

# CURSOR

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NEWSLETTER of the COMMODORE COMPUTER USERS GROUP (QLD) INC.

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## MEETINGS - WHERE & WHEN

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**MAIN MEETING:** Tuesday 12th MAY (!) 1967 in the *Bardon Prof. Dev. Ctr. 390 Simpsons Rd. Bardon*. Entrance through car park in Carwoola St. Doors open 7pm (library), Meeting starts at 8pm sharp. Library closes at 9.30pm.

\*\*\*\*\* ALL ABOUT PRINTERS & INTERFACING - BRING YOUR OWN PRINTER & PROGRAMS! \*\*\*\*\*  
\*\*\*\*\* GREG PERRY WILL DEFINITELY DEMO THE NEW GEOS PACKAGES! \*\*\*\*\*

**WORKSHOP:** Sunday 17th May 1967 (1pm - 5pm) in the *Guidance Officers Training Ctr., Bayswater St. Milton*. Bring your programming- or hardware problems, as well as your own computer equipment! Opportunity to copy our Public Domain Disks.  
PLEASE NOTE: Workshop Meetings are for MEMBERS ONLY! Ph. Colin Shipley - 38 2511 a.h.

**AMIGA MEETING:** Sunday 31st May 1967 (1pm - 5pm) in the *Guidance Officers Training Ctr, Bayswater St. Milton*. \*\*\*\*\* Beginners Session: Hi-, Med- & Lo-Res Screens \*\*\*\*\*  
Bring your own computer equipment! - Ph. Steve McNamee - 262 1127 a.h.

### REGIONAL MEETINGS

**CANNON HILL** meets on the 4th Saturday of the month (12noon - 12pm) in the Cannon Hill State School. Ph. Barry Wilson - 399 6204 a.h. or Ron Jarvis - 399 6981 a.h.

**CAPALABA** meets on the 3rd Saturday of the month (1pm - 5pm) in the Capalaba State Primary School. (Redland Education Centre.) Ph. David Adams - 396 8501 a.h.

**KENMORE** meets on the 1st Sunday of the month (1pm - 5pm) in the Kenmore State School Library. Ph. Peter Reeve - 378 2665 a.h. or Keith Hadland - 378 6698 a.h.

**KINGSTON** meets on the 2nd Friday of the month (7pm - 10pm) in the Kingston State School. Ph. Peter Harker - 800 4929 a.h.

**PINE RIVERS** meets on the 2nd Sunday of the month in the Strathpine High School. (rear entrance). Ph. Bruce Wylie - 359 9779 a.h.

**SHERWOOD** meets on the 2nd Friday of the month (7.30pm) in the Graceville State School. Ph. Leigh Winsor - 379 2405 a.h. or Philip Parkin - 818 1172 a.h.

**THE GAP** meets on the 3rd Wednesday of the month (7.30pm) in the Gap State School. Ph. Julianne Fallen - 300 2982 a.h.

**WAVELL HEIGHTS** meets on the 2nd Tuesday of the month in the Wavell Heights High School (library), Brae St. Ph. Rob Adamson - 266 8353 a.h.

**SUNSHINE COAST** meets regularly. For meeting times, dates and places: Ph. Harvey Riddle - 071 / 42 1036 or Ph. Vic Mobbs - 071 / 94 1330

**MARYBOROUGH/HERVEY BAY** meets on the 4th Monday of the month (7pm - 10 pm) in the Sunbury State School, Alice St. Ph. Terry Baade - 071 / 21 2271 (w) or 071/21 5059 a.h.

### SPECIAL INTEREST GROUPS

**PRIMARY EDUCATION SUB-GROUP** meets on the 3rd Tuesday of the month (7.30pm) in the Aspley State School. Ph. Bill Weeks - 208 8620 (work) or 341 2823 a.h.

**PROGRAMMING SUB-GROUP** meets during the Main Meeting in our Club Rooms. Ph. Jim Vick - 345 1878 a.h. or Tom Kelly - 277 9900 a.h.

**CP/M SUB-GROUP** meets during the Main Meeting in our Club Rooms.

Ph. Regan Russell - 848 1353 a.h. or Steinar Johansen - 207 3065 a.h.

**PLEASE NOTE: COPYING OF COMMERCIAL SOFTWARE IS NOT ALLOWED AT ANY OF OUR MEETINGS!!!**

Do you want to form a Sub-Group in your District?

Contact our Sub-Group Coordinator, **Terry Steer** (Ph. 806 2424 a.h.) for details.

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## EDITOR'S NOTES

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### BUZZ WORDS

Our hobby is full of 'buzz words'. In this newsletter I recently picked up a couple of them. Lindsay Whipp used the expression 'Footprint', which really means the amount of space an accessory or add-on takes up. I think that one is pretty bad, but nowhere near as bad as Jamie Ogden's 'Hookability'! Our President hasn't gone into print yet with one of his favourites, namely 'Propeller Head'. I'm still not quite sure about its exact meaning, but I believe it isn't very flattering!

Which brings me to one of the most popular buzz words of the computer world, namely 'Desktop Publishing'. In this issue I review the first officially released version of a Desktop Publishing program for the Amiga. I produced the review with the program in question, but don't know how well it will reproduce. Dot-matrix printers aren't as good as Laser printers yet!

### COMMODORE

In the March '87 issue of this newsletter Greg Perry published an article called Problems with the 1571. Since then a strange silence has descended over the land. We would at least have expected some comments from members, but ..... nothing.

When I was using the 1571 drive myself some six months ago I pointed out to Greg that, when writing wordprocessor files to the second side of a disk, the drive went into ultra slow-motion, and some rather 'funny' things happened, which were detailed in Greg's article. Have none of our members experienced this? Or don't they ever use side two of the disk? It makes you wonder.

The real problem lies with the fact that up till recently Commodore just didn't want to know about any 1571 problems. And we are not alone either. In this issue you will find a two page article from the pages of the English 'ICPUG' magazine which makes interesting reading. It appears that things are equally bad in the U.K.

However we have just received a copy of 'Inside West Chester' (Feb.'87?) which admits that there will be a 1571 ROM UPDATE in the near future.

We have said it before and we will say it again: Commodore is only perceived in the market place as a company which is interested in the maximum amount of unit sales (read maximum amount of profit), with the minimum amount of backup service. Yes, even those people who have forked out \$2500.00 for an Amiga don't get any more technical information than a C-64 owner - ZILCH!!!. Of course they can now join Commodore's 'Amiga Club' for a mere \$150.00 and get a subscription to Amiga World and a free copy of Textcraft or Graphicraft, plus 4 newsletters per year - such generosity! Hopefully our members aren't taken in by this type of P.R. exercise.

And then of course there are those miserly 3-months guarantees. Have they got so little faith in their products? I can get a 4-year guarantee on a TV set and even Video Recorders (an item very prone to breakdown or abuse) offer a minimum of twelve months.

Perhaps now that Commodore seems to be over the worst of their financial problems, they should take a good hard look at their image in the market place. There is plenty of room for improvement. Yes, I am only too well aware that you have to remain profitable to remain viable, but is not it just possible that an overall increase in technical- and backup services, coupled with a slight decrease in gross profits, could in the long run be a lot more conducive to customer loyalty? And doesn't customer loyalty contribute to sales increases?

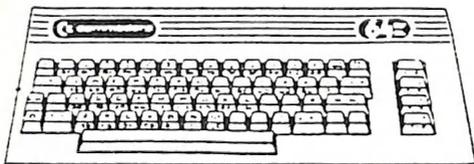
Ralph De Vries

# commodore COMPUTER

## PARCOM PTY. LTD.

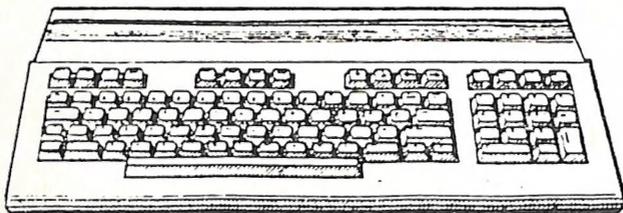
WHITES HILL SHOPPING VILLAGE  
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## R A N D O M   B I T S

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### AMIGA MEETING (29th March)

Another very well attended meeting - our Amiga membership has grown to well into the sixties, and the A500 hasn't even been released yet! Quite a few more Fish disks (Public Domain disks) have been added to our library, as well as several new Amiga books, with more to come. Following some rumours about illegal copying at other users groups, our President pointed out for the benefit of new members that copying of commercial software at our group's meetings is NOT on! In fact the group's constitution has provisions for dealing with illegal copiers.

Steve McNamee and your editor explored some of the secrets of disks and disk storage for the benefit of our newer members. However this is a very extensive topic, and will probably covered in more detail at future meetings. At our next meeting we will again cover AmigaDos and the CLI.

