

Catalina Commodore Computer Club, Inc.

Volume 7, No. 1

TUCSON, ARIZONA

January 1989



*We wish you a Holiday Season
Sweetened with Happiness*

SUN	MON	TUE	WED	THU	FRI	SAT
1 HAPPY NEW YEAR	2	3 CCCC MEETING 7 PM - 9:30 PM ST PETER & PAUL GRAMER HALL	4	5	6	7
8	9	10 EXECUTIVE BOARD MEETING 7:30 PM AT DOUG DAVIS'S 7341 E. FAYETTE MEMBERS WELCOME	11	12	13	14
15	16	17	18	19	20	21 == HELP DAY == PLUS BEGINNER SIG ALL AT ST PETER & PAUL MADONNA HALL 10 AM - 2 PM
22	23	24	25 = NEWSLETTER = = PARTY = 7 PM ST PETER & PAUL MADONNA HALL	26	27	28 == AMIGA SIG == 10 AM - 1 PM AT WOODS LIBRARY
29	30 == 128 SIG == 7 PM AT BOB HOLDCRAFT'S	31	DECEMBER 1988 SU MO TU WE TH FR SA 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31		FEBRUARY 1989 SU MO TU WE TH FR SA 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28	



HAPPY NEW YEAR ONE AND ALL

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PREZ SEZ

by Ronald Gray, CCCC

By the time you read this, you will have already had your Christmas. My wish is that it has been a joyful and peaceful one. As for yourself, as I write this article, Christmas is yet to come. Have you ever thought about it, by writing this article days ago, how I can reach into the future and affect your life in some way? Here I sit, my presents not yet wrapped, while yours have long since ebbed their intended surprise, reduced only to usefulness. But you can reach into the future, too. How? By letting the board members know what you want your club to be, what activities, classes or programs you would like to see pursued. At every General Meeting and every Saturday Help Day you will notice a Suggestion Box filled with the emptiness of neglect. This box is your step into the future. You have more control over your club than just electing officers. The power of suggestion is well known and in this case well appreciated. Every suggestion left in the box is read and each voting board member will, if appropriate, vote on it. The least that will happen is someone will look into it and take it from there. Whatever action can be taken, will be taken. Your suggestion could affect the direction of the club for years to come. It's more exciting to have an effect on the future than to just be controlled by the past. I hope I can effect some control over the future by wishing every member and their families a happy and prosperous New Year.

IT'S YOUR BID!

Our December auction was successful enough. but we still have a few pieces of club equipment not being used that we would like to turn into cash assets. Sealed bids are being taken for the following:

- Two IEEE Interfaces:
 - C-64 Link
 - Handic Superbox
- One VIC-20 Expansion Board (3 slots)

If you'd like to bid on any of these, please call either Doug Davis (790-4162) or Tom D'Angelo (296-5076).

NEW RENTAL LIBRARIAN

Welcome to our new Rental Librarian, Jerry Tulino. Jerry is a long-time member of CCCC, dating back to the George Pope days. Jerry and his two sons will be in charge of the Commercial Software Rental Library, so you might want to keep him posted on the kinds of software you members are interested in renting. Jerry's phone number is 885-7543. Glad to see you back, Jerry, and thanks for volunteering!

***** RENTAL LIBRARY SPECIAL *****

The Commercial Software Rental Library is running a "2-for-1" Special for the month of January. Rent one program and get a second one of the same value FREE! Over 50 programs to choose from! If you're not already a member, now's the time to join -- only \$10 buys you a lifetime membership!

JANUARY AGENDA

Our January General Meeting will be a good old fashioned free-for-all, show-and-tell, question-and-answer session. Bring in your Christmas software and show off to all your friends. Computers will be available to display both C64/128 and Amiga software. Got something you can't figure out? Stump the experts! (There's always a few experts lurking about at every meeting.)

WELCOME BACK, MACEY

After a busy summer and fall, Macey Taylor is back again as editor of our Amiga Section. Her recent travels on the computer circuit should bear some interesting food for thought. Even if you don't own an Amiga, you can keep up with the technology by reading the CCCC Amiga News.



MICRO SHOP

C64/128, Amiga, PC

Hardware & software sales

Call us for big savings:

578-0696

9 am to 9 pm

\$1.00 discount to CCCC members with this ad.

THE WRITE STUFF 128: TRULY THE "RIGHT" STUFF

by Charlie Proctor,
Montgomery County CCS

For those of you who, like me, have eagerly been awaiting this program, it is here at last. It has seemed to us waiters that Mr. Lee has taken his time in producing the program but it has been well worth the wait. I am convinced that there is no other word processing program on the market which does as much as this one or which does it quite as well. There are so many features, beyond those of the 64 version, that I will only be able to hit the high spots in this evaluation.

