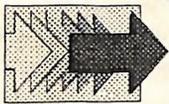


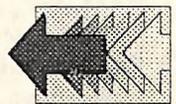
Commodore NETWORK AUSTRALIA

Vol 5 No 5 May 1996

SUPPORTING THE 8 BIT RANGE OF COMMODORE COMPUTERS



NEWSWATCH



World Premiere of CMD's Super64CPU

On Saturday, the fourth of May, 1996, CMD introduced a prototype of their newest product, the Super64CPU, to the public at a local GEOS meeting in Vienna, Austria.

The Super64CPU has a W65C816S processor with an official clock speed of 20 MHz. Unofficially, it operates a little faster! The unit on display was still a beta test version, and thus a prototype of the final product.

For more information, see "Update" in this issue.

Amiga Technologies Sold

ESCOM, the German company that purchased what remained of Commodore Business Machines, has sold the Amiga licences to an American firm, Visual Information Services Corporation, as of January 12, 1996. VISCORP are an interactive TV developer headquartered in Chicago full of Amiga lovers and ex Commodore hardware and software engineers (having mainly worked on the Amiga).

Apparently, VISCORP have been talking with ESCOM for some time, seeking to licence the Amiga Operating System, technology, and chipset for incorporation into their Set-Top Box.

ESCOM's change of heart concerning the Amiga stems from a large 1995 operating loss, reported to be of somewhere between 85 and 125 million DeutschMarks, and the resulting resignation of their former CEO, Manfred Schmidt, a stalwart believer in the Amiga technology, and the driving force behind ESCOM's acquisition of CBM.

See the feature article inside this issue for more information.

Electronic Boys Entertainment Software Close Their Doors!

British software developer and distributor EBES has decided to close their doors and to operate on a part-time basis until its current debts are paid in full, and they are in a position to move into the PC market.

The decision to take this course of action was forced upon them by a marked lack of support by Commodore users in Britain.

Job Opening at Threshold Productions International

For those amongst you with a programming bent, this little article was posted recently.

Position: Head Programmer

Hours: Part Time (ten or less hours a week)

Pay: \$6/hour

You should have good 6510 programming skills. Be able to handle packing/crunching tools and have at least a vague

idea about the difference between NTSC and PAL C64's.

You will be involved in:

1. Taking already completed games and making preview copies
2. Creating a standardised booting system
3. Stripping trash off completed games and re-packing/crunching
4. General programming tasks

Not all the work is with games - we do have some other software projects at the moment which need some touch ups.

Send all information you think is needed to tpinfo@eskimo.com

The Gatekeeper

The Gatekeeper is an American publication which has been going for some time now. Here is their latest press release:

The Gatekeeper is undergoing many new improvements. Issue 4 (February/March 1996) marks our first issue with a colour cover. We also have a more compact size on 8.5" x 14" paper, and with 32 pages we end up with 34 more square inches than on 11" x 17" paper. Issue 5 will be our first issue with a professional illustrator as well articles submitted by third-parties. In the near future we plan to be laser printing, using bulk-mail, and ultimately to move from photocopying to printing press. To accommodate all of this, our rates have risen slightly. Here are the new prices:

The companion disk is public domain and can either be received with the newsletter in an envelope for the price indicated, or one may send a self-addressed, stamped disk mailer and formatted disk to get it for free.



Rates (US funds)	US	Can/Mex	Int
sub (1yr./6 issues)	\$14.95	\$16.95	\$26.95
w/ 3.5" disk	\$23.95	\$26.95	\$36.95
w/ 5.25" disk	\$22.95	\$25.95	\$35.95
sample issue	\$3.95	\$4.50	\$5.50
back issue	\$4.95	\$5.50	\$6.50

Besides including

all of the public domain and shareware programs mentioned in each respective issue, original and never before released programs and sourcecode are included from our programming columns (assembly language and C).

The Gatekeeper, 610 First Street, Liverpool, NY 13088, U.S.A.



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AUSTRALIA - WARREN NAISMITH
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Hi, all! Welcome to another (late) edition of C.N. I'm writing this before I have had time to "map out" the issue roughly, but I suspect it will be a little "light" this time round. If it is, my apologies, I just haven't had the time to write as much as I would have liked, especially when I've been trying to put together two issues virtually simultaneously.

I think it's about time that I thank you all for sticking with C.N. over this time. It HAS been a battle to try and keep the issues coming, but coming they have been (if somewhat slowly!). I am trying to bring us a little closer to schedule before the end of the financial year, and, if I fail to do so, I may have to look at going bi-monthly. All this will mean is that your subscriptions will last twice as long, that Disk-Coverer will become available only TWICE a year instead of the current four times. For instance, if your current subscription is for twelve issues over twelve months, then your amended subscription will be for twelve issues over twenty-four months. You will receive the same number of issues, and the same number of Disk-Coverer disks that you originally paid for.

And you never know, we might even find that each issue may be bigger and better with the added time I will have to put together each and to write articles. Hopefully too, some few of you will find it a lot easier to find time to write and submit more items for publication.

In any case, this is still very much up in the air, and I'll be trying my darndest to get things a little more up-to-date over the next few weeks.

FUTURE ARTICLES

Over coming issues (whether monthly or bi-monthly) we have a wealth of reviews lined up for you all. We will be looking at a number of fanzines (disk, paper, and Internet based) over coming issues, as well as quite a few NEW games, and, of course, CMD's new

Super64CPU and Super128CPU. We also hope to have an interview and a question and answer (on the SuperCPU's) session with Charles Christianson of CMD in the July issue (depending on whether JDB have got things ready for the "Loadstar Special Issue" in June or not!).

BARGAIN SUPER64CPU

Which brings me to the next subject. Our review items have to, on occasion, be purchased. In the past this has left us with extraneous goodies which, quite simply, we can't use. Often on these occasions we have sold them at cost (if they cost us nothing, they get them for free!) to our reviewers and regular columnists.

We have made arrangements with CMD to bring in a Super64CPU and a Super128CPU sometime in the near future for review. At this time, CMD will offer us a rather excellent price which we will pass on to anybody interested in picking these up. The cost quoted to interested parties will be that quoted by CMD, plus freight from the U.S., plus shipping to the successful applicants address. This should work out considerably cheaper than what a unit would normally cost someone here in Australia. Those interested in the 128 version should be aware that I will be trying my best to convince my better half that I desperately NEED this unit, although I am none too confident as to my success in the matter!

WHO GETS IT!

This offer will only be open to applicants from Australia and New Zealand. Regular current writers and contributors to C.N. will get preference, followed by the first WRITTEN response received from a CURRENT subscriber. I will then forward a photocopy of CMD's quote, along with the estimated delivery costs. The only catch is that you may have to wait up to a month for delivery, after all, we are bringing it in to write a review on it!

We will be obtaining the Super64CPU initially, followed by the 128 version in a couple of months, so we are only interested in those who are interested in the 64 version at the moment. We will NOT accept indications of interest in the 128 version UNTIL we announce its availability here!

If this generates enough response, we will look at making similar arrangements for other larger items, such as CMD Hard Drives, PageFox, Handy Scanner, and the like!

Well, that's enough of my prattling for now. Let's get on with the serious business of reading your latest issue of COMMODORE NETWORK!

Warney



I wrote this prelude to geoSHELL for Peter Hunt, Editor of the CN GEOS disk [for #6], and also of GEOZ GeoClub, Doveton VIC. I thought I would include it in my column, CN being a wider print readership, and it makes a good filler until I am properly working with GEOS again {smile}.

GEOSHELL

Many GEOS users may wonder, "Why on earth would I want GeoShell". Well, my thoughts are that 'there is no clear way to answer this'. Why?. So many new users of the Commodore 8-bit computers, and users of GEOS will have no concept of where the 'whole Commodore thing' started. They just want to use it, and GEOS does a fair shake to letting them do that. Fine, that's okay really, but the reason why YOU might want to use geoShell, depends on how much you have previously investigated your Commodore system. Back when the C64 came out {circa 1982/83 for some of us}, the C1541 had not even been shipped yet. We learned what we could from the {gasp} thin manual, and from whatever magazines our Stationary shop carried. Usually we bought everything. Some books finally came out, and we bought them too.

Finally the C1541 was released {yes, already way back then Commodore under-estimated it's machine}. Initially the C64 was supposed to be used with that, horror of horrors, the 'Datasette - C2N 1530'. It was user demand that made them pull their collective



fingers out and produce the C1541.

Using the C1541 encountered it's own set of difficulties. Understanding DOS was one of them. Can you sense geoSHELL coming into focus here?. Apart from loading the Directory LOAD "\$",8, we had to communicate with that 'flamin' blinking red light when DOS said something was wrong. This was not simple. One either painfully memorised all of the DOS routines, or as some did, simply give up and ignore it. But we could talk to DOS if we persisted. To scratch or rename files, check the DOS channel, or validate a disk we had to use the follow commands

```
OPEN15,8,15,"$0:FILENAME":CLOSE15 <RET>
SCRATCH FILENAME
OPEN15,8,15,"$0:NEWFILE=OLDFILE":CLOSE15
<RET> RENAME OLDFILE
OPEN15,8,15,INPUT]15,E,ES,T,S:PRINTE,ES,
T,S:CLOSE15<RET> READ DOS CHANNEL
OPEN15,8,15,"$0:":CLOSE15 <RET>{AND
WAIT} VALIDATE DISK
```

I could go on, but if you want to find a good complete list, try looking up the section 'Disk Commands' in 'The HandBook of Commodore Disks' {**}

So, you get the picture?. It was no picnic back then. At last the DOS Wedge, an ML program that could be accessed from direct mode in BASIC, arrived for us users, and it gave us a convenient tool for talking to DOS from the keyboard. The above commands can be simplified as follows

```
@$0:FILENAME <RET>
SCRATCH
@$0:NEWFILE=OLDFILE <RET>
RENAME
@ <RET>
@ READ DOS CHANNEL
@V0 <RET>
VALIDATE CURRENT DISK
```

So life was getting a bit easier, and some of us even forgot the old erstwhile necessary commands, in favour of DOS Wedge. Other DOS handlers such as DOS Shell, and RUN Shell were written in ML by various programmers, for both the C64 and C128, and life was getting even better. Some years later, GEOS was developed. Gradually it grew from a small, not so brilliant graphic interface program, into the beauty we have in v2.0 today. GEOS does not need to have something like DOS commands, because it handles all of the disk and drive handling routines within it's Kernal. deskTop was exceedingly adequate for all the disk serving a user required, and it was all done for you 'in the background'. The trouble is, that some of the most diehard users felt that something was missing, something had gone from our Commodores, and it was the ability to control DOS ourselves.

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Network**

In 1989, the young geoWizard Jim Collette wrote DOS-Wedge to enable GEOS users to send DOS commands to true disk drives. So we got some control back, but it didn't do much more for GEOS users than the first simple DOS Wedge did for BASIC. So, enter a certain Maurice Randall in 1993 and his program geoSHELL. You knew I would get to the point here somewhere right?. I have only had the pleasure of using the demo, but from what I have seen I can tell you that it combines the simplicity of DOS-Wedge, with DOS Shell control, together with the ability to 'add on modules' as your experience progresses.

The program seems somewhat reminiscent of CP/M+ v3.0 on the C128. The user is given a cursor like prompt consisting of the current drive and a 'greater than' bracket. For example A>{cursor} it is that simple. To swap drives, you would enter at the cursor b: <RET> so the whole line would look like A>b: <RET> and geoSHELL responds with Drive Selected B>{cursor}. [Take it as said that the cursor is always waiting after the > bracket]. So those examples above, what would they look like in geoSHELL, bearing in mind that this is all you need to type at cursor

```
DELETE FILENAME <RET>
SCRATCH
REN NEWFILE=OLDFILE <RET>
RENAME
<NONE> IF YOU'RE INPUT IS
WRONG IT TELLS YOU HOW WRONG
READ DOS
<NONE> YOU SHOULDN'T VALIDATE
A GEOS DISK FROM DOS ANYWAY
VALIDATE
```

With the demo of geoSHELL on disk, are a number of command files. They show up to the GEOS deskTop as 'Desk Acc' files, but to geoSHELL they are 'TransCom' files, and are modules that will work with the fully functional geoSHELL, and not the demo. For

some reason these files are available to users over the GENie BBS in the USA, but they do not come on the actual program disk. So, if you get geoSHELL, you will need these files. TransCom files are geoSHELL command files. Good luck!. So, there you have it. I hope you enjoyed this walk down the Commodore memory lane. Print out the docs that go with the demo, and test drive geoSHELL to see if you like it. If you like it, go buy it from



Maurice Randall
P.O. Box 606
Charlotte
MI 48813 USA
Ph: (517) 543-5202

The cost of geoSHELL is US\$24.95. This price includes shipping to anywhere in the USA. Foreign orders, please add US\$5.00 to cover additional shipping and handling charges. A special Canadian price is US\$19.95 plus US\$5.00 for shipping and handling. Enquire further for price and shipping details. [Allow for conversion rates and bank charges].

[From Maurice] : This demo has certain features disabled naturally, but you will find many of the features still very usable. It will at least give you a fairly good idea of what the program is like. Normally geoSHELL installs itself, so that when you run an application and then exit it, you would return to geoSHELL instead of the deskTop. That particular feature has been disabled. The 'type' command has been left intact. Try that one out on any type of text file, whether it be a GeoWrite file or a text file created with any other word processor,

even ones outside of GEOS. The 'type' command can distinguish between ASCII and PetASCII files or even files that are stored as screen code. Just enter type followed by a filename to view that file. [end].

Well, that does it for me, think I'll disappear back into my Genie's bottle [grin].

READERS THREE WISHES AND ALL THAT ...

From Charles Finch of Garran ACT, "Although this is a very belated note of appreciation for your excellent column it is nonetheless sincere. I have enjoyed it right from its inception and am still impressed not only with your comprehensive knowledge of all things GEOS, but with your willingness to share this, free, gratis, and for nothing to all and sundry. For my part many thanks.

A 64-er since soon after its inception, I recently upgraded to a 128D with the unstinting assistance of a neighbour, one Ted Woodwell [hi Ted] who I think you know as a correspondent. Now comes the problem, which I'm sure, if you can't solve, no one else can!. With the additional capacity of the 1571 disks, I would like to make, using say 'Maverick', a GEOS 1571 boot disk to enable me to boot up with some additional Auto-execute programs. The 1541 format limits me to AutoDate and SystemError, and it would be very useful if I could add such things as an AutoCalendar. So far, all my attempts have resulted in more 1541 boot copies!.

It's hard to believe, but there are things in life other than computers - our family is owned by a pair of Burmese cats, neutered females,

**Commodore
Network**

around whom the household routine revolves. When I told my daughter that you were being registered as a breeder of Burmese, her instant remark was 'That poor misguided woman'. Seriously though, they are the most affectionate, loving, and intelligent of all breeds, we just let them get the upper hand. I'm enclosing a SSAE just in case you know of a way to make this 1571 boot disk. Meanwhile I look forward to the next of your unique GEOSgenie articles".

Gg. Thank you for your kind comments about my column. I appreciate hearing what you think. The best way to make an auto-booting 1571 GEOS disk that will also auto-execute your Auto-Exec files, is to use GeoMakeBoot, a product from CMD USA. I found that Maverick created Boot disks would not run the Auto-Exec files placed after Configure. GeoMakeBoot was the only fail-proof program that I have tried, and it is worth it too. The process involved is published in detail in the 'GEOS in Review' Handbook. The program to correctly create the Auto-boot track for your new GEOS

1571 Boot disk is 'Profile.80 Plus Mod3', both latter items on the JMV Grafix Products line.

Although after having our first litter of beautiful Burmese kittens, I now feel like 'The poor misguided woman' that your daughter mentioned, I am still glad that we undertook this very responsible job. Our kittens have been a delight, despite innumerable hassles, and the first has already gone to his new home at age 12 1 2 weeks. If our kittens can give to others the 14+ years of happiness and companionship that my first Burmese girl gave me, then I am content. Your comments on their personality definitely shows that your home is owned by two lovely Burmese 'people'.

Next month, well heck I don't know that myself yet. Wait around a bit, and we will all find out soon enough. Until then, happy GEOSing.

Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a

SSA{Business}E and I will write you back. Special thanks to Rick Coleman {Photo Mover fame}, our USA GENie BBS correspondent for your continued support, and to Michael Renz {Performance Peripherals Europe}, our German correspondent, for your continued support.

CN GEOSgenie
PO Box 635
Blair Athol
5084
South Australia

{**} The World of GEOS HandBook Series {I, II, III}, The HandBook of Commodore Disks, GEOS in Review, and Profile.80 Plus Mod3, are currently available from JMV Grafix

JMV GRAFIX



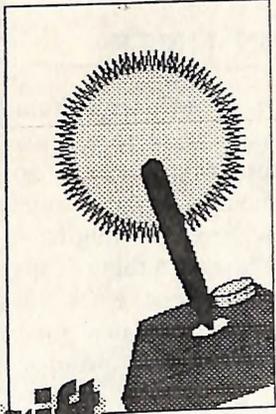
The Handbook of Commodore Disks	\$15
The Handbook of Commodore 128	\$15
The Handbook of Commodore 64	\$15
The World of Geos Handbook	\$15
The World of Geos Handbook II	\$15
The World of Geos Handbook III	\$15
Geos in Review	\$10

Prices include Postage and Handling within Australia, and are quoted in \$A.
Overseas orders please add \$A5.00

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Network

Welcome back one and all to another edition of Commodore Network and a return to The Power Drift. As always, we're happy to serve the Commodore community in any way we can - and that includes the lunatic fringe whose members are never seen far from a computer with a game loaded up. In this corner of the publication you'll find all the hints, tips, cheats and pokes you'd ever need for a lifetime of entertainment software activity. This month we're looking the usual group of golden oldies, with a few of the more alternate types thrown in for effect. Slave no more over that end-of-level baddie, because The Power Drift is here to set you straight.



