

# MOHAWK VALLEY COMPUTER U.G.



# NORMAN W. CARTER, EDITOR CANJOHARIE, N.Y. 13317 1-518NOVEMBER 1987 VOL. 4 NO. 11

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### NOVEMBER MEETING DATES

Board Of Directors: Wednesday, November 4th., Glen Mohawk V.F.W., Fonda, 7 F.M.
General Meeting: Tuesday, November 10th., Clara Bacon School, Amsterdam, 7 F.M.

### DISKS FOR SALE

The club has first quality DSDD disks for sale. They are available at the meeting for \$6.00/10. They include hub rings, sleeves and labels.

I want to thank everyone who gave a demonstration at the October meeting. I think we are on the right track with our new policy. I have received several favorable comments regarding the format of the entire October meeting.

### NOVEMBER DEMO

There will be several demonstrations at the meeting, one of which will be Datafile. This a a fairly sophisticated database that appeared in Run magazine. This program allows you to custom design your own record format. After you enter the information you can sort it by any specified field. You can also view, modify and search by field. Printing your records is a snap. Here you also custom design the report format to meet your needs. Also included is a mailing label feature. Last but not least there is a calculated report format. This combines a mini-spreadsheet feature with the database. This program is in the club library. Because it was featured in Run magazine you must sign a club library waiver form.

### DISK OF THE MONTH SPEEDSCRIPT V3.2

This is a full featured word processor for the C-64. Included with it are sevaral companion programs as well as a dictionary. Documentation for all of the programs are included on the disk.

SpeedScript supports many of the standard format commands such as centering, justification, underlining, headers and footers to name a few. Included are all of the usual editing and convenience commands like insert, erase, search and replace, delete, print, indent, next word, next sentence and many more. Some of the companion programs are SpeedScript to Basic, Date and Time Stamper, Mailmerge and ScriptSave. SpeedScript to Basic allows you to convert text in a SpeedScript file into Basic Print or Data statements. This results in a Basic program that you can load and run as a stand alone program. The documentation on this disk was entered with SpeedScript and then converted with this program.

Mainmerge lets you merge a SpeedScript document such as a form letter with a file of names and addresses.

ScriptSave automatically saves your text every 10 minutes. It doesn't scratch the the previous version but saved the new one with an ammended file name. If you choose the name ARTICLE for your file the first saved version will be 01ARTICLE, the second 02ARTICLE, etc. SpeedScript Date and Time Stamper will "stamp" a date and time on every file created with SpeedScript. This makes it easy to find the most recent version of any SpeedScript file.

As mentioned earlier instructions for all the programs are included on the disk.

These programs all appeared in Compute and Compute Gazette magazines so before purchasing one you must sign a club library waiver form.

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- (4) The surface material on a disk is fairly well protected by the jacket, except for the slots. Keep your fingers away from the slots when you handle a disk. Skin oil is deadly. Develop a habit of holding a disk by its front edge with your thumb and first two fingers. Keep fingers four and five curled into your palm. Then insert the disk immediately into the sleeve or drive. If you must munch while you're working with your computer, be especially careful to keep potato chip oil, peanut butter, chocolate goo, or cookie crumbs off the disks (and also the keyboard).
- (5) Just use good ol' common sense. Disks are very fragile, yet they store every important program and irreplaceable piece of information that you and your computer have generated. Without your disks, you're sunk!

# CAN YOU FLIP YOUR FLOPPIES? by Herb Lipson, WBFBH Reprinted from "QCWA NEWS"

Ever since the 5.25-inch floppy disk appeared on the micro-computer scene, there has been a running controversy concerning those elongated elliptical slots on both sides of the disk. When disks were three to five bucks each, it made good sense to cut a notch on the opposite edge of the jacket and use both sides of a disk to store information. Yes, I did it, and anyone who had a reason to store a large amount of data also did it. The job was made easier with a "notch punch" sold through magazine ads.

Soon computer magazines warned that this procedure could damage disks and possibly read-write heads in disk drives. Worry, worry! Was it worth it to save a few dollars at the risk of damaging disks or heads?