OVERVIEW

TWS128 has all of the features of TWS64 but many of these have been greatly enhanced. There are also about 30 additional features which go to make this, in my opinion, the premier w-p program for the 128. Let's take a few of the enhancements first. TWS64 was distinguished by two major features: flexibility of use and extensive internal documentation (reference screens, help screens, tutorials). Not only can TWS128 be used as entirely menu driven, it has an extended menu which allows for access to eight additional sets of commands. As to internal documentation, the 80-column version has two greatly expanded reference screens which encompass just about the entire command and embedded character list. The 40-column version (yes, there are two versions included on the double-sided disk) has no less than 15 reference screens, making this feature almost a manual by itself. There are also 68 (!) help screens and 22 tutorials (80-column) or 18 tutorials (40-column). Because almost anyone engaging in word processing is certainly going to opt for the 80-column version, I am going to make it the basis of this evaluation. The 40-column version lacks a few features due to the obvious limitation in the screen. Otherwise, they are identical.

TEXT EDITING AND MINOR EDITING

The main improvement here is obviously in having 80 columns. This, however, provides another great feature. Text entry is in exactly the number of columns you set when you establish the margin settings in the print file. [Ed. note: This is not true when you are using the column margin setting for double columns. It is possible, however, to get a quick preview of a single column width by holding down the ALT key.] This means that you can now see exactly how a single line will print when it is entered. If you want to even out the lines with hyphenation you can do so without going to the print preview. No more truly ragged "ragged right." Minor editing with the INST/DEL keys is unchanged.

There is a text entry feature which goes somewhat beyond simple typing. This is the provision for text macros (i.e., words or phrases which can be entered by

pressing a single key or a key combination, thus shortening the work of text entry). TWS128 has about 100 of these predefined but the program allows the user to redefine these or to set up additional ones of his/her own. The predefined list can be accessed through the help screens. The feature works only when it is toggled on. When toggled off all keys work normally. This feature is undoubtedly of great value to those who produce a lot of repetitive material.

Another text entry enhancement is provision for entry in up to 250 columns utilizing horizontal scrolling. This will allow getting much more on a page with condensed type.

MAJOR EDITING

All of the features with which you are familiar are included. However, in addition to a single menu option of "EDIT" which the 64 version had, there is an additional one of "FIND" which allows search and search/replace activities to be carried out by menu as well as from the keyboard. The block deletion and block move functions using a 16k buffer for storage are unchanged from TWS64. The most important addition is in the capacity to separate the 63k of text area in up to 10 sections. Each section can hold a separate file (up to its memory limit, of course), allowing you to have, for example, two versions of a letter in memory and to toggle back and forth between them for comparison. I believe that the the capacity for ten RAM divisions is overkill, however. I have used up to four, thus allowing about a four-page document to reside in each one. That's about as far as RAM division is practical, in my opinion.

There is also a split screen feature which allows for a file to appear on two horizontally split sections of the screen simultaneously and for each to be independently scrolled. However, I cannot get this one to work as intended, as any editing which is done to text in one section of the screen shows up in the other section. Properly, it should work on each section as independent files so that an original version of a document and the revised version can be compared and then be saved (or re-saved) as different files. I have written Mr. Lee for more information about this feature, the only one, by the way, which seems not to function as represented in the manual. [Ed. note: This function works, but you must first use the "DEFINE TEXT AREA" function to divide text memory into two sections. Then the original file can be loaded into the first text area and displayed on the upper screen, and a working copy may be loaded into the second text area and displayed on the lower screen.]

FORMATTING AND PRINTING

Here's where a w-p program must shine if it's to be considered top-of-the-line, and this one does. For ease and simplicity of use it has an easily alterable print file, accessed through the

"PRINT" option on the main menu. This covers the minimum essentials with a tremendous variety of other options provided through embedded characters. As with TWS64 these latter are provided in two ranges: CONTROL/1 for single character features; CONTROL/2 for double character features. There is virtually no aspect of printer output control which cannot be accessed through the commands -- 63 in all, not including the user-defined printer macros.

Probably the most significant of the new printer output options is the outliner. This allows one to set up to seven levels of outlining; the correct numerals and/or letters, together with user-defined indentations will be printed out automatically. It will take a bit of work to master this option but it sure takes the drudgery out of producing a good-looking outline. The feature can also be used, at a rather simple level, for producing automatically indented or outdented paragraphs. It also has the capacity for printing out only parts of an outline, such as just the major points for quick reference, ignoring the more detailed sub-points. While not unique to TWS128, one feature of the TWS programs I particularly like is the capacity for printing alternate pages offset so that they can be printed on both sides of the page and then bound in a loose leaf notebook without having the binder holes perforate the text on either side.

Another area where a w-p program must be good is in essential pre-print preview. TWS128 has one advantage over TWS64 here. [In TWS64] The last page of the preview does not show where the bottom of the page resides. TWS128 overcomes this problem by telling you how many lines remain on the page, allowing you to avoid the problem of a very short final page in a multi-page document. The most important advance in the preview is the provision of another feature -- a "PRINT TO MEMORY" device which utilizes the 16k buffer (limiting the preview to four pages of a file). However, the preview shows an entire page spread over three screens and allows for scrolling in all directions while the text is stationary. This allows for preview in depth; for considering carefully every feature of an important document. To the best of my knowledge no other w-p has this feature.