Power Drift

```
B:POKE A,B:C=C+B:NEXT A
20 IF C=3630 THEN SYS 53229
30 PRINT "THERE IS AN ERROR IN THE DATA":END
40 DATA
198,157,169,0,162,1,168,32,186,255,32,189,255
50 DATA
32,213,255,169,208,141,146,4,96,206,154,122,76
60 DATA 3,1
```

marble to fly - the best we can offer for now is the ability to skip levels. Hit the reset button and type in these pokes:

```
POKE 1011,248
POKE 1012,252
RUN
POKE 2066,X (HERE, REPLACE X WITH THE NUMBER OF THE LEVEL TO WHICH YOU WANT TO SKIP)
SYS 49152
```

And then you can play away the day without the fear of losing that final life.

Any more news about Marble Madness will be wired through immediately - this game is one of the most popular we hear about, and we aim to please.



HEAD OVER HEELS

This classic reared its mighty head when Ocean first released it many years ago, and since then it has indeed shown a clean pair of heels to many of its competitors. An eternal favourite which never falls to the rear of any software collection. Head Over Heels has confounded many games down the ages, so here are a couple of tips for those in search of inspiration... For 90 head and heels, as well as 90 doughnuts, load up the game, hit reset and enter:

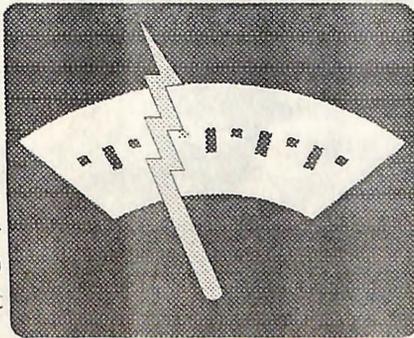
```
POKE 30315,144
POKE 30316,144
SYS 32490
```

On the other hand, you can gain infinite lives by slugging in this listing and running it:

```
10 FOR A=53229 TO 53256:READ
```

MARBLE MADNESS

Time now for a pair from one of the smaller houses, Ariolasoft (but don't tell them I said that). Marble Madness was one of their biggest hits without a doubt, the task of



guiding a rolling ball around an intricate pattern of ramps and slopes proving too much of a temptation for the average punter to resist. Whilst it would be good to consider some of the possible cheats for this game - I always wanted my

MOUNTIE MICK'S DEATH RIDE

One of its siblings which never quite shared the popularity enjoyed by Marble Madness is this game, although as shoot'em-ups go it certainly isn't one for the bottom drawer. If you're a rare owner, try this cheat for unlimited lives: the usual procedure of loading the game, banging on the reset switch and entering these pokes applies...

```
POKE 4465,234
POKE 4466,234
SYS 4096
```

If it's infinite bullets that you're after, then enter

```
POKE 12637,234
POKE 12638,234
```

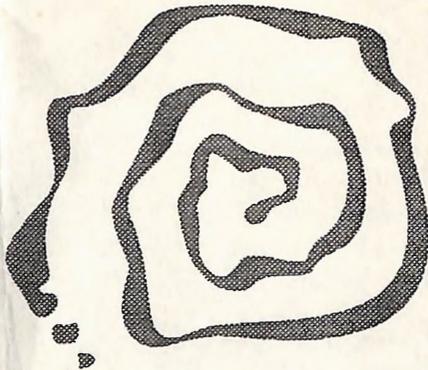
or for choosing your starting level go for

POKE 4264, (1-9)

before restarting the game with
SYS 4096

Ariolasoft might never have made it big with this one, but that doesn't stop the rest of us holding it high as a shining example that no Commodore game ever dies.

GYROSCOPE



Thoughts of Marble Madness always bring me back to one of my favourite games which ran along the same lines - Gyroscope, by Melbourne House, a company which had a knack of coming up with some of the best games released on our beloved computer. Perhaps it was just the haunting track that drew me to this gem, but in any case I hope that other members of the Gyroscopic community will remember the days when the catchy tune blasted through the lounge room speakers. For unlimited lives, load up the game, hit reset, and then type

```
POKE 44687,76
POKE 46688,105
POKE 46689,182
SYS 2067
```

Another way of making life a little easier as you spin down the gridded slopes is getting rid of the beasties that try to block your path. Load, reset and enter this listing:

```
10 FOR A=8296 TO 11711
20 POKE A,0
30 NEXT A
40 SYS 2067
```

Run it, and you'll find that a clear

way lies before you.

RIMRUNNER

This blast-away offering from Palace has had its diehard fans enthralled for some time, so perhaps we should cut them some slack by providing a "complete" cheat, if there is such a thing. Tape users - rewind the tape, enter this listing, run it and press play for a whole pile of benefits and infinites:

```
10 FOR A=52980 TO 53003:READ
B:POKE A,B:C=C+B:NEXT A
20 READ B:PRINT
PEEK(A);B:A=A+1:C=C+B:IF B<>2
THEN 20
30 IF C<3125 OR C>8321 THEN
PRINT "AN ERROR HAS BEEN FOUND
IN THE DATA":END
40 POKE 157,128:SYS 52980
50 DATA
32,212,225,152,32,213,255,142,
123,3,169,207
60 DATA
141,124,3,96,169,207,141,210,4
,76,224,3
70 DATA 206,201,181:REM
INFINITE ENERGY
80 DATA 206,164,181:REM IMMUNE
TO ALIENS
90 DATA 206,9,135:REM NO
ALIENS
100 DATA 206,45,135:REM IMMUNE
RUNNER
110 DATA
169,173,141,233,181:REM
INFINITE RUNNER ENERGY
120 DATA 142,132,179:REM
AUTOMATIC COMPLETION OF LEVEL
130 DATA 169,(1-
10),141,137,128:REM (1-10) =
CHOICE OF LEVEL
140 DATA 76,12,128,2
```

And if that isn't enough for you... well, play another game.

DEFENDER OF THE CROWN

A delightful game, filled with the



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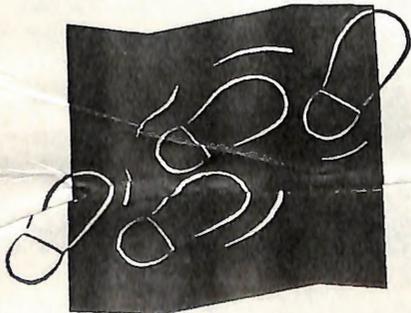
G-OS BBS
Melbourne
(03) 9803 6498

kind of audio-visual entertainment which became synonymous with the Cinemaware-Mirrorsoft partnership in the years which followed the release of this enjoyable epic. This piece of software is the perfect example of how a simple concept can provide so much scope for artists, musicians and coders to display their skills. If you're sick of the usual paltry twenty men in your army at the beginning of the game, try plugging in the following listing choosing

values between 0 and 255 for the different categories of military muscle.

```
10 FOR A=4096 TO 4203:READ
B:C=C+B:POKE A,B:NEXT A
20 READ B:POKE
51788+D,B:E=E-B:F=F+1:IF B<>1
THEN 20
30 IF C=12036 AND E>3133 AND
E<3900 THEN SYS 4156
40 PRINT "THERE MUST BE AN
ERROR IN THE DATA":END
50 DATA
169,15,141,86,83,76,0,80,33,42
,169,16,141,177,69,76,66,65,16
9
60 DATA
32,141,63,194,169,36,141,64,19
4,169,16,141,65,194,76,18,193
70 DATA
133,173,165,175,201,1,208,10,1
04,104,169,16,72,169,9,72,208,
4
80 DATA
165,173,145,174,200,96,169,8,1
70,160,0,32,186,255,160,16,32
90 DATA
189,255,169,1,162,2,200,32,213
,255,120,161,255,154,189,1,17
100 DATA
157,1,1,189,131,17,157,131,1,2
02,208,241,169,16,141,134,1
110 DATA
76,3,2,169,89,141,53,8,169,202
,141,54,8,78,46,8,169,80
120 DATA
141,53,8,169,89,141,54,8,169
130 DATA (0-255):REM NUMBER OF
SOLDIERS
140 DATA 141,6,2,169
150 DATA (0-255):REM NUMBER OF
KNIGHTS
160 DATA 141,12,2,169
170 DATA (0-255):REM NUMBER OF
CATAPULTS
180 DATA 141,18,2,76,80,9,1
```

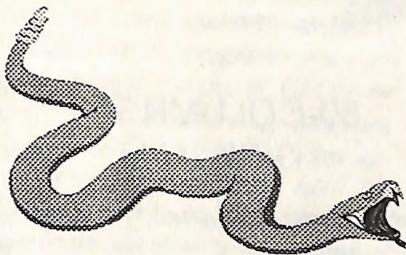
Do bear in mind, however, that in some cases if the values are too high



then the program is liable to crash. Be reasonable. After all, they're only Normans, aren't they? If entering big long listings is not your jug of mead, however, try this little cheat which could save you the

bother of the longer version. As soon as the Defender of the Crown title screen appears, hold down the "K" key until the rest of the game has loaded. If all goes well, you should have 2048 men at your disposal - King Alfred of Wessex never had that opportunity. If not, get those typing fingers warmed...

VENOM STRIKES BACK



A vengeance game from the depths of Gremlin talent, some of you might recall this one. For infinite lives, load up the game, hit reset and enter

POKE 3439,165

followed by
SYS 3100

to restart the game. Quick and easy, and you're ready to go.

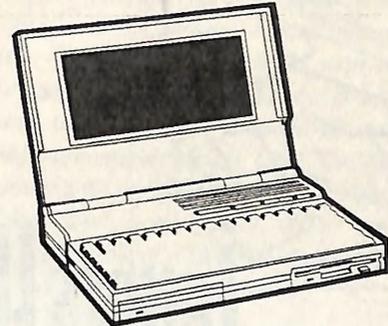
SPOOKS

If you think that the quick and easy cheats are only for those with reset switches, think again. Grab the tape of this game from Mastertronic, enter this listing and run it:

```
10 SYS 63276:POKE 831,255:POKE
832,2:POKE 783,1:SYS 62828
20 POKE 749,226:POKE
750,255:POKE 770,167:POKE
771,2:POKE 776,167
```

The computer should reset, and you can enter POKE 14919,173 followed by SYS 5616 to get yourself up and running with infinite lives. Of course, for those who have made the switch (or bought one, at least), the way to go is to load up the game, hit reset and enter POKE 14919,32 and then SYS 5616 for the same effect.

HACKER II



To finish off with a popular game would be a cop out, so I'll alter things a little by leaving the results of the cheats up to you to find out. When this game from Activision asks you to logon please, try a few of these codes:

```
00987
TITLE
DEMO
COVER
PAM
WAMI
DAME
GOMES.
```

During the game, there are others which you can enter:

```
RED7
WHITE6
BLUE1
WHITE50
07041776.
```

Okay, so some of these are easy to work out. But the rest? If you've got Hacker II, then you can be the one to make the discovery.

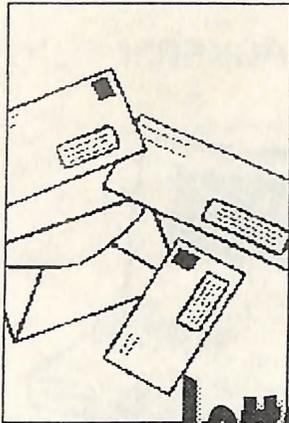
SIGNING OFF...

For another month we must depart, but don't despair. The Power Drift will return with your next issue of Commodore Network, and a return to the world of entertainment software is on the cards - very soon!

Cheers Andrew



**Commodore
Network**



Letters Link

Welcome one and all to another bout of mail mania. First off for this issue comes a few snippets from Gordon Wormald of Canberra.

CHANGING A DISK'S ID

Henry Rodway's wish to change disk ID's was not really answered. With all due respect to your treatment of the disk's embedded ID, what he needs is probably the cosmetic ID in track 18, sector 0, bytes \$A2 & \$A3 (162 & 163 in decimal). Whilst the DOS identifies a disk from the embedded ID, most cataloguing programs (and various others) use the more easily accessible cosmetic ID.

This is easily changed by using my program "New title-ID.80" on "Disk-Coverer #10 (C128)". Note that this displays both ID's, with the option to change the cosmetic ~~alone~~ or with its three following characters (including the disk's cosmetic DOS type).

There should be a warning that changing any of these characters can make some proprietary disks unusable since the characters are incorporated in the so-called copy protection scheme. It would be wise to back up your commercial software before changing.

80-COLUMN TV DISPLAY

Gordon goes on to write:

Mark Chester's desire for an 80-column TV display is ruled out on two scores:

- 80-column signals are just too fast for successful rendition on most TV's. Monitors like the 1084 or CGA have increased bandwidth to allow adequate response to the faster 80-column signals.

In fact, one of the real secrets of the success of the C64 was its use of double pixels in screen fonts, to halve the bandwidth required (close inspection if the character ROM shows that no single pixel lies between two others opposite it in bit-sense). Without this, it would have been impossible to show 1000 legible characters on a colour TV ~~screen~~. Incidentally, this is where some substitute screen fonts ~~have~~ fallen down.

- Secondly, the C128's 80-column signals are in RGB format, incompatible with the TV's PAL composite signals. Conversion is possible, but probably more expensive than a new monitor. Do not overlook the fact that there are lots of CGA (Colour Graphics

Adapter) monitors around, on or from the early PC's. In fact, I got one with its XT computer for \$50 at a computer fair. It was money well spent, for now I have simultaneous 40 and 80 column displays, useful in numerous ways. Often I have a program on the 80 column display, with data (notes, memory map, or directory) displayed on the 40-column screen.

Thanks, Gordon. I probably did get a little carried away with Mr Rodway's question and, upon reflection, he probably was seeking information on altering the cosmetic ID. In any case he has a little something on both now! As for Mark's query, well, I couldn't help much, so it's good to know that there are people out there willing to pass on a little of their knowledge!

SEGA CONTROL PAD USE

From up Darwin way comes this letter from Don Webster.

I have a Sega Genesis Master System and have noticed that the plug for the control pad seems to be the same configuration as the joysticks on the 64. Is it possible to use these with the Commodore

I don't have a Sega system available, so I can't test this out for you, Don, but all the information I have to hand seems to indicate that you should have no trouble. All you need do is plug it in just like any Commodore joystick.

SCROLLING THROUGH A LIST OF GEOS DESK ACCESSORIES

From Brian Price of Boronia in Victoria comes this query -

I am a new subscriber and have a

query for you! I have been using GEOS for some years now and often felt the need for a way to scroll through a listing of ALL desk accessories which may be present on a disk, rather than the first few that may appear on it. Is there a program that will do this, or is it an impossibility.

There are a couple of programs which will perform the task you require, Brian. Roger Lawhorns "Superbox" is a commercial program and, the last I have heard, was available from Dale Sidebottom, 1001 Estate Circle, Georgetown, IN 47122, U.S.A. for \$US20. It came as part of a package along with GeoPrint and GeoLabel.

The second program is by Jean Major, and is called DBGetFile. This is also commercial, selling for U.S.\$9.95, and available on disk with a number of other utilities from Jean F. Major, 119 Terrasse Eardley, Aylmer, Quebec, Canada, J9H 6B5

In both cases it will be worth contacting the people involved before sending money, as my information is somewhat dated.

20 MHZ DOES NOT MEAN A FASTER DISK OR FASTER PRINTER

From Joe Whetzel of Adelaide comes this offering:

I am fascinated by the news of the Super64CPU from CMD, I for one would love GEOS to run faster. Disk access seems to take forever, and printouts can be painfully slow!

I've got some bad news for you, Joe! Unfortunately, the new SuperCPU's will not speed up printing in any way other than in decreasing the actual time it takes

to prepare text or graphic files distributed over the Internet and before printout. As for disk access, the CPU's themselves will not speed the drives up although, as I understand it, the units will come equipped with Jiffy-DOS, which itself speeds up disk access times. However, to perform this task on the drives you already have, you will need to fit a Jiffy-DOS chip into each.

What the new SuperCPU's do is increase the speed at which the computer itself operates, and thus the speed of the programs you run. For instance, being a GEOS 64 user, I would dare say you are familiar with the painfully slow up-scrolling in a geoWrite file. Try loading a full page of text into geoWrite and move to the bottom of your page. Now push your pointer to the very top of screen to see how long GEOS takes to scroll upward. With a 20 MHz CPU, this is almost instantaneous.

Naturally enough, this increased operating speed will make some games unplayable, but others should benefit immensely. Leaderboard Golf springs to mind as a game which could benefit.

COMMODORE HACKING

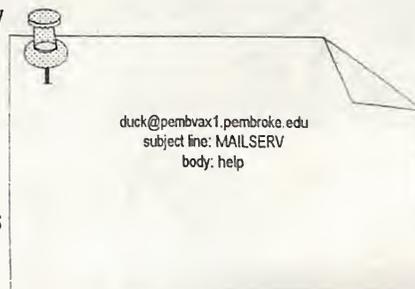
Over in Perth, and Michael Collins writes:

A friend of mine has told me about a magazine called "Commodore Hacking". It is supposed to be very technical and in-depth - just my cup-of-tea! I was wondering if you have any information on it, such as where I can get it, what a subscription costs, and anything else you think I may need to know!

Well, Michael, Commodore Hacking is a very unique publication in several ways. Firstly, it is NOT paper or disk based. It is

thus you must have a modem to access it! It is also completely FREE! (except for the time you spend on the phone downloading it!). The publication deals with a broad range of technical material, and includes both hardware and software coverage.. It DOES NOT cover subjects like pirating and the like, but does deal with the capabilities of the C64 currently being utilised.

I don't have the complete set here, but you are more than welcome to what I have, so watch out for a disk in the mail! You may find that your local user group can also help, and if you have a modem and a local Commodore 8-bit supporting BBS, they may also have several editions (including the latest) available for download. If you have Internet access you can simply send a message with the subject line "MAILSERV", and the automated mail-server will send you the info, files, or issues that you request. Your Internet message will need to be sent to:



If all that fails, or is inconvenient, you could try to mail the editor, Craig Taylor, at Rt 2 Apt. 1 College Court, Pembroke, NC, 28372, U.S.A. Craig will supply you with an edition of your choice on a 1581 disk for U.S.\$5.00, but be prepared for a wait!

