

OCTOBER 1985 VOL.2 NO.4

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CLUB ROOMS: Playgr. & Recr. Assn. H.Q. Bldg. Love St. Spring Hill, Brisbane

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DIARY FOR NOVEMBER

Group meeting on Tuesday, 5th November 1985, at 7.30 pm in our Club Rooms in Love St. (near Water St.) Spring Hill.

EDUCATIONAL GRAPHICS PROGRAM DEMO BY PETER WHARTON

THE C-128 COMPUTER (IF AVAILABLE!)

Workshop meeting on Sunday, 17th November 1985, from 1 pm till 5pm in the Guidance Officers Training Centre, Bayswater Street, Milton.

Bring your programming- or hardware problems, as well as your own computer equipment!

Opportunity to copy the group's Public Domain Disks.

PLEASE NOTE: Workshop Meetings are for MEMBERS ONLY!

REGIONAL MEETINGS

<u>Cannon Hill</u> meets on the 4th Saturday of the month (7.30pm) in the Cannon Hill State School.

Contact: Barry Wilson - Ph. 399 6204 or Augy Norman - Ph. 399 2080, a.h.

<u>Pine Rivers</u> meets on the 2nd and 4th Sunday of the month (1pm - 5pm) in the Strathpine High School (rear entrance).

Contact: Hugh Gane - Ph.205 1196, a.h.

Redcliffe Peninsula meets on the 1st and 3rd Friday of the month (7pm) in the Redcliffe High School.

Contact: Paul Janek - Ph. 283 1663, a.h.

<u>Sherwood</u> meets on the 2nd Friday of the month (7.30pm) in the Graceville State School.

Contact: Leigh Winsor - Ph. 379 2405, a.h. or Philip Parkin - Ph. 378 5383, a.h.

<u>Springwood</u> meets on the 3rd Wednesday of the month (7.30pm) in the Springwood Central Primary School, Dennis Rd., Springwood. Contact: Terry Steer - Ph. 808 2424, a.h.

 $\overline{\text{The Gap}}$ meets on the 3rd Wednesday of the month (7.30pm) in The Gap State School.

Contact: John Johnston - Ph. 300 5240, a.h. or Julianne Fallen - Ph. 300 2982, a.h.

Wavell Heights meets on the 2nd Tuesday of the month (7.30pm) in the Wavell Heights High School (library), Brae St.

Contact: Robert Adamson - Ph. 266 8353, a.h.

 $\frac{\text{Killarney}}{\text{School}}$ meets on the 2nd Monday of the month in the Killarney State

Contact: Roger Frazer - Ph. (076) 64 1370.

Maryborough/Hervey Bay meets on the 3rd Monday in Hervey Bay. Contact: Terry Baade (16 Mouquet Lane, M'borough, 4650) at 21 2271 (w) or 21 5059 (h).

Would you like to start a sub-group in your local suburb or district? If so, give Terry Steer, our Sub-Group Co-ordinator, a ring on 808 2424 (a.h.) for more information.

SPECIAL INTEREST GROUPS

Business Sub-Group meets on the 3rd Tuesday of the month (7.30pm) at 28 Vulture St., West End.

Contact: Max Bean - Ph. 208 1225, a.h.

Primary Education Sub-Group meets on the 3rd Tuesday of the month (7.30pm) in the Aspley State School.

Contact: Bill Weeks - Ph. 208 8620 (work) or 341 2823, a.h.

Adventure Games Sub-Group meets on the 1st Tuesday of the month, (during main meeting - in our club rooms).

Contact: Trevor Mancktelow - Ph. 262 4602, a.h.

Programming Sub-Group meets on the 1st Tuesday of the month, (during main meeting in our club rooms).

Contact: Jim Vick - Ph. 282 1377, or Tom Kelly - Ph. 277 9900



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Largest range of Commodore software in Queensland.

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328 RUTHVEN STREET TOOWOOMBA (076) 384 2222

EDITORIAL

DOWN MEMORY LANE. Recently I was given a copy of our membership list from Nov. 1981. At that time we had a grand total of 23 members!

Member No.1 was Brian Beamish of C.W. Electronics, one of the founders of our group. Other members who are still with us include No.7 - Peter Reeve (our Commercial Software Librarian), No.15 - Lex Hinckley, No.19 - Ron Rich, and the undersigned was No.23! Oh yes, Greg Perry was around as well, but most likely he had not paid his membership fees, so we could not very well include him in this listing!

The one big advantage of such a small group was that you knew everybody's name.

Presently we print some 550 copies of this newsletter, with copies going all over Queensland and quite a few interstate as well. We don't claim to be the largest Commodore Users Group in the land, but we must be somewhere near the top now. With that many members on the books it is quite easy to forget a name or two!

I had a lot of favourable comments about last month's "CURSOR". Yes, a daisywheel printer does make a difference, so from now on we hope to turn daisy into a permanent feature!

To maximize the content of "CURSOR" I intend to standardize on a 15 pitch printwheel. This means that there are 75 charcters per line and 44 lines per page, excluding footers.

Prospective authors can try a left margin of 1 and a right margin of 75, with a 44-line page length, thus giving them a fair idea how their article will look in print.

With the pending arrival of the C-128 computer we have decided on a standardised listing code for the different modes of this computer:

C-128 (C-64): C-128 in C-64 mode (Will run on both computers).

C-128 (40) : C-128 in 40 column mode (NOT the same as the above!).

C-128 (80) : C-128 in 80 column mode.

C-128 (CP/M) : C-128 in CP/M mode.

Ralph De Vries

NOTES & GOSSIP

OCTOBER MEETING

Another well attended meeting. Anthony Thyssen gave an explanatory talk on his utilities programs which are to be found on our public domain disks, and Col Ramsay demonstrated the program he has written for his service station. It is good to see that some of our members are still programming. Lex Hinckley looked after a very well attended Beginners Corner. By courtesy of Energy Control of Goodna we had a good look at the CPA-80 (C) printer with inbuilt Commodore interface (See article on 'Dot-Matrix Printers').

Our Bring & Buy sale resulted in the group purchasing appr. \$600.00 worth of commercial software, which will now be catalogued for inclusion in our software library. Although quite a few games programs were amongst these, there was also a fair sprinkling of spreadsheets and database programs etc. All this material should be available for hire to members during the November meeting.

