

Central Ohio Commodore Users Group's

COCUG Gazette

Volume 5, Number 1 Columbus, Ohio Spring 1994

Computing News & Tid Bits

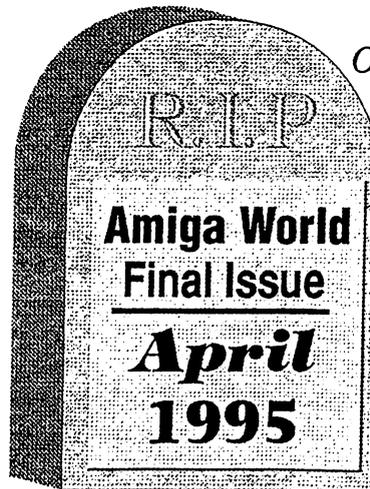
Hello everyone. Isn't this winter nice? Looks like last year was overall a good year for the computer industry depending on who you are or what you were making and/or selling.

IBM had their first profitable year since 1990. This was mainly due to their downsizing and strong sales of their midsize computers, which helped to offset troubles in their personal computer line. Compaq ended the year as the worlds leader in personal computer sales with 10.3% of the market share. Previously IBM was #1 with Apple #2. Even though Apple didn't remain #1 in sales they had a record year due to the popularity of their PowerPC systems.

AMD has won round #2 in their scuffle with Intel. The California Supreme Court upheld the 1992 arbitrator's ruling that decided Intel was guilty of bad faith involving a technology-sharing contract between the two. What this means is AMD can go on using the microcode that controls the functions of computer chips made by Intel without paying royalties. AMD plans on having their version of the Pentium chip released soon. Microsoft is still in perpetual court with the government. A federal judge has questioned some of the provisions in the Microsoft antitrust accord. Microsoft is trying to maintain their dominance and if Judge Stanley Sporkin finds the pact unacceptable he could ask Microsoft and the Justice Department to try again.

Meanwhile down in the warmth and sunshine of the Bahamas, the Commodore saga continues. All I have been able to find out is Irv and Ali have filed a suit trying to keep the Bahaman bankruptcy laws in effect over the American bankruptcy laws. Both CEI and Commodore UK have claimed victory over the battle. I'll believe it when I see a new Amiga. If this keeps dragging out a small company in Europe may become the winner. This small company has made a computer called a DRACO. It uses Workbench 3.1 for the operating system, has zorroII slots and your choice of Amiga 24 bit cards. This means you will be able to run 90% of the Amiga software on the Draco, just won't be able to use any custom chip functions. With a PicassoII video card the custom chips are actually useless except for sound and 16 bit cards are reasonable. Processors to be used are the Motorola 040 and 060 series. I'm trying to find out more info and will keep you posted.

Well that does it for this column, if anyone hears of any news worth mentioning please let me know. - editor



*Only a short time
after folding RUN...
IDG pulls the plug
on Amiga World.*



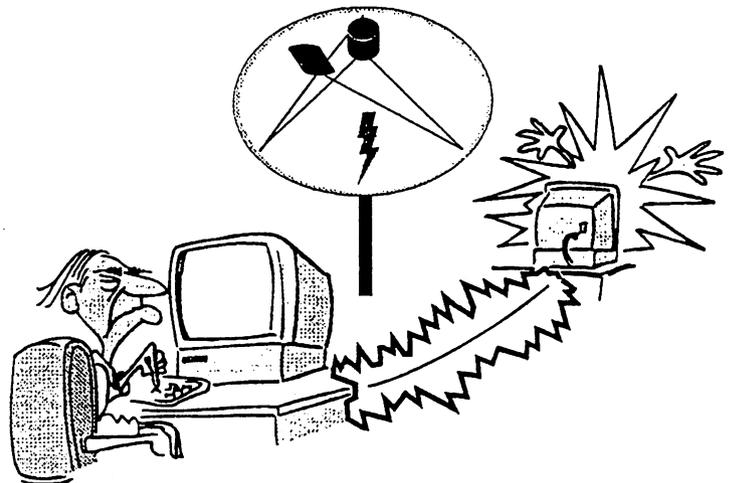
For the owners of Commodore 64, 128, Amiga and IBM Clone computers