DRIVE RESET FAILURE

Once more from Adelaide, and

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Benjamin Sadtler writes:

I am a new owner of an old (second-hand) C64 system. The set-up came with the keyboard, two drives (old-style 1541's) and a printer (no monitor). A reset switch has been fitted, but, unfortunately, refuses to reset the drives when pressed. It works AOK with the computer itself, it's just the drive units that it refuses to work with. I have had a C64 in the past, but got rid of it to get a 486. I have often regretted the decision, and recently managed to pick this one up for a song! Can you help.

Hmmm! My first thoughts on the matter are that your reset is connected via the User port. If this is so, remove it if you can. Not only is it a waste of a valuable resource (the User Port), but there are also far more efficient ways of causing a reset. If you use a copy cartridge of some sort (Action Replay, etc.), or use a CMD RAMLink or Aprospan, then these units have reset buttons built-in.

STAMP COLLECTION *alternative.*

And from Geelong in Victoria, where Robyn Reece writes:

I am an avid stamp collector, and am looking to use my 128 to keep a database of my collection on. The information to be kept will need to be pretty comprehensive, as I am collecting varieties, faults, and the like. Can you recommend some suitable program.

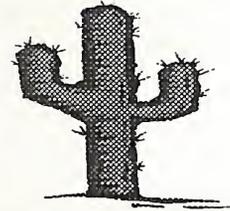
I don't know for how many years I've been promising myself that I'd do this with my stamp collection. Things have been so busy these last few years that I've hardly touched it at all! Nevertheless, I had planned to catalogue my stamps using Superbase 128, since I've found this to be the most powerful and versatile of the 128 native mode databases. It may also pay you to locate a copy of dBase for CPM some sort (Action Replay, etc.), or mode and to try that out as well. I've had a couple of short sessions with it due mainly to Alastair Hay's CPM articles, and it may prove an

I also notice that KEYSTONE SOFTWARE of the U.S. produce a devoted Stamp & Coin Collector's database, although what it is like, I don't know. If you are interested, you can pick up a copy from CMD for U.S.\$17.95. CMD's address is:

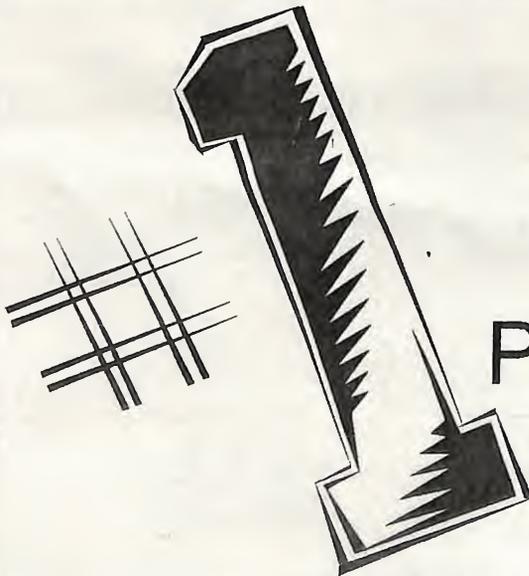


Creative Micro
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CONTACT:

Andrew Gormly
PO Box 123 Walkerville
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- RUN - March '88
- Commodore Magazine - December '84, January '87, August '88, December '88, March '89
- Commodore User - December '87, January '88, April '88, May '88, November '88
- Your Commodore - May '87, July '87, April '88, August '88
- Zzap 64 - October '88, November '88, December '88, March '88

- Commodore Computing International - April '88, August '88, September '88, October '88, January '89
- Compute! - May '84, March '85, April '85, May '85, August '85, September '85, November '85, December '85, January '86, March '86, August '87
- Compute Gazette - July '84, September '84, October '84, April '85, June '85, September '85, October '85, November '85, December '85, January '86, July '87, August '87, March '88, November '88, March '89

CONTACT:

Gordon Screen
18 Windsor St. Edgeworth
N.S.W. 2285

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Bill Bratby
27 Smith St. Old Bar N.S.W. 2430
Ph: (065) 537 540

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- Microsoft Multiplan 64 with docs willing to consider any swap or offer

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Nairne
S.A. 5252
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CONTACT:
Robert Lord
Phone: (060) 591 469

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CONTACT

Arthur Stevens 0411 375 073
7 Falconer Street Glen Waverley
Vic 3150
Fidonet 3:633/272
Internet artie@cloud.net.au

WANTED:

- List of codes to use "Cockroach" TurboROM
- CONTACT:**
Gordon Wormald
1 Kitson Pl. Florey 2615
Phone: (06) 258 2259

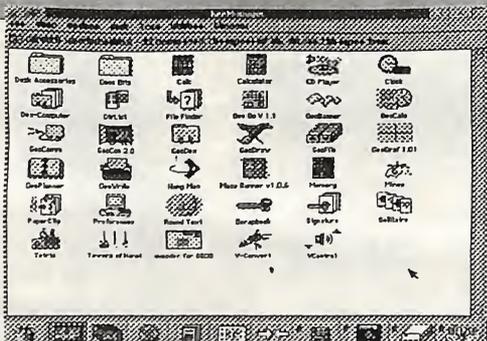
WANTED

- C64/C128 associated images. Photographs, Clippings from magazines, screen shots, either in paper form or electronically scanned into PCX, GIF, TIFF, WMF, CGM or BMP formats.
- Can't give anyone any money for these but need them for Commodore Network Magazine.

CONTACT

Arthur Stevens 0411 375 073
7 Falconer Street Glen Waverley
Vic 3150
Fidonet 3:633/272
Internet artie@cloud.net.au

Geos - The PC evolution



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Hi there. Welcome to another Clublinks Column.

What a hectic few months it's been for me. Moving house is a huge job and then getting everything unpacked and set up again sure takes a lot of time and effort. But things are now pretty well back to normal. Because of my move this column now has a new address so please don't write to my old Warilla address any more. The new address is PO Box 621, Cobram Vic 3644. No I haven't become a Victorian! I still live in NSW: it's just that the mailing address is Victorian.

Checking the mail is now a chore I am beginning to enjoy. With the number of newsletters I'm receiving from the groups, not only in Australia but from the States as well, it appears that groups are now seeking to promote themselves far and wide and exchange ideas etc. with each other. Some newsletters are quite large and quite professionally presented whilst others are only just a photocopied page. One of my favourites is the newsletter from ACES in the States (see the address later in this column). Although it is only a double-sided A4 sheet I find it always contains something of interest to me. Like many clubs this group only has a handful of members but exchanges newsletters with clubs all over the world. Its members are clamouring for information and ideas for their machines and they are able to find it by an exchange of newsletters or disks.

I know that I keep on about it but it's up to us as 64/128 users and owners to support the clubs and groups that are still out there supporting us. Join as many clubs as you can to show your support. Most clubs now support "out-of-area" or remote memberships. In

many cases you'll receive a club newsletter and other information to keep you in touch with other members. It only costs a few dollars to join each club but it can guarantee the survival of some clubs who are now just on the brink. Some clubs now have special rates for users that belong to more than one club. How many readers of this column actually belong to more than one club?

CLUB NEWS

The Commodore 64/128 Club of NSW has a new president. Long time member Lance Bosenquet has taken over the reins due to the resignation of John Buckingham, who has moved out of the area. The club decided some time ago to look into the possibility of allowing membership to users of other formats because many present and past members have more than one machine at home and the general consensus of opinion was that to survive the club would have to allow these users to become members or to somehow attract more 64/128 owners. The club still has a strong core of 8-bit users nevertheless.

The Wollongong User Group is considering incorporating to help overcome its problems. With the



Clublinks

membership level very low the club is having trouble meeting the costs of hall hire and insurance. A core group of 10 or so members is keeping the club going. I have been told that meetings will probably be held in members homes in the future. The new president, Laurie Thornton, will ensure that the club survives somehow.

Ivan Blitz, of the Melbourne club, is still asking for clubs around the country to drop him a line about their clubs so that the information can be published in the MCCC newsletter's "Around Australia" column. The club wants to promote other clubs amongst its members so that everyone in all the clubs can draw on each others specialities and resources. Ivan's address is PO Box 537, Cockatoo, Vic 3781. Quite a few clubs have been profiled already.

Whilst on the subject of the Melbourne club I'm happy to report that at their AGM held in March the club reported 31 memberships - 20 suburban members and 11 remote members scattered around Australia. Victoria's best (only?) Commodore Computer Club is certainly going strong.

The ACT8CC, Canberra's 8-bit club, appears to be thriving. The

Commodore Network

club is now into its second year and meets twice monthly at members homes. Gordon Wormald, the club's leader, has certainly done a good job. I may have been critical of him in some previous columns regarding the demise of the former Canberra group but I certainly congratulate him on the job he's doing now. For those readers in Canberra or surrounds it only costs \$10 to join the group. The club meets on the second and fourth Thursdays of each month. Gordon can be contacted on (06) 258 2259 or you can write to him at 1 Kitson Place, Florey, ACT.

I've heard some whispers around that the British section of GEOCLUB may not continue after the end of this year. Frank Cassidy has done a good job over the years and it will certainly be a shame to see the club fold. GEOCLUB OZ, the groups Australian section, is run by Peter Hunt, who may not be able to handle the reins after the end of this year. Let's hope something can be worked out to keep the group going. GEOCLUB caters for GEOS users and costs only \$20.00 a year. The groups address is c/- Peter Hunt, 70 Betula St, Doveton, Vic, 3177 or you can phone Peter on (03)9791 4991.

The following groups or organisations have expressed their desire to exchange newsletters and to regularly correspond with clubs and users in Australia and New Zealand.

Commodore Association of Lake Forest, 22776 Madrid Drive, Lake Forest, CA 92630-4625 USA - Scott D Merrill, President.

Emergency Call BBS, PO Box 509, Gleichen, AB T0J 1N0, Canada - Tom Gislason, EMT-A, Sysop. - BBS Number 403 734 2382 Voice Number 403.734 3511. To phone Canada dial 0011 1 then Canadian

number.
Commodore Users Group of Kansas City - Frank Scott, President/Sysop. Write to this group c/- Scott Roseboom, PO Box 213, Woombye, Qld 4559 who will pass it on to the club.

ACES (Active Commodore Enthusiast Society), PO Box 165, Albany IN 47320-0165 - Don Gilstrap, Editor.

The Editor of Loadstar likes to receive club newsletters on a regular basis from clubs all over the world. Each six months all clubs that have sent in newsletters get listed in Loadstar. Each edition of Loadstar has a regular feature regarding club newsletters. A newsletter competition is conducted each year as well. The address is Loadstar Editor, PO Box 30008, SHREVEPORT, LA 71130-0008 USA. To save postage clubs can mail their newsletters to Loadstar's Australian agent for forwarding. The Australian address is Loadstar Editor, c/- JDB Software, PO Box 621, COBRAM Vic 3644.

Keep the information about the clubs coming. I look forward to reading your newsletters each month. The address for this column is Clublinks, PO Box 621, COBRAM Vic 3644 or you can telephone/fax me on (058) 762200.

Until next time,

BUCKY.

CLUB LIST

This is a list of some of the user groups in Australia and New Zealand that cater for members with 64's or 128's. If you want any information or details about the club contact the person listed or write to the address shown. There is also a list of mail/postal groups as well. If you write to a club please

enclose either a stamped self-addressed envelope, a stamp or reply coupon for your reply. Remember that school and public holidays as well as local events can affect meeting dates. ALWAYS check with the club contact first.

Listings marked with an asterisk (*) have been altered since last issue.

AUSTRALIA

*ACT8CC (Canberra 8-bit club), 1 Kitson Place, FLOREY ACT 2615 - contact Gordon Wormald (06) 258 2259 or Ted Woodwell (06) 281 6347 for all information regarding this club, including meeting times and venues. The club meets twice monthly.

*Albury/Wodonga Commodore User Group Inc., PO Box 1014, ALBURY NSW 2640 - 1st Tuesday and 3rd Monday 7.30pm Gas & Fuel Corp. Building, Hume & Townsend Sts, Albury - Rod Graeber (060) 21 3703 or Helen Egan (Secretary) (060) 24 5114

*C64 Developments Inc. (Wollongong C64/128 Club) PO Box 150, UNANDERRA NSW 2526 - contact either Sue Smith (Secretary) (042) 71 7243 or Laurie Thornton (President) (042) 25 9682 regarding meeting times and venues.

*Commodore 64/128 Club of NSW - 3rd Wednesday except January 7.30pm Minchinbury Neighbourhood Centre, Minchin Rd, Minchinbury - Laurel Nicol (Secretary) (02) 628 3516

*Commodore Hornsby User Group Inc., PO Box 1578, HORNSBY NORTHGATE NSW 2077 - 2nd & 4th Wednesdays 7.30pm St Leo's College, Wahroonga - Frank Bunton (02) 487 1062

*Tuggerah Lakes Commodore Users Group, PO Box 659,

TOUKLEY NSW 2259 - phone Bill on (043) 92 2567 or Ted on (043) 96 5927 for any information.

Melbourne Commodore Computer Club Inc., PO Box 177, BOX HILL Vic 3128 - 2nd Wednesday 7.30pm Courtyard Room, Nunawading Civic Centre, Whitehorse Rd - Bernie O'Shea (President)(03) 438 1625 or Bob Morrow (Secretary) (03) 846 4217

Yarra Valley Computer User's Group (formerly Yarra Valley Commodore Users Group) - Contact Jason Huxley (03) 728 4163 for all information.

South Australian Commodore Computer User Group Inc. , PO Box 427, NORTH ADELAIDE SA 5006 - 1st & 3rd Mondays 7.30pm North Adelaide Primary School-Phil (08) 381 8444

Southern Districts Computer Users Club Inc. (Adelaide), PO Box 991, MORPHETT VALE SA 5162 - 3rd Wednesday 7.30pm Home Economics Room, Christies Beach High School (West), Beach Rd, Christies Beach - Robert Cloosterman (08) 382 0781

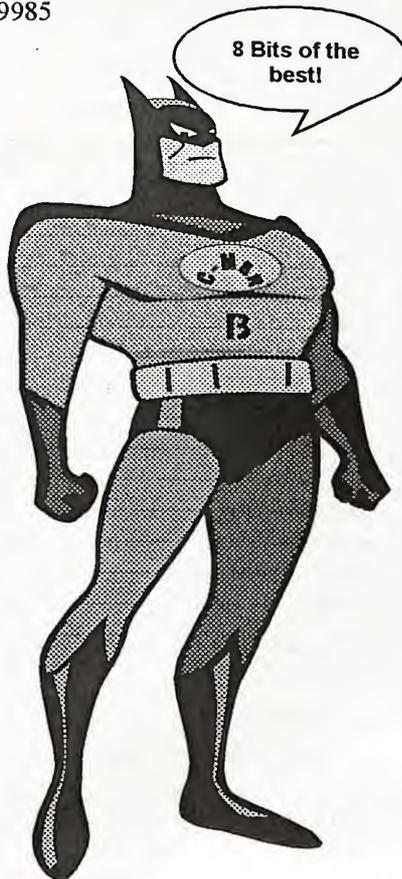
Computer Club of WA Inc. (Perth) - phone Tom Lee on (06) 332 6374 for all enquiries. This club does not cater for 64/128 members but Tom will put users in Western Australia in touch with other users.

Cairns Commodore Users Group, PO Box 7, EARLVILLE Qld 4878 - 1st Tuesday 7.30pm Cairns Education Centre, Greenslopes Road, Edge Hill - Bruce Bimrose (070) 54 1949

Commodore Computer Users Group (Qld) Inc. - This group is now Amiga only but will assist any 64/128 users as necessary - Contact Barry Benyon 14 Ash Ave Woodridge Qld 4114 (07) 290 1521

Woombug 8-bit, PO Box 213, WOOMBYE Qld 4559 - 4th Saturday each second month 1pm - 4pm Tea Room, Masons Hall, Hill St, Woombye - Scott Roseboom (074) 48 5845

Tasmanian Commodore Users Group, GPO Box 673, HOBART Tas 7000 - 3rd Wednesday 7.30pm Derwent Regional Library, Glenorchy - Stephen Cook (002) 47 9985



Manawatu Commodore Users Group, 83 Havelock Ave, PALMERSTON NORTH - 1st Monday 7pm St Marks Church Hall - Sydney Mounsey (06) 357 9858

Whangarei Combined Computer Club - contact John Pitt (09) 438 6651 for all information regarding this club.

POSTAL GROUPS

All these groups are mail based groups that cater for those users who are not able to attend a normal club or want to join a second club. Most provide a regular newsletter and give you access to PD programs and program information as well as give you the opportunity to meet other members through correspondence or phone contact.

GeoCLUB (GEOS users)

c/- Peter Hunt 70 Betula Street, DOVETON Vic 3177 - Frank Cassidy (03) 791 4991

Hills 64 Group PO Box 537, COCKATOO Vic 3781 - Ivan Blitz - (059) 68 9323

Plus4/C16 Users Group 36 Western Highway, BLAXLAND NSW 2774 - Tony Ellis (047) 39 1528

The Old Codgers (over 40's) 18 Windsor Street, EDGEWORTH NSW 2285 - Gordon Screen (049) 50 8161 (night time only)

Woombug 8-bit, PO Box 213, WOOMBYE Qld 4559 - Scott Roseboom (074) 48 5845

Meeting 64/128 Users Through The Mail C/- Francis Redmond, Route 7, Box 7614, PALESTINE, TX 75801, USA - Francis Redmond

Many regular clubs can also cater for postal or associate members as well. In most cases out of area members would be most welcome. Check with your local club.