RIBBONS FOR 803 PRINTERS

One of our members had problems obtaining ribbons for the above printer. He finally managed to locate a suitable replacement ribbon (\$7.00 each) at Wilson Stationery Supplies at 159 Given Terrace, Paddington.

OTHER RIBBON SUPPLIERS

Jane's Computer Supplies, the lady who supplies replacement ribbons for Star Gemini printers etc. is now located at 48 Cribb Street, Milton.

SUCCESSOR TO EASY SCRIPT

Precision Software of the U.K., the people who designed Easy Script and Easy Spell (marketed by Commodore), have now issued in England "Superscript 64", successor to Easy Script. This program includes a 30000 word spelling checker and has many new features not found in Easy Script, such as vastly improved printer files, a rudimentary spreadsheet etc. The program comes complete with an audio learning and sells for $\Omega69.95$ in the U.K.

LISTED

Both the Brisbane and Townsville Users Groups are now listed in the Users Group Directory of Compute's Gazette (Oct.'85 issue).

SPEEDSCRIPT USERS

The Gazette people keep on improving Speedscript. In a forthcoming issue they will publish Preview 80, which will show you on the screen what your final printout will look like in 80 columns. We will keep you posted.

T.A.F.E. COURSES

The Ithaca TAFE is about to begin two courses, specially for Commodore computers.

The first course is a Machine Language Course and the second one is a Spread Sheet (Multiplan) Course.

For further details ring Greg Perry at 38 3295, after 11 am.

DOT-MATRIX PRINTERS

A lot of our members have elected to buy Non-Commodore printers, because they offer many features not found on Commodore printers. As most of these printers are of the 'Centronics' type, which is completely different from Commodore's serial bus, an PRINTER INTERFACE is required to make these printers compatible with Commodore's own printers. Depending on the complexity and features of this interface you can expect to pay from \$75.00 to \$150.00 for one of these devices. Add to this the cost of the printer and the total package can be anywhere in the range of \$400.00 to \$600.00. All of a sudden there have appeared on the market several non-Commodore printers which don't require a separate interface; they are called Commodore compatible.

One of these printers, the Epson GX-80 is reviewed in issue 31 of the Commodore Magazine by our good friend from Canberra, Paul Blair. This new GX-80 looks externally like Epson's new LX-80, but has a Commodore type serial cable, so no separate interface is required. It offers 10 or 17 characters per inch, enlarged print of these two sizes (5 & 8,5 char. per inch), as well as emphasized print, reversed print and Near Letter Quality mode (very nice this!). It also produces all the Commodore graphics characters and yes, you can print out your Doodle or Printshop.

This all sounds great, but all of a sudden you realize that a lot of this type of printer's features are missing, such as 12 pitch characters, italics, underlining, super- and subscripts etc. As this printer retails for appr. \$500.00 you will have to draw your own conclusions.

In last months' issue of "CURSOR" Rob Adamson wrote an enthusiastic review of the CPA-80 printer with appropriate interface. During our October

meeting we had a chance to look at the CPA-80(C) printer which is also Commodore compatible. On test our secretary found that this printer offers exactly the same features as the Commodore 801/803 printer; neither more nor less. Again you have to ask yourself if this is what you want, or if you prefer the extra features available in the version with a separate interface.

Overseas the Star Gemini SG10-C printer is available in a Commodore-ready version, but apparently again with substantially reduced features.

C.W. Electronics are shortly expecting in stock the Seikosha SP1000-VC (R.R.P. \$499.00), another Commodore-ready printer which, according to the specifications that I have seen, seems to offer more features. Worth investigating.

All in all it seems that Commodore compatibility in NonCommodore printers may involve having to do without some printer features, so it pays to define your needs and shop around carefully. Recently we have seen some very nice printers in the showrooms of our advertisers, so pay them a visit and compare features. CAUTION: Non-Commodore dealers are usually not aware of the special requirements of Commodore interfacing. If in doubt leave well alone!

As a postscript we would like to mention the fact that in the USA Commodore has shown the MPS 1000 dot matrix printer which seems to offer a full range of features, but as yet there's no sign of an Australian release.

NEW COMMODORE PRODUCTS

A replacement for the current colour monitors no.1701/02 is about to be released. It is product no. 1801, and sells for similar prices as it's predecessors.

Commodore is also releasing it's Viatel Modem package, complete with cartridge software. R.R.P. is \$299.00.

COMPUTER EXHIBITION

This exhibition will be held in the Crest Hotel from 6th - 9th November. Admission Price is \$2.50

At the time of writing it is not known if we will have a stand at this exhibition

PRICE LIST [Members Only]

PUBLIC DOMAIN DISKS \$ 6.00 ea (Postage Paid)
PUBLIC DOMAIN TAPES \$ 2.00 ea (+\$1.00 Postage Per Order)
BLANK DISKS \$25.00 per box of 10 (+ Postage \$2.00)
RESET SWITCHES (Plugs into Serial Port) \$ 4.00 ea

"PUBLIC DOMAIN BOOK" \$5.00 ea (+\$1.00 Postage)
"STARTING WITH DISK DRIVES" \$2.00 (+\$1.00 Postage)

USER PORT PLUG (with Key Way) \$8.00 (+\$1.00 Postage)

CLUB MODEM (300 baud) Demo Model \$135.00

Address all orders to P.O. Box 274 - Springwood - QLD - 4127

Cheques to be made out to: C.C.U.G. (Q) Inc.

UPGRADE CHARACTER EPROM for 801/1525 Printers. (Gives Descenders on p,q,g,y, and j. Also requires exchange of a ROM chip) Price (supplied & fitted) \$30.00

RESET SWITCHES, fitted permanently to the top or back of your C-64. Price only \$5.00

TURBO-ROM for C-64

Members price - \$40.00

Customised version (your choice of screen start-up colours + your name on the start-up screen): \$45.00

For further information on the above three items contact Lester Bennett on 800 1243 before 8 pm on weekdays.

AVAILABLE FOR HIRE TO MEMBERS ONLY 1526 COMMODORE PRINTER

For details contact Roger Haigh on 399 8037 (after hours).