Communications

Now available in Central Ohio is Ameritech's ISDN Direct (Integrated Services Digital Network). This is a product directed towards the residential market that can deliver voice, high-speed data (files & fax) and video over copper telephone lines. This type of service has been available to large businesses, government agencies and universities for several years, and currently +70% of Ameritech's customer base now has access to this service. ISDN Direct is able to transmit data at rates up to 64,000 BPS and computer users do not need a modem. They will however, need a "terminal adapter" which costs approx. \$500. The monthly charge of \$48.00 includes caller ID, call-hold, call transfer and three-way calling, all which are built into ISDN. ISDN can also be customized with optional features to suit many different needs. The main attraction of this service besides the high data transfer rate is the fact that it can handle three of its functions at the

same time. For example, you could hold a telephone conversation with someone while both of you edit a document with your computers at the same time. About 10% of households are expected to subscribe to the service eventually, especially as the price for ISDN falls.

- Robin Six



COCUGazette

COCUGazette is the official quarterly newsletter of the Central Ohio Commodore Users Group, P.O. Box 28052, Columbus, OH 43228-0052, an informal, non-profit organization not connected with Commodore Business Machines, Inc.

Coordinator.....Philip Lynch
Treasurer.....Robert Gyke
Membership Director.....Dick Beachler
Librarian.....Don May
Newsletter Editor.....John Six

COCUGazette is mailed to COCUG members paying the annual membership fee of \$15 and to non-members upon request who live outside the Columbus, Ohio, metropolitan area.

Articles about personal computing, reviews, technical reports, humor, programming tips and opinions are welcomed for publication without compensation. COCUGazette makes every effort to ensure the accuracy of articles, listing and computer programs published in the newsletter and assumes no responsibility for damages due to errors or omissions. Unless otherwise marked or copyrighted, articles may be reprinted from COCUGazette with acknowledgement of origin.

COCUG meets on the third Saturday of each month at 9:30 a.m. on the campus of Columbus State Community College in Room 139 of Union Hall. COCUG also maintains a computer Bulletin Board Service that is available to the public 24-hours per day, seven days a week at (614) 274-6502.

C=64/128

Some things get better with age

In this issue of the Gazette, I would like to feature two companies that are still supporting the Commodore 64 & 128.

Sodak Electronics (Hardware)

C-128 loopback test harness and cartridge-tests all RAM, all ROM, PLA, timers, interrupts, complete I/O testing including joystick ports, user port, serial port, cassette port, full audio testing. Detected errors or failing IC's are flagged and the information is displayed on the connected monitor or TV. Will diagnose and display 90% of C-128 pcb failures. Includes instructions. \$99.00

C-128/C-128D/C-64/64-C RAM tester. Plug-in cartridge will detect and flag defective RAM by using a screen-displayed flash code. Works on "dead" C-128/C-128D/C-64/64-C pcb's. Includes instructions and flash code translation table. \$50.00

- XETEC Super Graphics Jr. interface (no docs).....\$15.00
- C128D power supply fan-fits perfectly.....\$18.00
- 1541 disk drive with cables.....\$45.00
- 1200 baud Commodore modem.....\$10.00
- C-64 motherboard, tested & guaranteed good.....\$35.00
- C-64 with standard power supply.....\$45.00
- C-64/64-C standard power supply, 90 day warranty.....\$20.00
- C-64/64-C heavy-duty power supply, 1 yr. warranty.....\$39.95
- C-128 standard power supply, 90 day warranty.....\$39.95
- C-128 heavy-duty power supply, 1 yr. warranty.....\$49.95
- Commodore model 802 printer w/cables.....\$35.00
- Commodore model 1525 printer w/cables.....\$25.00
- Various joysticks.....\$ 5.00

Sodak Electronics
603 S. Mable
Sioux Falls, SD 57103

(605) 335-3004
(605) 361-0632
(800) 201-3004

All C-64/64-C/C-128/1571/printers/monitors are guaranteed for 90 days unless otherwise specified. All 1541's are guaranteed for 1 year. They also repair all Commodore equipment and Commodore compatible monitors and printers, as well as carry a wide variety of Commodore parts.