NEW ZEALAND

As well as from the clubs themselves up-to-date information regarding any clubs can also be obtained from Jim Mullen, 110 Main South Road, OAMARU Phone (03) 434 6026.

Kapiti Commodore Users Group, 24 Makarini St, PARAPARAUMI - 1st Friday 7.30pm Kapiti College, Margaret Rd, Raumati Beach - John Hughes (04) 298 4349

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Network**



Because so many of you are interested in what has happened, and what is happening, to the Commodore brand name, and, more importantly, in the likelihood of the re-release of the C-64 (and 128), I've put together this little package of information for you. The first part is a press release on behalf of Amiga Technologies GmbH, the subsidiary of Escom created to handle the Amiga lines produced by Commodore, and the developments thereof. As yet it is unclear whether this information has any bearing on the Commodore 8-bit computers or not, but it will serve to keep all informed until things become a little clearer for us.

Press Release by Gilles Bourdin,
Amiga Technologies GmbH

PRESS INFORMATION FOR IMMEDIATE RELEASE

VISCORP agreement complete

Bensheim 23/01/96

Chicago - January 12, 1996 - Visual Information Service Corp. (VISCORP), an INTERACTIVE TV developer headquartered in Chicago, Illinois and AMIGA

Technologies GmbH, headquartered in Bensheim, Germany, have finalised an international license agreement to adapt, utilise, license and distribute the AMIGA technology within VISCORP's interactive intelligent set-top TV appliance - Electronic Device (ED). The license authorises VISCORP the right to use, re-license and distribute the AMIGA operating system and compatible parts of current versions of the technologies where the AMIGA products are used as, or as part of, interactive television devices.

In 1995, ESCOM AG acquired all Commodore and AMIGA licenses, patents and trademarks. Amiga is an acknowledged leader in the computer industry in the area of providing high-quality graphics for monitors and television broadcasts through their sophisticated chip sets. The combination of the AMIGA hardware/software technologies and intuitive operating system makes them a viable contender in the development of high-speed delivery for complex graphic programming. The AMIGA technology can import and adapt software to the set-top box with minimal changes.

By employing the sophisticated

AMIGA chip set, VISCORP will have the ability to provide a complex set-top appliance with multitasking functions to integrate affordably the TV set, phone line, and network service providers. This ability has not yet been offered or available through existing systems" said Jerome Greenberg, VISCORP's chairman of the board. "By utilising our unique set top appliance and incorporating the AMIGA technology, VISCORP is able to provide a complete practical solution for interactive TV-services, and now the ability to access the Internet through a standard TV set with pricing that makes sense for the average TV viewer".

The integration of the AMIGA system with the VISCORP set-top appliance will allow access to the Internet, on-line services and voice "chat" programs through the TV set. As planned, ED will access any on-line services and any address on the Internet's superhighway. Access can be through a TV remote, a computer keyboard, a touch-sensitive pen or the microphone in the ED. Additional plans will enable consumers to play games (e.g., individually, against a networked opponent), or enable home shopping, electronic banking, and enable a subscriber to gain access to information services through a TV set.

ABOUT VISCORP

VISCORP develops and markets a brand of cost effective set-top appliances for the home, business, government and educational users of interactive TV devices. VISCORP's set-top device integrates the television and telephone line to access on-line services, interactive applications and direct Internet service through the TV set. Through blending of the existing VISCORP set-top TV

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appliance and the AMIGA technology, VISCORP will be able to provide a gateway for every household to enter into the age of interactive services at a cost-effective price and user friendly environment.

FLASHBACK!

As an interesting aside, here is what VISCORP had to say in the original post-buyout press conference held by Escom to announce that they had taken over Commodore. Here's Don Gilbreath's (Chief Technical Officer, VisCorp) speech on that occasion:

DRAFT

DON GILBREATH SPEECH

ESCOM PRESS CONFERENCE

MAY 30, FRANKFURT

Hello, my name is Don Gilbreath. I have 12 years' association with Commodore. I have worked in various capacities from engineering to technical sales and marketing. As a Director of Product and Market Development, I designed and managed among other products the team that brought CDTV to market.

I am happy to be here today for the re-birth of Amiga. After spending some quality time with ESCOM management, I am convinced they possess the marketing finesse and strength to make Amiga successful into the 21st century.

Currently, I am Chief Technical Officer for VisCorp, an interactive set-top box developer and application designer based in the United States.

Our executive offices are in Chicago, and we have engineering teams based in West Chester, Pennsylvania and the Silicon

Valley. VisCorp is the first company to be granted a license to use the Amiga technology in interactive set-tops.

Before I explain why we believe Amiga is the right platform of choice for set-tops, let me explain the current landscape of North American set-top offerings.

IT IS A MESS - MASS CONFUSION!

Companies are scrambling, forming joint ventures for the purpose of joint ventures...

We are aware of some 40 set-top projects. Seventeen design wins alone are for Philips chip sets and an OS9 derivative (DAVID), the closest competition for an Amiga offering. Some of the other set-top projects (or camps) range from pure video game-based platforms such as Nintendo, Sony, and Sega to a multi-function, cost prohibitive (in terms of memory) Microsoft-based platform as well as similar offerings from Apple, SUN, and Silicon Graphics. Amiga will find a home between these two ranges in terms of cost/features and the development community.

There is another camp which tend to be as much of a "target" as a potential "partner", and include Scientific Atlanta and General Instrument. They are currently not as strong in computer technology as cable modems, video delivery, and authorisation schemes. There is synergy and relationships will develop between Amiga and these two companies in particular.

What is this set-top business all about?

1. Selling product - initial hardware sale/lease or licensing - the enabling technology.

2. Potential of ongoing revenues - hard goods, soft goods - providing movies, telephone service, and grocery shopping

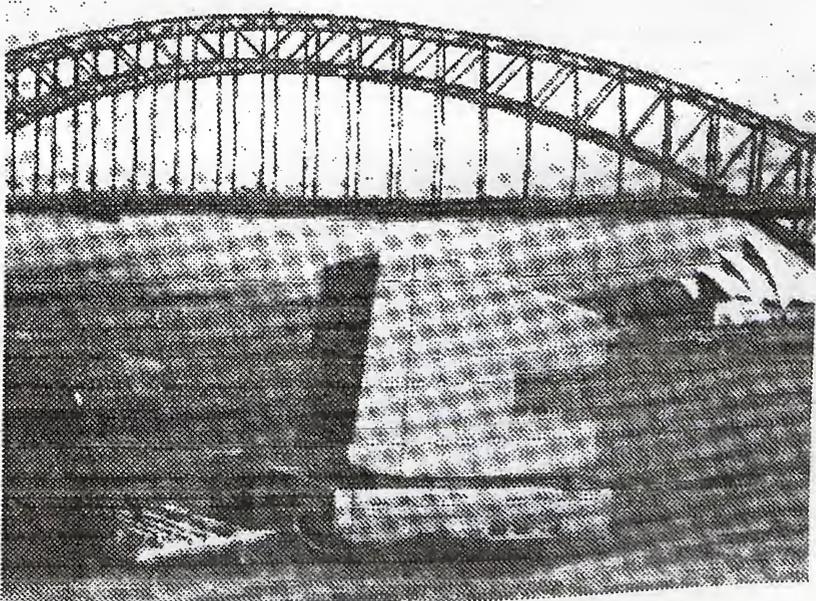
3. Controlling transactions - classic gate keeper model.

We need a consortium because the following is at stake:

1. Self-interest in semiconductors - hardware design win.

2. Operating system dominance - where applications reside.

3. Delivery system dominance -



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cable, telco, radio, satellite, etc.

4. Development community - tools and understanding of next generation software.

5. Secure transactions - financial and developer community backed (musicians to software writers). To the customer, it must be friendly and secure.

Set-top world common goal:

1. Low cost -
2. Content rich - variety
3. Deploy a platform to meet the above parameters: Allow an upgrade path similar to a computer i.e. cable model du jour, MPEG audio-video, etc., ISDN, wireless cable modems, etc.

The confusion:

1% homes wired for 2-way high speed data...

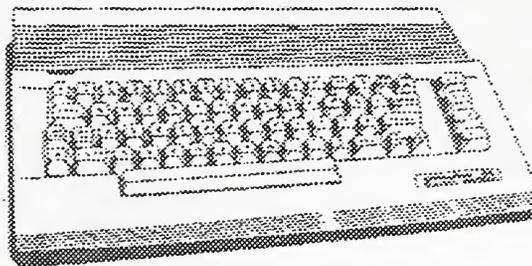
The confusion stems from how this magic, high-speed data arrives to the home: is it from a telephone, satellite, radio, cable, or some hybrid? In our model it does not matter. We have OEM activities today in all of these areas.

Our present VisCorp model, which is in homes today under the guise of a market test, is a hybrid model utilising both analogue telephone and broadcast data video. When the cable modem and digital audio and video technologies settle, the federal laws may change as well. Our strategy is to deploy a product that is useful today but provides a migration path to this over-hyped, high-speed, low-cost world we don't live in.

THE CURRENT PRODUCT:

Over the past few years, we at

VisCorp have been developing an Interactive set-top platform. The VisCorp product starts by converging the television set with the telephone. It converts the television set into an executive speakerphone with one-touch on-screen dialling and caller ID. It has built-in filters and font generators to convert on-line data services to text that is readable at standard television viewing distances. It has a built-in credit card reader and can support electronic directories, classified advertising, and catalogue shopping applications. Other features include on-screen TV listings with one button recording capability, sending faxes and Email, and accessing Internet



and multi-participant games (thousands playing simultaneously) that in some cases are tied to live TV events with national scoring in place prizes and cash where legal.

The VisCorp product is currently being tested on a cable system in a Detroit suburb where it is also supporting one-touch ordering of pay-per-view and access to local bulletin board service including restaurant reviews and local civic information.

So this sounds like a great product. So why the Amiga? Is there something wrong? Absolutely nothing. It is our entry model, suitable today, and can be sold at retail 1995 for under \$300 or the price of a feature-rich telephone, which it is. We have a custom chip program nearing completion that

further cost reduces this product and enables further dimensions in interactive television in terms of the toy industry and education.

The Amiga-based version will be our second model. We plan to embark on a crash program to further develop a chip set with our combined licenses and patented technologies with Amiga functionality. The combined Amiga/VisCorp interactive television platform will support all currently envisioned interactive applications with the exception of full motion video on demand and practical speed CD audio delivery. We do not think this is a handicap as a base case offering. Speciality markets or cable customers can be addressed with additional modules.

We encourage an Amiga set-top consortium to be formed immediately. We believe a minimum base case design including encryption technology, if possible, would be supported by consortium members. Since this platform is destined for world markets, a software rating mechanism would include parental lockout of adult features and include reviews, top sellers, etc. This standard must be in place in a similar fashion to that of the movie and music industry, thereby freeing the software development community to treat it as a guaranteed publishing platform with secure distribution of content and payment. This device which many of us will build in various configurations will handle digitally secured conference calls to movies on demand. The tools must be in place. Thanks to ESCOM with the Amiga platform, we have an opportunity to change television.

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GETTING STARTED WITH DBASE II

Using dBase II is really easy. Let us create a simple database to handle a mailing list. Start by putting a disk with the CPM system and dBase in drive A, and a work disk in drive B. Boot up your disk and type:

```
DBASE <RETURN>
```

Very soon you will be looking at the "dot prompt", a period at the left edge of your screen.

Since most of your work is normally done on drive B, the first command you will issue dBase is to set your default device to B: You will do this by typing the following:

```
B: <RETURN>
```

Just like you would in CPM itself!

Doing this will tell dBase that any file created, or any file sought, will, in future, be found on device B unless you state otherwise.

Now you will need to create the actual database. This is done using the CREATE command. Our mailing list will be known by the title "Names", and creating it is as simple as this:

```
CREATE NAMES <RETURN>
```

dBase will then respond with the following:

```
ENTER RECORD STRUCTURE AS
FOLLOWS:
FIELD NAME, TYPE, WIDTH,
DECIMAL PLACES.
```

You will then enter suitable information. In this case, with the database being a mailing-list, the information would be similar to the following:

```
001 FNAME. C. 10 <RETURN>
002 LNAME. C. 20 <RETURN>
003 ADDRESS. C. 40 <RETURN>
004 CSP. C. 40 <RETURN>
005 <RETURN>
```

The dBase program will ask:

```
INPUT DATA NOW
```

Respond with:

```
N <RETURN>
```

CP/M CORNER

You have now created your first simple database using dBase. Each record will contain four fields, first name (FName), last name (LName), address, and City-State-Postcode (CSP). Fieldnames should always be less than ten characters, with the first character being a letter, and the rest of the characters able to be either letters or numbers. A colon can also be embedded within a fieldname to separate two words.

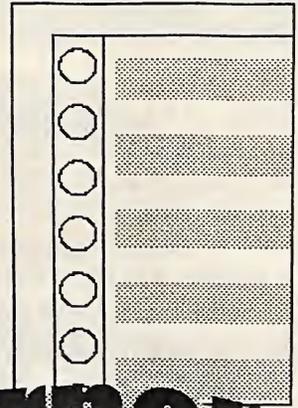
Each field in the database outlined above is a "character" type (hence the "C" following each fieldname), and has been assigned a length. We have not assigned anything under decimal places as this only applies to numeric fields. Our database has no numeric or logical fields as none are required for this very simple

mailing list.

Now, we need to USE our database. To do so, we will issue the command USE NAMES. We can now look at the structure of our database with either of the commands LIST STRUCTURE or DISPLAY STRUCTURE. These latter two can be abbreviated to either LIST STRU or DISP STRU, as dBase accepts the first four letters of any command.

Once you've commanded dBase to display your files structure it will respond with the following:

```
STRUCTURE OF FILE : NAMES.DBF
NUMBER OF RECORDS : 00000
DATE OF LAST INPUT : 04-22-96
PRIMARY USE DATABASE
FLD NAME TYPE
WIDTH DEC
001 FNAME C 010
002 LNAME C 020
```



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```

003 ADDRESS C 040 *NOW WE TELL DBASE THE NAME OF
004 CSP C 040 THE DATABASE AND THE DRIVE ON
**TOTAL** 00111 WHICH TO EXPECT IT.

```

Now, you may have added up the widths and noticed that they come to 110, not 111. dBase did not make an error in addition, it uses the extra character to help keep track of our records. If we now issue the command APPEND <RETURN>, up will come a screen with places for you to enter suitable information into each field. Enter the information for one record and the screen will return again, ready for a second record to be entered, and so on. When you have finished entering all the data you wish into the database, just enter <RETURN> in each of the fields, creating an empty record, and the dBase prompt will appear again. If you would like to see what you've done, try the command LIST <RETURN> or DISP ALL <RETURN>, and dBase will show you the information in each record.

We have just created a very simple database, and for the time being have finished what we need to do. In this case, we will issue the command QUIT <RETURN> to let dBase know that we have finished our work. This is very important, and cannot be over-stressed. If you DO NOT type QUIT, your database may not be properly closed, and that may mean the loss of a great deal of information and effort. Always stop dBase with the QUIT command.

OK, we'll need to get this information on to paper. I use Wordstar in NONDOCUMENT mode to create all my command files. Lines beginning with the asterisk (*) are comments which are ignored by dBase. They are there simply to help us humans remember what we have written the command file for, and what is taking place during its execution.

```

*THIS IS PRINT.COMD
SET TALK OFF

```

```

040 *NOW WE TELL DBASE WHERE TO
SEND THE DATA.
SET PRINT ON
*GO TO THE FIRST NAME AND
ADDRESS.
GO TOP
*THIS IS CALLED A LOOP, WE
CONTINUE TO DO EVERYTHING
BETWEEN THE "DO WHILE" AND
"ENDDO" STATEMENT UNTIL WE
REACH THE END OF FILE "EOF"
DO WHILE .NOT. EOF
*THE QUESTION MARK TELLS DBASE
TO PRINT WHAT FOLLOWS. HERE IT
PRINTS A BLANK LINE AS NOTHING
FOLLOWS IT.
?
*HERE IT PRINTS THE FIRST AND
LAST NAMES. WE HAVE USED TRIM
TO GET RID OF ANY EXTRA BLANK
SPACES AT THE END OF BOTH
FNAME AND LNAME
*THE PLUS SIGN, "+", SEPARATES
THE ITEMS THAT NEED TO BE
PRINTED, AND THE " " PROVIDES
THE SPACE BETWEEN THE FIRST
AND LAST NAMES.
?TRIM (FNAME)+" "+TRIM (LNAME)
*NOW WE PRINT THE ADDRESS LINE
AND THE CITY, STATE, POSTCODE
LINE ALONG WITH TWO BLANK
LINES.
?ADDRESS
?CSP
?
?
*WE TELL DBASE TO GO TO THE
NEXT RECORD.
SKIP
*WE TELL DBASE THAT THIS IS
THE END OF THE LOOP. WHEN IT
RUNS OUT OF NAMES AND GETS TO
THE EOF, DBASE GOES PAST THE
ENDDO AND PERFORMS THE NEXT
COMMAND STIPULATED.
ENDDO
*TELL DBASE TO GO TO A NEW
PAGE.
EJECT
*WE TELL IT TO STOP PRINTING
SET PRINT OFF
*WE CAN NOW TELL DBASE TO
START COMMUNICATING WITH US
AGAIN.
SET TALK ON
* ALL COMMAND FILES NORMALLY
END WITH A RETURN, TELLING
DBASE TO GO BACK TO WHERE IT
CAME FROM. THIS COULD BE A
MENU, BUT IN THIS EXAMPLE IT
IS THE DOT PROMPT.
RETURN
*THIS IS THE END OF PRINT.COMD.

```

Let us put this file into operation. Boot up your dBase and enter the date when prompted. At the dot prompt enter SET DEFAULT TO B <RETURN>, and then enter DO

PRINT <RETURN>. Your printer should be turned ON, and if you've got everything correct, dBase should begin printing out a list of all your names and addresses. When you have finished, enter QUIT <RETURN> to close all files and leave dBase.

We may investigate better ways of entering data by designing our own input screens, and delve into the various Report formats and the tailoring thereof to our needs. dBase command files can be very easily created with your word processor, and if you keep a master file of several command files, you can rapidly convert a file to meet any new situation as required.

On occasion, dBase seems to have gone to sleep, refusing to print the last line of your file. To overcome this, simply issue a command to print a line feed or carriage return. Thus CHR (10) + CHR (13) will do the trick.

dBase will sometimes cause your printer to form feed, even when you have issued the command: SET EJECT OFF. This can happen when using "@ SAY" commands if you have issued them in an order incompatible with the order dBase processes the lines. To avoid this completely and to save you having to study your "@ SAY" commands, I have found that if I place at the beginning of all my command files the instruction:

```
POKE 15325, 0, 0 (DBASE
VERSION 2.41)
```

or

```
POKE 16348, 0, 0 (DBASE
VERSION 2.43)
```

the EJECT command will be disabled completely, thus saving you from going crazy! You can turn both versions back on by changing the second and last numbers from 0, 0 to 205, 0.

'Till next time, happy CPM'ing!

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Commodore Network Merchandising

44 Balfour Street, Nailsworth, SA 5083

THE ULTIMATE CP/M COLLECTION

Encouraged by the acceptance of our "CP/M Corner" column, and realising that one of the major problems faced by 128 users who choose to delve into the depths of CP/M is knowing where and how to acquire software, we have put together this massive collection of material covering some 30 X 1541 disk sides, or 8 X 1581 disks. and we've made it available for only \$40.00

ALIVE! CLIPART COLLECTION #1

A collection of Print Shop style images compiled from various sources, and presented on 111 Fun Graphics Machine clip art screens. Each screen holds nine images. You will need FUN GRAPHICS MACHINE to utilise these. Comes with a printout of each graphic presented in a binder and at a total cost of only \$22.50

THE GEOZ COLLECTION

A huge collection of GEOS shareware and PD items put together over the years by Artie Stevens at GeoZ BBS, and added to by myself and others. Includes more than twenty disk sides of GEOS applications, three disk sides of desk accessories, one of Auto execs and input drivers, three of fonts, and thirteen of art. FORTY disk sides for only \$60.00

THE PROGRAMMER'S CROSS REFERENCE GUIDE

The definitive reference work for the programmer who wishes to translate programs between the following platforms - C64, C128, and Plus 4. Available as a print out and presented in a three ring binder, or as a sequential file on disk for you to print out at your leisure.

Binder: \$15.00

Disk: \$7.50

THE 1581 MASTERS COLLECTION

A collection of 1581 utilities and files, supplied on a 1581 disk. Ideal for owners of this drive or the new CMD FD series drives looking for utilities to help them get the most out of their equipment.

\$5 to subscribers \$7.50 non-subscribers

THE 1571 MASTERS COLLECTION

As above, but for use with the 1571 drives. Includes programs to help you utilise your drive's ability to handle MS-DOS disks.

\$5 to subscribers \$7.50 non-subscribers

SAMMANATHA'S GRAPHICS GOES GEOS

Yes, the popular Sammantha's Graphics in GEOS format, a must for those wishing to add a touch of Australiana to their GEOS documents.

\$5

GEOS BORDERS

by Norman B Gough

A selection of borders for use with GEOS. Two double sided disks for an unbelievable price of just \$7.50 the set.

CN GEOPAK #1

A selection of GEOS items fresh from Q-Link in the States. This double sided disk contains FULL documentation for most files. Disk contents include: Poster Print, Change BSW, various Fonts, Printer Drivers, and graphics, Unpublish etc.. A must for any GEOS collection.

\$5

CN GEOPAK #2

The long awaited second disk in our GeoPak selection. Full documentation is included. Two disk sides containing, amongst others: Mah Jong, DB Getfile, Fontloader, etc..

\$5

CN GEOPAK 128

A double sided collection of GEOS PD exclusively for the 128 \$5

ADVENTURE DISK #1

The first of our adventure collections.

\$5

ADVENTURE DISK #2

The follow up to the successful Adventure Disk #1 for the many adventurers out there

\$5

INTERCHANGE 64 and INTERCHANGE 128

Two disks devoted to specialised programs to help the translation of documents or graphics from other computer systems to the C64 and the C128 respectively.

Sold separately at \$5 per disk for subscribers, \$7.50 non-subscribers.

DEMO GRAPHICS TOOL DISK

A collection of tools for the budding (and experienced) demo artist.

\$5

DESOTO UTILITIES

An excellent multi-drive operating system for the C64. Handles 1541, 1571, 1581, CMD HD, and RAMLINK in any combination - EXCELLENT!

\$5

GRAFIX GALORE

Tom Stoehre

Subscribers to LoadStar will be familiar with Tom's Work.

This collection is priced at \$10.95 and comes recommended.

SAMMANATHA'S GRAPHICS

By Sammantha Hayhoe

Looking to add a touch of Australiana to your printed output? Here is a collection of true blue graphics for PrintShop users.

\$5

SAMMANATHA'S GRAPHICS II

By Sammantha Hayhoe

52 new true blue Oz graphics and 67 brand new borders!

VIDEO SHOP

A multi featured graphics manipulation program capable of working with Print Shop, PrintMaster, Doodle, Koala and standard bit-map graphics. Comes complete with a disk of graphics and a disk of fonts and a detailed manual.

\$12.50

MOUSE MATS - \$4.95 each

I now have a range of no-name diskettes in both 5 1/4" and 3 1/2" formats

5 1/4" DS/DD - \$5.50 per box(10) \$50 per 10 boxes(100)

5 1/4" DS/HD - \$10.50 per box(10) \$95 per 10 boxes(100)

3 1/2" DS/DD - \$10.30 per box(10) \$88 per 10 boxes(100)

3 1/2" DS/HD - \$16.50 per box(10) \$150 per 10 boxes(100)

Disk Labels with write protect tabs - 100 for \$2

If ordering 1581 disks, please remember that orders for these can only be serviced from the Cobram address. Don't forget our \$2.00 post/packing charge.

All software orders within Australia should include \$2 to cover postage costs. New Zealand orders add \$3 Aus. to cover postage and for orders from elsewhere, a postage fee of \$5Aus. is necessary.



Update

This occasionally appearing column is designed to bring you, the reader, reasonably up-to-date information on the new Commodore 64 or 128 products still appearing out there. For each piece of software or hardware, and each book or magazine, we have tried to get enough information to write a mini-review and to supply an address from which to seek the item or further information.

In all cases we have tried to verify the integrity of the supplier listed, but, naturally enough, we can not take responsibility for any unsatisfactory dealings which may transpire, or for any inaccurate or misleading data.

All the items below are slated for future full review in either the "Showcase" or "In Review" columns if we can arrange such, but if anyone out there has an item listed here, and feels the urge to write an article on it and submit it, please do!

HARDWARE

SUPER64CPU

Yes, this is now available!

Here is a report from Austria on the World premier of the unit (albeit, a

prototype).

On Saturday, the fourth of May, 1996, CMD introduced a prototype of their newest product, the Super64CPU, to the public at a local GEOS meeting in Vienna, Austria.

The Super64CPU has a W65C816S processor with an official clock speed of 20 MHz., although unofficially, it operates a little faster! The unit on display was still a beta test version, and thus a prototype of the final product.

What the Austrians got to see was contained in a metal case remarkably similar in colour and style to a RAMLink, although higher and narrower, and had a pass-through port enabling the connection of cartridges, another REU, or even a RAMLink.

Three switches are found on the upper surface, plus an LED (indicating Turbo mode) and an additional reset button. The switches enable the enabling or disabling of the device, the switching in and out of Jiffy-DOS, and the toggling of the turbo mode on and off!

Unfortunately, the prototype under review didn't have a completed SuperCPU DOS installed, and thus

difficulties were experienced when operating with RAMLink, but this will be rectified in the released version. The circuitry for the Jiffy-DOS switching was also not connected in this prototype, causing some software loading problems - this again will be rectified in the production model.

Unfortunately, one thing that appears won't be rectified is the incompatibilities experienced when the unit was used with an Action Replay Mk VI. It appears that the Super64CPU will need to be totally disabled in order for AR to be used. No such problems were encountered with Final Cartridge III

Reports indicate that several popular games benefit from the enhanced speed, with "Test Drive" being reported as "playing like a different game" and that the scrolling is "nearly as smooth as an arcade game", meaning that it plays similarly to games found on arcade gaming machines. Control in this game is also reported to be much more precise.

F16 Combat Pilot, or Chuck Yeager's Advanced Flight Trainer reportedly look like real flight simulators, apparently giving you a real feeling of flight.

Other games, like Outrun Europe and Powerdrift apparently didn't benefit to any great extent, whilst Stunt Car Racer and Revs became incredibly fast, so much so that they were virtually unplayable at 20 MHz, and the user had to switch to "normal" (1 MHz.) mode in order to play.

Elite really starts to show you the true power of vector graphics when operating at the CPU's full power, although the game itself can appear to be operating at too high a speed at times. Unfortunately, once

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shifted back to one MHz, the inherent slowness of the game can become a little painful. the performance ratio is just that big!

Several pieces of serious software were also tested, including Cruelcrunch, which, on a normal C64 is supposed to take from 15 to 30 minutes to "crunch" a 110 block file, but, with Super64CPU installed, took only around 90 seconds, and to "de-crunch" the same file took less than no time at all! The only problem with packers and the like may be with the possible usage of "illegal" opcodes in some, which may cause a crash with the Super64CPU enabled.

GODOT!, a C64 image processor, usually takes about 35 seconds to do its thing on a graphic. With Super64CPU, the time was reduced to something like one or two seconds

GEOS really burns once disk access is finished, with filled circles being created as quickly as you could point and click in GeoPaint. GeoWrite shows even more improvement! In fact, the improvements are dramatic! At last the text will actually keep up to your typing speed, left-right paging, and the vertical (up-down) scrolling is instantaneous, moving just as fast as you can move your cursor.

Text alignment is also lightning fast, happening as quickly as the corresponding button can be "clicked" on!

And it doesn't stop there! To view a page of text in preview mode at the C64's standard speed (1 MHz.) took a minute and seven seconds. The same thing was achieved in under six and a half seconds with the Super64CPU's 20 MHz. mode enabled.

Outside of the two principal GEOS applications, geoMorph can now be

almost considered as a real-time "morphing" utility, taking only a few seconds for a single frame.

Several demos were also tested, including "Attack on Stubidos 3" which features a Mandelbrot zoomer routine. At 20 MHz, this routine was that fast that it was completed within a few seconds, and in fact was completed before the initial phase of the accompanying music was completed.

Vector graphics, such as those in the burning rubber section of "Bonzai Demo" were amazing to watch, being smoother and really Amiga like in their appearance.

FLI, of course, is incompatible, being timed for operation at one MHz., but all texture mapping (Dawnfall by Oxyron) is fast and smooth.

Programming wise, an attempt to code rastersplits was undertaken. Thirty-two splits were achieved, utilising only around 20 lines of assembler code and without using the IRQ. It should be possible to do two splits in BASIC!

Musically, tunes utilising about 12 rasterlines per frame in standard mode should now require 1 to 2 rasterlines in turbo mode.

All this was tested in the emulation mode of the Super64CPU. The real potential lies in the units native mode where it is possible to address up to 16 Mb. Unfortunately, we did not get the opportunity to delve into this facet of the unit.

Availability :-

Creative Micro Designs
P.O.Box 646
East Longmeadow
MA 01028-0646
Phone :- +1 413 525 0023
Fax :- +1 413 525 0147
Price :- U.S. \$199 plus post & packing

SOFTWARE

BOUNCY BALLS

Not much info on this game from Swedish software developers, Cherry Software, other than that listed below, and that Cherry Software are quite happy to accept all currencies.

Available from :-

Cherry Software
Rullagergatan 9
415 26 Goteborg
Sweden
 Price :- (approx.) Aus.\$26.00

CLI

This is a GEOS interface very similar to Maurice Randall's GeoShell. Produced in Germany and programmed by Jurgen Eckel, this, for those unfamiliar with GeoShell, is a text based Command Line Interpreter (hence the name CLI) similar to that used on MS-DOS machines

Far more popular than GeoShell in Europe, the program is extremely well written, and extremely powerful! With the program circumventing the need for GEOS to draw all those graphics (dialog boxes, icons, the Desk Top itself, etc., etc.), it speeds up work considerably. A big bonus is that the program itself is only 20kb and resides in computer memory at all times after loading. This means that no section of the program ever needs to be reloaded.

The commands used are adaptations directly from the MS-DOS operating system, so anyone familiar with MS-DOS should be quite comfortable with the interface.

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This is available in either German or English language versions, so you will need to indicate your preference if ordering.

Available from :-

Jurgen Eckel
Sacklingerstr.2
D-40470 Dusseldorf
 Price (approx): Aus.\$18 or U.S.\$15

CARDLAND

This is two games in one, the first being a remake of the classic "pong" bat and ball game, and the second a stunning remake of the "Memory" board-game. Can be purchased singly at the below price, or as part of the "Loaded!" package listed elsewhere in this article.

Available from :-

presently known about this game.

Available from :-

Eagleware International
Productions
De Fazant 42
7905 HD Hoogeveen
Holland
 Phone (between 3pm and 10pm
 Dutch time) (031) 0528 273 107

CONFUSING QUEST

1

Produced by Eagleware International Productions, a Dutch software developer and distributor, little else is presently known of this particular offering. A full review is currently being arranged.

Available from :-

Eagleware International
Productions
De Fazant 42
7905 HD Hoogeveen
Holland
 Phone (between 3pm and 10pm
 Dutch time) (031) 0528 273 107

Cherry Software
Rullagergatan 9
415 26 Goteborg
Sweden
 Price :- (approx.) Aus.\$8.00

FUTURE WORLDS

I haven't much information on this game other than that laid out below!

Available from :-

Cherry Software
Rullagergatan 9
415 26 Goteborg
Sweden
 Price :- (approx.) Aus.\$8.00

DEADLINE

Described in the advertising blurb as "the best shoot-em-up in years", this game features parallax scrolling, enemies galore, and, to quote the advertising text once more, "a massive shooting bonanza that will keep you playing for hours". Twenty levels of intense action saw this game rated at 94% in Commodore Format. Can be purchased singly at the below price, or as part of the "Loaded!" package listed elsewhere in this article.

Available from :-

Cherry Software
Rullagergatan 9
415 26 Goteborg
Sweden
 Price :- (approx.) Aus.\$8.00

HOLIDAY VOLUME #1

A group of graphics representing over twenty American holidays. The contents of the disk include 72 3-block, and 72 2-block Print Shop graphics, 12 full-screen doodles, and 12 Screen Magic files

Available from :-

Horse Feathers Graphics
N. 27310 Short Road
Deer Park
WA 99006-9712
U.S.A.
 Price :- (for U.S.) - U.S.\$19.95 +
 \$4.00 p&p

CONFUSING QUEST

2 1-2

Produced by Eagleware International Productions, a Dutch software developer and distributor.

Available from :-

Eagleware International
Productions
De Fazant 42
7905 HD Hoogeveen
Holland
 Phone (between 3pm and 10pm
 Dutch time) (031) 0528 273 107

DUMI

Created by Slovakian group, COMMO BAM, little else is

LOADED!

A selection of five games (also available separately - see the relevant games listed here

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separately!) released on Cherry Software's budget label, "Nemesis Productions". The five titles are "Wonky Worms", "Deadline", "Cardland", "Tric Trac", and "On Ice".

Available from :-

Cherry Software
Rullageratan 9
415 26 Goteborg
Sweden
 Price :- (approx.) Aus.\$32.00

LUB 'N' LOB

A SEUK game, this is a traditional shoot-em-up set in deep space.

Available from :-

Turbo Tiger Software
12, Starella Grove
Dairycoates Avenue
Hull
HU3 5DJ
England

MAGICAL FORMULA

Another game that we know little about!

Available from :-

Cherry Software
Rullageratan 9
415 26 Goteborg
Sweden
 Price :- (approx.) Aus.\$26.00

NOVATERM 9.6 CARTRIDGE

This could have quite easily been incorporated under the heading "Hardware", but here it is!

Modem users rejoice! Nick Rossi's

Novaterm, long the terminal program of choice for the vast majority of Commodore 64 users, has gone from good to great with this latest version. The first ever commercial version of the program (the previous versions were all shareware), this beast offers power and performance to spare. Zmodem transfers (upload and download) are now fully supported, and is RELIABLE!, unlike earlier implementations. "Streaming" (the continuous sending or receiving of data until a transfer is complete, or an error occurs) is also supported in both Ymodem and Xmodem 1k protocols.

Further improvements include the implementation of the buffer as a fast RAMdisk, including, as desired, subdirectories. This beats the pants off the 9k text-only buffer used in earlier versions.

Now, I don't want to be writing a full review here, and I could, with the information to hand, go on and on. Suffice it to say that this looks to be the "must-have" product for inveterate telecomputerists in 1996.

Availability :-

Performance Peripherals
5 Upper Loudon Rd.
Loudonville
NY 12211
 or from **Nick Rossi**
 10002 Aurora Ave., N. #325
Seattle
WA 98148

ON ICE

This is an addictive game, where one or two players compete on a slippery surface. Can be purchased singly at the below price, or as part

of the "Loaded!" package listed elsewhere in this article.

Available from :-

Cherry Software
Rullageratan 9
415 26 Goteborg
Sweden
 Price :- (approx.) Aus.\$8.00

QUIZ MASTER

Produced by Turbo Tiger Software, little is known of this product other than that it is most probably a quiz program!

Available from :-

Turbo Tiger Software
12, Starella Grove
Dairycoates Avenue
Hull
HU3 5DJ
England

SCANART VOLUME 1

GEOS graphics fans will love this one! Dozens of scanned original artwork images, concentrating on a sci-fi and fantasy theme.

Available from :-

Gosser
Belton
WA. 98584
 Price :- (U.S. p & p paid)
 U.S.\$14.95

STARS AND RINGS DELUXE

Available from :-

**Eagleware International
Productions
De Fazant 42
7905 HD Hoogeveen
Holland**
Phone (between 3pm and 10pm
Dutch time) (031) 0528 273 107

TRIC TRAC

A computerised version of an ancient game invented by sailors sometime in the 16th century, this program requires you to roll a simulated dice and to start calculating your way to fame and glory, err, well at least to winning the game. Compete against the computer or a friend, in this enthralling game.

Can be purchased singly at the below price, or as part of the "Loaded!" package listed elsewhere in this article.

Available from :-

**Cherry Software
Rullagergatan 9
Sweden Goteborg**
Price :- (approx.) \$26.00

WONKY WORMS

A spin-off of the classic "snake" games! Munch your way through multiple levels whilst pitting yourself against up to four other players if two computers are connected (via a specialised cable available from third parties).

Can be purchased singly at the below price, or as part of the

"Loaded!" package listed elsewhere in this article.

Available from :-

**Cherry Software
Rullagergatan 9
415 26 Goteborg
Sweden**
Price :- (approx.) Aus.\$8.00

PUBLICATIONS

COMMODORE ACTION

A fanzine produced by PC Software and edited by Paul Cresham. Issue #3 consisted of twenty double-sided A4 pages bound with the plastic comb binding system. Unfortunately, reports indicate that every issue so far released has born a different cover price, with issue #3 priced at one pound ninety five pence.

Available from :-

**PC Software
c-o Paul Cresham
61 Inverary Road
Wroughton
Swindon
SN4 9D1**

COMMODORE BI-MONTHLY

A fanzine published by Dean Saurer, this publication at about 14 A4 pages, clocks in issue #3, this is available for about £1.20 for issue #1, or £1.60 for issue #2 (or both for £2.00) in the U.K.

Available from :-

**CBM
46 Aldesworth Road
Cantley Estate Two
Doncaster
South Yorkshire, DN4 6JT, England**

COMMODORE COMPUTING MAGAZINE

Another fanzine, this one has been reportedly in print since 1995.

Available from :-

**Syntax Computer Productions
65 Uplands
Brecon
Powys
LD3 9KS
Wales**

COMMODORE GAZETTE

Little is yet known of this publication yet, other than that it is disk-based (single-sided 1541 disk), released monthly, and available in one, two, three, or four year subscription periods.

Available from :-

**Christopher Ryan
5296 Devonshire
Detroit
MI 48224-3233**
Phone :- +1 313 885 5311 U.S.
EST, Mon - Fri, 11 AM to 2 PM
Price :- 1 yr - U.S.\$24, 2 yr -
U.S.\$36, 3yr - U.S.\$48, 4yr -
U.S.\$60 for U.S.A

COMMODORE POWER USER

Described as a newsletter, and published quarterly, this covers a wide area of computing for Commodore 64 and 128 users.

Available from :-

**CPU
P.O. Box 1817
Shelton, WA 98584**
Price :- 6 issue sub - U.S. - U.S.\$15
Can & Mex - U.S.\$21
foreign - U.S.\$27

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COMPUTER SCENE GEOS PUBLICATION

'ZINE 64

Probably the best of the current crop of British fanzines, although I am not greatly impressed with its presentation. Chock full of interesting information about the latest European games releases, but seems to lack any great depth when it comes to serious articles. A cover disk is also available at an extra cost.

Available from :-

Computer Scene
35, Nottingham Road
Nuthall
Nottingham
NG16 1DN
England

Devoted exclusively to GEOS, this fanzine is published on a monthly basis. The only issue I have to hand ran out to some 12 pages in length. For more information, see this month's "In Review".

Available from :-

713 E. Main Street
Independence
KS 67301-3726
U.S.A.
Price :- 1 year (U.S.) - U.S.\$12.00
2 years (U.S.) - U.S.\$20.00

Edited by one Chris Holgate. little else is known as yet except that it is out to issue #6

Available from :-

'Zine 64
c-o Chris Holgate
45 Wheatlands Road
Paignton
Devon
TQ4 5HX
England

THE C64
POWERDISK

A disk-based magazine.

Available from :-

**Eagleware International
Productions**
De Fazant 42
7905 HD Hoogeveen
Holland
Phone (between 3pm and 10pm
Dutch time) (031) 0528 273 107

COMMODORE ZONE

I haven't seen this one. All that is known is that it comes with an optional cover disk at an extra cost.

Available from :-

Binary Zone PD
34, Portland Road
Droitwich
Worcs.
WR9 7QW
England

THE GATEKEEPER

Bi-monthly publication (six times a year) of around 20 A4 pages covering a wide range of Commodore subjects, including hardware hacking, programming in C and ML, news and new products, etc., etc..

Available from :-

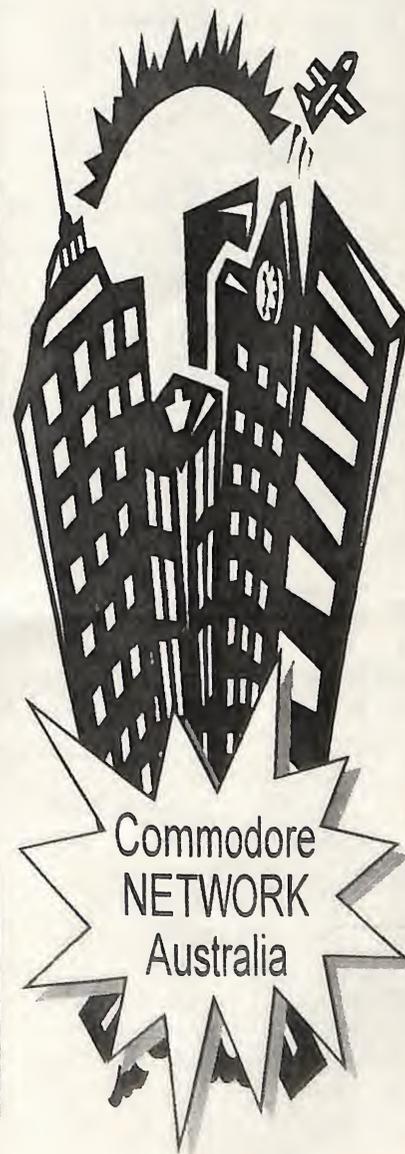
the Gatekeeper
610 First St.
Liverpool
N.Y. 13088
Price :- 1 year - U.S.\$11.00
(U.S.)

GEOCANVAS
BOOKLET

See a full review in this issues "Showcase" column

Availability :-

Peter Hunt
70 Betula St.
Doveton
Vic.



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The Write Stuff

VCASE

However, the old fellow, in his inimitable style, sat me down and guided me through the loading of the program. It is really just the same as loading the first file on a disk, but when it's new, and you're more than a little nervous, like I was, it can seem a daunting task.

That done, Warren introduced me to the menuing system, easily accessed by pressing the "up arrow" located below the <CLEAR HOME> key and right next to <RESTORE> on the right of your keyboard. For some unknown reason, I kept hitting the up-down cursor key, but that's another story.

The menu is a powerful tool, bringing most of the main features of TWS to your service within a few keystrokes. My first task, as commanded by my tutor, was to READ, and so I was instructed on how to access the "HELP" files. I was stunned! Why have we got a manual - it's all here in easily accessed help files divided as to each subject. It doesn't matter whether you are half-way through creating that literary masterpiece or have just been staring at a blank screen, help files can be loaded in at any stage and WILL NOT disturb your text file at all. Great when you can't, for the life of you, remember how to save your file or delete text

or any number of other things that may slip your mind just when you need them in the middle of your document. Speaking personally, this is what won me over. I'm notorious for my "going blank" (and, as in any worth-while word processor, there is a lot to learn!), and anything that can help me in that regard is welcomed with open arms.

These, along with the copious tutorial files supplied on the disk, really help the newcomer to TWS immensely.

THE MENU

This is the heart of the beast. It harnesses the true power of this powerful word processor and lays it all at your fingertips. Simple to access and comprehensive in its implementation (Thesauruses and Fiances are handy when you are looking for just the right words, aren't they!), each selection can be accessed by either placing the cursor over the desired item using the cursor keys, or by pressing the first letter of the desired selection, once the menu itself has been entered using the up arrow key.

The selections available include EDIT (to delete, copy, and transfer text), PRINT (dump to printer, or preview your text in 80 column format), HELP (as explained above), SAVE, and LOAD (both self-explanatory), and these allow basic word-processing to be carried out with little hassle from the very beginning of one's experience with TWS.

GETTING SERIOUS

It's all very well writing the occasional letter, or jotting down some notes on your computer, but sooner or later you will want to harness the full power of your new tool, and to do this you will need to

Welcome back one and another edition of Commodore Network and a return to The Power Drift. As always, we're here to serve the Commodore community in any way we can - and this includes the lunatic fringe members are never seen far from a computer with a game load on this corner of the publication. You'll find all the hints, tips, and tricks you'd ever need for a variety of entertainment software. This month we're looking at a group of golden oldies, with a few of the more alternate types included in for effect. Slave no more, that end-of-level baddie. The Power Drift is here in a straight.



HEAD OVER H

This classic reared its head when Ocean first released it many years ago, and since then it has indeed shown a clean, classic appeal to many of its computer-owning eternal favourite which has moved to the rear of any collection. Head Over Heels has confounded many game players of all ages, so here are a couple of those in search of inspiration. 90 head and heels, load up as many doughnuts, load up as many, reset and enter:

POKE 30315,144
POKE 30316,144
SYS 3249

On the other hand, you can live infinite lives by slugging it out, listing and running it:

10 FOR A=53229 TO 5

become familiar with the command mode. Like the menu system, it is easily accessed, and a wealth of power is placed at your disposal via this mode with minimal user input. Simply tapping the <CONTROL> key will place you into command mode, and henceforward all you need do is tap one or two characters to activate, placing over fifty keyboard commands at your disposal.

Personally, I love the Autocaps toggle, which ensures that the first letter of each sentence begins with a capital letter, and I have found the ASCII toggle helpful at times (allows the loading or saving of text files as screen code, ASCII, or PetASCII), and the in-built ability to perform some quick calculations is very handy also, but probably my favourite feature is the ability to search an entire document for occurrences of a particular phrase or section of text. Boy! does it save some time!

TEXT FORMATTING

TWS is a post-formatting word processor. What this means is that documents can remain unformatted during input if you wish. There is no need for tabs to worry about, no "headers" or "footers", margins, line spacings, justification, or any of a number of other things to distract you from the task at hand. You can just enter your text and worry about the way your printout will look when you come to the PRINT menu!

Alternately, you can implement tabs, word-wrap, centring, etc., etc., through the Command mode.

Depending on your printer, you can even enhance your text with boldface, double-width text, emphasised printing, italics, reversed field printing, subscripts, superscripts, underlining, and condensed printing. Your actual document can be printed out on any printer using a number of formatting options, including alternate pagination, centred text, forced pages, justification, margins, tabs, alignment, page numbers, automatic hyphenation of long words, automatically indented paragraphs, columns, headers, footers, bottom margins, line spacing, and optional page length or page width.

You can even have your documents printed in multiple columns, print a single designated page from a multi-page document, pause things while printing, join two or more text files together, perform mail-merges, and even define dozens of "macros" - one or two characters designated to represent any word or phrase of up to 250 characters. Imagine having your entire name and address printed out at the touch of a few keys!

And if you own another word processor, there's no need to worry about all those old text files being of no use, TWS has a built-in translator which will transfer files from the following formats:

SpeedScript, Bank Street Writer, Omniwriter, Paperclip, EasyScript, Word Pro 3 Plus, RUN Script, Font Master II, Write Now!, Pocket Writer, Creative Writer, Word Writer, Fleet System II, Word Pro

This, combined with the ASCII toggle feature, should take care of all your text file translation needs.

BUT THERE'S MORE!

Along with TWS, you will find several excellent programs on the disk. These include BB File Reader, a stand-alone program allowing you to load and read TWS text files, BB Menu Maker - I use the menus created by this on all my personal disks, BB Manual Maker - takes the 60 help files on the disk and prints them out, BB Customiser - allows you to alter TWS to suite you wants and needs, and BB Talker - a powerful program that takes text files and "READS" them out loud. Ideal for the blind or nearly so!

These, combined with an excellent 57 page (plus cover) manual jammed with all the information you might need make TWS an excellent product, and one which I heartily recommend.

Availability:

**Commodore Network
Merchandising
44 Balfour St.
Nailsworth
S.A. 5083**

Price: \$39.00 Aus + \$2.00
postage and handling.

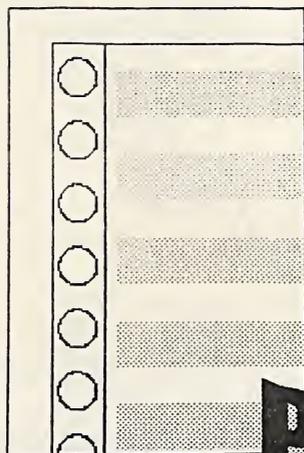
Commodore Support Online

Sydney - Way Out West BBS - 02 9628 8888
Blue Mountains - Space Station BBS 047 742 252
Melbourne - G-OS BBS - 03 9803 6498
(Second node for subscribers soon!)
Melbourne - Talisman BBS - 03 9761 1037

Adelaide - Fishbowl BBS - 08 277 1361
Brisbane - Pinnacle BBS - 07 3341 9560

All BBS systems are 24 hour a day access

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64 SCREEN SAVER

PMCC

The big boys have them, now you can have them too. A screen saver for our Commodore 64.

Screen savers developed from the need to stop an image being displayed continuously on the screen. This unchanging image could, over time, burn into the phosphorus in the picture tube. A shadow of this image would then permanently be displayed. The purpose of screen savers was to change the screen if the computer was not changing the screen display, i.e. not being used for a while.

The early monitors were susceptible to this. Modern monitors are less likely to be damaged and it is, really, not as necessary. They are still useful to hide your work but if you are not going to use your computer for a while, save money and the environment by switching your computer off.

THIS SCREEN SAVER

Later is some machine language source code but you will find also find the executable code on the magazine side of an upcoming Discoverer. To load it into memory, type:

```
LOAD "SCREEN SAVER 1.0",8,1
(REPLACE THE 8 IF YOU ARE
USING ANOTHER DRIVE)
```

The code sits in the Cassette Buffer. This is a fairly safe place when using BASIC and not using the tape but it will almost certainly be used by machine code programs, including commercial games. Therefore, in its current state, it will only operate properly if used exclusively during a BASIC session.

To activate the screen saver, use the following syntax:

```
SYS 820,DELAY
```

Where delay is any number (or valid expression that results in a number) from 0-65535. This is the delay before the screen saver kicks in and is calculated in Jiffies (approximately 1/60th of a second). A delay of zero cancels the screen saver, restoring things to normal. If you want the screen saver to activate after 5 minutes, you can enter:

```
SYS 820, 5*60*60 (5 MINUTES,
60 SECONDS PER MINUTE, 60
JIFFIES PER SECOND)
```

The program is very limited at the moment. This is partly necessary because of the limited space in the Cassette Buffer and also the need to keep the code fairly short and simple for the magazine. All it does is scroll some grey lines down the screen.

The routine resets its counter every time a normal key is pressed on the keyboard, i.e. not SHIFT, etc. If

you are using the joystick or mouse, they will not reset the countdown timer. To exit the screen saver, press SPACE.

If you want to change the colours that scroll down the screen during the screen saver you will need to poke the values into locations 993-1008 (\$03e1-\$03f0). To do this you will have to make sure that the screen saver won't kick in while you are half way through, otherwise the colours might be scrolled when you are only half done changing them. The simplest way is to turn the screen saver off, change the colours, and then switch it back on again.

THE CODE

The following code was written in Turbo Assembler (actually originally with the Action Replay games monitor then converted) but you should be able to convert it to your preferred assembler. For once, I have actually commented my source code quite extensively. You can use the code as a basis for developing your own screen saver if you like.

If you make your version more complex, which you probably will, then you will need to find elsewhere to locate your code. I originally put part of the code under the I/O (\$D000) and had it called by some code low down in memory. The code was then swapped down for the screen saver to have access to the VIC chip, and then swapped back up again.

The start of the code gets the parameter from BASIC. The number gets returned in the Accumulator and Y-register, holding the high and low byte values respectively. These values are then stored in the timer delay, defined as \$02A7 at the start of the code.

This value is then checked to see if it is zero, and the Interrupt Vector at \$0314 is restored to the original (\$EA31). If the value is not zero, it

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is stored in the countdown timer (defined as \$02A9) and the Interrupt Vector is set to point at the interrupt code (IRQ).

The interrupt then checks address \$C5 (197) to see if any of the normal keys are pressed down. This location contains \$40 (64) if no keys are down. If, however, there is a key being held down (\$C5 has a value less than 64), the timer is reset. The timer is then decremented and checked if it is zero.

Once the timer is reduced to zero the screen saver is activated. First the value in the On-Chip I/O Port (\$01) is saved to the stack and ROM switched so that the VIC chip can be accessed. Normally, especially when using only BASIC, there should be access to the I/O from \$D000 anyway. The border screen colour (\$D020) and VIC state (\$D011) are also stored on the stack.

The code then checks for the SPACEBAR being pressed. This is done by checking a bit in Data Port B (\$DC01). If the program running is modifying this, or \$DC00, it may not work effectively but this is usually only done for advanced keyboard scanning. If SPACE is not held down then the code is called that displays the screen saver, otherwise the code restores the VIC registers that were saved earlier, as well as the value in \$01, and then returns.

There is a slight logic problem here in that the code should wait until the space is released, reset the countdown timer and then return. Doing this would have caused the code to extend past \$0400 - the top of the screen. Because the space bar is still held down, it will register in programs running, including BASIC, and therefore may cause problems if space performs a particular task. Because of this, the countdown timer does not need to

be reset as the space is still being held down. As you know, the screen saver resets the counter if a key is held down.

The actual code to visibly show the screen saver scans the screen raster line (\$D012) and uses the low four bits as a counter to access the colour table. It checks to see if it is still on the same raster line and when it isn't (i.e. it is at the start of a new line) it changes screen colour.