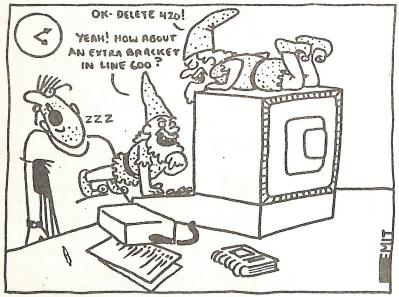
EQUIPMENT MODIFICATIONS

Some of the group's services formerly carried out by Lester Bennett will now be performed by Anthony Thyssen.

Normally Anthony will perform these modifications during the main workshop meeting in Milton (see page 2 of this newsletter). If this is not suitable contact Anthony (weekends only) at 075 451 717.

SERVICES OFFERED:

RESET	SWITCHES	
	Serial Port	\$4.00
	Built in	\$5.00
DEVICE	NUMBER	
	Printer/Plotter 4-6	\$5.00
	Disk Drive 8-9	\$5.00
TURBO	ROM FITTING	
	Computer w. socket	\$5.00
	Socket required	\$7.00
DRIVE	ALIGNMENT	
	(Works in most cases)	\$2.00



THINGS THAT GO "CLICK CLICK" IN THE NIGHT

PUBLIC DOMAIN DISKS

C.C.U.G.Q. , U9

DISK UTILITIES Disk handling program by Anthony Thyssen

DIRECTORY LISTER Catalogue your disk collection

FGET.CO Fast get routine used by DIRECTORY LISTER program
SSORT64 Sort routine used by DIRECTORY LISTER program
GEOMETRIC Geometric program for 1520 Printer Plotter

P/P ZORK SCRIPT Load before running ZORK programs to allow print out

to Printer Plotter.

3D PLOTTER
3D drawings for Printer Plotter
3D GEN PLOT
More 3D for Printer Plotter

LIFE INST. SpeedScript file of instructions for LIFE program

on disk UC

3D PLOTTER INST. SpeedScript file of instructions for

3D Printer Plotter programs

1541 ALIGN Check the head alignment of 1541 disk drive

1541 ALIGN INST. SpeedScript file of instructions for 1541 ALIGN program

SEARCHLIGHT Error highlighting program from Computes Gazette May 1985

JOG LOG/64 Jogger's Log from May 85 Gazette

SIMONSBER Random Blocks, Elipses, and Rectangles in four colours

by Angus Norrie

KALE IDOSCOPE Colour and sound experience

EXERION Shoot 'em game

COPY 190 Copy tape to disk or tape and disk to disk or tape

ORGAN Musical program
CALENDAR What day was it?

BATTLESHIPS The old battleship game
NAME ID CHANGER
SPRITENAPPER
Kidnap sprites from memory

SPRITE PRINTER
DISK EDITOR
DISK ED INST

64 WORD

64 WORD

64 WORD

65 WORD ANGER

66 WORD ANGER

66 WORD ANGER

66 WORD ANGER

67 WORD ANGER

67 WORD ANGER

68 WORD ANGER

69 WORD ANGER

69 WORD ANGER

60 WORD ANGER

60 WORD ANGER

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66 WORD ANGER

67 WORD ANGER

67 WORD ANGER

68 WORD A

64 WORD INST Instructions for above program - load and run

BANNER Print banner on continuous paper

Allows certain characters to be 'flashed' on screen.

Default flash colour is green - check REM statements to

change.

ASSEMBLER MON. , Al

This disk contains all the Assemblers, Monotors, Loaders etc. that you need to get stuck into Machine Language Programming. A booklet is available from Terry Steer (about \$5.00) to explain the use of the Assembler. You would probably also need a good book on Machine Language Programming. "Programming the 6502" by Rodnay Zaks or "Machine Language for the Commodore 64 and otther Commodore Computers" by Jim Butterfield are two that are worthy.

REVIEWS

MACH-5 CARTRIDGE & DISK

Our review copy was provided by C.W. Electronics, Stones Corner.

Mach 5 is another of the fast loaders in the marketplace. It is a cartridge which claims to and does load many files up to 500% faster than normal.

Produced by Access Software of Salt Lake City, Utah, Imagineering is the Australian distributor.

I first heard enthusiastic reports on this cartridge from Geoffrey Baillie, organiser of the Redcliffe Sub-group and so I was keen to take up the review offer of Danny Arthur at C.W.Electonics.

How does it rate?

Yep, it does load many files 5 times faster and thus reduces the consumption ofcoffee in this household. For those programs that don't seem to take to the speed-up process all that is needed is to press back-arrow and D and the FAST LOADER is disabled. You retain the ability to use the abbreviated commands of the system.

I found the instructions easy to follow and liked the wedge-type command menu. Back-arrow M brings the menu to the screen for quick reference. Files are loadable from the directory with just the appropriate command key.

Listing of the directory may be paused and unpaused by pressing the 'space' bar. Back-arrow O will restore a BASIC program previously "NEW'd"... and there are more helpful short-form commands.

With the cartridge comes a disk with 2 further features: "BASIC +4K" makes available an additional 4096 bytes of memory for BASIC programming. "DISK ORGANISER" is designed to help in the cataloging of disks and the files on them. 1 or 2 drives can be used.

I liked the screen dump feature as well as the ease and speed of use. Compiled programs didn't seem to like the device but that's about the only difficulty I found. Price at \$44.95 seems value.

Norm Chambers

<u>Commodore Handbook of Simons' Basic</u> by June Reh - 260 pages - R.R.P. \$24.50

Copy by courtesy of Prentice Hall of Australia Pty. Ltd.

The foreword has an endorsement by David Simons (author of Simons' Basic) recommending this book.

The author has had an extensive career as a technical writer, backed by experience as a programmer/data/systems analyst.

To quote June Reh: "this reference book, which will replace your Simons' Basic User Guide, will show you how to make the most of each command, by supplying all the DO's and DONT's. The User Guide supplied with the cartridge contains a number of command descriptions and program errors, and leaves a great deal of the work of figuring out Simons' Basic to the user."