Threshold Productions (Software)

Laser Duel \$14.95

Set in the near future where corporations rule the world with their armies. The CEOs have come up with a new way to fight their wars - in "The Pit". Here a man, in his mobile tank, can see what he is made of squaring off to the death against another corporate head or cyborg.

Hyper Cars \$19.95

Race against three other people as you take the turns and push the peddle to the metal in this fast action packed game! Included is a track editor for making your own speedways.

Crimson Twilight I: Seeking the Spirit Staff \$29.95

The first in a trilogy of adventures takes you back to a time when magic and swords ruled the land. Can you find the shards of the Spirit Staff in time to stop the war which will ravage your land? Will the invading armies from a dimensional portal crush your kingdom? Will you be able to stop the evil Moloch?

Threshold Productions also offers a substantial "user group discount". Anyone interested in taking advantage of the discount, please bring it up in a regular COCUG meeting, perhaps others would like to order as well. *Checks & money orders only, no COD or credit card orders.

This company also produces software, so if you are an 8-bit author, and would like to get your software out to market, contact them for more information.

Internet: tpinfo@eskimo.com
BBS: Better Mouse Trap @ (206) 775-8067 (user #13)
Voice: (206) 361-1332 (please leave message)

Threshold Productions
17730 15th Ave. NE Suite #229
Seattle, WA 98155



Amiga

"Use the Force Luke, don't give in to the DOS side" IB1_AMIGA

When Commodore went under last year there were quite a few interesting developments going on in house. AR302 has a reprinted interview with former Commodore engineer Chris Ludwig. The interview gives a very good picture of what we would have had in another year. I uploaded AR302 to the BBS and if you've ever been curious about how companies plan engineering you should read it. Since it is in Amiga Guide format the PC compatible users will have to tolerate some button characters on their screen but it's well worth the reading. After you read how Commodore was doing things it makes you wonder why PC compatible makers don't try the same things.

Amazing Computing magazine finally got printed this time. Seems while waiting for late breaking news in December they missed their printing deadline. Since they missed their December printing deadline their printer company did not schedule them for January, so we had to wait till February to get a copy of the more technical Amiga magazine available. Amiga World has still been printing, but due to fewer advertisers my last issue only had 60 some pages. Video Toaster Users magazine has finally seen the light and returned to Toaster articles which have pleased the subscribers greatly. It was beginning to look like any other video magazine, as it had more articles on video decks than toaster applications. As usual the Euro mags are still big and fat. Chock full of advertisements and reviews of new releases in Europe. I used to be a regular buyer of Amiga Format and Amiga Computing, but since their cover disks started containing programs that refuse to work on my machines, and the editorial has focused more on games, I quit buying them.

There have been some reports of hardware and software suppliers misleading consumers as to what they have in stock or how a program works. One reason may be that more users are buying things rather than putting them off, but as always, buyer beware! Quite a few companies are liquidating all Amiga related products, so the odds of getting the last widget in stock that never worked, are high.

There is still new software being released. Since the last newsletter I bought the terminal program Termite. My first disk was defective. Being my usual self I fought with the program for 2 days, then filled out the warranty card. Under the comments' section I wrote that the program would not work and kept giving me a file not found error. I then told them where they could install their program. I was surprised when Oregon Research called me up and told me they had a duplicator problem and their program was averaging a 20% failure rate. I returned my disk and they sent me another one, so all works well now. I still need to learn the more advanced features of the program, but it works fine and seems to have every feature I'll ever want.

I'll leave you on this note...if a small company can build a machine that uses Workbench on their own platform, couldn't we the users figure a way to install it on a PowerPC or an accurate Pentium? - editor



DOS/Windows

By Robin Six

This is a nifty utility program I found after a friend sent me a graphics file through the Internet in ASCII format. I had to find something that could change it back into a program file with as little assistance as possible from me. If you are going to be exploring the Internet, you may want to grab this little gem for future use.

This is what the author, G.H. Silva, has to say about the program in his readme file:

Wincode is a Windows 3.1 program (written in Turbo Pascal for Windows) which converts ASCII files to BINARY files (and vice versa) through a process known as uucoding. This allows a user to transmit binary files through e-mail (or any other ascii-based communications system) by first converting the files to ascii and then having the receiver of the files re-convert them to binary. Many NewsGroups (on the Internet) utilize this practice (it is common on UNIX-based systems).