THE ARGUMENT CONTINUES TODAY. Pro and con discussions are still going on. People who are opposed to using both sides of a disk throw these arguments into the ring:

(1) "Single sided" disks have not been inspected on the back

side and could have flaws or rough spots.

(2) Turning the disk over causes it to rotate in the opposite direction. Inside the disk jacket a layer of material that keeps the disk surface clean takes a "set" in one direction. When the disk rotates in the opposite direction this "set" will cause undue wear on the disk.

(3) This wear will make the disk surface rough, which will affect the delicate heads in the disk drive, driving them to an

early demise.

(4) Programs on the back side of the disk can be damaged if the disk is laid on a desk without a protective sleeve because it will pick up stray particles of dust, crumbs, cigarette ashes, etc.

BUT ON THE OTHER HAND.... Some of the brave souls who still punch notches and use both sides of a disk defend their actions with these reasons:

(1) No one has yet reported a disk failure when using both sides. Granted, it's a problem that MIGHT occur, but apparently it hasn't been widespread.

(2) Of all the disk drives in use, some use the front slot and some use the rear slot. For this reason, to make the disks usable in as many computers as possible, most manufacturers make sure that both sides of the disk are high quality, even though they are sold as single sided.

(3) The price of good quality disks has plunged to as little as 29 cents each in quantities of 100 or more! There is no longer an economic need to use both sides of a disk, except perhaps to

save space in your disk file.

(4) If you've been carefully protecting the front side of your disks, and not paying much attention to the "unused" reverse side, you might be surprized! Apple II and Commodore disk drives record their data on the BACK side of the disk. Probably many others do, also.

Continued

You can check it for yourself, if you wish. Use a disk with unimportant material on it. Cover the slot on the top side with a clean slip of paper and tape it in place with removable cellulose tape. This paper/tape will isolate the magnetic material from the read/write head. Insert the disk into your disk drive and boot it normally. The disk drive won't even know that the slot is covered. Do the same thing to the bottom slot. You'll get a message that your disk is defective, or some such thing.

THOSE ARE THE FACTS - MAKE YOUR OWN DECISION. If you still want to notch-and-flip your disks, be aware that there is still a question regarding the reverse rotation of the disk when it's turned over. Although there is general agreement that there probably is no real wear problem for home computer use, side-flipping several times daily in a commercial situation might not

be a good idea.

Another point: Now that you know that the reverse side of your disk is the working side, you might want to be more careful where you put it down. I keep the sleeve on top of or near the disk drive, and the disk goes from the drive to the sleeve in one motion. I shudder when I see unprotected disks lying loose on desks, collecting assorted dust fallout, no matter which side is the working side.

THE CARE AND FEEDING OF FLOPPY DISKS. While we're discussing disks, here are a few hints for lengthening the life of your

floppy disks.

The material on the working surface of a disk is highly refined magnetic material. The program on the disk is nothing more than incredibly close-spaced magnetic pulses. These pulses are not "added to" or "subtracted from" the surface material. Rather, they are groups of molecules aligned into magnetic "islands" which stand out magnetically from the neutral material.

There's more to it than that, but you can see that these magnetic pulses are quite delicate. These pulses are fairly easy to arrange, therefore they can easily be rearranged by careless

handling, such as:

- (1) Any nearby magnetic field can disturb the pulse arrangement. We who combine our computer activities with our ham radio activities in the same room need to be especially careful. Speakers, unshielded cables, and even magnetized screwdrivers can mess up a disk. Monitors with plastic cases have magnetic fields outside the cabinet. When your disk is not in use, store it immediately.
- (2) Heat increases molecular agitation, which speeds degradation of magnetic alignment. Heat can also distort the disk material, changing the spacing between pulses. Keep your disks out of the sun, hot radiators, and other environment that's hotter than room temperature.
- (3) Physical damage can also distort the spacing of pulses. Bumps and dents can cause the head to skip and jump. Bon't write on a disk with a hard instrument. Keep your disks filed neatly. Don't leave them where objects can fall on them. Please, no coffee or coke!