FILE HANDLING AND DISK ACCESS

There are three major additions in this category in TWS128. First, the program allows you to call up the directory (not just the TWS files) from the menu and to load from that menu with the cursor keys and the RETURN key. Second, the disk drive addresses may also be changed from the menu as well as using the CTRL keyboard command. Third, and most unique, any file can be called up for

viewing from the directory without affecting the file memory. This means that, should you be writing an important letter which refers back to a previous one, you can call up that previous letter from disk, review it, and then return to your current effort. This is an extremely powerful feature; one which I have never seen on any other word processor.

Otherwise, all of the ease-of-use features in disk access and file handling which were incorporated in TWS64 can be found in this program. It can't be beat for comprehensiveness and relative simplicity.

DOCUMENTATION

What can I say that I haven't already said in this area? No other program is so complete in internal documentation in depth with reference screens, help screens and tutorials. Where TWS(64 or 128) comes up a bit short is in the accompanying manual. While adequate, many of its explanations, although clear, are brief -- sometimes just too brief. For example, I had some trouble with the horizontal scrolling feature until it dawned on me that there was provision for more than 80-column text entry and that the page width option in the print file must be altered appropriately before the feature could be put to use. The manual simply did not cover the point in sufficient detail to make it clear. However, by comparison with the manuals of many other programs I have evaluated, this one is a model of clarity and comprehensiveness.

SUMMARY

I have already indicated my very positive assessment of this program. I intend to buy it and to make it my principal word processor (out of the fifteen or so I already possess). While I have attempted to cover the principal features which make this program outstanding, I have not even begun to cover all of them. The manual lists about ninety of them on the front cover. Among those of interest not mentioned are the following: Supports the 17xx RAM expanders; 1581 sub-directory support; Merge/append files; Supports Super Grafix interfaces; File encryption/decryption; Read/write SEQ/PRG/USR files; Accesses files from ten other word processors; Prints output in two columns; and the list goes on and on. Most of you who may contemplate using this program won't use more than a fraction of the features ordinarily. For those into heavy-duty production, it's nice to know that there's virtually nothing that you may contemplate that cannot be done with this program. So whether you're a beginner, an old pro, or somewhere in between the two, I can recommend this program to you as being easy to use and to learn, fully functioned, and very, very inexpensive.

\$ Income Tax Program on Feb. 7 \$
with Steve Witkowski



INSTANT MUSIC
5C's User Group

Instant Music for the Commodore Amiga was probably the most musical fun you could have without knowing diddly about music. Although programmer Bob Campbell designed the program to exploit the remarkable computing and musical power of the Amiga, Campbell and Electronic Arts have truly "made the effort" in bringing this program triumphantly to the Commodore 64/128.

The basic premise of the program is simplicity itself. The screen displays colored blocks that represent musical notes. The computer plays two of three musical lines while you move a joystick or mouse to "jam" along on the third voice. A degree of artificial intelligence built into the program keeps you from pummeling your ears with outrageous clinkers. You won't sound like THE BOSS first time out; but you won't limp along like Lawrence Welk on drugs, either.

If you aren't one to "get down" with a joystick improvisation, you can draw notes into the graphics screen or just have the program play by itself. Several refinements include changing the sound quality of each part, altering tempo, voicing, rhythmic patterns, etc., etc., etc. Once you've created your own music, you can save it to disk for later replay. There is a lot to do and to play with in Instant Music.

However, the C64/128 SID (Sound Interface Device) chip, capable as it is, can't compare to the sophisticated digitized sound of the Amiga. So how could a C64/128 conversion of this program compete? Good question. And Campbell provides some great answers. This puppy has features that aren't even in the Amiga version!

First of all, you can change the timbre of the nine available voices with a synthesizer mode. Select and alter waveform, envelope and pulse (rate, depth and ratio). Although you can't save these sounds separately, they are saved as part of your song file (up to 32 measures long).

If the aural zip of SID isn't enough, Instant Music on the 64/128 supports three voices of MIDI-out via the Passport or Dr. T MIDI interface (other interfaces may also work). Although you can assign sound patches for each voice, the system is already configured for the inexpensive and very popular Casio CZ-101 synthesizer. If you're equipped with additional music hardware, Instant Music also supports a MIDI clock sync for the addition of a drum machine. Where MIDI really shines is on Side Two of the disk which contains composer Kyle Grainger's data disk, "It's Only Rock 'n' Roll," included free as a part of the C64/128 version (Amiga owners had to pay extra!). Grainger has used the internal voices of the Casio CZ-101 imaginatively and produced music files that are as much fun to hear as they are

to play along with. However, Grainger's rhythmic vitality is somewhat limited and lumpy in the context of writing for Instant Music.

What could be better? This C64/128 conversion contains most of the features of Amiga Instant Music and adds MIDI support and a built-in synthesizer. What a deal!

BASIC 8:
Some New Info and Opinions

V.O.T.E., Phoenix, AZ

Many of you will remember the glowing reports of BASIC 8 when it was first released. Then things seemed to cool down a bit. Well, it seems there has been a lot of activity with this program (and programming tool) going on in the wee hours of the morning. Suddenly we have it being used for interlacing and now there's a new program for converting those great Amiga pictures over.