Features (brief):

- Full featured Windows 3.1 program
- Drag and Drop support! (use for batch en/de-coding)
- SMART decoding (see HELP file for more details)
- Fully configurable
- It's FREE...

Games...Games...Games...Games...Games...Games...Games

Monster Bash by APOGEE

In this game you are Johnny Dash, and you are out to save your dog. Along the way you have to kill lots of gruesome monsters with your slingshot, and free all the caged pets in each level. Some folks might be offended with the violent nature and bloody graphics, others might find it cute due to the cartoonish nature of the game. I found it fun, and my kids (aged 7-15) really get a kick out of playing it. This game runs in DOS and takes up a little over 1 meg of drive space.

Requirements:

- IBM compatible running DOS 3.1 or higher
- 286 or higher processor with at least 2MB memory
- Windows 3.1 running in standard or enhanced mode
- 119K of disk space (~86K for Wincode, ~33K for the HELP file)

Running Wincode:

To run this program, copy the files WINCODE.EXE and WINCODE.HLP to a directory of your choice (I use C:\UTIL\WINCODE). Start Windows and either install WINCODE.EXE as an icon (see the WINCODE.HLP file or your Windows manuals) or use Program Manager's FILE|RUN option to run Wincode (type in the full path of WINCODE.EXE). When you have Wincode running, chose HELP|CONTENTS and read the help file for information on running and configuring Wincode. Have Fun...



Six Feet Under by EnQue

This is more of a puzzle than a game. Each level is a screen where you try to move your man through a maze to the exit. You need to pick up treasures to be able to exit the maze within the allotted time limit. Passwords are provided so you can pick up where you left off. This is a Windows game and takes up about 1 1/2 megs of drive space.

-Both games have excellent graphics, sound effects and music. Both support the Gravis Gamepad.

HELP LINE

BY ROBIN SIX

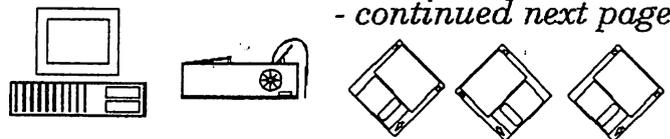
Recently a few people I know have bought computers, and more are soon to follow. I myself have only had my computer a relatively short time, and yet I have somehow managed to become some sort of computer guru...at least in others eyes. I was quite fortunate, prior to being able to take advantage of the "computer loan" program where I work, my husband lucked into a good deal on a Commodore 64. That soon grew into a C=128, and then an Amiga. If nothing else, having a Commodore around taught me one thing, computers are NOT mysterious. They are boards, chips, keys, monitors and disks. If something didn't work, John would take it apart and find out why not. If there was some way to improve the computer, it usually meant taking it apart and upgrading it himself. So when I finally got my first clone, an old Wyse 286, it was a \$20 special that we pieced together, using mostly cheap used parts. It wasn't fancy, and it wasn't fast, but it did what we really needed it to. It allowed us to use the off-line mail & forum software to Delphi. We both had accounts there and because there were no front-end programs available for the Commodores we were both watching our on-line time closely halfway through the month.

Naturally one thing led to another, a word processor here, a game there and I was soon having thoughts of 386s, sound cards and lots of colors. With John's help, I upgraded very slowly from that 286 to my current 486DX. There were lot's of small upgrades along the way. A mini tower case with motherboard & ram, a sound card with speakers, a VGA monitor, you get the picture. Nothing came cheap, even though they were "good deals" at the time, and I learned how to install hard drives, floppy drives, modems, sound cards. It seemed like no sooner did I get everything put together and running the best I possibly could, another great opportunity would come up, and I would get to tear it all apart again.

This moving up the technological ladder was not without headaches. I can't tell you how many times I have installed DOS...or worse yet, Windows. And a few times I had to replace everything I had on my hard drive. Then there was the time I spent literally hours trying to get two hard drives to coexist in the same case. I called the tech line for the jumper settings only to learn those suggestions didn't work. So I sat there and played musical jumpers until I won. Hard drives were going at a minimum of \$1 a meg, and I wasn't going to give up without a fight. Of course my battery would occasionally hiccup on me and I would lose all my BIOS settings. I always had a boot/bios setup disk handy, but finding those drive parameters I wrote down the last time was always a pain. Seagate's tech line got regular calls from me. I learned early on most manufacturers have an automated support line for just this type of thing as well as a BBS. I also learned writing the drive parameters down on an index card and taping it to the inside of the case was a great way to NOT to lose them.

