



Cincinnati Commodore Computer Club



April 16, 2000

President's page

Ramantly Rambling Ruminations

Howdy fellow Commodore Users!

By now, most of us probably have finished our Income Taxes (unless an extension was filed), and another traditional rite of spring has past. One other item still remains: The nomination of Officers for the 2000-2001 election year. Our next meeting on April 16th, we will open the floor to nominations. Now is the time to start thinking about what you can do for our club.

The past few years have virtually remained the same for all officers, which has been wonderful for extending the maximum usage of our stationary supplies. However, new minds can bring new ideas and direction into the operation of our club. I for one would love to hear more from the membership in what they would like to see in the direction of the club's future.

Later this year, our club will be spotlighted in the magazine GO64. Many of you might be aware that this is an internationally distributed magazine, seen by many. The GO64 editor, Guenther Bauer, hoped to attract clubs from many locations around the world to submit articles about their clubs. I received an email from Guenther Bauer that asked questions I was not prepared for, such as: What is our club logo? What is our club mission? Do we have photographs of our club in action?

Will the article reflect favorably on our club? Hopefully it will. Do you have ideas that will continue to propel our club forward thru the 21st Century? Would you like to see your name on the roster of officers that made that mark? Our club has experienced much progress since we left the Nativity School. It would be great to keep our momentum going, continuing with our prosperity. Fresh ideas

and personnel might be needed to see this goal through. Marathon runners are only expected to run so far, then their teammates continue the race. Are you ready to pick up the pace?

At the beginning of this month, I received word from the Lansing Area Commodore Club that their Expo is scheduled for May 20th, from 10am to 4pm. This will make the 4th year that I have attended this event and I am looking forward to being there. Our club has attended two previous shows, thanks to the efforts of Roger Hoyer. If you plan to go, want to carpool, or need more information, let me know. I will have more detailed information as it gets closer to that date.

Finally, I would like to thank those that helped out at the Tradeshow Production Booth on April 1 and 2. Thanks go to Roger Hoyer, Dave and Julie Barr, and of course, yours truly. Catch y'all on April 16th!

David Witmer
Cincinnati Commodore Computer Club
President

Webpage

<http://www.geocities.com/c64-128-amiga>

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Cincinnati Commodore Computer Club Meeting March 19, 2000

SUPERMON

by

Jim Butterfield

Meetings are held at the Norwood Plaza Bingo Hall located at Montgomery Rd. Norwood, OH. Everyone is invited to attend the meetings which are held on the third Sunday of each month, with the exception of a holiday in which case the meetings are moved to the following 4th Sunday

Witmer opened the meeting by discussing the fun of his beta-testing the newest version of the WAVE. And letting us all know this should be our next addition.

The club web site currently stands at 1.1 MB
Lansing Michigan SHOW will be May 20th
Computing March 2000 WIRED magazine
Robert Bernando interview Retro Computing
web links

Winkle: had copies of TECH support type letter.

Hoyer: reported there were 8 sales for Feb
Gase: NEED ARTICLES -site active after
April 15th. Club library is being put on zip
disk- catalog which have errors

Geer: membership stands
Buchaneau wasn't present this month.

Old / New buisness:
reminders of the up coming ELECTIONS and
of course if you don't show you could be
voluntereed
(ask the EDITOR if you have doubts) DEMOs
of WHEELS WAVE

> Subject: Re: Where can I find a
machine-language monitor for C64?
> Please can you send me an overview of all
the Supermon commands,
> so I can use this handy utility more
efficiently.

A little history: A Machine Language Monitor was first written for the early PET computers by Commodore (and provided on cassette tape). Not long after, the code was put into ROM of the early CBM machines. Users quickly built extensions that expanded in two different ways: a HIMON that sited the MLM in high memory out of the way of Basic; and a BIGMON which added numerous extra things, including a disassembler written by Wozniak (of Apple fame) and a tiny assembler. I put the two extensions together (extra commands, relocation to a high address) and called the result SUPERMON.

When the Plus-4 came out, and subsequently the Commodore 128, I found that Commodore had stolen the code from SUPERMON to create the built-in MLMs on this machine (hey, no prob, we stole the original MLM from Commodore and Woz .. and it was good to see the rules were not changing). I immediately revised SUPERMON to match the commands and syntax used on the new Commodore machines .. and that's where it is today.