### MAIN MEETING (7th April)

President Greg Perry told us a bit about his recent trip to the Sydney Computer Show, and after the normal business was out of the way it was the turn of Bill Weeks, coordinator of the Primary Education Sub-Group, to talk about computers in Primary Education. It soon became apparent from Bill's talk that computers in Primary Education are still not fully accepted, not sufficiently funded nor sufficiently understood. Obviously for Primary School teachers computers can be very satisfying but also very frustrating. After Bill's talk members had an opportunity to view a range of educational software which was running on three C-64 computers. Our thanks to Bill and his fellow Primary Education Group members. Greg finished the night to a group of members who are interested in modems and tele-communications.

### IMPORTANT ANNOUNCEMENT !!!

*The May Main Meeting will again be held during the Second Tuesday of May, which is the 12th May!!! At this meeting we will talk about **PRINTERS and INTERFACING**. If you do have problems with your particular printer, interface or a specific program, bring these items to this meeting (don't forget the instruction books!) and we will attempt to rectify your particular problem.*

*Greg Perry will give his long-awaited demo of the GEOS application packages.*

During May only the WAVELL HEIGHTS sub-group will meet on the First Tuesday of the month, to avoid clashing with the Main Meeting.

### THE CITIZEN 120-D AND THE COMMODORE MPS 1200

After last month's short review of the new Commodore MPS 1000 printer, and comparing it with its twin the Citizen 120D, it was pointed out to us by Lindsay Whipp that the two printer use different sets of control codes to turn on the many features. This means that if somebody has made up a printer file for a word processor for either printer it would have to be modified to work for the other one.

### REPLACEMENT RIBBONS FOR 1526/802 PRINTERS.

Up till now owners of these printers have had to buy new ribbon cartridges when the ribbons were worn, because carbon film ribbons cannot be "re-carbonized"!

Jane's Computer Supplies of 48 Cribb Street, Milton can now re-pack your old cartridges for \$8.00, which is a considerable saving on the new ribbon price.

## DISK PRICES COMING DOWN

Our clever treasurer, bless his heart, has managed to do a better deal on disk prices, so DOWN they go! The disks are manufactured by Nashua, however they don't come in fancy cases or boxes, but who cares - as long as the quality is alright.

5,25" disks (they are *Double Sided* - Double Density!) sell for \$15.00 per pack of 10 and 3,5" disks are down to \$40.00 per 10 pack, but remember, no library cases with these. We still have stocks of the multi-coloured 5.25" disks (SS/DD) and these are down to \$18.00 per box of 10 (in library case).



LATEST JOY-STICKS?..... THIS LOOKS JUST LIKE A C166IE.....

## NEW SUB-GROUP COORDINATOR

We welcome David Adams as the new sub-group coordinator of the Capalaba group. They meet every 3rd Saturday of the month (1pm - 5pm) in the Redland Education Centre in the Capalaba State Primary School. Bring your own extension leads etc., as there are only four power points!

## A NAME CHANGE & A NEW BRANCH

Don's Computer Repair Centre has changed names. They will now be known as Parcom Pty. Ltd. Don has also opened a new branch in Townsville as from April 1, which is managed by Vince Brozak. Their Townsville address is 363 Bayswater Road in Garbutt, Phone (077) 794 800. The Brisbane address remains unchanged.

## CAN YOU HELP?

One of our NSW members is looking for fellow members who might be able to assist him with circuitry for building external devices for the C-64 like relay boards etc. If you can help please contact G.A. Harris, c/- Post Office, Maclean, 2463, NSW.



by Phil Guerney

\* The printer and printer interface adventure with Commodore computers has been long and involved - but now has a new twist. You can buy an interface to allow the use of your Commodore-only printer with IBM's and clones! This reversing trick should be welcome news to those who think they may one day down-grade to one of those machines!

\* I enjoy programming. That's the usual excuse I give for spending more on a computer than I do on a car. But really I don't do much programming, just like everybody else. One of the biggest barriers to trying to write something useful, that is something that other people would like to use, is that everything of any use has already been written, and usually by a team of people over several months to give a professional product. However one area in which I think most software is of poor quality and just waiting for new products is the "educational" stuff. Just look at the awful standard of almost all the 'Ladders to Learning' series - terrible sprites, terrible sound, terribly boring. Now good software requires a team of people: one with the ideas - an artist - a musician - program coders - and lastly someone to sell it.

The CCUG should be a place where such people can get together, make definite plans for a program and develop it over some months while drawing on the people and material resources of the group. The market is certainly out there with tens of thousands C-64's being sold each year into Australian homes with school-aged kids, and there just perhaps could be some money at the end of the road for the right team.

Footnote: I see the April meeting is to have an exhibition of Primary School software, so we'll have seen by the time you read this if the standards have improved.

\* From way back, when we used to meet in the Milton State School and I started to help our librarian of that time, I have watched our members' borrowing tastes change. In those days 'Compute!' and 'Compute!'s Gazette' magazines were in great demand with none being left behind between meetings. We now have many more members with many new people at each meeting, but we seem to lock up most of the old Compute! and Gazette magazines in the boxes at the end of the night. Don't ignore those old issues, as I think they were much better magazines than those of the last year or so. And don't bother trying to type in any listings - look on the Public Domain disk lists or come to a workshop meeting, and you'll find a copy of the best programs to come out of Compute! and the Gazette (eg Speedscript, Ultrafont, Musicmaster, 64 Hi-Res Graphics Editor, TurboTape, TurboDisk, SuperBasic 64, Spiralizer, 3-D Plotting, Sound Sculptor, Mystery Spell and many others). Then there were the series of Compute! articles that ran over several issues, such as 'Commodore 64 Video - A Guided Tour', (Feb83 - Aug83), 'Commodore Files for Beginners', (Nov83 - Feb84), 'How to create a Data Filing System (Jul83 - Oct83), 'Programming 64 Sound' (Jun84 - Jul84), as well as many others.

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[A few editorial comments to fill up the remaining space on this page:

About Phil's Programming suggestions: wouldn't it be possible to pull the worst examples of the 'Ladders to Learning' series apart, and for those members of the group who are interested to do a substantial re-write of the program? Then you send a copy to the publishers to show them how it should be done in the first place!]

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## 1571 DISK DRIVE BUG

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As previously mentioned in this Newsletter the CBM 1571 double sided disk drive appears to overwrite existing files in certain instances when the disk is more than half full. This would seem to imply it is only reliable when less than 664 blocks out of the 1328 possible blocks are used, effectively rendering it usable only as a single sided drive.

ICPUG, along with various software houses, is in possession of C/128 and 1571 ROM Bug Lists dated 23 September 1986 prepared by Fred Bowen, Senior Systems Engineer at Commodore in the US who originated the C128 concept and developed its architecture and operating system. ICPUG also have a set of the version 3 ROMs on EPROMs developed by CBM in the US which were designed to correct these bugs (but which appear to lead to other problems when used directly with existing 1571 data disks). One of the fourteen items on the 1571 Bug List which is also known as "Release Notes 1571 ROM upgrade to ROM 310654-03" states, "With multiple files open and sectors being allocated (sic) on both sides the BAM swapper mechanism would trash BAM side one. This has been remedied (1571)." As most readers will know the BAM is the Block Availability Map and is the index to all the information stored on a disk. Corruption of or trashing the BAM makes the disk unusable.

ICPUG wrote to CBM (UK) on 24 October 1986 about these problems and by letter of 28 October 1986 CBM (UK) promised a reply as soon as the Technical Manager, Michael Hambly, could discuss the "matter with Mr. Chris Kaday and the Marketing Department within the next 7 days". In their letter ICPUG made an informal proposal to help CBM (UK) distribute new 1571 and 128 ROMS. Unfortunately, no reply was received from CBM (UK).

Meanwhile one ICPUG member wrote numerous letters to CBM (UK) threatening legal action over this 1571 problem. CBM (UK) finally responded to this member's third letter on 29 January 1987, a portion of which reply reads, "Thank you for your recent letter concerning the 1571 disk drive. From your letter it appears that you have been given incorrect information. Commodore has made no statement regarding any problem with the 1571 disk drive. Our products undergo a continuous development process and if as a result of this, any action is deemed appropriate, it will be made public through trade journals, your local dealer, or user groups. Thank you for your support of Commodore."

After receiving a copy of this member's letter from CBM (UK) ICPUG contacted two local trading standards departments. One department in the London area stated that the appropriate office was the Berkshire one as CBM (UK) is located there. However, the Berkshire Trading Standards Department stated that, while in their opinion they could take action if someone advertised the sale of a quart of something while furnishing only a pint, a double sided drive which works only as a single sided one would be outside their purview and any complaints about them should be pursued as a civil action by the parties concerned.

