,0
40 DDINT"Color/Graphics Terminal"
50 OPEN 5,2,3,CHD$(6)
60 CET#5,A$
70 IF A$="" THEN 150
```

Amiga Error Codes

By Dean Adams, GEnie

```
80 PRINT$ CHR$(29) CHR$(157);
150 GET A$
160 IF A$="" THEN 60
170 PRINT#5,A$;
180 GOTO 60

10 DEM -- True ASCII Terminal --
100 OPEN 5,2,3,CHR$(6);PRINTCHR$(14)
110 DIM F%(255),T%(255)
200 FOR J=32 TO 64:T%(J)=J:NEXT
210 T%(13)=13:T%(20)=8:DV=18:CT=0
220 FOR J=65 TO 90:K=J+32:T%(J)=K:NEXT
230 FOR J=91 TO 95:T%(J)=J:NEXT
240 FOR J=193 TO 218:K=J-128:T%(J)=K:NEXT
250 T%(146)=16:T%(133)=16
260 FOR J=0 TO 255
270 K=T%(J)
280 IF K<>0 THEN F%(K)=J:F%(K+128)=J
290 NEXT
300 PRINT "CHR$(147)
310 GET#5,A$
320 IF A$="" OR ST<>0 THEN 360
330 PRINT "CHR$(157);CHR$(F%(ASC(A$)));
340 IF F%(ASC(A$))=34 THEN DOKE 212,0
350 GOTO 310
360 PRINTCHR$(DV) "CHR$(157);CHR$(146)::GET
A$
370 IF A$<>"" THEN PRINT#5,CHR$(T%(ASC(A$)));
380 CT=CT+1
390 IF CT=8 THEN CT=0:DV=164-DV
410 GOTO 310
```

Both of these terminals accept the AT command set. Nothing should appear on the screen when you run the terminals until you type ATEI.

OPENING MODEM CHANNELS

To open a 300-baud modem channel, use OPEN 5,2,3;CHR\$(6). To open a 1200 baud channel, use OPEN 5,2,2,CHR\$(0)+CHR\$(0)+CHR\$(61)+CHR\$(1). You can also use OPEN 5,2,2,CHR\$(6).

USING 'AT' COMMANDS FROM BASIC

To use an AT command from BASIC is VERY easy. Just open the modem channel (see Opening Modem Channels), and type:

```
PRINT#5,"AT command goes here"
```

It's that simple! Well, I guess this concludes the article. Look for more Telecommunications articles by me coming soon to a Q-Link Software Library near you!

(I get the message "object is in use". What does it mean?)

That's error code 202 and it is usually due to a file that has been opened by a program. If the file remains open and you (or some program) tries to delete it, this occurs.

For reference, here's the list:

Fault 103 : Not enough memory available.
Fault 105 : Process table full.
Fault 114 : Bad template.
Fault 115 : Bad number.
Fault 116 : Required argument missing.
Fault 117 : Value after keyword missing.
Fault 118 : Wrong number of arguments.
Fault 119 : Unmatched quotes.
Fault 120 : Argument line invalid of too long.
Fault 121 : File is not executable.
Fault 122 : Invalid resident library.
Fault 202 : Object in use.
Fault 203 : Object already exists.
Fault 204 : Directory not found.
Fault 205 : Object not found.
Fault 206 : Invalid window description.
Fault 207 : Object too large.
Fault 209 : Packet request type unknown.
Fault 210 : Object name invalid.
Fault 211 : Invalid object lock.
Fault 212 : Object is not of required type.
Fault 213 : Disk not validated.
Fault 214 : Disk is write-protected.
Fault 215 : Rename across devices attempted.
Fault 216 : Directory not empty.
Fault 217 : Too many levels.
Fault 218 : Device (or volume) is not mounted.
Fault 219 : Seek failure.
Fault 220 : Comment is too long.
Fault 221 : Disk is full.
Fault 222 : Object is protected from deletion.
Fault 223 : File is write protected.
Fault 224 : File is read protected.
Fault 225 : Not a valid DOS disk.
Fault 226 : No disk in drive.
Fault 232 : No more entries in directory.
Fault 233 : Object is soft link.
Fault 234 : Object is linked.
Fault 235 : Bad load-file hunk.
Fault 236 : Function not implemented.
Fault 240 : Record not locked.
Fault 241 : Record lock collision.
Fault 242 : Record lock timeout.
Fault 243 : Record unlock error.
Fault 303 : ""Break.
Fault 305 : File not executable.

This article was reprinted from the Commo-Hawk newsletter.

"DAL Amiga 500"

By: DDOWLER-DW15

On: Thu Mar 24, 1994 1:14 PM

(As posted on The Doctor Who Request Line)

I have found that a lot of people don't know that if you have a Dev 5a or higher Amiga 500, you can fix it for DAL, easily. First, you need 1 meg of RAM. Most A500 5a's and above have empty chip slots in the RAM area for the inclusion of up to another half-meg of chips. You just solder in the needed chips (41256's on 5a, 44256's on 6a). Don't forget the capacitors, eh! You can find them at Radio Shack, just desolder one of the old ones and take it in for comparison.

If you have one of those rare motherboards that has no empty slots, you will have to get an a501-type RAM expander, and cut/solder a few jumpers. I would advise against this method, as it can ruin your machine for other RAM.

Now, you have 1 meg of chip RAM (Contiguously Addressed). I will assume that you have already checked the Agnus to make sure that it IS in fact the EC& Agnus. Now, there is a jumper next to the Agnus, which controls whether the machine boots up in DAL or NT&C. It WILL be set up for NT&C. (The jumper between the DOM and the Agnus, that's which jumper) I hooked mine up to a switch, so I can boot in either mode.

I have a 2002 monitor, and it won't handle DAL without some modification. My solution was to wire a switch and resistor to the vert height pot in the back. When I flip the switch, the resistor slows the sweep, making it run at 50 hz.

Drowler
DLoC

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CAD 128 \$15 - Head cleaners \$3
Epson HomeWriter Printer \$65
TimeWorks DataManger 128 \$15
Time Works WordWriter 128 \$15
TimeWorks SwiftCalc 128 \$15
JANE Intergrated C128 Software \$5
CP/M System disks & Manuals \$15
C64 Total Business Accounting \$6

Roger Hoyer - 248-0025**

**Call The Doctor Who's Request Line
For Full Commodore &
Four C'er Support
(513) 921-0435 300/2400 bps
85 Megs On Line - Tonz of Warez
If Ya Need It - Request It**

Have You Hugged A CCCC Officer Today?

1993-1994 OFFICERS

PRESIDENT	ED GASE	829-0942
VICE PRESIDENT	STEVE WINKLE	1-364-6366
SECRETARY	MIKE MEYUNG	367-5125
LIBRARIAN	JULIE BARR	779-6864
TREASURER	SKI BUCHENAU	683-4106
PUBLICITY	ROGER HOYER	248-0025
MEMBERSHIP	LARRY HICKS	271-8212
NEWSLETTER	BILL SCHNEIDER	367-5820

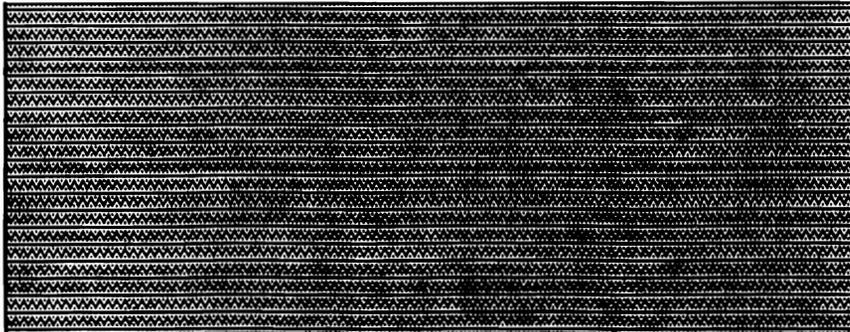
Our meetings are held on the third Sunday of the month at The Nativity School on Ridge in Pleasant Ridge, 2:00pm to 4:00pm. If you have any questions please contact one of the officers. Visitors are welcome.

Next Meeting May 15, 1994

HELP LIST

ED GASE	829-0942
Programming	
STEVE WINKLE	1-364-6366
Tech Help	
Repairs	
ROGER HOYER	248-0025
Spread Sheets	
MIKE KLEINTANK	531-0213
CPM	
Telecommunications	
SKI BUCHANAU	683-4106
Adventure Games	
General Computer Use	
BILL SCHNEIDER	367-5820
GEOS	
Desktop Publishing	
Amiga	
LARRY HICKS	271-8212
Amiga	
Desktop Publishing	

Beginners Classes Start At 1:30 - Before The Meeting



CINCINNATI COMMODORE
 COMPUTER CLUB
 5575 Pleasant Hill Rd.
 Milford, Ohio
 45150