## WAR PLAY INSTRUCTIONS

By James Nowak

War Flay is a World War I invasion game. In this game you, the invader or defender, have 3 types of machines in which to fight against your opponent. You will have to know your compass headings especially if you are the defender. The screen only shows where the invader is, the defender has to use the radar at the mid-bottom of the screen. this diagram will show you what is on the screen:

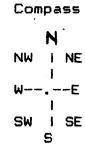
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-DEFENDER'S	_			INVADER'S	
-EQUIF.			-	EQUIF.	_
- &	<del></del> .	RADAR	-	&	_
-COMPASS				COMPASS	
-HEADING	_		-	HEADING	_

This game is in machine language and it has excellent graphics. 1-2 people can play.F1-F1=1 player, level one. F1-F3=1 player, level 2. F1-F5=1 player, level 3. F3-F1=2 player, level one. F3-F3=2 players, level 2. F3-F5=2 player, level 3. Fort 1 = player 1, Fort 2 = player 2.

### **OBJECTIVES:**

Invader: Destroy all supply depoes on enemy compound and then proceed to large blip on radar and destroy small building with lights on to win the game  $\mathbf{OR}$  destroy all enemy fighter planes, bombers, and tanks to win.

Defender: DON'T let invader destroy supply depoes, destroy ALL of the invaders fighter planes, bombers, and tanks to win.



Continuing along with 'WORD PROCESSORS' - We have 'PRINTED WORD + FILE' from Homeware in which you can Manipulate your documents and files using new set of standards for software integration that other Companies are trying to match. So says 'RUN Magazine', then 'FAMILY COMPUTING' says- 'The beauty is that at any time you can go from one program to another without information loss as in other programs.' In my Openion we finally have a machine language word processand a file management system with options usually found only in expensive software like, solving problems again & again. In use of the W.P to prepare professional looking documents utilizing an 80 column scrolling screen format. Create boilerplates using the unique 'Scratchpad' feature and the merge capacity also use shallow and BOLD printing, underlining & Centering, superscripts and subscripts, any features which your printer supports. With scratch and replace functions makes Editing almost enjoyable. The spelling checker eliminates frequently spelling errors, as the words are highlighted and you are allowed to correct the word, leave it unchanged or add it to your dictionary. Hey, you can even add it to your personal vocabulary and jargon. It is all you would ever want in your software library, it is copyrighted and is available from our club library--See Larry...

### C64, C128, CP/M

Look into this one, hey what the heck, drop them a line. They have the latest titles, all on disks for only \$ 3.00 each,---PEGSYS, P.O. BOX 643, Cooksville, TN., 38503. Get a 2 sided Disk with Docs for only \$ 3.00, send to LIBRARY, P. O. BOX 13121, Pensacola, Fla. 32591-3121.

#### SNOW STORM

How many of you PC NUTS attended the Computer Fair & Sale on October 4th -??? I started out for Albany and the closer I got to Schenectady with the SNOW falling at about one inch an hour I decided this was no place for me to be around with the tree limbs falling, I decided to turn around and return home, glad I did after seeing all the problems they had in Albany. We got about one and one half inch of the white stuff. Where in some cases more is nice, In this case little is better. of you know I am into weather Data Collecting an in checking my records, with by the way date back to 1960, I find no such record of snow that early in the month of October. What tells me we are in for a bad year in the North Country. I hope I am wrong...

### PARTNER 128

The Partner 128 cartridge is the link that dreaw Timeworks' productivity program together. It adds a whole battery of great little productivity utilities that you can't help but to find useful! It is very simular to 'SIDEKICK' for MSDOS machines. Since it is on cartridge it uses no RAM, a factor still important to all us C-128'ers, but less in machines that are moving into the Megabytes of memory ranges.

### AMIGA- & PC-10'ERS.

DOMAIN / COMMERCIAL \$2.00 disk! 3.5 '' Disks of AMIGA software You can rent for \$2. or buy for \$4. (including disk). PC-10 disks buy \$3.00. COLONY, 2728 Muskogee, Nofolk, VA. 23509.

ARE YOU C-128'ers using your PC in 64 Mode?? If so, why did you buy a 128-?? Graduate up to your PC's full potential, JOIN the C128 NETWORK, it's the largest Users Group for the 128. I was the 833'rd one to become a member, it cost only \$5.00 to 1 Dec.'87, then \$20.00.-Send to C128-Network, 321 Kensington, Vermillion, OH., 44089. for disk in 1571