ICPUG is appalled at this state of affairs. If, what Berkshire Trading Standards Department says is true, then the Trading Standards Acts would appear to be rather ineffective and all redress by purchasers of faulty products of this type must ultimately be through the civil court system.

In view of the above, and after taking legal advice, ICPUG should like to advise its members that if, like the general public, they find products unsuitable for the purpose for which they were sold, may wish to consider as one possible option, legal action against the vendor of the goods in their local small claims court. A local consumer advice bureau should be able to assist with these matters.

ICPUG is continuing to explore ways of obtaining upgrade replacement ROMs for 1571 disk drives as well as ones for the C/128. Along these lines unconfirmed information has been received by ICPUG from the US and Australia which indicates that the version 3 ROMs have been abandoned and newer ones are under development. On the other hand, allegedly some or all of the CBM employees in the United States who were most knowledgeable with these ROMs and their development have been made redundant. We must stress, however, that this information has not been confirmed.

We would appreciate if members would keep ICPUG informed of any correspondence they may have on this subject from CBM, local dealers, trading standards departments, the Advertising Standards Authority, local MPs, and the like. All such correspondence should be sent to the Chairman, Jim Kennedy. However, with all the work that this involves it will not be possible for him to reply to each and every letter received, only to build the necessary file for possible future actions on behalf of all members.

We shall keep everyone posted on developments as they become known through the Newsletter.

Copies of correspondence to:

Lt. Col. James M. Kennedy  
57 Gunnersbury Avenue  
Ealing  
London W5 4LP

We apologise for having to place this notice in the Newsletter as a separate sheet, otherwise it would have been delayed until the March/April issue. However, we are all very concerned with these matters and felt all members should be aware of them as soon as practicable.

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*This article from the pages of the ICPUG Newsletter*  
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## REVIEWS

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### STORY TREE - (by Scholastic Wizware - Price appr. \$50)

by Lorrie McLay

If reading 'Pick-a-Paths' (Twist-a-plots) and/or writing your own stories appeals to you or your children, then here is the program for you. Story Tree is an educational game and limited word processor package which allows your creativity to unfold. The program is suitable for those aged 9 to 90. The name STORY TREE is a direct reference to the branching out of the story being read or written.

The program has three existing stories - Bigfoot, Book Browser and the Magic Marigold Mine which can be read through and printed out. At the bottom of each page there appear choices which the operator must select. Once a choice has been made, that path is followed. By selecting different paths the reader can begin the same story several times and yet have different endings. The three stories can be printed out and made into a book easily. There is sufficient room at the side to of the page to add illustrations.

The operator can also become an 'author' by writing their own stories which may follow page after page or may branch off to various endings. The writer selects exactly how the story will progress. Therefore several stories may result from the initial story line. After saving it to disk the story can be printed out and illustrations added to the side.

By using this program a story can be read, written, illustrated and published by the aspiring author. Once completed, books made this way, with original stories and illustrations, would make wonderful gifts or provide a permanent record of creative thought. My Grade 5 class used it last year and made two books. They were absolutely thrilled with the outcome and still treasure the books they made themselves.

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### NETCOMM 64/128 MODEM and GP TERM

by Jim Vick and Jon Kalkman

With my wife, "The Minister for Domestic and Economic Affairs", using IBM compatible computers at her work and a Commodore 128 at home I had all the reasons I needed to sell the idea of telecommunications to her. Once she saw the possibility of transferring files created at home to the computer at work over the telephone line, the dollars were relatively easy to find. After Greg Perry's impressive demonstration of the NetComm modem at the December meeting it seemed the logical purchase. And once I found out that my friend and co-author of this review, Jon Kalkman was intending to buy a similar modem as well, then the scene was set for our move into the world of computer communications.

The box comes complete with modem, terminal software and manual. Physically the modem has a number of lights which indicate the status of its various functions, and four switches. The switches select between data transfer at 1200 or 300 baud, select between originate and answer mode, switch the modem's internal speaker on or off and switch the phone line from modem control and normal voice with a telephone handset. A

ribbon cable plugs into the user port from whence it derives its power and of course it connects to the telephone socket in the wall. If you wish to communicate with a computer which does not auto-answer, like your friend down the road, I suggest you connect a handset in the available socket to establish voice contact and agree on the parameters of the data transfer before you switch to data transfer without losing of the phone line.

As a piece of hardware, the modem does what modems do. It converts computer data into sounds (MODulation) for transmission on the telephone line and converts incoming sounds into data (DEModulation). How it does that is still a mystery to me but it works very well indeed. Provided care is taken to ensure that both computers are using the same parameters you can connect your computer to any other computer by means of the telephone. The other computer (called remote in the jargon) can be main-frame, an IBM, an Apple or any type of computer at all. It gives you a funny feeling to realise for the first time you have access to the whole world of computers which are not handicapped by Commodore's unusual version of ASCII.

Having seen other systems in operation it is clear that the aspect that sets this package apart is the software called GP-Term. This is not intended to be a 'Greg Perry Fan Club', but the software is really very good. Firstly, the whole thing is written in machine language so it reacts extremely quickly to commands. Secondly, the program allows the user to modify and tailor its various aspects to individual requirements and then save them in a file on disk, ready to use next time. In this way GP-Term behaves like a very professional word processor with a default file to keep track of current user defined values. It is almost programmable.

The software can place the computer in videotex terminal mode or ASCII terminal mode. Videotex is used by Viatel, the huge database of information conducted by Telecom, now with 25 000 users, and other similar services. ASCII is used in most other computer to computer connections because ASCII is the accepted convention of data transfer. GP-Term in either mode allows keys to be programmed to activate different functions. In both modes the program allows information to be stored in the computer memory (called the buffer) for viewing later when the computer is no longer connected to the phone line. That information can then be transferred to disk if necessary. Therefore, the program also enables the user to view the information stored on disk. In the ASCII mode the data is stored on disk as a sequential file, ready to be used by your favourite word processor. The program does all the necessary conversions between ASCII and CBM ASCII to allow Commodore computers to talk to all those other computers which only understand true ASCII. Naturally, sequential files created by word processors or any other program are ready to be sent down the line, either directly off the disk or after being loaded into the computer buffer first. Files can be printed out without using a word processor if necessary - it is that versatile.

The software can auto-dial any number, although that is not recommended if Auntie Mary is likely to answer the phone. The number, the parameters like the baud rate, parity and duplex settings for each of fourteen different numbers can be stored in an environment file on disk, along with any response sequence the remote computer may be looking for to identify the caller, like a Viatel user number. A large number of online options are activated by using the Commodore key (C=) in conjunction with other keys. All keys from A to Z are thus assigned a different function, some of these being:

- A) Select 40, 64 or 80 column screens. B) Change screen border and text colours.
- C) Toggle DN/OFF the online clock which keeps track of connected time.
- D) Open, Close or Clear the data storage buffer.
- E) Enter the XMODEM transfer menu. F) Swap full or half duplex. ETC....

In Viatel mode each key is assigned a page number which can of course be edited. The Commodore key is used because the Control key is used in conjunction with other keys as a means of sending special commands in ASCII. For example CTRL-G rings the bell on the remote computer, CTRL-1 will clear the screen on both computers etc. In fact the program works so well that it is not until it has been used for a while that one really appreciates the amount of thought that has gone into its design. When one witnesses the difficulty IBM users have with terminal software like PC-Talk you appreciate even more what Greg has achieved in this program for the humble C-64. A few examples of some of the features that sets GP-Term apart from other terminal programs are:

- A) The ability to change baud rates at will while still connected.
- B) Will auto-range baud rates to match the computer it is trying to connect to.
- C) Allows the user to perform various disk functions while still online, such as read a disk directory, format a disk, scratch a file etc.
- D) Print a file you have just received from a friend while still online.
- E) Switch between modem and voice and back again, without breaking the connection and with a simple keypress.

The program works on either the C-64 or the C-128. In 128 mode the program auto-boots and the numeric keypad keys are enabled, which is very handy when typing in page numbers on Viatel.

The only complaint a user could have is the poor manual. It looks like it is an embellished version of Greg's program notes. It works, once you understand what the program can do, but it is certainly not much help to the raw beginner like I was.

One example should suffice. One of the most reliable methods used for data transfer is a protocol called XMODEM. It transfers from disk to disk via two computers and a telephone line, and is therefore used extensively on unmanned bulletin boards. It is reliable because it checks each block of 128 characters with checksums before proceeding. It is invaluable with transfers of programs (as opposed to documents) between Commodore computers. The only reference to it in the manual is the statement that "C- X enables XMODEM file transfer menu. This allows the sending or receiving of files using the commonly accepted method of error free file transfer."