- * For example, TRACE will not work correctly using [CLEAR], INPUT and IF THEN.
- * To execute a program again with TRACE on after executing RETRACE and clearing the screen, you must move the cursor under the TRACE window, then enter RUN.
- * The combination of TRACE, DUMP, and PAUSE is an excellent debugging aid for learning BASIC programming, showing how to inspect the variables in a loop during running. The PAUSE command gives you any number of whole seconds to read values instead of milli-seconds!
- * The OUT command is supposed to disable the last 'ON ERROR' command, but often causes a systems crash, so is not recommended for use. However, the powerful ON ERROR and NO ERROR commands perform error trapping excellently, without the need for OUT.
- * In disk handling don't use WEDGE (DOS Wedge) when using SIMONS' BASIC, as some commands such as INSERT, INST, PLACE, and USE won't work correctly.
- * The SOUND function holds the decimal constant 54272, the start address of the SID chip, useful as in:

POKE SOUND + 3,8: POKE SOUND + 2,0

* The GRAPHICS function holds the value 53248, the start address of the VIC chip. Since memory locations for sprites (MOBS) using a hi-res screen end at the start of the VIC chip, you can use 'GRAPHICS - 64' as a multiple of 64 in the DESIGN statement.

* Using sprites on the normal text screen gobbles up a lot of Basic programming space - you are left with only 6144 - 14217 bytes free for your Basic program!

It is much easier to use sprites with a hi-res screen where the lowest memory location required is 51200.

I tried the examples of sprite generation and movement in the handbook, first on the standard screen, then converted to the hi-res screen and they worked without a hitch.

There are plenty of detailed explanations, tables of sprite memory locations, grids showing corner screen locations for different types of sprites, such as hi-res, multicolour, expanded and unexpanded in either or both X and Y directions.

Summing up, if you want to use SIMONS' BASIC but have been puzzled by the original Users Guide, then the straight forward, clear descriptions and accurate step by step examples make this handbook (and SIMONS' BASIC) very usable.

Graham Mackay - (Point Vernon)

Some eighteen months ago our member Lex Hinckley and myself were amongst the first members of our group to use and review SIMONS' BASIC, and how disappointed we were! As can be glanced from the above, our disappointment was largely due to the wretched Users Guide supplied with the cartridge.

I can wholeheartedly endorse Graham's review, and feel that, armed with the above book, SIMONS' BASIC has now become a valuable programmer's aid.

Editor		

Reviews continued on Page 18

REVIEWS -Continued

COMMODORE 64 GRAPHICS WITH COMAL

by Len Lindsay - RRP: \$33.95

Our review copy by courtesy Prentice-Hall of Australia Pty Ltd

This book is a companion to THE COMAL HANDBOOK by the same author, and I have been waiting eagerly for it. I have not been disappointed.

Both books are introduced in a similar manner with sections such as:

WHAT IS COMAL?

HOW TO USE THIS BOOK

EXPLANATION OF SOME COMMON <items> USED IN THIS HANDBOOK

SUGGESTED NAMING CONVENTION

GETTING STARTED - YOUR FIRST TIME WITH COMAL

- all very friendly and valuable. GETTING STARTED suggests that the reader may wish to obtain one of the COMAL books written in a tutorial manner, but I did not find that necessary, thanks to the wealth of example provided with every keyword. While it is strongly asserted that COMAL is not a dialect of BASIC, there are sufficient similarities for a reasonably experienced BASIC programmer to recognise what is happening. But beware...there are also sufficient differences to require some form of reference work before that same programmer can make good use of a language which it is a pleasure to use. It is also suggested that the reader obtain a disc of example programs, and here the CCUGQ can be of help. Our public domain COMAL disc contains not only the language itself, but a number of examples as well.

The author has arranged the COMAL graphics keywords in three chapters: Sprites, Turtle Graphics and Graphics. Within each chapter, the keywords are in alphabetical order. This division is a little at odds with the intention to provide a reference work, and I felt that simple alphabetic sequence would have been better. However, there is no doubt that such presentation serves a new user of the language very well indeed. Perhaps, a satisfactory compromise would be the provision of edge markings on the pages to help ready recognition of the separate chapters.

Each keyword is treated under the same set of headings:

You MUST present your membership card at the time of your purchase or your Club must have registered its membership list with us prior to your ordering. Discounts can NOT be back-dated. 10% DISCOUNT TO USER GROUP MEMBERS (credit Cards 7%)

EAVEN O MILL

No games but everything else stocked at discount prices. We directly import hundreds of items and also deal with all the usual warehouses. Let us show you how your Commodore can become a powerful business machine.

WORD PROCESSORS

TOTLWRITER d/base + w/p + checker ... \$99 integrated word processor plus database with 10 user defined fields plus expandable spelling checker. Live ecreen editing, We a typewriter and many other features. HELP menus make it easy to use even though It's the most powerful CG4/C128 word auto word wrap, global search or search and replace, set tabs processor. Available in Australia.

footers, page numbering, block move and delete. The last file you've deleted stays on TOTLIEXT New enhanced 128/64 D/T \$59 All the usual features such as headers, footers, page numbering, block move and the disk in case you've an error. Automatically inserts up to 14 lines of footnotes on each page, which makes it popular with academics. Help menus and one of the best and eastest to understand manuals. RUN and Writer's Digest compares favorably with more than a dozen other programs.

and printed output headings can be customized to fit any 64 the most powerful business machine available, All the new enhanced TOTL programs are exclusive to Chambers, now the

business. This and the Quasar or Taihaho disk drive make your

FLEET SYSTEM 2, 40/80 cols \$135 \$45 TOTL KEYWORD CROSS REFERENCE \$45 OUICK BROWN FOX\$99 Cartridge \$55 NSTAWRITER Cartridge \$39 HOMEWORD\$69 HESWRITER

SOFTSMITH\$49 \$89 Tabe \$45 Tape \$25, Disk \$29 OMINIWRITER/OMNISPELL EASYMAIL by Commodore TOTL MAILING LIST/LABEL ETTER WRITER Tape \$25, YOME DIARY EASYSCRIPT HE MAILER

definitions. 10 files per diskette, records up to 2400 characters long, fields up to 245 characters, up to 100 fields per record with repeating fields. You can define your own report format OTL INFOMASTER database \$99 NUN megazine "best of all." Dynamic record and field EADSHETS/DATABASES

vith sorted and selected records. Uses all printers.