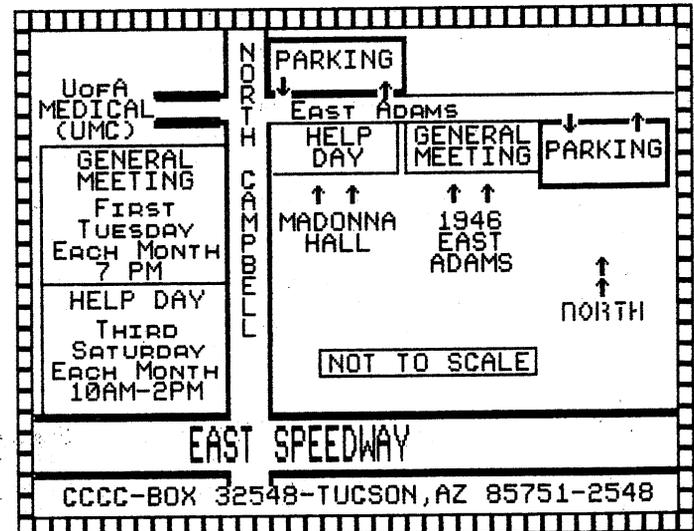
Loren Lovhaug has written a program that will convert those images, and reportedly others, to run through BASIC 8. All you need is a friend who will save the files in monochrome uncompressed format for you. You can then download them and run them. The program is called "Amiga ACBM to Basic 8 File Conversion Utility" and is in type-in format in this month's TC128.

Another type-in program in the same issue of TC128 will convert Doodle pictures to run in the 640x600 pixel mode without the need for Basic 8.

Where are all the typists?
[Ed. note: TC128 is a C128-specific magazine edited by Loren Lovhaug. If you are interested in subscribing to this excellent magazine, it is available for \$25 for 12 issues or \$2.50 for a single issue from:

Twin Cities 128
P.O. Box 4625
Saint Paul, MN 55104

The last issue I received was 24 pages.]



CCCC-BOX 32548-TUCSON, AZ 85751-2548



**A CHRISTMAS PRESENT?
A Review of Sesame Street Print Kit**

By Macey Taylor, CCCC

When I spied this program at Target, with the information that the Toshiba P321 was supported (as well as some other quality printers), I immediately succumbed. After all, it's been two years since I bought this printer -- it's about time somebody in C-64 graphics-land supported it.

The list price is \$14.95; Target's is \$11.99. The two-disk package also contains the same program and graphics disk for the Atari. In the box also are a 24-page manual, with step-by-step tutorial for creating a design, and a piece of paper which contains most of the information you really need to get it set up if all the default settings are not right and to use it successfully once you have it set up. I intend to get this laminated, for one half-sized piece of paper is not likely to survive much use by me and the grandchildren.

The box says that "young children will require assistance." Ho, ho ho... Judging from the six hours it took me and the number of inquiries I get about The Write Stuff, expect to spend some time getting your work disk properly construed if you are not using a Commodore printer. However, once set up, operation is quite simple -- and you have plenty of time to read directions while it does things, even with a Fast Load cartridge installed.

The program contains many options. You can make cards, signs, stationery, or banners. Cards can be wide, tall, or "tent"; signs can be vertical, horizontal, or half-page; banners can be any of 11 sizes, up to 42 pages in length! There are 7 fonts, in 3 sizes and 7 styles, and you can change font on each line -- not within a line. Borders may be all-around, top and bottom, both sides, any one of the four sides, or none, and you may have 1-inch or half-inch sizes. Text can be "masked" for graphics overlay, making the text stand out more so as to be more legible. There is a help screen for design features, and most of the commands are CONTROL plus a mnemonic letter (CTRL + F for font change). The program is menu-driven, but you need the reference sheet to know what your options are in many cases. The line color changes to blue if you exceed the allotted space, and it will not let you exit from Edit if you don't remedy this error.

Criticisms: My greatest criticism is that, at present, I am limited to its graphics. Although it prompts for "any" graphics disk, it does not accept Print Shop/Print Master disks. (Where is Bob Clausen??) Second is that you must swap

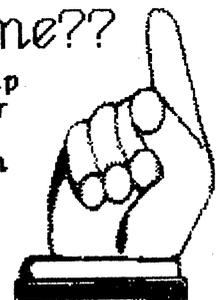
disks back and forth to create and print. If you use two drives, you must tell it where to look for which disk. (I don't know if it works with the MSD-2. I haven't hitched it up to see because I suspect that it doesn't since it calls the main drive "drive 1".) The print quality is quite variable, not only as a function of size (as you would expect, huge graphics show every dot and small fancied-up text is nearly illegible). It saves only the last design, so you cannot go back to something old. It is supposed to be loaded by putting the disk in the drive and then turning on the CPU, a practice I dislike, especially in programs meant for children, who should not have to remember which programs violate normal Commodore practice. Then, you must load "CTW", 8, 1. CTW is not the first program on the disk, so forget shortcuts or remodel the directory. It is sloooooow... It does not directly support the NX series, and I haven't gotten it set up for the NX-1000 yet, in 2 hours of effort.