If you know what they are talking about you are in business. If you have never met an XMODEM before it leaves you rather cold and frustrated. The manual needs to be re-written or at least it needs a training manual to accompany it.

The other complaint is that the printer option only supports Commodore printers. Hi-Res screens available on Viatel are therefore a pain to print out using a non-Commodore printer. I can live with that because the rest of the software just works so well. So well in fact that you often forget a program is doing all the work while the user concentrates on the delights of tele-communication. The whole package costs less than the Viatel adaptor for the C-64 did just twelve months ago, and does much more than the humble modem which was produced by the group some time ago.

If you haven't guessed by now I'm delighted with it and can only say top marks to Greg for a program that puts other terminal programs to shame - and remember it all runs on a computer which a lot of people would regard as a toy.

In conclusion I can only recommend this program (GP-Term) and the NetComm modem as the logical choice for any 64 or 128 owner contemplating the purchase of a modem. But that handbook is certainly a problem to realizing the full potential of the package.

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## MORE ON RE-INKING OF PRINTER RIBBONS

(for the Epson GX-80, LX-80, LX-86 and MPS 1000)

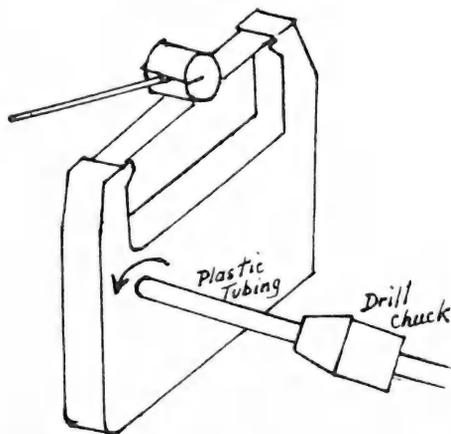
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by Gordon Keir

Having purchased suitable ink from John Hall of Myer Computing Centre (now located in the IBM building, 348 Edward Street - Ph. 832 2211 - cost \$5.00), I spent a further \$2.52 on a packet of three rather flimsy foam rollers at a hardware store. These were Oldfield Mini-Rollers (Cat.584) and it was necessary to cut them in half and re-shape the wire handle/axle to ensure the roller turned freely yet without wobbling greatly. (I found it simpler to use a new piece of wire.)

Next I took a 7 cm piece of plastic motor mower fuel line, removed the ribbon cassette, and slipped one end onto the knob of the cassette and clamped the other end of the fuel line in the chuck of a VARIABLE SPEED REVERSIBLE DRILL. Having set the drill to reverse at a very slow speed, I first made a mark on the edge of the ribbon with Liquid Paper, and on running the drill, found that at the chosen speed it took 35 seconds for the ribbon to complete one circuit. I found that four circuits of the ribbon were ample for inking.

It was a simple task to hold the inked roller onto the top of the fabric ribbon, but care needed to be taken not to twist the ribbon, for it could be made to feed incorrectly into the ribbon cassette ..... guess how I found out? I found it easy not to over-ink and the result was very satisfactory - not as good as a new ribbon, but the even distribution of ink was equal to that of any re-inking job I have paid for. The procedure used maybe 20 cents worth of ink.



COMMENTS: 1) The ribbon winds to the left so a reversible drill is required, but a hand-drill should also suffice because the job takes only a few minutes of slow turning.

2) I hope to improve the procedure by making a holder for the cassette, so a solid roller can be fitted under the ribbon with the foam roller above, as this should improve inking efficiency.

3) The idea of the flexible plastic hose was simply to avoid direct stress on the winding knob of the ribbon cassette.

4) The big advantage over the WD-40 process is that the ribbon can be used immediately.

## COMMODORE PRICES

The following prices are Commodore's recommended retail prices as per 13 - 3 - 87.

There are some very interesting anomalies here, to say the least! For example the C-64 Family pack has the same retail price as a C-64 on its own! The C-128D has a r.r.p. of \$1199 against the new Amiga 500 at \$999. Although the C-128D has been regularly advertised at \$999 this makes it still too expensive compared with the Amiga 500. There is indeed a rumour around that the C-128D will be reduced in price.

C64 Family Pack	\$499
C64	\$499
C128	\$599
C128D	\$1199
Amiga 500 <sup>1</sup> (without monitor)	\$999
Amiga 1000 <sup>2</sup> (kit - with 1081 monitor)	\$2495
Amiga 2000 <sup>2</sup> (1x3.5" drive - 1MB - No Monitor)	\$2999
1531 Datasette	\$60
1541 Disk Drive Single Sided	\$399
1571 Disk Drive Double Sided	\$529
A1010 3.5" External Disk Drive for Amiga	\$499
A2010 3.5" Internal Disk Drive for A2000	\$299
A2020 5.25" Internal Disk Drive for A2000	\$299
A2090 Hard Disk Controller Board for A2000	\$799
A501 512K Memory Expansion & Clock/Calendar for A500	\$299
A2052 2MB RAM Expansion for A2000	\$899
A2088 Amiga Bridgeboard (IBM XT compat) for A2000	\$799
DPS 1101 Daisywheel Printer	\$509
MPS 1200 Dot Matrix Printer <sup>4</sup>	\$525
1201 Monochrome Monitor	\$199
1802 Colour Monitor	\$499
1901 RGBI/Composite Colour Monitor	\$549
A1081 Amiga Colour Monitor	\$699

<sup>1</sup> Available in May? Price does NOT include the 1081 Monitor!

<sup>2</sup> Currently heavily discounted. (below \$2000.00 - a good buy.)

<sup>3</sup> Available in June? Price does NOT include the monitor. To get IBM compatibility it is necessary to buy the A2088 Bridge Board as a minimum requirement. Thus the package price will be appr. \$4500 at a minimum!

<sup>4</sup> Currently only listed with Commodore interface, a Centronic parallel interface is to be released 'in the future'.

Also in stock now are the C-128's 128K RAM Expansion Cartridge (RRP \$199), as well as the 512K RAM Expansion Cartridge (RRP \$349).

Please note that several of these products will not be available for a few months yet. Prices are recommended only, and could vary considerably from dealer to dealer.

We have not included the prices of the IBM clones, because there is too much variation in specifications and total package prices. Members who are interested in these computers should see their dealers to ascertain what is being offered for their money.

# DISK LIBRARY

by Bill Bohlen



## Disk 037 128 CLUB PROGS . AB

LOTTO INSTR	Instructions for Lotto data base program by club member David Johnson. Loads main prg.
MENU LOTTO	Program loaded by above.
LABEL INST	Instructions for Label maker by David Johnson.
LABEL PRG	Loaded by above.
OBSTACLE 128	Game
128 DRAW	Drawing game from Compute's Gazette.
MOON RESCUE	Game
ANIMAL SHOW	Animated Animal Theatre.
CONNECT'EM/128	Game
128 SOUND/1	Music Demo
128 SOUND/2	"
VIDEO SETUP	Create special Video screen. From Compute's Gazette Jan 1987.
PICK-A-LETTER	Game
DIV. WORKSHEET	For teachers to prepare division worksheets.
1812 OVERTURE	Music Demo
KIEV	"
TILE TRADER	Tile puzzle. 4 Variations
PIG\$ FOR BUCKS	Game

### Catalogue Disk 'Q4'

The catalogue disk has now been updated to 'Q4'. If you would like to update your earlier catalogue versions, post your old disk to Disk Librarian, C.C.U.G.(Q)Inc., 27 Wenlock Crescent, SPRINGWOOD 4127, together with a 65 cent stamp for postage back. Alternatively you can update your old version at the monthly Milton workshop or at some Sub-Group meetings.



by Steve McNamee and Greg Perry.

Several weeks ago Commodore Australia sent us their semi-regular update for Amiga developers, as the CCUG Qld Inc is on the list of registered developers. In this was of partially useful paper was a cryptic message about a Software Developers Conference to be held in Sydney sometime during "MARK 1688". (Obviously the combination of living in Sydney and the release of new Amigas and PCs had overloaded the interface boards in the support staff's brains. After many hours of cryptography, we decided this was probably Commodorespeak for March 1987!)

After we had resolved this problem, our illustrious president Dr. Perry asked me if I would be interested in attending. I replied in the affirmative and he said he would ring Commodore and see if they would decipher the details for us. A week or so later Greg rang me to say that the conference had been cancelled due to something or other, and that was the end of that, or so I thought.