64 ACCOUNTING PACKAGE \$159 TOTL's newest lightning fast machine language version concurrently updating your inventory. Choice of 4 prices for each item plus flags when re-order level is reached. Dates, postcodes etc., selectable for Australia or US. All programs end from a master menu. Balance forward system, Invoices allow both taxable and non-taxable items and screen prompts ncludes stock control and printing of invoices and statements, Account

Does the whole of your final accounts. If you're using the TOTL 64 TOTL GENERAL LEDGER package it automatically draws data from there. ONLY authorised TOTL dealer in Australia.

64 ACCOUNTING by Software Design ... \$125 department and can combine into a single report. Up to 10 Sept. '85 version. Produces at any time detailed or summary trial balances, profit and loss and balance sheets and prints Profit centres give separate financial reports for each bank accounts may be used concurrently and each transaction reports, invoices and statements on plain or pre-printed paper.

plus 700 journal entries.

TOTL HOME ACCOUNTING \$69 83 self-loading interactive programs in 4 modules. Will do all versions of both 64 TOTL ACCOUNTING PACKAGE and 64 IOTI. GENERAL LEDGER in a form that uses to the maximum TIME/MONEY MANAGER\$69 FOTLTIME MANAGEMENT, rated 4 stars .. \$29 CONTINENTAL HOME ACCOUNTS IBM ... \$79 COMPLETE BUSINESS ACCOUNTS (128) .. \$550 the books of a business, giving all the features of the latest the speed and memory of the 128.

We normally have about a dozen different printers, 15 or so word processors, 20 or more spreadsheets and databases and about the same number of accounting sysems, but can only list some here. Visit our new 2,000 square feet showroom to see the full range.

AMORAH	VOICE MASTER COVOX	Speech synthesiser that uses your own	grunt, make animal noises or talk in	Digitizer NOT required for playback, w	64's music synthesiser. Sophisiticate	makes it easy to use. Speech store	system so memory is unaffected. Inc	talking calculator and talking elarm o
& EDUCATIONAL	ners Disk \$25	processor, mailing list, basic	sound and sprites.	leet \$29	board, how to use your disk	ir first BASIC program.	D/Rook \$25	

any language you like.

n voice. Your 64 can ging, which is recreated by the ed voice editing feature d behind the operating luded are programs for SUPER VOICE MASTER\$149 Now your 64 or 128 will do what you tell it! All of the above PLUS Word Recognition (your 64 responds to your spoken commands) and Voice Harp.

With RS232 interface and software for Commodore (BBC, CURRAH SPEECH 64, two tones \$89 1200/1200 and VIATEL acoustic coupler .. \$199 Amstrad or Spectrum software NOT included).

300/300 & 1200/75 ACME New Low Price Direct connect. Plugs into User Port of your C64, 128 or VIC-20 and draws its power from there (adaptors for other computers available). Includes 3 months sub to STARS encyclopedia and 6 weeks sub to MICRO 666 (Commodore databases), Cartridges software (Australian made) gives instant acceas, \$79 extra.

SEAL DENTS

New high speed all-metal drive for 128. Stabilised power supply. Formats disks in 11 seconds. Runs all software. No TAIHAHO Commodore/Apple DRIVES \$495 Top quality all-metal drives that will run BOTH Apple and Commodore disks. Complete with all plugs and 20-line parallel cables to connect to all plugs to your C64 or C128. Switches to let you choose Device No. 8 or 9 and Normal, Write Protect or Override Write Protect. Single drive expandable to double with QUASAR SUPER DRIVE (30% faster) \$399 additional drive. Regulated 240 volt 50Hz power supply, read errors, no head knocks. 6 months guarantee.

SFD 1001 CBM 1,000,000 BYTE DRIVE ... \$399 Serviced Australia wide by Hills.

Commodorole famous IEEE drive

X-REF 64 Disk \$49

Commercial Co.

CASH CONTROLLER (64/128) ... T \$35, D \$49

ABRACALC HOME MANAGER + s/sheet ... \$37 PERSONAL ACCOUNTANT (64/128) \$34

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Some of these headings are obvious and can be found in any language manual. What makes this work different is the provision of a fully working example program with each keyword, together with comments on what it does and three different forms of cross reference. ADDITIONAL SAMPLES refers to other keywords whose examples include use of the current one. USED IN PROCEDURES refers to an appendix of further useful procedures which employ the current keyword. SEE ALSO refers to other keywords whose function is related to that of the current keyword. So it can be seen why I feel that this book is sufficiently tutorial not to require supplementation in its presentation of the graphics subset of the COMAL language.

In addition to the introduction and three keyword chapters, there are seven appendices, including one with another 13 procedures most of which a serious COMAL programmer would want to have on disc for inclusion in his programs as required. COMAL is a procedural language, and reference to various routines is by name rather than by sequence number, and the need for unique variable names is met by the design of the language. Thus, it is easy to merge stored routines with new programs. The book is completed by a reasonably detailed Index.

While this book makes no attempt to explain the non-graphic COMAL keywords, it contains sufficient exemplary material to introduce the reader to the subject, and would certainly whet the appetite for a taste of the remainder of the language. Because the subject is graphics, the reader can actually have some fun while learning. As a companion to THE COMAL HANDBOOK this book is almost mandatory. Which brings me to my one complaint. When I bought my copy of THE COMAL HANDBOOK about a year ago, its 467 numbered pages cost me \$29.50. COMMODORE 64 GRAPHICS WITH COMAL runs to 162 pages, and the recommended retail price is \$33.95. Ouch!

Bernard Trewinnard-Speight

COCKROACH TURBO-ROM

While investigating the variations of the C64 Kernal ROMs for an article in the Commodore Magazine (Vol 5 No 4), one of the editors, Paul Blair, made a number of suggestions that some of the less used Kernal routines could usefully be replaced with improved disk access commands.