I learned my way around computers by doing, and by reading everything computer related. By living through the upgrades and the crashes. I became resourceful. By buying used parts and obsolete software I had to find alternatives to "manufacturer support" and "24-hour service lines". I learned which service departments I could call for advice and which BBSes had what utility files. I didn't know very many people with computers and none them were personal friends, or family. I did get a lot of advice & help from some nice folks I met on Delphi, and the COCUG meetings I attended usually helped with whatever problem I was having at the time.

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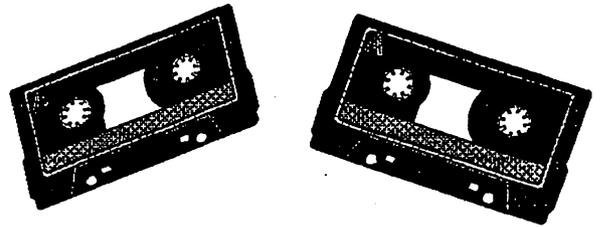
- continued from pg. 6

This brings me to the point of my trip down memory lane. Most of these people I know who are turning to me for help did not go through any sort preparation prior to buying their computer. They just pretty much went out, bought a full-blown system and plugged it in. Then I get the phone calls. Now don't get me wrong, I had plenty of help along the way, and I don't mind helping anyone out, but when the phone rings at 11:30 PM from someone who needs help installing a CD-ROM, and I have to get up in three more hours for work...my patience wears a little thin. Isn't there some way to help out total newbies? Some way to pleasantly explain how to double-click an icon in Windows?

That's where John Stewart of Audio Computer Information comes in. He & his wife produce computer educational material. His commentary and reviews are heard on several radio networks every week, and he is also a contributor to business and marketing newspapers & magazines. This guy knows his stuff, and he has a great voice. I listened to his cassette tape "What is Windows?" and I was thoroughly impressed! As I listened to him navigate around Windows, I instantly thought this tape should be prepackaged with every set of Windows sold. You can bet the next person who tells me they are buying a computer will hear, "While you're at it, pick up some of John Stewart's tapes." Not only will it help me out with the late night phone calls, it will really teach them what they need to know, instead of me coaching them through one particular rough spot. There is a huge void in low-cost computer education for the total beginner, and I think ACI is on the right track with these cassettes.

He has several products out to help the novice. "The DOS Tape" teaches the fundamentals of working one's way around the command line and hard drive directories. "What is Windows" covers the basics one needs to know to navigate around the Windows environment, and "What's a Modem?" is a beginners guide to

going on-line. Each tape is priced at \$15.95, plus \$3.50 per order (not item). Considering the cost of a computer, these tapes are a small price to pay. For those interested in the latest & greatest from COMDEX, John also put out the ACI COMDEX Report on disk. I just got a hold of a copy, and have only had a chance to read through it once, but it was full of all the interesting sights at last fall's COMDEX meeting.



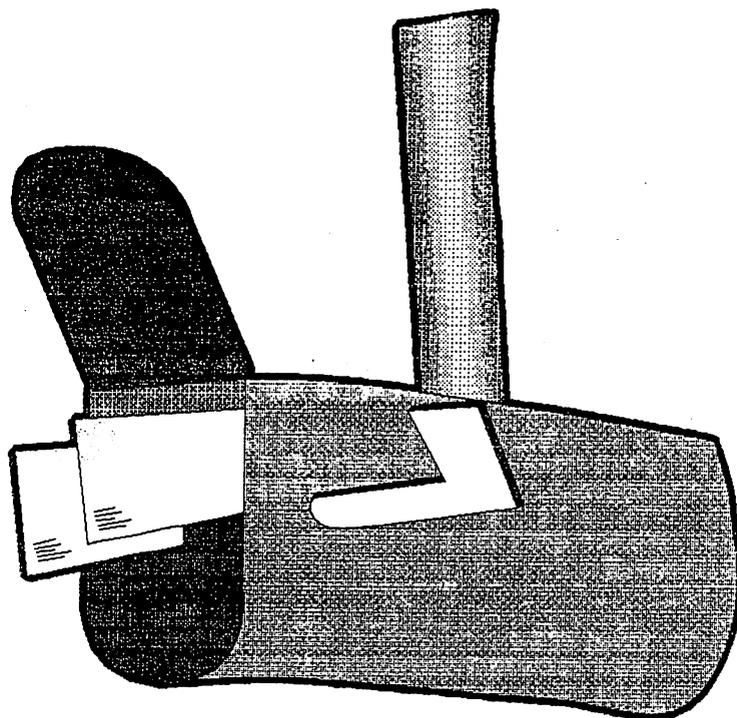
Audio Computer Information
P.O. Box 216
Spring Grove, MN 55974