A couple of weeks after this I was quietly sitting around contemplating my navel and trying to decide what great masterpiece I was next going to write for the Amiga - as I have yet to write any sort of fully functional program, the reader will see that I was setting myself somewhat of a Herculean task. Anyway the good doctor rang again and asked me if I had heard about 1987 Computer Expo in Sydney to be held on 17-20 March and wouldn't it be a good idea to go down. Huh! I said. (I am really eloquent over the phone aren't I!) Well the next couple of weeks seemed to be one endless round of negotiations and decisions made and broken as Greg and I tried to decide:

- a. Is it worth going?      b. Can we afford it?

The simple solution seemed to be that the answer to (a) was yes only if the answer to (b) was yes. Well due to Gregs' teaching commitments we decided we would have to fly down, and this is not too expensive if you go by one of the flexible fare arrangements that the airlines seem to have in abundance these days. Greg had friends in Sydney and was able to arrange accommodation at the the right price, (read: FREE!) so everything seemed set to go.

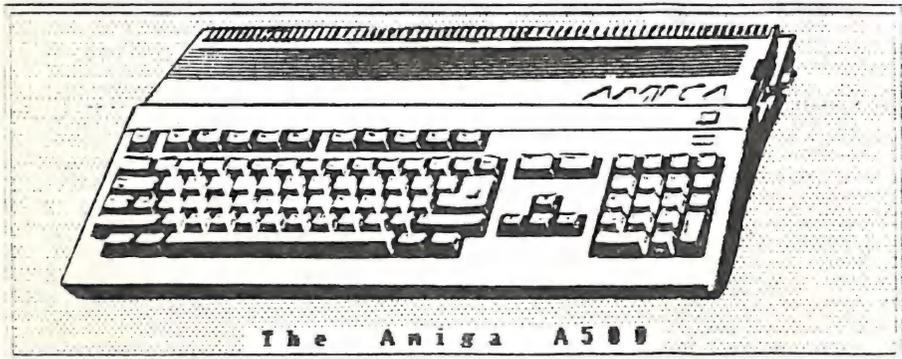
To cut a long story short we set off at 7am on Sunday for the big smoke. I neglected to mention one of the slight disadvantages of the aforesaid flexible fare arrangement. The flexibility is entirely on the passenger's part - oh well! After hiring a Budget rent-a-car for a day (at the specially reduced RACQ rate - it appears that most Queenslanders need encouragement to drive in Sydney, however Greg greeted the task with glee! After a five minute tourist drive around 'The Rocks' and the harbour bridge (photos enclosed in next issue!) we spent most of Sunday seeing some friends of Gregs' and I tagged along for the ride, mainly because I don't know a soul in Sydney. On Monday we visited Netcomm, the Modem manufacturers and talked to various people about some quite remarkable advances in data communications. Look forward to a very fast modem that runs at something over 18000 Baud and has enough smarts to automatically use lower speeds when the phone line is of poorer quality. It uses a new CCIT standard, but any more information I had has got lost somewhere in transit; my brain reached information burnout stage about 3pm on Tuesday. I also got to meet Bill Bolton while we were there. If you are into hobby data communications his name will need no introduction.

Monday afternoon we spent a pleasant hour or so meeting the people at Commodore Australia Headquarters in North Ryde. I got my first introduction to the new Amiga 2000 but more on that later. Finally after 2 days of racing around Sydney meeting people and nights of whisky-sodden discussions on life, the universe, and everything, it was Tuesday morning and time to go see what we had come all this way for.

The show in general was much like any other computer show, only bigger. It was held at the Centrepoint building and this is a stunning venue for such an exhibition. We had lunch with Tony May (ex-Brisbane tech support) and Gary Mason from Commodore's support staff in the restaurant at the top of the tower and the view was breathtaking. (The wine wasn't bad either!)

Commodore had a stand outside the main venue area and rumour has it that this was because it was cheaper. Be that as it may, I felt that it was an effective move to get away from the rest of the riff-raff, although I do think that the lighting of the display could have been better.

There seemed to be Amigas everywhere. There was one display of an Amiga with a modified monitor to give a touch sensitive display. It had pixel resolution and was quite well done. However I'm afraid that I fail to see the use for such a beast on a machine that already has an effective mouse interface, but if you have a use for it it's nice to know it's available. I was unable to find out any pricing or availability but this could probably be obtained if needed. Out the front of the stand a small display was set up with a couple of Amigas, a Genlock of British design and some very sophisticated electronic music gear. A gentleman of obviously musical background was using Deluxe Music Construction Set to demonstrate the musical potential of the Amiga. He was playing a Bach piece in six voices. The voices came from various sources including a sound sampler, several keyboards and the Amiga itself, all controlled by the Amiga via MIDI. The whole lot was mixed down and to say that the end result was stunning is an understatement. The Genlock was interesting and points the way to the future; it shows what can be done with this machine in the field of video editing.



The Amiga A500

However, the big news of the show were the two new Amigas on display. The Amiga 500 is a scaled down A1000 with everything in the same box à la Atari ST, Apple IIc etc. It comes with 512K RAM, built in 3.5" drive, mouse and the same serial, parallel and disk ports as the A1000. The keyboard is integrated with the case and contains essentially the same keys as the A1000 but in a slightly different layout. The only video sockets are the standard RGB outlet and a B/W composite video socket. Commodore assured me that an inexpensive RF modulator would be available which would plug into the RGB socket and allow use on a standard colour TV. The processor, clock speed and custom chips are all the same as the A1000 and KickStart 1.2 is in ROM.

This means that the machine will run any software compatible with 1.2, which 99% is these days. A relatively inexpensive 512K memory upgrade board will be available with clock hardware. This plugs into a special socket and does not use the 86 pin A1000 compatible bus connector on the side of the A500. It will take total memory to 1Meg - 512k of CHIP memory and 512K of FAST memory.

A word about the bus connector; although it is the same size as the A1000, it is physically recessed under the case, so expansion peripherals are not immediately compatible between the two machines. A short 86 way extension cable would probably solve most of these problems however. The A500 is to be sold without monitor.

The A2000 is essentially an A1000 with ZORRO slots built in and 2 PC-AT and 2 PC-XT compatible slots built in. It has an upgraded power supply, room for two built in 3.5" drives, and room for 1 built-in 5.25" drive. The keyboard is separate and is similar to the one on the A500. Two of the ZORRO slots are cunningly overlapped with two of the PC slots and this allows the use of Commodore's bridge board to give IBM-PC emulation the same as SideCar. To be released concurrently with the A2000 is a DMA SCSI/ST506 hard disk controller board, a 2Meg expansion board (A2000 comes with 1Meg and real time clock as standard). The hard disk controller will be able to talk to either SCSI compatible hard disks or IBM type ST-506 hards. Also if you have the bridgeboard you could have an IBM compatible hard card and partition some of it to be used by AmigaDOS. If you wanted you could even have one of each. Also the SCSI controller will also talk to any SCSI standard devices, so the future would be bright for such things as streaming tape units and CD ROM.

Now for the crunch part - PRICES! These prices are the ones Commodore were handing out at the show as RRP for the release dates, however they have left themselves an out, so it is possible that the prices may change between now and the release date. I don't think that will happen though, as Commodore seem to have fairly well committed themselves to these prices. The A500 will sell for \$999.00 without monitor. The A2000 will sell for \$2999.00 without monitor. The 512k expansion board for the A500 is \$299.00 and the 2M board for the A2000 is \$899.00. The hard disk controller and the bridgeboard for the A2000 are both \$799.00 each.

At these prices the A500 has to be one of the best buys around if Commodore are true to their word and release the modulator at the same time. For around \$1000 you can get state of the art graphics and sound which will plug into your normal T.V., while for an extra \$300.00 you get a full megabyte as well as a real time clock. The old argument about the Atari ST being better value seems to be about to take a nose-dive. Later on, when you have saved a bit more, you can buy an RGB monitor and end up with essentially the same set up as an A1000. You have all probably heard by now that Commodore are offering a \$300 "cash back" on the A1000. This means that you buy your A1000 at the dealer who gives you the best deal, and on top of that Commodore will give you \$300 back when you have bought it. When you think about it they have had to do this to sell A1000's. Who would buy an A1000 now with the A500 to be released at such a price, without some sort of extra incentive to make the deal more attractive.

One final bit of news before I close. While we were at the show we met a young computer design engineer. He has designed an add-on board for the A1000 containing 512k of memory, a real time clock and a VERY fast DMA SCSI controller. He told me that using the prototype and a 20M SCSI hard disk, he has been able to load 25 lo-res pictures from disk per second. If you know anything about hard disks you will realise the this is blindingly fast; you could do such things as real time animation from a hard disk! The first 20 boards were due out the first couple of weeks after the show and he is looking at a RRP of about \$1300.00, with very good discounts to user groups. We will keep in close touch with this development and keep our members posted. Well that's about all my poor brain can handle, so I will hand you over to our illustrious president for his observations and pithy comments. (By the way I don't have a speech impediment.) [S.MCN]

Thanks Steve. We did indeed have a great time in Sydney although I must say that after three days of arguments on the relative merits of ZORRO/SCSI/bridge boards and other Amiga wonders, my poor little C64/128 brain was starting to become overloaded! (Maybe it was just the pace of Sydney, or maybe just the C2H5OH!)