Unlike many other good ideas, this did not end up in the rubbish bin but was picked up by Ralph Down and Stu Burrows from Cockroach Software on the Gold Coast (probably from an old magazine lying on the beach!). With the experience gained from their 'Turbo-Roach' products, and by replacing all the cassette and RS232 routines with several pieces of tightly written machine code, they have managed to produce a very worthwile product for the Commodore 64 disk user which takes a dramatic step in bringing the 1541 into the computer age.

In short, Cockroach Software have produced a plug-in replacement for the standard Kernal ROM of the C64 which increases the speed of the SAVE, LOAD, and VERIFY commands by a factor of roughly five. They have also found space to include a number of extra useful commands. The ROM can even be custom made to display your name and choice of screen and border colours on power-up.

As a bonus, the new 8K Turbo-ROM is actually supplied in a 16K package with an attached switch, providing the user with the best of both worlds – at the flick of the switch the user can select either the Turbo-ROM or the normal Kernal ROM. (Unfortuntely, it is often necessary to turn the C64 off before switching ROMs.)

The package appears to perform very well with most software except, of course, communications programs, such as TERM64, because the RS232 routines have been removed. Such programs must be loaded and run with the standard Kernal or loaded in Turbo mode then the ROMs switched before resetting the C64.

The new chip is mounted in an adaptor socket which replaces the socket normally occupied by the 8K Kernal ROM. In most cases it is simply a matter of carefully removing the old ROM from its socket and inserting the Turbo-ROM. Unfortunately, about 20% of C64's have soldered-in ROMs. In these cases it is necessary to unsolder the existing Kernal chip and the solder in the 24 pin replacement socket supplied with the kit. Since it is quite easy to damage the printed circuit board of C64, this task should be entrusted to a competent technician. (Or see your local user group.)

The Turbo-ROM is compatible with the C64 and 1541 drive and a version is

available for the SX 64. (This must be specified when ordering.) The authors say that the new ROM is NOT compatible with drives other than the 1541. I have not had the chance to try the ROM with the SKAI SUPER drive but there would appear to be a good chance of success.

The main features of the Turbo-ROM are:

- All SAVE, LOAD, and VERIFY commands now default to disk.
 (There is no need to add the ',8' after these commands.)
- Five times faster LOAD.
- · Five times faster VERIFY.
- · Five times faster SAVE.
- Optional fast FORMAT (30 seconds).
- Improved 'SAVE@' command. (Old program is actually scratched first.)
- Screen dump to printer even during program execution C= F7.
- · Built-in enhanced DOS wedge using the '@' command.
- · Three extra commands have also been added. These are
 - . 'ZAP' <RETUR> same as SYS 64738 (cold start).
 - . 'OLD' <RETURN> restores BASIC program after NEW or RESET.
 - . 'MON' <RETURN> enter a machine code monitor

The built-in DOS wedge is very welcome, removing one of the main problems encountered with C64 disk access. For example, entering '@' on its own displays the disk status, while entering '@\$' displays the disk directory on the screen. (Does not affect program memory.) The '@' command can also be used to send any other direct disk access commands such as SCRATCH, RENAME, VALIDATE, NEW etc.

Even though the disk access defaults to drive 8, the Turbo-ROM will support 2 drives as devices 8 and 9. The command '@9' has been incorporated to allow drive 8 to be changed to drive 9.

As well as a single key low res screen dump via C= f7 (even works during program execution), the '@P' command provides the equivalent of OPEN4,4:CMD4. That is, it directs all printed output to the printer for program LISTings and the like. ('@O' returns output to the screen.)

A number of other interesting features make for easier program loading.

First, entering '*' <RETURN> loads first program on disk (similar to LOAD"*",8,1). Second, pressing SHIFT RUN/STOP prints 'LOAD' [RIGHT18] ',8,1' and leaves the cursor over the second comma which allows the user to change the comma to a colon ':' before pressing RETURN. This last command greatly simplifies program loading. For example, display a directory with

the '@\$' command, move the cursor up to the line displaying the required program, press SHIFT/RUN/STOP, then press RETURN to load the program. Couldn't be simpler.

Unlike some fast loading and saving routines, the Turbo-ROM works with other devices such as printers on the serial bus. It is also compatible with the VIC SWITCH network used in many schools. With such networks, not all eight computers need be fitted with the ROM but only those which are will load faster. (Turbo-ROM will not work with the MULTI-LINK network.)

Most importantly, the Turbo-ROM does not affect sequential or relative file access and is safe to use with data base programs. (Unlike some other packages which have been known to corrupt disks with relative files.) The Turbo-ROM does, however, affect the C64's jiffy clock and hence the TI and TI\$ commands.

The 'MON' command is very useful for machine language programmers. This command looks for MONAD (Paul Blair's machine language monitor) or DRVMON64 (a machine language monitor by Mike Henry) at \$8000 then \$C000 and, if present, enters the monitor. The fast disk access works with most ML monitors, although fast SAVE does not work with MONAD.

Using Turbo-ROM

Because the Turbo-ROM is simply a modified Kernal and therefore requires very few 'hooks' or patches into the C64, just about all the C64's memory is still freely available for programs. The cartridge port is also still available for monitor cartridges, such as HESMON, and the like.

The overall success of this approach is shown by the fact that Cockroach Software appear to have been successful in making their ROM load most commercial programs. There are, however, a small number of commercial programs which still refuse to load in Turbo mode. Of course, turn the computer off, switch in the standard Kernal ROM, turn the computer back on, and such programs can then be loaded normally.

In most cases, loading times of commercial software are significantly improved with the Turbo-ROM. However, fast loading will not work with some commercial software which use their own 'slow loading' routines using direct disk access commands.

Even many of the more recent commercial software which have fast loading built-in, for example, SUMMER GAMES II, TURBO-64 disks, ISEPIC, and DISECTOR, will load normally using the Turbo-ROM.

Just how much speed improvement is there with using the Turbo-ROM? The figures below give a good indication. Figures for the popular, but considerably more expensive, 1541 FLASH are also included by way of comparison. I have not included times for the EPYX FAST LOAD Cartridge since it does not support a fast SAVE routine. (The Turbo-ROM is slighlty faster on loading than EPYX.)