I expect that most other MLMs will have similar commands. Anyway, here they are:

R -- shows the registers. These will also be seen when the MLM is started, and when a **BRK** instruction stops the program.

; -- the register display starts with this character. If you move the cursor to this line and type over values and then press **RETURN**, the new values will be moved into the registers.

D 1000 10C0 -- disassemble code in memory, starting at address 1000 hex and continuing until address 10C0. You do not need to supply both addresses, or even one.

. -- the disassembly display lines start with this character. You may move the cursor up to one of these lines, type over the assembly code (right hand side), press **RETURN** and the line will be reassembled into memory. Be careful if you replace and instruction with one of a different size!

A 1234 LDA #00 -- assemble code corresponding to **LDA #00** and place it into address 1234 and up. Prompt the correct address for assembly of the next instruction.

M 468A 4692 -- display the contents of memory, starting at address 468A hex, going up to 4692. On the C64, you'll get 8 memory locations to each line.

> -- the memory display lines start with this character. You may move the cursor up to one of these lines, type over the data, press **RETURN**, and the new data will replace the old. The standard way to put bytes into memory is to display the bytes and then go back and change it in this way.

L "0:MEMBLOK",08,3000 -- Load from device 8 (the disk unit) the program called **MEMBLOK** (on drive 0, the default), and place the bytes into memory starting at address hex 3000. Basicpointers will not be affected (as would happen with a Basic **LOAD** command).

S "0:MYSTUFF",08,0801,09AF -- Save to device 8 (the disk unit) a memory image called **MYSTUFF** (on drive 0, the default),

saving the contents of location 0801 hex up to **BUT NOT INCLUDING 09AF**.

V "0:DATA",08,2A2A -- Verify that the data stored in file **DATA** on device 8 (the disk unit) corresponds to that found in memory at hex address 2A2A. (rarely used).

H 1000 1FFF 48 45 4C 4C 4F -- Hunt through memory addresses 1000 hex to 1FFF for the sequence of bytes 48 45 4C 4C 4F.

T 3800 3C00 4000 -- Transfer the bytes found in addresses 3800 hex up to **JUST BEFORE 3C00**, so that the data is copied to bytes starting at 4000 hex.

G 0A34 -- **GO** to address 0A34 and start to execute machine language code there. If an address is not given, command **G** will start at whatever address is found in the **PC** register.

X -- **EXIT** the MLM and return to Basic.

I'll outline a few others in a moment, but a note on values: all values are assumed to be in hexadecimal .. **BUT** .. you may supply data in decimal by prefixing the value with a "+" symbol. This is quite generally true, so you could assemble **A +1000 LDX # +15** .. and the code would be placed in **DECIMAL** address 1000 (hex 3E8) and the +15 value would translate to hex 0F. Similarly, you could signal octal with '&' (this is rare), or binary with '%'. In this way, you could code a mask with **A 2E00 AND #%00110000** .. and the binary would be recognized and converted.

You can convert a number from any of these bases to any other by typing it, prefixed with: '\$' for hexadecimal, '+' for decimal, '&' for octal, and '%' for binary. Just type, for example, **\$100**, press **RETURN**, and see all the equivalents.

Command '@' relates to the disk command channel. With Supermon (as with the 128), you are allowed to follow it with a drive number. Thus: **@8** asks for a status from drive 8, and **@A** from drive 10 (you can still code **@+10** if you wish). If you want more

than just the status, a comma must be supplied before the remainder of the command. You don't need the drive number if you want the "default" unit. Commands:

@ -- get disk status
@,\$0 -- get directory of drive 0
@9,\$0:R* -- get directory of files whose names start with 'R' on unit 9, drive 0
@,\$0:TEMP.SEQ -- scratch the file named "TEMP.SEQ" on drive 0.

(C64 users should know the command strings .. there are others, of course).

Sheesh - 100 lines. That should be enough for now ...

--Jim

Ed note: The foregoing was posted as a newsgroup response to a question. The news groups are an excellent source of information. Sometimes the best experts respond to your requests for information.

IF OPERATING SYSTEMS RAN THE AIRLINES

Submitted by J. Hovind

UNIX Airways

Everyone brings one piece of the plane along when they come to the airport. They all go out on the runway and put the plane together piece by piece, arguing non-stop about what kind of plane they are supposed to be building.