Since Steve has admirably covered the main features of the new machines at the show I will just make a few further general comments.

The show was indeed interesting with many other manufacturers showing their wares. Apart from the different computers, the two areas of prominence were Desktop Publishing and Computer graphics. Unfortunately the difference between the Commodore stand and the Apple stand with the new MAC II was instructive. The Commodore stand had more of a side-show atmosphere with small dark corridors, fancy lighting and only one each of the A500 and A2000 on display.

'On display' is the correct term since they were both behind a large sheet of perspex and the visitor was not able to actually play with the machines. (Maybe Commodore should be praised for even getting the machines they had in time for the show?) The Apple stand on the other hand was twice the area with full lighting and MAC's everywhere. Apple also had made room for the Apple users group to be represented with their own area and members on hand for discussion with the visitors! (NOTE MR. COMMODORE!)

Although we should give full credit to the staff at Commodore for bringing the Company back from the depths of financial disaster, I do feel that the long faithful C64/128 users should have received more support from the Company. The 'older' range was represented by a bank of 6 or so C-64s running a variety of games, with the odd C-128 laying around. Admittedly Commodore were very keen and excited about the new Amigas but their support for the hundreds of thousands of users of the C64/128 range could have been considerably better. I did bring this up with Commodore and it has been suggested that depending on finances we may see a proper 'Commodore Show' consisting of a week of talks, lectures, and displays in the future. These shows are very popular in the US, Canada, and the UK and it would be great to see one on our own soil. Pass this concept around. If we can send Commodore some indication of popular support maybe we can encourage them to put the train in motion.

See you there next year, all. [G.P.]

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## HINTS 'n' TIPS

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by Alan Bartlett

### 1526 & 802 USERS

Microbee dot matrix printer ribbons work fine and are appreciably cheaper than the Commodore part. A small piece of packing (3-4mm is about right) under each side of the cartridge nearest the platen will angle it so that the pins will strike the bottom 1/3 of the ribbon which is normally unused. Doubles the life the ribbon - haven't yet worked out how to use the top 1/3 which would triple the life. Any suggestions?

Using EASY SCRIPT or other word processors to write Assembly language source code makes insertion and re-arrangement of code, tabbing for fields and concatenation of files easier.

When using the Disk Wedge or Cockroach ROM, multiple files may be scratched with a single command of: @s:file1,file2,file3,.....

by Ralph De Vries

### PAGESETTER REVIEW

On the following three pages you will find my review of "PageSetter", which by and large is favourable. However since first using this program I've found several problems which I would like to bring to your attention:

1) - The program frequently runs out of memory without any obvious reasons. Despite a Low Memory Warning (which hardly ever shows up) and a Memory Clean-up function I've had far too many GURU messages for my liking.

2) - It is possible to access the fonts in the Graphics Editor, but text enhancements such as Italics, Outline etc. don't function properly in this mode.

Taking this into account, as well as those strictures mentioned in my main review I now have serious reservations about recommending this program wholeheartedly.

Despite its many good features I think that it will be fairly quickly succeeded by a "Version 2", as well as by several competing desktop publishing programs.

### NEW BOOKS

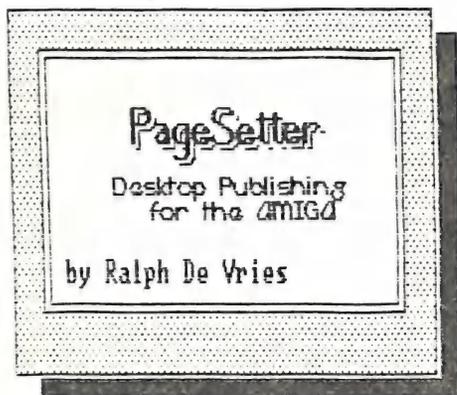
We have just added two new books for the Amiga to the library. They are "The Amiga - Images, Sound and Animation" by Michael Boom (Microsoft Press - R.R.P. \$29.95 - less 10% for members at B.C.F. and some computer dealers.), and "Kids and the Amiga" by E.H. Carison (Compute! Books - appr. \$35.00). I am very choosy when it comes to buying books (particularly at today's prices), but when I had a look at the Microsoft book by Michael Boom I felt that I had to add it to my Amiga library. It covers the sound and graphics topics for both users of Electronic Arts products like DeluxePaint Deluxe Music and Deluxe Video (I wonder how Mr. Boom was recompensed by E.A.!), as well as for those users who would like to use AmigaBasic for their Sound and Graphics programming. It is squarely aimed at beginners, but none the worse for that and they will learn a lot more about these particular topics than from the Amiga's Basic Reference Guide. Even the price of this one isn't too bad.

"Kids and the Amiga" is directed at "kids from 8 to 80" and is a primer for programming in AmigaBasic. If you are interested in Basic programming, but don't know where to start, I would suggest this book, and don't let the title put you off. Every chapter sets the reader a series of problems with the answers supplied in the back of the book. By the time you have finished with the book you won't be an expert programmer yet, but you'll be well on the way to understanding what makes AmigaBasic tick. I would consider it a better buy than "Elementary Amiga Basic" from the same publishers. Both books thoroughly recommended.

### AMIGADOS VERSION 1.2

The official retail price of Commodore's so-called "Enhancer Software" for the Amiga is \$29.95. It consists of the three disks (Kickstart 1.2 - Workbench 1.2 - Extras), as well as a 100-odd page booklet which updates the 'Introduction to Amiga', 'AmigaDOS Manual', 'Amiga ROM Kernel Reference Manual' and 'Intuition Amiga System Software Manual'. Considering that three blank disks would cost you \$15.00 alone, and the update booklet would probably cost you an equal amount (!), this is a package which every Amiga owner should buy. This is the final release version after all, which also will be incorporated in the Models 500 and 2000. Go and get it!

---oo0oo---



Well, here it is, the very first Desktop Publishing Program for the AMIGA.

Published by the Canadian Company **BOLD DISK** and retailing here for \$245.00, it is my unenviable task to review this program.

It is not that I dislike doing this review - on the contrary. The problem arises because I have no standard of comparison, so I'm flying blind, and can only report how I find the program, so here goes .....

The term **Desktop Publishing** is now on everybody's tongue. Its popularity is largely due to Apple's Macintosh. This company has vigorously promoted the Desktop Publishing concept and has been extremely successful. Since then the IBM PC's and clones have also gone into Desktop Publishing business with a vengeance. Desktop Publishing refers to the setting-up and producing of company reports, advertising brochures, news

letters etc. The idea is to combine TEXT and GRAPHICS and then print it to a *Professional Standard*. To do this requires a computer and program combination which is capable of producing high quality text and graphics and a means of printing it out to a very high standard.

And this is where the crux lies. To print to a professional standard requires a printer which can print more dots to the inch than your average dot-matrix printer is able to do. The answer is the **Laser Printer**, which is capable of producing some three hundred dots per inch - compare this with the average dot matrix printer which produces some eighty dots per inch, and it becomes clear that there is a slight difference to say the least!

The difference also extends to the price - Laser Printer range from \$5000.00 to \$20000.00! Enough said: they are slowly coming down in price and within 5 years we'll probably all have our own laser printers.

~~PageSetter~~ **PageSetter** is the first desktop publishing program for the Amiga. At this stage it only supports dot-matrix printers, but in the near future the manufacturers intend to supply an upgrade package to interface the program and computer with certain laser printers.

I found **PageSetter** quite a delightful program to use but

have a few reservations which I shall mention in due course. Basically the program consists of three modules - the Main Set-up Screen where you set up your pages and boxes (I'll explain them in due course), the Text Editor, which is basically a word processor with limited features, but not at all bad, and the Graphics Editor. In the text editor it is possible to import files from Textcraft, Scribble as well as from the PageSetter program. ALL text enhancement features of Textcraft are faithfully translated by the program, which is quite a boon. In the graphics editor it is possible to load in a variety of Clip Art pictures supplied on the program disk, as well as low and medium resolution IFF files from DPaint and Aegis programs. These colour pictures are translated into shades of Black and White pictures, because Page Setter produces monochrome output. Pictures can be handled in a variety of ways. You can cut a section of a picture, turn it into a brush, flip it, enlarge or reduce it etc. You can even choose between printout ratios of 1:1 or 5:4 to take into account the fact that a certain amount of distortion takes place between what you see on the screen and what you get in the print-out.