PROGRAM	Loading T NORMAL	ime in Se 1541 FL		Turbo-f	ROM
PITSTOP II COLOSSUS CHESS DOODLE GHOST BUSTERS PFS FILE EASY SCRIPT	144.99 126.24 87.92 185.67 129.50 63.49	FAILED 43.91 33.44 93.94 47.57 31.30	(2.87) (2.63) (1.98) (2.72) (2.03)	29.78 29.29 24.85 76.97 29.28 54.91	(4.87) (4.31) (3.54) (2.41) (4.42) (1.16)

(The figures in parentheses show the speed improvement factor with respect to standard times.)

The following table shows the typical speed enhancement on SAVE and LOAD operations a user may expect for everyday programs.

Disk Blocks	Time Normal	ration in FLASH	seconds. Turbo-l	ROM
25 (SAVE)	19.64	(1.38)	6.90	(2.85)
25 (LOAD)	17.40	(3.03)	3.82	(4.55)
50 (SAVE)	36.83	(1.41)	9.10	(4.05)
50 (LOAD)	33.15	(3.22)	6.30	(5.26)
100 (SAVE)	70.40	(1.41)	13.60	(5.18)
100 (LOAD)	65.44	(3.24)	11.13	(5.88)
200 (SAVE)	137.16	(1.40)	22.57	(6.08)
200 (LOAD)	127.32	(3.28)	21.20	(6.01)

Notice that the speed improvement becomes greater as the program length increases. One other interesting point; because the Turbo-ROM's fast SAVE routine chains the disk sectors in a different manner (although completely compatible with normal operation), programs SAVEd with the Turbo-ROM will also LOAD approximately 8-10% faster with that ROM.

A Minor Problem: Disk Errors

After using the Turbo-ROM for a month I have found it to be a very useful addition to my C64, with no major problems.

However, a minor problem arises if a disk error is encountered when using the fast LOAD or SAVE routines. With the fast LOAD, the drive may go into limbo and the C64 goes to sleep out of boredom. Actually, when an error is encountered, the drive attempts to re-read the offending sector, and retries, and retries forever. (But with no horrible noises!). During this time the C64 keeps waiting for the rest of the program which never comes. Unfortunately, since the screen blanks when both LOADing or SAVEing, and since the disk just keep spinning, there is no direct indication that a problem has occurred. (One piece of irrelevant information - while loading a program, it is actually possible to open the disk door, take out the disk, replace it and close the door, and the program will continue to load correctly! However, this is not recommended.)

With the standard 1541 SAVE routine, any disk errors encountered cause the disk to stutter and leaves an unclosed file (type PRG*) in the directory. A corrupt BAM is also a possibility. The Turbo SAVE works differently. When a program is to be saved with the Turbo-ROM, first of all the disk is checked to see if there is sufficient space on the disk for the program. Disk errors encountered with the Turbo SAVE cause the save to be aborted, leaving only a one block program allocated for the program in the directory and the BAM. However, the actual program length may be longer.

If this occurs, under no circumstances should the further programs be saved to the offending disk before the errors are rectified or the disk reformatted. (Which only takes 30 seconds using the fast format). Until this is done, it will generally be impossible to save other programs successfully to this disk because the same error will be found again.

In summary, I commend Cockroach Software on a fine product. One of the features that particularly appeals to me is tha fact that it performs its job unobtrusively and the extra commands are both easy to understand and use. The price, by the way is \$40.00 per ROM (including 24 pin adaptor socket) or \$45.00 if a customised message and colours are required. Suggested fitting cost is an extra \$5.00, either from Cockroach directly or via your local user group.

Greg Perry

MEMBERS' ADVERTS

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A 1200-75/300 Baud MODEM KIT for those wishing to build their own!

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Contact Bill Tree at 345 4397 (a.h.)

RATS, IT BEAT ME AGAIN.

BEGINNERS CORNER

This wonderful machine of ours has a great potential as an educator in our home. It doesn't matter what grade our children are in or what school. There are Education Programs available which will help them.

There are so many programs that we parents can become confused and end up buying unsuitable material.

One thing I have learnt is that if the programs are any good they will still be around tomorrow. So in buying books or education programs study them well before you buy.

One maths disk I bought covers maths from Primary grades through to grade 12. It sounded good but it did not cover all types of maths, consequently the level to suit my children was so small at the time it worked out to be a very expensive disk, considering the benefits the kids received.

If you wish to buy any software make sure that it will suit your purposes. Ask to see a full demo. Don't be sold on what the material can do. Check it out to see if it will provide a full spectrum of what you want.

(Better still, ask our Primary Education Sub-Group convener first! - Editor)

For simple programs, maybe someone from the Group will write you one just for a small cost and the experience. Anyway the experience of Group members is a good resource to add before making a purchase.

There are many types of spelling and English or grammar programs available as well as geography and others. They will all have some benefit but some more so than others.

As for buying books about your computer; that is a very expensive area and buying books indiscriminately can waste quite a sum of money. Almost all books on a certain subject cover most of the same areas, but have just a chapter or two on the area you are interested in. So, if you buy say four books for \$20 to \$50 each what you are buying are only two or three chapters for that price, as all the books cover the other material.

Don't let that deter you from progressing. It is just to highlight the fact that you need to: - 1. Know what you need. - 2. Make sure you check the software thoroughly before buying it.

If you are only going to use it once or twice, and that happens with lots of people and it sits gathering dust afterwards, maybe you can borrow it from the Group or get a loan of a copy. It will save you money

WORDS OF THE MONTH

ACCUMULATOR: - is a special location in your computer and used to store information temporary while the machine carries out calculations.

ASCII CODE:- is a standard code for transfering information between two computers and is used to varing degrees in programming.

BUG:- No, its not an insect but it is a pest. It is a mistake or other problem within a program which prevents it from doing what it should or even preventing it from running.

CENTRAL PROCESSING UNIT (CPU):- The brains or nerve centre of your computer. It has three parts. 1: Its own storage area. 2: An Arithmetic Logic Unit. 3: A control unit. The control unit carries out the instructions of a program.

HELP

We've been waiting for your questions so we might be able to help you in the areas you need it. So far the articles have been about areas that other people or myself found difficult as we learnt to make the computer our slave. We haven't received any questions yet. Don't be frightened. We won't publish your name if you request that.

We are willing to help you if you need it. Let us know.

Have fun and happy computing!