Positive: It is not copy-protected, and you are told to make a working copy. If you use it on more than one printer, you will want a copy for each because it takes so long to figure out the settings. Old ribbons should work well -- even in "draft" mode, my printouts with a recently-reinked ribbon are too dark. It has "advanced user" features which I don't think I'm advanced enough to try out yet since they are totally undocumented except for the on-screen prompts. These have to do with how you use your RAM and such things. Customer support is offered. I shall follow the instructions to send them the command summary for the NX-1000 and see what kind of support is forthcoming. For such a low-priced program, I am amazed that it is offered at all! It does support all the most common printers, as well as other less common ones, even other 24-pin (NB-24, Epson LQ), laser and ink jet printers, and wide carriage versions of several.

In summary, if Sesame Street graphics are of interest to your family and if you've got time to set up the printer and to wait for the printouts, this program is well worth the price.

Renewal Time???

Has Your Membership Expired? Check Your Newsletter Label To Find Your Expiration Date & Be Sure To Renew In Time!!



FUN GRAPHICS:**HINTS FROM
THE AUTHOR**

by Ron Hackley,
SBCUG from
The COM-LINE



Hi All:))!

My computer (re: program) has been holding me captive for the last few (!!) months, hence my silence here. Seems the computer is usually perking before the coffee, and before I know it another day of undone things has passed. Jerry's articles about Fun Graphics have finally shamed me into sitting down and writing something:). Be warned, you may get subjected to this every month. This is tough; so many things and so little space. The info in this article pertains to both the shareware version and v.410 unless otherwise noted.

PLAY AROUND WITH THE PROGRAM TO LEARN IT!

I say this often because I think it's the best way to familiarize yourself with the program and what the keys do. Everytime you load the program there will be some graphics and character sets already in the "buffers." You can experiment with these or load your own. A lot can be done just using the graphics and character sets that the program loads up with. **YOU CAN'T HURT ANYTHING BY PLAYING AROUND WITH THE PROGRAM!** Go to the hi-res screens, clear them (if you wish), then refer to the keystroke commands on the back of the reference manual [v.410] and begin trying things. For v.342 a SEQ listing of only the key commands was uploaded with, but separate from, v.342 (filename "fungrakeystrokes"). If this file is on your shareware disk, load it into your word processor and print it out.

GRAPHICS PLACEMENT MODE (GP Mode):

A basic understanding of Graphics Placement Mode will help you to get around better in the program's environment. When you first go to the hi-res screens this will be the mode you are in. The hi-res screen that appears may be filled with garbage. FGM does not clear the screens when it loads. This is so you can "capture" screens that may be left behind (or recover existing screens in case the computer should burp and lock up). YOU have to clear each screen yourself; hold the Shift key and the CTRL key and press "E" ("C" in v.342).

Three screens are available; press "X" to go between them (CTRL X in Text Mode). The one you are viewing is the ACTIVE screen and is the only one you can do anything to (i.e.: flip, invert, reverse, clear, write text, fasten

graphics, etc.). You can't do anything to the other two screens unless they are swapped into view (unless one of the other screens is blank; then you can Copy the screen you are viewing to the blank screen by pressing C).

GP Mode is the "base" mode; from this mode you can go to any of the other modes: Text, Grab, Pixel Edit, Transfer, Adjust (v.410), etc. Pressing RETURN from any other mode will always bring you back to this mode (press RETURN from GP Mode for the Menu).

GP Mode is the only mode in which a movable graphic is visible. There are five graphics buffers; select the one you want to view by pressing 1-5. The graphic that appears will be kinda like a sprite (although it's not -- think of the graphic as a funny looking cursor when you are in this mode). You can move the graphic around, manipulate it (flip, invert, crop, etc.) and fasten it to the active screen.

FYI (You don't need to know this to use the program but an understanding may help):

When you enter GP Mode, the section of screen where the movable graphic will appear is saved to another area of memory, then the graphic is overlaid to the screen area. Whenever you move the graphic (or exit GP Mode), the previously saved screen area is written back to the screen (making it like it was before the graphic was there), the new area is saved, and the graphic is overlaid to the new area.

USING A RESET SWITCH TO CAPTURE HI-RES SCREENS:

You can capture (to disk) many of the hi-res screens created by other programs and then load them into FGM to edit or to capture sections of the screens to use in PS or FGM. Most hi-res screens saved by other programs can be loaded directly into FGM (i.e.: Flexidraw, Screen Magic, Doodle). You can also load multi-color (i.e.: Koala) files but the color info won't be there and it may look awful in hi-res. What I'm going to briefly cover is how to capture "non-savable" screens using a program called HI-RES SCREEN FINDER and a RESET SWITCH. This is especially useful for capturing GEOS screens to use as normal hi-res screens. The HI-RES SCREEN FINDER program was published in the December 1986 issue of the COM-LINE (page 12) and should be in our club library (hello, Rick :)). For those of you with v.410 of FGM, an updated version of SCREEN FINDER is on the v.410 disk.