An additional bonus of the Graphics Editor is that you can use the Amiga Fonts in that mode

and thus make them as small or as large as you like - a very handy feature for headlines etc. The Amiga fonts can be used in all the standard ways, namely **BOLD**, *ITALICS*, UNDERLINED, as well as OUTLINED and SHADOWED. It will also produce REVERSED print if the background is not white. The background of both graphics and text can be varied between white, through a range of grey's, and black.

There is a great amount of flexibility in setting up pages



etc. You can choose from standard computer size paper, A4, Legal and A6, but you can set up any

other size you care to mention down to 2" x 1"! These pages were set up in A5 size with two columns. You can have as many columns as you need within the given space. After you have defined your page you have to define a BOX. This is a section of your worksheet which you define, and where you decide to place your text or graphics. First I thought this was a clumsy way of doing things, but I soon found out that it was an extremely flexible way to enter text or graphics, because you can change the size and position of the box at any time. Even after you have placed your text and graphics on the page you are able to change them to your

heart's content.

All in all I like the program very much but, there are a few buts .....

The 40 odd page instruction book is terse, to say the least, but reasonably complete. Regrettably an index is missing, and this is a real pain. When my printer refused to print I had a tremendous job finding the relevant information. It was there all right, but was just hard to find.

My main complaint about the program is the slowness of printing out the pages. It can take from 7 to 10 minutes to print out a page, depending on the complexity of the artwork. To print out a 36-page newsletter would take me three hours or so. The new Okidata Laser Printer does 6 pages per minute!

As most users will have little or no talent to design their own pictures a good selection of Clip Art is a must. The Clip Art supplied with this program is o.k., but there isn't much of it! There are only some 100 pictures, which doesn't compare very favourably with 'NewsRoom' etc. Hopefully more will become available in due course. There is of course all the DPaint and Regis material, but these multicoloured originals need a lot of work to make them suitable for black and white printing.

Well, there it is. I like the program very much indeed,

despite the few limitations mentioned before.

My only standard of comparison would be GEDS for the C-64, and that would hardly be a fair comparison. For desk top publishing PageSetter is infinitely more flexible and faster.

We have to come back to the question of print quality and there we are limited at present by the capabilities of the dot-matrix printer. Given those limitations the program works fine, but I can imagine what it would be like on a laser printer.

Would I use the program as a replacement for a good word processor? No, not really, but there would be times when the program's particular capabilities would come in very handy indeed.

So, a qualified welcome, but a welcome all the same. Hopefully this will be the precursor of a whole series of Desktop Publishing programs for the Amiga, which will probably make a better Desktop Publishing machine than all your Macintoshes and IBM's combined, given the right support.

Finally though, we come to the price. I consider \$245.00 far too high a price to pay for this program. A recently announced desktop publishing program for IBM PC's (NewsMaster), with similar features to PageSetter sells for a mere \$160.00.

Need I say more?

by Jamie Ogden

MINI REVIEW

ACE OF ACES

This is a terrific war simulation that is very playable, and a lot of work has been put in the very detailed graphics to make it more realistic. Instead of having a simple menu they have the Commander running his cane up and down a blackboard etc. You can even hide in the clouds and sneak up on the Nazi swines! I was impressed by the sound effects on the start-up screens, as it creates that atmosphere lacking in most games. Overall I would have to say that if you've been waiting for a very playable flight simulator which has all the action of World War II then this is it.

IDEA	GRAPHICS	SOUND	VALUE	HOOKABILITY	OVERALL
95	91	87	86	90	89

HINTS AND TIPS

Never fear, I'm here again, despite what they said last month. I've decided to use a new approach in my column from now on. Instead of me just having random cheat codes you can write to me and ask for specific ones.

If you need cheats for the only game you haven't conquered yet, then drop me a line, and I'll see what I can do for you. If you're feeling really energetic you can even enclose a few cheats of your own. Anyway, enough of that dribble, let's get started!

WILLOW PATTERN

Load the game and then hit the reset button. Now:

POKE 39855,234

POKE 39856,234 - For infinite lives. SYS 2304 to restart the game.

HENRY'S HOUSE

O.K., this will help a bit:

POKE 2576, (1 - 8) - Starting Screen

POKE 4063,173 - Infinite Lives. SYS 2560 to restart.

ROLAND'S RAT RACE

When you're on the Score table type: "YOUNG.ONES.", and in the next game you receive unlimited energy and glue. Unfortunately the time still runs out. Oh, yes and if you leave the full stops out it simply won't work!

Well that's it for another month. Sorry, it's so short, but I have exams this week and you know what that means ..... NO TV! That's right - pathetic isn't it?

See you next month!

Send your 'cheat requests' to:

Jamie Ogden, 493 Alice Street, Maryborough, Q., 4650

---oo0oo---

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M A I L B O X

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Dear Ralph,

As you may know that I am a pensioner (invalided after a stroke), and I am doing a external TAFE course. Exams are in the wind for which I need a spreadsheet. I am currently using 'SPEEDCALC' (from PD disk UH), which works fine, BUT when I print it out on my MPS 803 the result is very disappointing, as I am limited by the 80 odd characters wide per sheet. Speedcalc's instructions state: "if you want a spreadsheet wider than 80 columns, many printers have a condensed mode that lets you fit 132 characters to a line .....". Regrettably my MPS 803 doesn't.

Do you or any of the members know of a solution to this problem? (My pension doesn't run to commercial programs of this type.)

Fred Hawley  
35 Currawong St. Bathurst NSW 2795.

Dear Fred,

Regrettably there is no easy solution to your problem as the MPS 803 is incapable of operating in the condensed mode. Other commercial spreadsheets are really of no use as the condensed mode has ultimately got to be supplied by the printer and not the program.

The only solution to your problem could possibly be the Timeworks program 'Swiftcalc' with the 'Sideways' option (allows the printing of spreadsheets vertically across the paper, so the width becomes immaterial). However I am not sure if this program does support the MPS 803.

I am giving this rather unsatisfactory reply in the hope that some of our members will see your cry for help, and possibly come up with a solution.

Dear Ralph,

I presently own a MPS 802 printer and I am thinking of selling it and buying another printer.

The reasons I am unhappy with the 802 are mainly because:

- Unable to do screen dumps
- Won't print out Viatel information (using Sendata modem)
- Not compatible with some programs such as "Print Shop" which I would like to be able to use.

I am thinking about purchasing the "TurboRom". Will this solve my problem re Screen Dumps?

If I decide to buy a new printer I will be looking at an economical model as I don't need all the fancy printing styles etc. Do you think an MPS803 would be suitable for my needs. Are there any major disadvantages with this model?

Damien Dwyer  
33 Scottville Rd. - Collinville - Q 4804

Dear Damien,

Basically the 802/1626 were not designed as graphics printers. Although they can be programmed to print graphics they are very slow, and commercial graphics programs usually don't support these printers.

The Turbo Rom is a great gadget for many things, but regrettably it won't turn your 802 into a graphics printer.

As you aren't greatly interested in standard printing features and don't want to spend a fortune on a printer you may be well advised to look for an MPS803 or maybe even a second hand MPS801 printer. Commodore's latest price list no longer lists the MPS803, so it looks as if it has been officially discontinued. Under the circumstances I would not be prepared to spend more than say \$200.00 for one of these printers. If you do look for a second hand 803 or 801 printer, do make sure that it is in good working order before parting with your cash. Printers do wear out, particularly if they have been used extensively for graphics printing.

**STOP PRESS:** Two of our members are selling a new graphics chip for the 1526/802 which emulates the 801! Price appr. \$40 - \$50. Phone Barry Wilson (07 - 399 6204) or Ken Chartiers (07 - 808 1346) for details.

Dear Ralph,

I agree that one-percent involvement in the newsletter by our members is pretty abysmal, but still want to encourage you, and the rest of the Committee for the tremendous work you do.

As a country member, unable to attend meetings, I look forward each month to receiving CURSOR, and continue to be impressed by the helpfulness of the contents. And I also want to throw a bouquet to other Committee people: on any occasion when I've rung Norm Chambers, or Bill Bohlen, or Greg Perry with some question or problem, they have literally gone out of their way to help me. It would be a tragedy if people like them were to give away their involvement in the group just because of a perceived lack of involvement. You just don't know how much you're helping people!

I thought of a few ideas for CURSOR:

A series of articles by GP on software protection schemes.

Article on Desktop Publishing with the Amiga.

Hints on home servicing: when to do it yourself, and when to send it to Don.

(e.g. the keyboard cleaning hints in last year's special RUN issue).

Notification of library upgrade disks (those listing CLUBWARE, etc.)

You could publish a list of articles required, and challenge people to write them. You could commission folk to write particular articles, giving them a reasonable deadline.