```

;SCREEN SAVER
;BY REINER RICHTER, MAY 1996
DELAY = $02A7
TIMER = $02A9
;COUNTDOWN TILL SS
*= $0334
JSR SAEFD ;GET
VALUE FROM
JSR SAD9A ; BASIC
JSR $B7F7 ; .Y=LQ
.A=HI
STY DELAY
STA DELAY+1
TAX
BNE SETDELAY
TYA
BEQ RESETIRQ ;IF ZERO
RESET
SETDELAY STY TIMER
STX TIMER+1
LDX #<IRQ
LDY #>IRQ
BNE SETIRQ
RESETIRQ LDX #931
LDY #9EA
SETIRQ STX $0314 ;IRQ
VECTORS
STY $0315
RTS
IRQ BIT $C5 ;CHECK IF
KEY PRESS BVS NOKEY
LDY DELAY ;RESET
TIMER IF LDA DELAY+1 ; A KEY
IS PRESSED STY TIMER
STA TIMER+1
LDA TIMER ;CHECK LO
NOKEY BNE DECNTRL0
TIMER LDA TIMER+1 ;IF TIMER
IS 0 THEN BNE DECNTRHI; CALL
SCREEN SAVER
JSR DOSAVER
DECNTRHI DEC TIMER+1
;DECREMENT TIMER
DECNTRLO DEC TIMER
JMP $EA31 ;ORIGINAL
INTERRUPT
DOSAVER ;ACTAL SCREEN SAVE
CODE LDA $01
PHA ;SAVE $01
VALUE

```

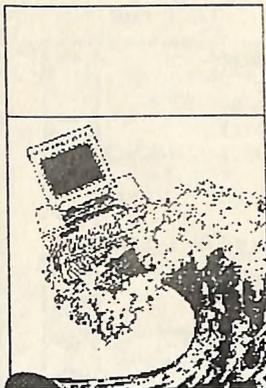
```