Reg Campbell

THE SAVE & REPLACE BUG - CONTINUED!

(see last issue of "CURSOR")

Another article on this infamous bug appears in the October '85 issue of "Compute!" magazine.

It is claimed that by including the "O" in all disk commands, including directory listings, loading a file etc., this bug can be completely avoided.

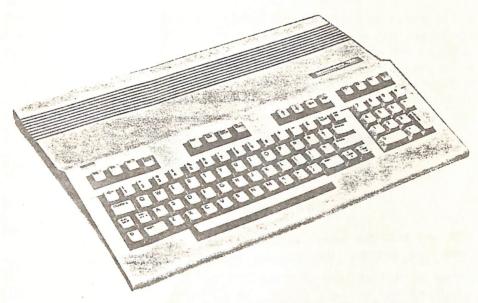
Editor

THE COMMODORE C-128 AND ACCESSORIES

By the time you read this the first stocks of the C-128 may have reached the shops. Since the initial announcement several changes have been made to this product and it's accessories, which we would like to list in the following two pages.

Herewith the official retail prices of the C-128 range:

C-128 Computer	\$699.00
1571 Disk Drive (Double Sided)	\$599.00
1570 Disk Drive (Single Sided)	\$499.00
1901 Colour Monitor (RGB etc)	\$599.00
1201 B & W (Amber) Monitor	\$199.00



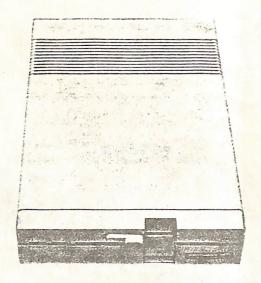
THE COMMODORE C-128 COMPUTER

It now appears that the 1571 drive will not be available till early 1986, but the single sided 1570 drive will be available this year, effectively offering only half the disk storage capacity. As some of the new C-128 programs could be spread out over both sides of the disk there could be problems in this area.

The 1201 Black & White (in reality amber) monitor can be used in both the 80- and 40 column mode, and can also be used with the C-64, C-16 and Plus/4 Computers. Great for people who have a colour TV or 1701/02 monitor and want to be able to use the 80 column mode for business software.

The 1901 Colour monitor has both an RGBI input (for 80 column use), as well as a chrominance/luminance input (for all 40 column uses), as is found on the 1701 & 1702 monitor. It is also compatible for use with video cassette recorders and television tuners.

Both units have audio amplifiers built in.



The 1571 Disk Drive

The 128K and 512K Ram memory expansion cartridges will not be available till some time in 1986. The Commodore "Mouse" may be available later this year.

Datasettes, Joysticks and Paddles for the C-64 will also work with the C-128.

In software Commodore hopes to release "Jane", an 80-column 3-disk package consisting of 'Janewrite' (word processor), 'Janecalc' (spread sheet), and 'Janelist' (data base). These are Icon-based programs, for which you need the 'Mouse', although a joystick will do as well.

It substitutes pictures for commands, which are implemented by pointing an arrow (via the joystick or the mouse) at filing cabinets, waste paper baskets, scissors etc. Users of Magic Desk or Apple's Mackintosh know all about icons.

We hope to have more news for you next month.

LETTERS TO THE EDITOR

In a letter accompanying his review of the Simons' Basic handbook Graham Mackay asked if many of the Brisbane members used Simons' Basic or the Super Expander. He also pointed out that quite a few of their commands seem to be similar to those in the new C-128 Basic Version 7.

I don't get the impression that there are many users of these Basic extension aids amongst our Brisbane members, but I may well be mistaken. As for the new C-128, there must be a certain amount of compatability between the new commands and those found in Simons' Basic and the Super Expander, but exactly how much is for us to find out when the computer gets here.

For those keen programmers who either don't want to or cannot afford to change to the new C-128, I would like to recommend the use of COMAL. Although I don't think that the new cartridge version is available in Australia as yet, overseas reports speak in glowing terms about it's many fine features. It does allow appr. 30 K. of programming space, which seems quite ample. For experimenting try the COMAL disk version 0.14 which is in our Public Domain Library. If you like it you may eventually buy the cartridge version which is extremely powerful and versatile.

Ralph D	e Vries			

Dear Editor,

Ever since I have had my 1541 disk drive I have had trouble with it scratching, whirring and very loud error noises. My friends don't have the same problems so what should I do? Should I get the head re-aligned or just send it back to the maker?

Jamie Ogden

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Dear James,

The noise level of the 1541 drive seems to vary a lot from unit to unit. My own drive was very noisy too, but worked very well. You did not mention in your letter if you have trouble loading or saving programs. On the Test/Demo disk supplied with the drive you will find a program called "Performance Test". This program amongst other things writes and

reads to tracks 1 and 35. If your drive passes this test you should have no problems as regards it's performance, but do try out the test both when the drive is cool and when it has been in use for some hours. The results might be different. If the drive does not pass this test have your unit serviced. I don't know if dealers in the Maryborough district use the Brisbane Commodore Service Centre, but if in doubt send your unit to Commodore Business Machines Pty. Ltd. - 991 Stanley St. - East Brisbane.

Dear Editor,

Recently we sold our old MPS 801 printer and bought a CPA 80 and were supplied with a PPI interface. Thus far we are thrilled with the quality of the print, both letter quality and graphics. The only hitch is that with the PPI interface everything produced with Print Shop is reduced to 60% normal size. This does have some advantages as the signs fit neatly on a half-foolscap page. There are however times when a full size product would be preferred, also multiple copies must be done one at a time. I realize that we are after the best of both worlds but would appreciate if someone could help.

Robert Paget (Cunnamulla)

Dear Robert,

First try the Non-Commodore side of Print Shop, and combine this with either the Blue Chip- or the Mannesmann Tally Printer Option. If this fails consult your CPA-80 instruction book and on page 52 you will find information on the printer dipswitch settings. Set your dip switches according to the 1st line of the first diagram, labelled USA.

This information was supplied by Rob Adamson. Rob tells me that with a bit of experimentation you should end up with full size printouts, as this particular combination of printer and interface is used by several of our members.

Good luck!

COMMODORE COMPUTER USERS GROUP (QLD) INC.

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