I sometimes like to use GEOS to create a hi-res screen but I prefer to use the FGM environment for editing and printing. GEOS doesn't save its screens in the usual way and thus the screens aren't easy to load into non-GEOS programs. Also, GEOS can display some interesting screens that it doesn't save (i.e.: open the Notepad and then capture it on the entire GEOS backdrop). The easiest way to capture these screens is to reset the computer when the screen is visible, then find the data and save it.

This is also an effective (albeit slow) way to capture full screens of Newsroom's clip art.

RESET SWITCHES:

If you don't have, do get one. They are cheap (I've seen them priced from \$3.00 to \$20.+ and they all do the same thing -- some are prettier, though). To "build" one yourself all you need is a normally open push button switch, a bit of wire, a soldering iron, and a bit of handiness. Using a reset switch is easier on your computer than turning it off/on to reset it and you don't lose most of the data in memory. This means you can often recover a program if the computer locks up; reset the computer and then use an "UN-NEW" or "OLD" program (these are short programs that reset the pointers and bring back the "newed" program -- available in our library).

RESETTING THE COMPUTER

When you reset the computer some pointers are reset to what they are at start-up. Most of the data is still in memory but the computer is no longer pointing (looking) at it. If a hi-res screen was visible when you reset the computer then it's probably still in memory and you can save it once you find out where it is. This is where the HI-RES SCREEN FINDER program comes into play; load it up and use it to find (then save) the hi-res screen(s).

The FUN GRAPHICS MACHINE program itself (v.342 & v.410) can also be used to "capture" left-behind screens; when you load FGM it does not clear the hi-res screen areas that it uses. These screen areas (8192, 40960, 57344) are used by many other programs to store screens. If the screen is hiding in one of these three areas it will be there when you load FGM. If it's hiding somewhere else then FGM will over-write it; use the SCREEN FINDER program instead.

There are many cartridges available that are designed to capture hi-res screens. Most will also speed up disk operations and give you other added functions. Some will even convert the colors into gray tones. I highly recommend that anyone with a 64 invest in a speed-up cartridge; it's like getting a new computer!

PRINTERS

If you are in the market for a printer be sure to check the graphics densities that it has before purchase. Many of the "direct connect" printers with built-in interfaces only support 60 dots/inch in graphics mode. This can be quite a disappointment if you want to do nice hi-res screen dumps. No graphics program can make your printer do more than it was designed to do, and the C64 is capable of producing much nicer work than is reflected in a 60 dpi printout. Density support to look for is 60, 72, 80, 90, 120, 120 double speed, and 240 dots/inch. Unless 60 dpi is all you want, make sure the printer supports these densities (and is Epson compatible).

COLOREZ 128 GRAPHICS CONVERSION PROGRAM

Downloaded from Q-Link

Colorez 128 is first and foremost a utility for the conversion of 40-column Hi-Res graphics to 80-column format. There is, however, much more here than first meets the eye. Some of the features of Colorez 128 are:

- Menu driven design, with icons, using either joystick or mouse.
- The ability to load either Doodle format or standard 40-column screen.
- A utility for converting Flexidraw screens to Doodle format.
- The ability to produce Basic 8 compatible screens.
- Options to save 80-column screens in either normal or compressed format.
- An option for splitting an 80-column picture into two 40-column pictures.
- An option to load both 640x176 and 640x192 Basic 8 (8x8) picture files.
- ML routines that you can call from within your own Basic programs.
- Three Run-Time modules that you can incorporate into programs for distribution.
- Online help screens.
- A nice tutorial on graphics theory.
- A utility for creating both disk-based and RAM-expander slide shows, with the ability to mix both 40- and 80-column screens.
- All files are free from copy protection.

I found Colorez 128 to be a very useful series of programs and utilities that was very well documented and easy to use. The nicest feature of all is the ability to take your 40-column picture and transfer to 80-column format, and then split that screen into a left and right half. These two halves can be saved as separate 40-column screens which you can edit with a program such as Doodle for finer detail. You can then recombine the two halves as one 80-column screen.

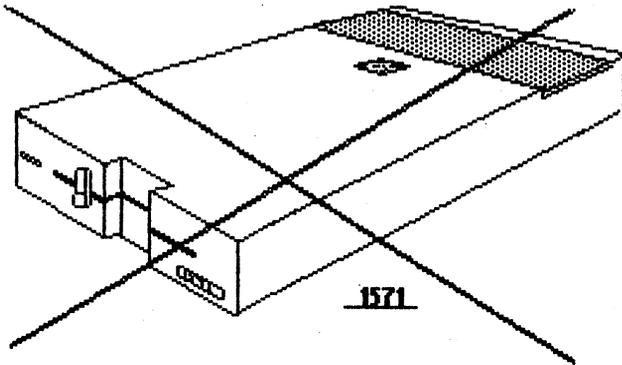
I highly recommend Colorez 128 as an excellent buy for the money, especially for Basic 8 and Page Illustrator users.