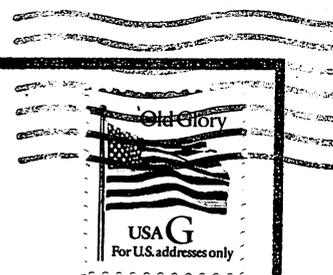
HELP! This is YOUR newsletter...do you have an idea for an article? Have you overcome some obstacle? Found a neat game that you want to review? Or maybe you've run across a company which went above and beyond the call of duty for you. Share it with COCUG. Write it down and upload it to the Newsletter directory in plain ASCII format.

Also, we are still in need of a librarian. If you would like to fill this vacancy, we could sure use you, so let Phil know.

**Look
what came
in the
mail
today!!**



**Central Ohio Commodore Users Group
P.O. Box 28052
Columbus, Ohio 43228-0052**



Postmaster: Dated Material, Please Expedite!

NEW

FILES

As of
1/1/95

File Name	Date Sent	Bytes	DJ Description (* = No DOCS)
Folder: CBM > 64GAMES			
BACON.SDA	27-Feb-95	44,958	2 NEW FROM INTERNET
MARTIME	27-Feb-95	25,216	1 * MARTYR
4IMORBID	27-Feb-95	41,402	1 * 4TH DEMO BY FOE
3IMORBID	27-Feb-95	39,952	1 * 3RD DEMO BY FOE!
2IMORBID	27-Feb-95	43,346	1 * ZIPED FILE... DEMO!
1IMORBID	27-Feb-95	36,351	3 FILE OF ZIP NEW FROM INTERNET
Folder: CBM > MUSIC			
MUSICPAK.SDA	27-Feb-95	29,312	0 * NEW FROM THE INTERNET
Folder: CBM > EDUCATIN			
CBMFAQ4.TXT	09-Feb-95	30,788	1 * PART 4 OF CBM FAQ
CBMFAQ3.TXT	09-Feb-95	56,686	1 * PART 3 OF CBM FAQ
CBMFAQ2.TXT	09-Feb-95	41,054	1 * PART 2 OF THE CBM FAQ
CBMFAQ1.TXT	09-Feb-95	43,154	2 PART 1 OF CBM FAQ
Folder: AMIGA > GAMES			
LLAMA.WRP	02-Mar-95	499,198	0 SHAREWARE, LIKE WILLIAM'S ROBOTRON
Folder: IBM > GAMES			
CANNONF.ZIP	04-Mar-95	1,342,162	0 * CANNON FODDER DEMO BY VIRGIN INTERAC
SSTRK10.ZIP	04-Mar-95	475,128	0 * STEALTH STRIKE FOR WINDOWS
TIGER12.EXE	19-Feb-95	1,243,761	3 * FLYING TIGERS V 1.2 - ARCADE
TIM2.ZIP	16-Feb-95	1,301,953	3 * THE INCREDIBLE MACHINE 2 DEMO
JAZZMAS.ZIP	13-Feb-95	1,438,067	2 * JAZZ JACKRABBIT - XMAS VERSION
XERIX2.ZIP	13-Feb-95	512,169	1 * XERIX2 - SPACE ARCADE
SFU.EXE	21-Jan-95	603,136	2 * SIX FEET UNDER - CUTE WINDOWS GAME
HTIC_2_2.ZIP	15-Jan-95	1,436,919	2 * HERETIC ID SOFTWARE DISK#2
HTIC_1_2.ZIP	15-Jan-95	1,440,355	3 * HERETIC V1.0 ID SOFTWARE DISK 1/2
#ROTT.ZIP	07-Jan-95	3,896,493	1 * RISE OF THE TRIAD FROM APOGEE!
Folder: IBM > GRAPHICS			
CSHW101A.ZIP	21-Jan-95	183,481	1 * CSHOW2000 W/DROP DOWN MENUS NICE