I wish I had more time to give to delving into the mysteries of Commodore computing; then I could perhaps contribute more to CURSOR.

Please keep up the good work.

(Rev.) W Peter Gadsby  
Armidale NSW

Dear Peter,

Thanks for kind words and suggestions. As you have contributed to CURSOR on more than one occasion, you certainly don't have to feel guilty!

Your suggestions of articles have been noted, and as you can see in this issue I have beaten you to the punch on Desktop Publishing on the Amiga!

We won't challenge our members to write articles (we have found from past experience that this doesn't work), but we do approach individual members to contribute with articles, and we are indeed pleased with the response.

Look forward to a very interesting article in next month's CURSOR by a fellow Armidalian, Dr. Denis Wright. No, we certainly don't complain about contributions from our NSW members!

# BYTES

## FOR SALE

C-128D COMPUTER c/w Turbo Rom - \$900.00 1702 COLOUR MONITOR - \$350.00  
1201 AMBER MONITOR - \$150.00 MCS801 COLOUR PRINTER - \$600.00

Contact Harvey Riddle on 071 - 421 036

C-128 COMPUTER - 1570 DISK DRIVE - 1901 RGB COLOUR MONITOR - MPS1000 PRINTER  
Total Package Price \$1400.00

Contact Greg Perry on (07) - 38 3295

COMMODORE DPS 1101 DAISY WHEEL PRINTER - \$300.00 o.n.o

Contact Anne on (07) - 266 6489

C-128 COMPUTER - \$350.00 1571 DISK DRIVE - \$350.00 1901 RGB COL. MONITOR - \$400.00

Contact Lex Hinckley on (07) - 393 3140

EPSON GX-80 PRINTER, c/w Commodore Interface, Tractor Feed, Black & Coloured Ribbons,  
and Dust Cover --- 1571 Disk Drive --- Prices subject to negotiation.

Contact Dave Johnson on (07) - 277 6796

1570 DISK DRIVE, with quantity of disks & software, suits C-64 or C-128 - \$310 o.n.o.

Contact Peter Brewer on (075) - 361 070 (a.h.)

1541 DISK DRIVE - \$215.00 -- MPS801 PRINTER, with 'Descender' Chip - \$225.00

Contact Norm Chambers on (07) 341 5651 (a.h.)

CITIZEN 120-D PRINTER, c/w Commodore Interface - New Unit, with Instruction Book and  
FULL 6 months guarantee. - \$425.00

Contact Bruce Meyers on (07) 341 4150

C-64 CASSETTE SOFTWARE: FIGHTING WARRIOR - \$10.00 ROCK 'N WRESTLE - \$10.00  
SANTO'S INFERNO - \$20.00 STORM - \$5.00

Contact Nicholas Pemberton on (07) 378 4706

1201 AMBER MONITOR (Suits C-64 or C-128) - \$120.00  
C2N DATASETTE (New Unit for C64/Vic-20) - \$25.00

Contact Ralph De Vries on (07) 300 3477

"BYTES" are computer related adverts and are free to all financial members.

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## ABOUT COLOUR MONITORS AND TV SETS

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by Denis Cheshire

My old pal, the editor, rang me one night with a request (threat?) to write an article on monitors and TV's, so here goes:

RGB monitors can be put into three groups, each of which has its own limitations to suit different computers. RGB (= Red, Green and Blue) is the best way to get the best resolution (sharpness) on a monitor. The differences are only in the colour range obtained.

1) - **RGB TTL** - TTL can be either 1 or 0 and therefore only eight colours are available. A bit boring for games people, but very simple when writing colour business programs. As a dangerous sweeping statement I feel that these monitors have the highest resolution with the simplest monitor circuit.

2) - **RGBI TTL** - As the previous one, however an 'I' is added, which means that now sixteen colours are available. This has recently become the industry norm for the more artistic users of CAD programs and computer graphics in the video field. The letter 'I' stands for intensity and in TTL form gives the added dimension. A lesser known version has an 'I' value in analog form, giving a very large range of colour. (I think that this second version will become the standard for the next generation - oops, dropped my crystal ball again!)

3) - **RGB ANALOG** - Well, this is a new ball game altogether. The driver required for this type of monitor is not just the ON/OFF type; each colour can be driven with any value (voltage) between 0 and 1 volt. This in theory gives an infinite colour range. Some adverts give 2048 colours, others 4096 colours etc. In practice I believe in the 209 JND with differing grey scale, which means, when I went to college, that 7 x 209 could be seen on ctv phosphor. With the added advantage of more variation in colour the complexity of this type of monitor is slightly greater, and the consideration of input impedance, termination and voltage level are very important.

4) - **VIDEO MONITORS** - These come in low- and high resolution models. The high resolution The high resolution models have separate inputs for colour and luminance (black and white signal).

Some of the up-market TV's available now have inputs via either a Peri, Scart or Euro connector, being in general RGBI type + composite negative going sync, and composite video. These also operate as normal TV sets. Some of these are very good.

5) - **CONVERTED TV/MONITOR** - This can be done to quite a few TV sets (see Mar '87 issue of CURSOR), but the results vary. Alas, most new colour TV's have a live chassis, and this modification is very dangerous, even with opto coupling, because at some time or another the isolation transformer is left out of the system. After the smoke blows away the bills await you ...

Hopefully this condensed overview will help clear the muddy waters somewhat.

---oo0oo---

### THE COMMODORE MONITORS:

1802 (previously 1701/1702): Type '4', with separate Colour and Luminance. For use with C-64, VIC-20, Plus/4. Very pure colour. Not suitable for C-128 in 80 Col. mode.

1901: Type '2', as well as Type '4'. Suitable for C-128 and PC's in 80 columns, as well as C-64 etc. in Composite Mode only. C-64's etc. CAN NOT be used in RGBI mode!

1081: Type '3', as well as Type '2'. Only colour monitor for the Amiga. In RGBI mode it can be used with C-128 (80 col.), as well as PC's.

## THE MIGHTY MACHINE

My friends, fellow enthusiasts.  
Let me introduce you to -  
The Almighty, the Everlasting,  
The unconquerable, this magnificent,  
Prolific, Futuristic,  
Mega - Meg, multiple Genius,  
AMIGA - A - A - A - Ah!

It has a thisser, a thatter,  
a multiple splatterer,  
a language compiler,  
a Discoing Driver,  
an output Port Spec  
as long as your arm.  
It's silver in software  
and oozing with charm.

It has every nation  
applauding its mind.  
It's thousands not hundreds.  
The Reference Guide,  
it's only for Experts,  
so just step in line.  
Whilst I lead through the Maze  
OF AMIGA mine.

A sea of machine power  
assembled for you.  
The ultimate programming  
Dream wish come true.  
O'h this is Heaven!  
Thousands will shout.  
Hoping that money will never run out.

Maureen Barrow

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COMMODORE COMPUTER USERS GROUP (QLD) INC.

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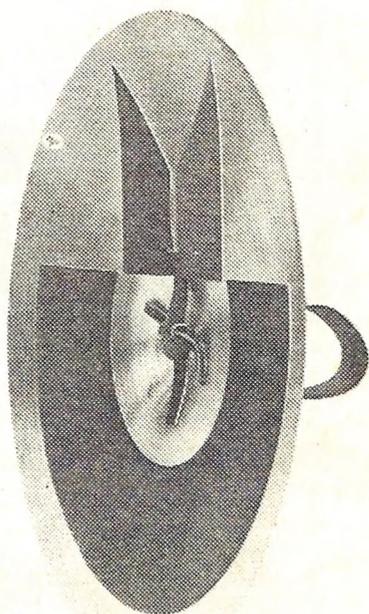
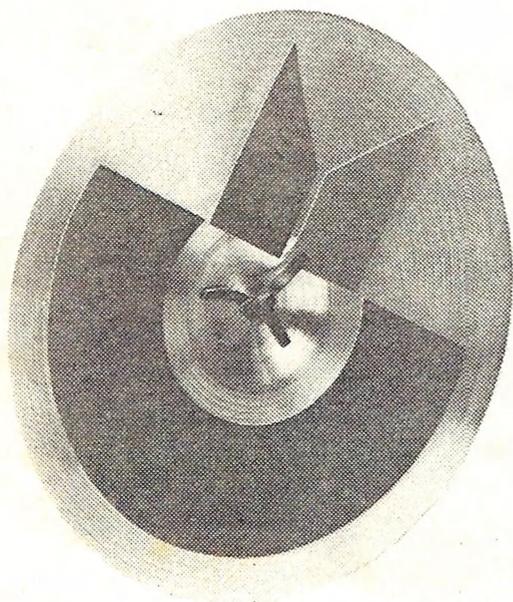
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