Colorez 128 is available for only \$12.00 plus s/h from:

BRIWALL
P.O. Box 129/56 Mobile Street
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1571 RUMOR CONFIRMED?

downloaded from Q-Link

SUBJ: 1571 Drive Discontinued... (R4)
FROM: Group Host 12/06/88 S#: 407805

The 1571 disk drive has been discontinued.

I just got an E-mail from the Commodore's Headquarters Section, confirming this, in reply to my request for an "official" status of the 1571.

I want to thank user group leader RIDGERUNR for sending me E-mail recently to alert me to the discontinuation based on what he had heard from three credible sources within Commodore.

It seems the last of the 1571's are in the distribution pipeline. Some dealers have already exhausted their stock, but some mail order houses may still have inventory.

When asked what new C-128 buyers should do for disk drives, one source within Commodore suggested use of the 1541-II or 1581.

This seems to be a natural consequence of Commodore's decision to discontinue the original C-128 and replace it with the C-128D (with built-in 1571 drive). As the original C-128 disappears, so would the market for the 1571's. Except that C-64 users also have uses for the 1571, such as Big Blue Reader for CBM-IBM/DOS file transfers. It's not clear whether enough 1571's were made to support the residual demand in both markets.

What effect do YOU think this will have on your club members?

IS THE 1581 DRIVE FOR YOU?



Condensed Pamela Knapp article from CLUB 64 via Cactus Communicator

The computerist declares, "The 1581 is a godsend to C64 & C128 users. Had Commodore marketed it earlier, no owners of 64's would have abandoned it for a C128 or Amiga." One owner asserts that the 1581 is nothing more than a re-hashed Amiga drive. A third tells me that he's put all programs he owns on the 1581 and is using one of his two 1581's for his telephone answering service. What makes this 1581 such an appealing purchase?

The 1581 is downward compatible.

Commodore is aware that upward grading is profitable as long as the product is downward compatible. The 1581 contains all 1541/1571 commands but with minor changes. For instance, formatting with the OPEN command now incorporates the word NEW in place of the N0.

The 1581 has been able to access all 3060 blocks while in the C64 mode. Neither the 1541 nor 1571 (in double-sided mode) has this capability. More programs fit on on disk. Third, the 1581 is faster than the 1541/1571 -- including the 1571 with the upgraded ROM chip.

If the choice is between a 512K RAM expander and a 1581 drive, the more practical or logical purchase is the 1581, providing that special graphics is not a consideration for the expander. Note that support programs for RAM expanders are slow in arriving on the scene. A RAM expander is \$150 for 512 blocks of storage. [Ed. note: the 1750 REU is actually 512K.] The 1581 drive offers 800K or 3060 blocks of storage with price ranging from \$179 to a little over \$200; price fluctuates.

Of course everything has both advantages and disadvantages. Many current programs for copy-cloning software don't support the 1581. But the 1581 is new and copy programs of support are popping up. Patech added a routine to the C128 CANNON, which allows users to copy individual files from the 1571 to the 1581. DISKWHIZ by Kevin Hisel is shareware, and allows copying entire contents of a 1571 disk to the 1581 or vice versa. I have discovered that backup copies of many 1541/1571 disks can be produced with Butterfield's UNI-COPY, which is on the disk included with your 1581 purchase. GEOS 128 files can be copied to the 1581, and GEOS 128 can also be configured for the 1581. [Ed. note: GEOS 2.0 can also be configured for the 1581.]

Perhaps my personal disappointment in the 1581 drive is that Commodore did not make available at the time of purchase the new CP/M SYSTEM via inclusion in the box containing the drive. Because the directory for this new drive is located in sector 40 and perhaps because a few changes have been made, the SYSTEM will not allow for the formatting of or writing to a disk located in that drive. The additional \$19.95 CP/M SYSTEM is essential for CP/M users. Word is that many CP/M users are either having to download the SYSTEM via a BBS or wait sometimes beyond the six-week delivery. Perhaps Commodore is addressing this problem.

In conclusion C64 and C128 users will just marvel at this new drive. I have faith that support products will soon deluge the marketplace. However, not having a variety of tools at the time of purchase is the price the user must pay for being one of the first to own a particular product. My advice, thus, even to these individuals is to buy a 1581 and retain the 1541/1571 for those backup copies. The fact of the matter is: I LOVE the 1581. I know you will enjoy becoming the proud owner of a 1581, too.

THE HARD FACTS:

Hard Disk Prices for the C-64 & C-128

by Clem Glothzhober

reviewed by Gary Fields,
from COUGAR, Phoenix via The Disk Log

This article introduces hard disk drives to those who are thinking of adding one or who are curious about how they work.

Do you need more power, size or speed for your C64 or C128? One powerful solution is a hard disk drive. The author's discussion is based on Xetec's Lt. Kernal 20MB. He finds it to be fast, flexible and dependable.

The obvious difference between a hard and a floppy disk drive is the surface used to store the data. Most floppy drives read from and write to 5.25-inch diskettes made of thin polyurethane and mylar platters, coated with a magnetic material inside a protective envelope. An advantage is that they can be removed and transported easily. Disadvantages are that each diskette will hold only a small part of a user's library, and the user must manually keep track of each disk. Hard drives can store huge amounts of data or programs and recall each almost instantly. A 20MB hard drive contains two 5.25-inch aluminum platters with both sides coated with iron oxide. Each side has a read/write head. Each side can hold five megabytes of data. The drive can spin them up to 12 times faster than a floppy drive.