CSHOW876.ZIP	21-Jan-95	202,112	1 * NEWEST CSHOW W/REGULAR INTERFACE
GRFWRK7.ZIP	21-Jan-95	538,624	2 * GRAPHICWORKSHOP7 FOR DOS
WINJP265.ZIP	21-Jan-95	312,424	2 JPEG VIEWER FOR WINDOWS & CONV. UTIL
PSPRO20.ZIP	21-Jan-95	603,918	2 PAINTSHOP PRO 2.0 FOR WINDOWS
GWSW11E.ZIP	21-Jan-95	467,584	0 GRAPHIC WORKSHOP FOR WINDOWS
Folder: IBM > UTILITY			
ROAD32.EXE	04-Mar-95	198,130	0 * ROADWAYS V 3.2 - CALCULATE DISTANCES
STEPUP62.ZIP	16-Feb-95	2,537,339	1 UPGRADE MS DOS TO VERSION 6.22
486T0586.ZIP	22-Jan-95	8,727	2 CONVERTS 486SX OR SLC TO A PENTIUM
QM107C.ZIP	21-Jan-95	615,471	0 * QUIKMENU 107C FOR DOS GREAT MENU!
EDIT.ZIP	13-Jan-95	48,461	7 NEW MS EDIT FOR DOS. MULTI-FILE.
P5ERROR.ZIP	04-Jan-95	114,684	4 * TEST YOUR INTEL PENTIUM FOR THE BUG!
Folder: IBM > TERMINAL			
CQWK130B.ZIP	21-Jan-95	402,385	0 * OPTIONAL DICTIONARY & SPELL CHECKER
CQWK130A.ZIP	21-Jan-95	682,085	1 * NICE MAIL READER FOR WINDOWS
QM-452TD.ZIP	01-Jan-95	840,665	3 QMODEM LATEST VERSION
Folder: IBM > BUSINESS			
CPLUS24.EXE	04-Jan-95	229,926	2 * CONTACT PLUS
Folder: IBM > WINDOWS			
TEL101.ZIP	04-Mar-95	203,663	0 * TINY ELVIS V 1.01 - ANIMATED ICON
WNCODE14.ZIP	19-Feb-95	61,440	1 * WIN CODE FOR ENCODING & UNENCODING
Folder: AMIGA > EDUCATIN			
AR304.LHA	08-Mar-95	93,696	0 * AMIGA REPORT 304
AR303.LHA	08-Mar-95	93,625	0 * AMIGA REPORT 303
AR302.LHA	08-Mar-95	76,583	0 * AMIGA REPORT 302

Really new files...

File Name	Date Sent	Bytes	DL	Description (* = No DOCS)
Folder: UPLOADS > IBM				
OVPEAK.ZIP	13-Mar-95	3,051,276	0	AN FLC FILE WITH VIEWER
Folder: IBM > GRAPHICS				
CUTECAT.GIF	15-Mar-95	39,173	0	A GIFFILE OF A CUTE CAT *
Folder: IBM > UTILITY				
IDE130.EXE	10-Mar-95	65,300	0	* MITSUMI 4XCDROM UPDATED DRIVERS
Folder: IBM > EDUCATIN				
COMDEX.ZIP	16-Mar-95	278,025	0	* ACI COMDEX REPORT (FALL '94)

Call the Central Ohio Commodore Users Group BBS at 274-6502

**Wait!
Before you try
the other brand of
BBS, try COCUG's!**

Baud rates of 300, 1200, 2400, 9600, 14.4 and 28.8 on our U.S.Robotics Dual Standard Modem V34 28.8. V.32, V.42 and V.42bis are supported. Protocols include Punter, X-Modem, Y-Modem Batch and Z-Modem. 8 data bits, no parity and 1 stop bits. (8N1)

Punternet conferences