Air DOS

Everybody pushes the airplane until it glides, then they jump on and let the plane coast

until it hits the ground again. Then they push again, jump on again, and so on ...

Mac Airlines

All the stewards, captains, baggage handlers, and ticket agents look and act exactly the same. Every time you ask questions about details, you are gently but firmly told that you don't need to know, don't want to know, and everything will be done for you without your ever having to know, so just shut up.

Windows Air

The terminal is pretty and colorful, with friendly stewards, easy baggage check and boarding, and a smooth take-off. After about 10 minutes in the air, the plane explodes with no warning whatsoever.

Windows NT Air

Just like Windows Air, but costs more, uses much bigger planes, and takes out all the other aircraft within a 40-mile radius when it explodes.

Linux Air

Disgruntled employees of all the other OS airlines decide to start their own airline. They build the planes, ticket counters, and pave the runways themselves. They charge a small fee to cover the cost of printing the ticket, but you can also download and print the ticket yourself. When you board the plane, you are given a seat, four bolts, a wrench and a copy of the seat-HOWTO.html. Once settled, the fully adjustable seat is very comfortable, the plane leaves and arrives on time without a single problem, the in-flight meal is wonderful. You try to tell customers of the other airlines about the great trip, but all they can say is, "You had to do what with the seat?"

SECRETARY'S REPORT

Ed note: These minutes were received via email on April 4, 2000.

**Cincinnati Commodore
Computer Meeting
Feb 20, 00**

Meetings are held at the Norwood Plaza Bingo Hall located at Montgomery Rd. Norwood, OH. Everyone is invited to attend the meetings which are held on the third Sunday of each month, with the exception of a holiday in which case the meetings are moved to the following 4th Sunday.

David Witmer opened the meeting. Reported that there isn't much going on on the webpage. He is about 1/3 of the way through converting club files over to he thinks it will take about 2 more months. EMAIL Morris Randall was on line with Wave browser. Needs to be a bit faster. Probably a couple weeks more and it will be out

Steve Winkle ditto. He helped man the tables at the computer show.

Roger not a whole lot to report. Received two boxes of donations. Inquiries on C 9060 hard drive that's for sale.

Ed readable pc convertible format into 2nd zipdisk now. ZIP disks will require about 6 ZIPs for the library that's catalogue. Newsletter went out earlier. Found some things in the other clubs newsletter Roger gave him. Needs help getting files into commodore format.

Ike Membership is all brought up to date. Will bring in the listing for everyone to look over and verify. Membership listing is at 48.

Under New buisness, Roger received letter that received last Loadstar Letter Issue but will maintain the Loadstar Web site.

Ed needs new printer ribbons, motion was made and approved for their purchase.

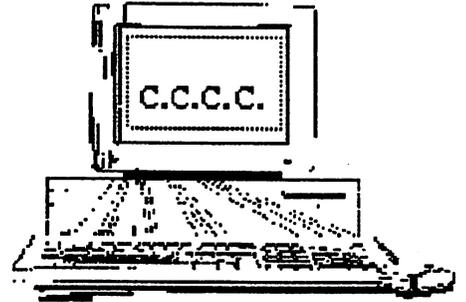
Motion was made unanimously carried to aquire tables at the next Computer Show to be held at the Sharonville Convention Center in April 2nd and 3rd.

Cincinnati Commodore

Computer Club

Current Officers

President	David Witmer	868-1344
V. President	Steve Winkle	1-937-783-5559
Secretary	Julie Barr	821-2468
Editor Pro Tem	Ed Gase	829-0942
Treasurer	Ski Buchenau	683-1022
Publicity	Roger Hoyer	248-0025
Librarian	Edward Gase	829-0942
Membership	Ike Geer	752-0512



Making the world better one bit at a time.



Norwood Bingo Hall
3825 Montgomery
Rd.
Norwood, OH

at

from 2 P.M. to
4 P.M.

Next Meeting
Sunday
April 16, 2000

Cincinnati Commodore Computer Club
% Roger Hoyer
31 Potawatmie Trail
Milford, Oh 45150

Cincinnati
Commodore
Computer
Club

address
label