A 1541 drive rotates at 300 rpm, but a hard disk can spin at 3600 rpm. A file which might take 60 to 90 seconds to load from a floppy can be located and recalled almost instantly on hard disk.

Using a hard drive requires a few new commands. The Lt. Kernal's disks come formatted. You can transfer your programs from your floppy disks to hard disk, but there are some problems with protection schemes on commercial software. However, this problem is lessening. Some companies like Timeworks, Batteries Included and Spinnaker have released software with no copy protection for both the C64 and C128. Some protected software have devices whereby you can copy to a hard disk.

Commodore did not anticipate that C64 or C128 users would want to use hard drives and made no special provision to connect them. You must use the serial port or daisy chain the hard drive to the Floppy drive. The Lt. Kernal connects to the user (game) port. You must open the computer and connect a couple of wires to specific chip pins in the C64. In the C128 you must remove and reinstall one microchip and connect two jumper cables. The author had no trouble doing this with the help of instructions and diagrams.

The Lt. Kernal uses an adapter box (which plugs into the serial port), and a cable connects to the drive. If you need to move the units, you unplug the adapter box. The drive must be well ventilated and have its own cooling fan.

Since the head guides so close to the

surface of the platter, hard drives must be protected from dirt and jolts. Tobacco smoke can interfere with the head reading and writing data.

The Lt. Kernal sells for about \$900.00. Hence, most of us will not be getting one yet. However, they will probably get cheaper as more are sold. You can also consider the savings in the costs of buying floppy disks. If you use your C64 or C128 for business, you can consider time savings. The author concludes with, "This isn't a tool to own simply because the fellow down the block has one. For speed and size, however, there's no substitute -- and that's the hard truth."

SUPERBASE 128 3.0 UPGRADE

by Michael Carland,
San Fernando Valley CUG

I have heard from Precision Software that Superbase 128 version 3.0 has been released. Version 3.0 will support systems with two 1571 drives, or a 1581 and a 1571 drive. You can also do an "export" or "import" to or from that second drive. It also allows you to use the function keys in the program writer. These are just a few of the changes I know about. With these changes an insert is being printed for the manual; however, it is not ready yet.

Version 2.0, released in 1985, was sold in the U.S. through Progressive of Denver. But now Progressive no longer carries Superbase. Precision, based in England, has set up their own office in Texas. Progressive did have a BBS for technical support. I understand you can now get help through American PeopleLink, or you can call Precision directly at the number listed below.

This is how the upgrade policy will work: send \$25.00 and your original SB-128 disk plus the first page of your manual, not the cover, to the address listed below.

Precision Inc.
8404 Sterling St. Suite A
Irving, TX 75063
(214) 929-4888

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CCCC EXECUTIVE BOARD MEETING
November 8, 1988

by Bob Holdcraft, Secretary

The meeting was held at Doug Davis' home. All board members were present. Also present were Frank Prievo, Membership Chairman and Librarians Kathryn Maxson and Steve Price.

The Secretary and Treasurer's Reports were presented and approved.

An inquiry about a gift membership to departing board members was presented. The board voted that no action of this type was feasible at this point and time.

Programs and workshops for the upcoming meetings were discussed. Disk drive, printer and GEOS workshops are being planned. Thanks to Frank Traversone, BBS workshops are planned for the Saturday meetings.

The December Swap Meet-Auction was planned. Fees were set. An equipment inventory and evaluation is planned.

The Library was issued a check to purchase blank disks.

Leila Joiner announced she would like someone to take over the Rental Library.

Frank Prievo, Membership Chairman, reported membership losses and gains about broke even, with 'ball-park' of 340.

\$ Catalina Commodore Computer Club, Inc. \$ Income Statement Month Ending 11/30/88 Steve Witkowski, Treasurer		
REVENUE:	END OF MONTH	YEAR TO DATE
Newsletter Member Fees	\$ 306.00	\$ 3,132.00
Newsletter Advertisement Fees	48.00	210.00
Library Sales Revenue	164.00	1,894.51
Club Buys	185.00	1,079.00
Raffles and Auctions		272.00
Initiation Fees	40.00	660.00
Rental Library Revenue	7.00	136.00
Other Revenue		89.50
TOTAL REVENUE	\$750.00	\$7,473.01
EXPENSES:		
Newsletter Expenses	272.67	4,281.17
Library Expenses	223.00	612.22
Rental Library Expenses		18.34
Club Buy Expenses	253.75	1,010.95
Raffle and Auction Expenses		141.09
Meeting Expenses		387.40
Bulletin Board Expenses	17.50	307.54
Membership Expenses		99.10
SIG Expenses		11.72
Saturday Help Day	75.00	247.35
Depreciation Expense	47.33	912.04
Administration Expenses	-111.60	309.49
Other Misc.		0.00
TOTAL EXPENSES	\$777.65	\$8,338.41
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