LDA #$36
STA $01
LDA $D011 ;SAVE
SCREEN STATE
PHA ; AND
COLOUR
LDA $D020
PHA
LDA #$0B
STA $D011
SAVELOOP LDA $DC01 ;SCREEN
SAVE LOOP AND #$10 ; WAITS
UNTIL BEQ EXIT ; SPACE
IS PRESSED JSR SAVECODE
CLC
BCC SAVELOOP
EXIT PLA
STA $D020
PLA ;RESTORE
VIC STA $D011
PLA ;RESTORE
$01 STA $01
RTS
SAVECODE ;ACTUAL SCREEN SAVER
LDA $D012 ;GET
RASTER LINE
TAY
AND #15
;CONVERT FOR
TAX ; COLOR
TAB READ LDA COLORS,X ;GET
COLOR
RASTRCHK CPY $D012 ;CHECK
IF STILL BEQ RASTRCHK ; ON
SAME LIINE
STA $D020
LDA $D011 ;KEEP
LOOPING
BMI SAVECODE ; UNTIL
LDA $D012 ; OF
SCREEN BNE SAVECODE
LDY COLORS+15
LDX #$0E
SCROLLP LDA COLORS,X
;ROTATE COLORS
STA COLORS+1,X ; FOR
SCROLL DEX ;
EFFECT BPL SCROLLP
STY COLORS
RTS
COLORS .BYTE
11,12,15,1,15,12,11,0
.BYTE 0,0,0,0,0,0,0,0

```

Remember when doing your own screen saver that you must restore any registers you change, particularly on zero page. I hope this has given you a few ideas of your own.





Sort of almost complete
BBS Listing

Surfin' the Nets

1 And Only BBS	02-418-2776 28800 P	Bill's BBS	049-56-1221 28800 L	idev/hul	02-413-1760 VFC M
1 Awesome BBS	02-672-4011 28800 R	BladeRunner BBS	043-42-5468 VFC P	DIALix Sydney	02-9948-5918 14400 ML
#1 BBS	02-544-7123 28800 MRL	Blue Crystal BBS	045-72-0373 28800 P	Dick Smith Electronics BBS	02-878-1146 28800 RL
11th Hour BBS	069-31-4837 14400 LId MV	Blue Marin BBS	047-76-1211 VFC MRL	Digicom	063-32-4140 14400 P
1616 System BBS	02-9971-8744 28800 P	Blue Velvet BBS	042-66-6335 14400 MRV	Directions Unlimited Support BBS	066-72-6259 14400 ML
1st ACCESS TRAINING BBS	02-893-9541 VFC P	Bodghey BBS	02-554-9076 14400 P	Disintegration	02-644-4830 VFC MRL
2001 Computers BBS	02-9956-4855 VFC MR	Borland BBS	02-9911-1024 14400 P	Dr Bri's Lab	02-456-4954 14400 P
3-Space	02-872-4133 VFC MV	Brainstorm Computing BBS	02-427-1324 28800 P	Dungeon BBS	049-47-1293 VFC MRV
500cc Formula One TBBS	02-557-0077 28800 MRV	Bronz BBS	02-832-8561 14400 ML	DuZuS BBS	02-773-7561 14400 MV
Access All Areas	02-567-7166 28800 MR	Brutal BBS	02-9985-9302 14400 P	Eagle's Nest BBS	02-44-6251 V34+ MRV
Access I.T. BBS	069-64-1254 V34+ RL	BUDDHANET	02-212-3061 VFC MV	Eclipse	02-665-3282 14400 MRV
ACE BBS	02-9969-5806 14400 MRV	Budgewoi BBS	043-99-2590 14400 P	EDUCATE BBS	043-53-2163 14400 RL
ACEg BBS	047-36-4165 28800 MRV	Buds n' Stoo	02-869-0223 28800 P	Emerald Solutions BBS	047-36-5339 14400 P
Acegi BBS	02-567-1797 14400 RV	BuGGey BBS	02-584-8264 14400 RV	Enconn	02-544-3824 28800 P
Active Fun Entertainment	02-9908-4502 14400 RV	Bulletin Baud	043-32-3463 28800 P	Enhancement Solution BBS	02-9901-3750 14400 P
ADDICTED! BBS	02-894-5093 14400 MRV	Buzzards Haven	067-72-1438 14400 P	ESCOM Computing BBS	02-548-3082 28800 R
Adult Education BBS	02-686-7993 28800 LId P	Byte 1 BBS	046-26-3550 2400 P	Eternal Entropy	02-878-4666 VFC P
Adventurers Realm	02-898-0873 9600 ML	C&S Electro-Technics	068-84-8417 VFC P	Extreme Exobiota!	067-93-5229 14400 LId P
AFX BBS	048-62-2397 VFC P	cALMER 1	02-482-1716 2400 P	Extreme Graffiti	02-449-9621 14400 P
Alchemy BBS	02-584-1467 2400 P	Cardnet BBS	02-481-8917 14400 LId P	Falcons BBS	044-23-4092 14400 LId MR
Alliance BBS	044-48-7226 14400 P	CareLink	02-281-4311 VFC MRV	Family Focus BBS	043-29-2240 14400 P
AlphaMed Link	02-665-2917 14400 MR	Cat! Attack	02-716-7234 VFC P	Far West BBS	080-88-4685 28800 P
Amiga Action BBS	02-809-0999 28800 MR	Centrelink BBS	02-325-3756 14400 P	Fatal Encounter	02-428-2627 28800 P
Amiga Connection BBS Club	065-82-5504 VFC P	Chain Saw Massacre	043-62-1186 14400 MRL	File Warehouse	02-727-5199 VFC MRV
AmiOZ BBS Australia	02-556-2868 28800 MR	Christianity Out West BBS	068-62-5145 V32i RL	Fire&Ice CBCS	02-665-9249 28800 RL
Amitech Support BBS	02-820-2452 14400 MRV	Chronic Anarchy	046-47-3114 14400 MRL	Fipside	02-9975-6807 14400 LId P
Andy's Secret BBS	02-438-2137 28800 RL	Citadel.TNG	02-568-3904 2400 P	FoX BBS	063-32-2109 14400 M
Another BBS	02-543-0395 14400 MRL	Clarence Valley BBS	066-43-3790 28800 RL	Freedom BBS	067-23-3028 V32i MRV
Anything Goes	02-9970-6444 VFC MRV	Club Mac BBS	02-314-1322 VFC ML	Gallifrey	02-820-7624 14400 RL
APOLLONLINE AUSTRALIA BBS	02-627-4442 14400 ML	ClydeTUG BBS	044-72-9631 14400 P	Games Galore	042-57-3311 9600 MRV
Apple Users Group - Apple // BBS	02-544-1873 9600 MRV	Coalfields BBS	049-98-1462 14400 MRL	Gargoyles's Cavern BBS	02-713-5979 28800 MRV
Aquarius	02-790-6605 28800 MRV	Coastal BBS	043-23-2275 VFC P	GateWay Australia	02-807-1558 28800 P
Arcadia BBS	02-9980-7689 14400 ML	Coastal Communications	02-9977-6820 VFC ML	Gateway to the Guardian	049-57-7080 14400 RV
Archer BBS	066-25-2913 9600 LId R	Cold Fusion BBS	042-26-6326 9600 P	Gemini Solutions BBS	047-32-1417 14400 P
AREA 51	02-869-8349 28800 RL	Communications Chaos	02-820-7082 14400 MRL	GNXS BBS	02-757-3322 28800 MRL
ARiMature II	02-449-7798 VFC ML	Compucon BBS	069-64-1418 VFC MRL	GNXS IBBS	02-757-4422 28800 MRL
Arrow Entertainment System	02-686-3330 28800 MRV	Computer Shack BBS	043-99-3614 VFC P	Golden Wings BBS	02-820-4246 28800 MRL
ASGARD BBS	02-738-2097 14400 P	Computers & Things BBS	065-84-9039 VFC MRL	GraveYard BBS	02-873-2704 28800 LId P
Assorted C BBS	02-371-0347 28800 P	Computropolis BBS	02-545-0186 VFC MRV	Hariquin BBS	02-743-1210 VFC MRV
AUGSpace	02-837-2291 14400 P	ContaXXX	02-30-1373 2400 R	Hell BBS	042-57-7480 14400 P
AUGUR TBBS	02-580-9938 V32i RL	contents unknown	066-85-5442 VFC MV	Highlands	02-676-7170 14400 RV
AusConnect BBS	02-876-5779 28800 MV	Continental Drift BBS	02-9907-9220 VFC RV	HighTech	060-40-1911 PEP RL
Australian BBS Registry	02-251-6364 28800 P	Cool Dude the Kat	02-712-2180 14400 MRL	Home Computing	02-809-4561 VFC P
Australian Music Centre BBS	02-314-6932 VFC R	Creative Pacific BBS	02-9906-8392 28800 P	Horizon BBS	064-95-7137 VFC MRV
Australian Remote Backup Services	02-9983-0622 VFC ML	Critical Mass	045-77-2100 14400 P	Hot-Line	02-369-3244 28800 RV
AustraliLINK	02-311-3052 28800 RV	Cross Facts BBS	02-712-3910 VFC MRV	Hunter Connection BBS	049-56-2052 VFC MV
Avantgarde BBS	02-809-6222 28800 MV	Curly BBS	02-660-8597 VFC RL	Hydra	02-897-5522 VFC ML
Avons' Revenge	047-35-6789 28800 P	Custom Built BBS	044-71-5407 14400 P	Hypoc BBS	02-807-6708 14400 P
AXL's	02-241-5909 14400 MV	CYBER-NET-X BBS	02-743-6853 28800 P	HyperComm	068-52-1772 14400 MRV
Bad News BBS	063-53-1324 28800 P	CyBeRtRoN	02-9979-7201 28800 P	HyperZone	02-9997-4432 28800 M
Banksia BBS	02-358-1177 V34+ ML	Damo's Dungeon	02-9979-7201 28800 P	IBM OS/2 Bulletin Board	02-899-8311 VFC P
Basecom BBS	043-23-7634 28800 MRV	Danish Connection	02-605-9048 14400 ML	iLuSiOn 2000	02-589-1407 V34+ P
BAY WATCH BBS	069-31-4623 28800 RL	Dark Abyss BBS	02-683-2403 28800 P	India's Wisdom!	02-9957-4504 9600 P
Beastmaster BBS	02-587-8441 VFC MRV	Dark Force	02-858-4230 VFC R	Inferno BBS	043-69-6860 14400 P
Beyond Reality	02-418-7693 VFC L	Darkhalf BBS	02-605-8238 VFC P	InfoTech BBS	02-806-6120 28800 MRV
Bible Believers BBS	02-671-6149 14400 P	DarkZone	063-72-6978 V34+ P	Insane	02-632-6806 14400 P
Biffost BBS	044-72-9450 14400 P	DATAsite	02-9981-2966 14400 RV	InterBBS	02-331-7979 14400 P
BIG-TIME BBS	049-65-1417 VFC P	Dead Cat BBS	02-311-2451 2400 RV	Internet Infobase Service	02-267-8436 VFC V
	02-484-4804 14400 MRV	Deep Space Nine	02-799-8779 14400 MRL	Intersoft BBS	063-72-2347 VFC MRL
	02-809-3723 VFC RL	Deep Thought	065-55-2105 V32i P	JAM BBS	02-550-9910 14400 MR
	02-528-2290 14400 MRL	Delta-9	02-587-6110 VFC MRV	Joe's Bar	02-820-3021 14400 MRL
	02-553-9685 VFC MRL	DePTHS Of DePRaVITY	02-869-3045 28800 MR	Jurassic BBS	049-73-3903 9600 P
		Destinations Unknown	02-427-7707 14400 MRV	K.K.K BBS (Killer Kenders of Krum)	02-418-6005 14400 RV
				Kastore BBS	049-52-9537 HST P
				Kezza's Komputa	02-672-3115 14400 LId MR
				Khazzad-Dum	02-834-4689 14400 P
				Kim's Korner BBS	02-545-3975 14400 P
				Klub Kaos BBS	02-890-9501 14400 P
				Knowledge Bridge	02-415-2201 VFC P
				Krafzecz Dialup Unix System	02-837-1183 14400 ML
				Lake Cathie BBS	065-86-3037 14400 MRL
				Lake Macquarie BBS	049-56-2853 28800 MRL
				Landover BBS	043-25-4374 V34+ P
				Lateline BBS	02-579-6564 VFC MRV
				Lobotamists Heaven	02-528-6263 VFC MRV
				Local BBS	049-62-1768 V34+ P
				Lodestone BBS	02-456-3264 14400 P
				MacConnection	02-9907-9198 14400 ML
				MacInTouch	02-541-0799 14400 MR
				MaDhOuSe BBS	060-43-2019 VFC M
				Magic BBS	02-427-2948 VFC P
				MAGIK-12 BBS	049-45-1001 VFC MR
				Map Communications BBS	02-708-6685 2400 P
				Matcham Valley BBS	043-65-3729 14400 ML
				MATRIX BBS	02-482-1383 14400 MV
				Micromania	02-560-0811 14400 LId MRL
				Microsoft Connect	02-878-5200 14400 RV
				MIDI - Plus	02-820-7640 14400 MRL
				Midnight Warehouse BBS	047-54-1259 14400 LId MRV
				Mission Impossible	02-456-5479 VFC MRV

Commodore
Network

Modem Addiction BBS	043-40-2441	14400	P	The Black Knights BBS	02-773-6630	28800	MR	Black Plague	07-5597-5747	14400	MRV
MotherBoard Computer System BBS	047-22-2803	V34+	MRV	The Blue Satellite	043-40-4851	14400	MRL	Blazin Saddles	079-26-5941	28800	P
Multimedia BBS	02-670-1248	14400	MRL	The Brewery BBS!	02-755-4200	VFC	MRV	BrisBUG Multi-Line BBS	07-3871-0298	VFC	ML
My Computer Company / Telix Australia	02-565-1044	VFC	RL	The Cabal Connection	044-72-4044	14400	RV	Cairns Tourism Trader - Infocomm	070-51-0479	14400	P
Nambucca User Group	065-69-4244	14400	MV	The CADET BBS	02-489-8025	28800	ML	Cairns Windows BBS	070-36-2737	VFC	P
Nambucca Valley BBS	065-68-9030	14400	Ltd P	The Cheese Shop	02-9908-2276	14400	P	CJ'S BBS	076-53-1662	28800	P
Necropolis BBS	02-560-0520	14400	P	The City Bulletin Board	02-456-4895	VFC	P	Closer to Home BBS	074-97-6293	VFC	MRL
Nemesis BBS	043-43-6859	VFC	P	The Comtel BBS	043-99-3478	VFC	P	CLOWN	074-42-2597	V32t	MRL
NetComm Online	02-878-3755	28800	P	The Data Centre	02-874-0162	14400	ML	Connections	077-3357-3131	28800	P
New Age BBS	02-898-0467	28800	P	The Data Exchange	068-84-6705	VFC	MRL	Coral Sea BBS	077-79-2250	14400	P
NIGHT'S of the ROUND TABLE	047-29-2505	14400	Ltd P	The Desert Dropln BBS	080-87-7402	VFC	MRV	Cosmos BBS Australia	07-3878-6301	14400	MRL
Nightmare BBS	02-602-6652	VFC	M	The Eagle Zone	066-86-3901	V32t	RV	Country BBS	07-5547-7184	28800	MRL
NightShift BBS	02-820-3936	28800	MRL	The Eagles	02-387-7146	14400	MRV	CRC BBS	07-3808-1506	14400	MRL
Nitration II	02-542-7063	14400	R	The Electronic BBS	02-544-1010	VFC	MRV	Crystal Tower	07-3878-9393	VFC	P
No Time for ANSI	049-48-9502	V34+	P	The Evolution	063-53-1976	14400	MRV	Cyber Fruit BBS	07-3357-3131	28800	RV
Northern Beaches BBS	02-9975-6293	VFC	P	The Flying Eagle's BBS	063-53-1976	14400	MRV	Dataline BBS	07-3290-2632	14400	ML
Novacastrian Amiga BBS	049-61-4522	VFC	V	The Grid	02-9972-2338	14400	MRV	Design BBS	07-3857-8509	14400	P
Orange High BBS	063-63-7121	14400	M	The ImMoRIAL Bbs	065-25-0039	14400	MV	Diagnostic BBS	07-3200-0650	V32t	RV
Orange TAFE BBS	060-87-1122	VFC	P	The Imperial Data Exchange BBS	065-53-9256	28800	P	Dodo Lover Systems BBS	07-5537-6282	14400	Ltd P
Outback Tardis	02-726-3878	VFC	MRL	The INFINITE Realm BBS	02-457-9284	14400	Ltd P	Dog on Fire BBS	07-3862-8301	VFC	P
Oz One BBS	02-891-1886	14400	R	The Inner Circle BBS	02-9971-0151	V34+	P	Dragons Lair BBS	07-3818-0531	28800	P
OzWorld BBS	067-66-7470	14400	P	The Iron Curtain BBS	02-484-9430	14400	P	Einstein's Lab	07-3808-8538	VFC	R
Pacific Powernet	02-9975-3355	28800	RL	The Jolly Joker's Hideout	02-609-5453	14400	MRL	Electron BBS	07-5531-4846	VFC	ML
PALANTIR BBS - On the Baude!	02-553-0160	28800	P	The Link!	043-23-7635	14400	RL	Electronic Waves BBS	079-78-4712	VFC	MRL
Paranoia BBS	066-51-6625	14400	MRV	The Logic Support BBS	02-543-0572	14400	P	Environmental Solutions	07-3398-5334	VFC	P
PC 2000 BBS	02-449-1710	28800	R	The Midnight Caller BBS	047-22-2149	14400	MRL	Excalibur BBS	077-23-8497	14400	M
PCABB	02-367-2380	28800	Ltd RV	The Night Rider	02-580-0709	14400	P	Far Northern News	070-33-1553	28800	P
Phantom Connection BBS	064-56-2716	V34+	MR	The OnLine Tryst	02-601-2322	28800	MRL	Feral Zone BBS	074-45-9886	14400	MRV
Phase 9	02-534-1702	14400	MRV	The Outer Limits BBS	042-26-5270	VFC	P	For Your Computer	07-3285-3781	28800	MRL
Phoenix Fire	02-662-8918	14400	P	The Pantheon	043-42-3594	14400	P	Forge BBS	07-3841-2129	28800	MRV
Pin-Drop BBS	02-832-2776	14400	RV	The Poet's Dilemma	02-686-4476	14400	MRL	Fox's Lair BBS	07-3803-6821	28800	ML
PLANET X	043-85-3783	14400	L	The Rendezvous BBS	02-663-2643	28800	P	Galaxy GateWay	07-3812-0727	VFC	MRL
PLC-Support	049-57-1685	VFC	MR	The Role-Playing and Comics Network	02-488-9556	14400	RL	Gold Coast BBS Systems	07-5539-1732	PEP	ML
Pointbreak BBS	02-544-1060	9500	RV	The RS232 Connection BBS	02-880-2345	14400	MRV	Goose's Nest	07-3255-0210	VFC	P
Possum Power Tank BBS	02-858-4114	V34+	P	The Runway	02-550-9335	28800	MRL	GreenLights BBS	07-3201-6576	28800	P
Power BBS	043-88-4242	14400	P	The Service Centre BBS	02-520-9127	9600	RV	Ground Zero BBS	07-3812-0812	28800	ML
Power Staff's BBS	049-47-0435	28800	P	The Shonky BBS	02-547-2643	28800	MRV	Harry's Hotline BBS	07-3264-3967	14400	P
Powernet	02-608-3088	14400	P	The Skeptic 2 BBS	045-72-1790	14400	Ltd P	Hi-Tech CBBS	07-3300-5235	9600	MRL
Predators HQ BBS Australia	02-823-5117	28800	MRV	The Software Works	02-450-2962	14400	MR	HMI BBS	077-23-2221	VFC	P
Primal Rage	02-545-4070	14400	P	The Space Station	047-74-2252	14400	RV	Home of MyZ80	07-3846-5511	14400	RV
Quarterdeck Office Systems BBS	045-76-6000	VFC	P	The Time Gate BBS	049-56-2118	28800	MRL	Horizon Online System	077-23-0264	VFC	M
Restless (NRFTW) BBS	02-9969-4591	28800	MR	The Ultimate Board	02-417-0468	14400	P	Intruder BBS	07-3372-4850	VFC	P
ReTROGrADe BBS	02-9975-4332	VFC	ML	The Valley BBS	02-898-0357	VFC	P	JabberWOcky BBS	07-3868-1597	V34+	RL
Route 101 BBS	02-744-5026	14400	P	The Virgin BBS	02-540-5017	14400	MRL	LANDS Multi-Line BBS	07-3391-3882	14400	MV
Royal Blind Society A.T.S	07-5590-7851	14400	RL	The Warriors Gate	02-894-0104	14400	R	Last Edition BBS	07-3265-2707	14400	P
Rubber Chickens BBS	02-9905-0849	VFC	P	The Web	02-528-5941	14400	MV	Level Crossing BBS	07-3861-1115	14400	RL
SATCOM AUSTRALIA BBS	02-646-4865	14400	P	The White Lodge	02-396-8181	14400	RV	Mad Dog BBS	079-42-6044	28800	MRL
Sci-Fi BBS	067-62-0241	HST	RL	The Wild Horse BBS	02-628-0583	VFC	MR	madHouse Inc	07-3870-2972	28800	MRL
Scotty's BIG RED Bus	02-428-4687	VFC	MRV	The X-Files BBS	02-869-3077	VFC	MRV	Maestro Support Qld	07-3264-4300	28800	RV
Sentry	02-545-3420	VFC	MRL	Thunderbolts Rock	02-837-1133	14400	P	Majick Frontier	07-5530-4307	14400	P
Shadow Gate	02-829-5758	V34+	MRL	Tiga online	02-9929-5800	28800	MV	MAQ Nexus	07-3847-2066	2400	MV
ShadowKnight BBS	02-669-6041	14400	P	TimeLiNeBBS	02-9939-1381	28800	Ltd P	MegaTech BBS	077-83-5397	VFC	RV
ShockWave BBS	02-651-3055	28800	L	TRIODE	02-389-8022	VFC	R	Midnite Connection	07-5571-6815	VFC	P
Shortwave Possums	047-31-6862	VFC	R	Triops BBS	063-62-9715	VFC	RV	Mockers' Rest	07-5547-0118	VFC	MV
Sight & Sound Multimedia BBS	063-51-3199	28800	MRV	TSS BBS	063-33-4780	14400	P	Montezuma's Revenge	07-3398-4288	28800	RL
Silicon Avatar	068-84-0471	VFC	MRV	Tweed Valley	066-76-3511	VFC	P	My Place BBS	077-43-4008	28800	Ltd P
Silverton BBS	02-660-0757	14400	MV	Twisted Dreams BBS	02-636-4990	9600	MRV	N Q Connection	077-79-7660	14400	RV
Skull's BBS	02-822-4747	28800	ML	Twister II	02-30-3513	28800	L	New World Bbs	076-36-2136	14400	ML
Sky Net BBS	02-831-3823	2400	P	Under Control BBS	066-28-2042	28800	Ltd MR	Nexus BBS	07-3823-2228	28800	P
Skyfab BBS	02-389-6462	V34+	P	United Federation of Planets	02-543-8381	14400	MRV	Night City BBS	07-5576-7308	14400	RL
Software Mania BBS	048-72-1690	14400	P	Unlimited Access BBS	042-97-0318	VFC	P	NiteBreed BBS	07-3354-2139	VFC	RV
Southern Highlands BBS	02-560-5156	14400	MRL	ValleyLink BBS	049-30-8151	14400	MRV	O.C.P BBS	079-27-1367	14400	P
Splash BBS	02-584-8308	VFC	P	Vidab BBS	02-873-3201	VFC	P	OLD MAC BBS	074-45-2848	28800	Ltd MV
Springfield BBS	02-489-8063	14400	MRV	VK2EHQ's Mountain System	043-73-1232	PEP	P	One Two Delta BBS	071-23-3920	14400	Ltd MRL
Stacks On BBS	02-607-5119	14400	Ltd P	Wang Helpline BBS	02-898-6363	14400	MV	Outback & Overland	077-48-0087	28800	R
StarFire BBS	02-580-6339	14400	Ltd P	Warped Minds BBS	047-33-3789	14400	P	PAGAN	079-44-0513	14400	P
Starfleet Academy BBS	02-894-0402	28800	MR	Waste Lands BBS	02-883-1963	VFC	P	Paradise BBS	074-65-6667	V34+	P
Starfleet Command BBS	043-25-4509	28800	MV	WATA BBS	043-52-2207	VFC	Ltd RV	Past the Black Stump BBS	07-3376-8940	9600	Ltd P
StarGate BBS	042-96-2551	14400	V	Way Out West BBS	02-628-8888	28800	MRV	Pax River BBS	07-3201-5655	28800	RL
STEEL CITY BBS	02-545-4371	28800	P	Wayback BBS	02-558-6703	V32t	P	Pendragon BBS	07-3399-1322	VFC	MRL
Stormblade BBS	02-660-8272	14400	RL	Westcom BBS	047-21-2925	VFC	P	Power Up Information Exchange	07-3805-4755	VFC	MV
Sydney Education Database	02-557-3874	VFC	MRL	Westminster Banner BBS	02-531-6375	VFC	Ltd MR	Quantum Leap	07-3356-5079	VFC	P
Sydney Information Xchange	02-9975-7925	28800	L	Wheel Life BBS	02-557-8039	14400	R	RAMTECH MultiLine BBS	07-3283-0315	14400	RL
Sydney Nippon Net	046-28-3722	28800	MRL	Wild Side	042-57-1924	14400	L	Redcliffe Library	07-3354-1438	28800	MV
Sydney PCUG - Campbelltown BBS	02-540-1842	28800	MRL	Wild Thoughts BBS	047-22-2337	2400	Ltd P	Sable Software BBS	07-3886-1886	28800	RL
Sydney PCUG - Compaq BBS	02-724-6813	28800	MRL	Wizard BBS	02-9975-5692	28800	P	Secure Antivirus Systems International	07-3886-1886	28800	RL
Sydney PCUG - IBM BBS	02-9960-5211	28800	P	Wombat BBS!	02-557-7777	28800	RL	Shuttle BBS	07-3356-6980	28800	L
SydWeb	02-879-6322	14400	P	X-Change Australia	02-629-1847	28800	RL	Sidcar Express BBS	07-5546-3252	28800	ML
Symantec BBS	044-23-3638	VFC	P	Zoo Station BBS	068-84-0790	28800	MRL	Soft-Tech	07-3869-2666	28800	ML
Syntech BBS	02-684-2202	28800	P	ZZap BBS	049-42-8176	VFC	RL	Solutions Unlimited	079-58-8497	14400	P
Tall Tower BBS	02-697-8585	14400	M	Queensland				Space Now! BBS	07-3266-5147	14400	MRL
Tech Pacific BBS	069-74-1150	9600	Ltd MRV	A Politicly CORRUPT Board	07-3862-9236	VFC	R	StarFleet Academy HQ	079-21-1395	28800	MRV
Technobank	02-545-1132	14400	MV	Alternative News Network	070-51-1845	VFC	MRV	Steve's Place BBS	07-3344-3579	28800	P
Technology Gone Wild	02-477-7271	VFC	MV	AMPAK NorthGate/PRBBS	07-3891-5486	PEP	MRL	Stewies BBS	07-3395-0870	14400	MR
Tesseract CAS	02-456-4606	2400	M	ANACOM BBS	07-3279-0220	14400	P	Sunshine Coast BBS	074-47-9215	14400	RL
Texpac Electronic Magazine	063-72-6855	VFC	P	Apple-Q's Abyss	07-3851-1711	2400	RV	Sunshine Coast MultiLine BBS	074-44-8693	28800	MR
The Abduction BBS	02-609-4263	9600	RL	Assasin's Lair BBS	07-3868-3176	14400	P	SuPaCom	07-3890-1844	14400	MRV
The Accumulator BBS	049-34-3718	14400	RV	Aus Super Sleuth's BBS	07-5578-8834	VFC	ML	Supershare	07-3300-6274	28800	MV
The Back Shift BBS	02-9971-4304	14400	MRV	Bayside BBS	07-3804-061						

AT LAST!

Fresh from the United States comes the world's best Commodore 64 and 128 word processors, Busy Bee's The Write Stuff 64, and The Write Stuff 128 (watch for upcoming reviews!) and associated programs. Here's a complete product list:

- **The Write Stuff 64 :-**

Full featured wordprocessor for the Commodore 64 or 128 in C64 mode. A host of features, including a true 80 column hi-res preview mode displaying all underlining and other imbedded features of your text, one pass double column printout for all or part of your text file, dual text area (two documents in memory simultaneously), mail merge, allows use of either a Dvorak or QWERTY keyboard setup, file encryption or decryption, a 21 function calculator built in, word and or paragraph count, defineable on-screen font, word-wrap toggle, merge and append features supported, supports drives 8 and 9, supports linking of files, allows the reading and writing of SEQ, PRG, an USR files in PetASCII, screencode, or true ASCII, handles Paperclip, Speedscript, EasyScript, and the text files created by eleven other wordprocessors with ease, supports justification and right alignment, multi-line headers and footers with odd or even page header and footer offset, automatic page numbering, alternate left-right pagination, auto-centering, multi-copy printing, specified page print-out, underlining, boldface, reverse print, subscripts, superscript, emphasisation, condensed printing, double-width print, and italics. Comes with the additional programs, BB Talker - a talking wordprocessor, BB File Reader - a stand alone program for displaying text created using TWS, BB Menu Maker - to easily create disk menus, BB Manual Maker - to print out all 60 help files on your TWS disk, and BB Customizer - to customize TWS for your printer. Also comes with a comprehensive 57 page manual

All this for just \$39.00

- **The Write Stuff 128 :-**

This supports all the features mentioned for the 64 version above, with both a 40 column and a 80 column version supplied on the disk. The 80 column version allows the user to preview his text in a 250 column page preview mode, and to

implement a split-screen display. Both versions have a quick preview mode for viewing just part of the text, have built-in outliner generators, can have anything up to TEN documents resident in memory at any one time, interface with Superbase 128, allow the user to get the computer to "memorize" and return to a specific area of text on prompting, supports an alarm clock, supports 1581 sub-directories, and more! Once again the manual is 57 pages.

BB Talker is not supplied with this version of TWS.

This powerful package for just:- \$52.00

- **BB Speller 64 & 128:-**

A fast spell checker for TWS. Allows access to a user-defined dictionary holding over a possible 76,000 words. Really struts its stuff with an REU fitted, in which case, an entire three page document can be spell checked in around nine seconds. Comes with a handy 20 page manual. Both versions (64 & 128 - please stipulate which you require when ordering) sell for an incredibly cheap \$9.00 each.

- **The Illustrator:-**

A supplement to The Write Stuff, this program allows the placement of graphics in to text files, thus turning TWS in to a powerful Desk-Top Publishing tool. This program utilises PRINT SHOP graphics or graphics created in RUNPaint. When ordering, please stipulate whether the 64 or 128 versions are required.

An incredible \$6.95

- **The Illustrator II:-**

As the above but enabling utilisation of graphics from the Fun Graphics Machine. As above, when ordering, please stipulate whether the 64 or 128 versions are required.

An incredible \$6.95

Order from :

Commodore Network Merchandising
44 Balfour St.
Nailsworth
S.A. 5083

Please don't forget the \$2.00 postage & handling fee.

Dear Reader,

Let me firstly take this opportunity to appologise for the irregularity of Commodore Network over this previous twelve months. Unfortunately it seems that things have conspired against us, with major breakdowns occuring with the photocopier, laser printer, and our "on line" computer, all within just a few weeks of each other.

Things were further exacerbated when we experienced a major delay with finding replacement parts for the photocopier. The laser and "on-line" computer still remain out of commission.

But wait, there's more! Yes, we did have an issue ready to go, our "Loadstar" special edition. Unfortunately, with Loadstar and JDB software (their former Australian distributor) parting company, this had to be dropped. I hope we'll be able to look at rescheduling this for some time in the near future, along with the complimentary disk that was to go with each copy of the magazine.

THE FUTURE

As far as I am concerned, Commodore Network will continue to be published for the foreseeable future. It will, however, become a bi-monthly (once every two months) publication for several reasons. This WILL NOT mean that C.N. will cost you twice as much per issue! What it does mean is that if you subscribed for TWELVE MONTHS, you will get TWELVE ISSUES, albeit spread over two years. This holds true for all subscriptions in that you will receive the number of issues you subscribed for over twice the period previously stipulated.

The reasonings for this change are several. Firstly, and as many of you would realise, time has been at a premium for me for some time. This was really bought home to me when everything "hit the fan" earlier in the year. If I could have spent more time chasing suppliers, maybe the acquisition time for replacement parts would have been less!

Secondly, Artie has let it be known that he no longer has enough free time to prepare C.N.'s layout for us. That means that I will be taking over this facet of production in the new year, thus putting further demands on my time.

SUBSCRIPTIONS

I fully expect to loose a large portion of our subscribers due to this, but for those of you who still wish to support us, but feel a little dubious about expending \$40 or more, don't forget that you can have three issues (over six months) for \$10.50. I will admit that all this has taken C.N. from a formerly healthy financial position to one where I have had to drop a number of projects (pull in the horns, so to speak), and rebuild. If you feel that you would like to continue to support us, it would be much appreciated.

Remember that we also need writers for regular or occasional articles on anything to do with the Commodore 64/128.