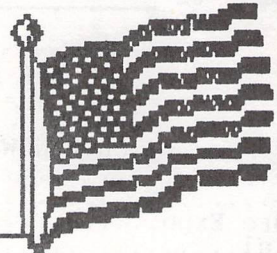
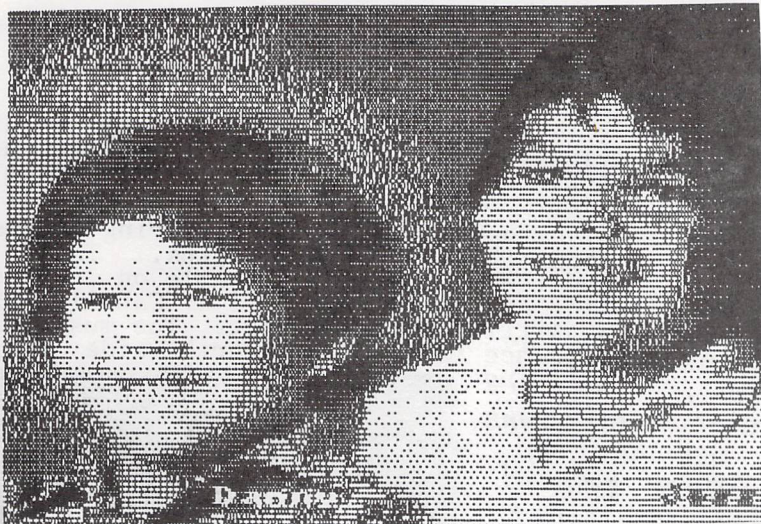


CCCC



NEWS

JUNE 1988



Phoenix Expo
June 4 & 5
See page 12

Next June - 1989
Photos of the
Candidates !!

Digitized with LIVE!
Black & White Photo

New Editor
LEILA JOINER
HELP HER !!!

New Membership Chair - Page 3
New C-128 SIG + Chair - Page 3

BALLOT - PAGE 13



VOTE!

===== INDEX =====

CLUB NEWS

128 SIG.....03
 BALLOT.....13
 Commodore Expo.....12
 Editorial.....03
 Fame & Glory.....10
 New Members.....10
 Newsletter Needs.....03
 Want Ads.....12

AMIGA

Alegra/Microbiotics.....Grant.....A6
 AMIGA Help.....McCormick.....A1
 Complicated Made Symple.....Little.....A5-A6
 Desk Top Video.....Taylor.....A1
 I HATE Word Perfect!.....Taylor.....A6
 Photon Paint.....Alexander.....A1-A3
 PILOT - Part 2.....Doell.....A3-A5

ARTICLES

Database.....Hollingsworth..5-7
 Don't Bury 64/128.....Hirsch.....10
 GEOS World.....Breeding.....08-09
 JoyID.....Clark.....04 08
 More GEOS.....Hudson.....09-10
 Rumor Mill.....10

REVIEWS

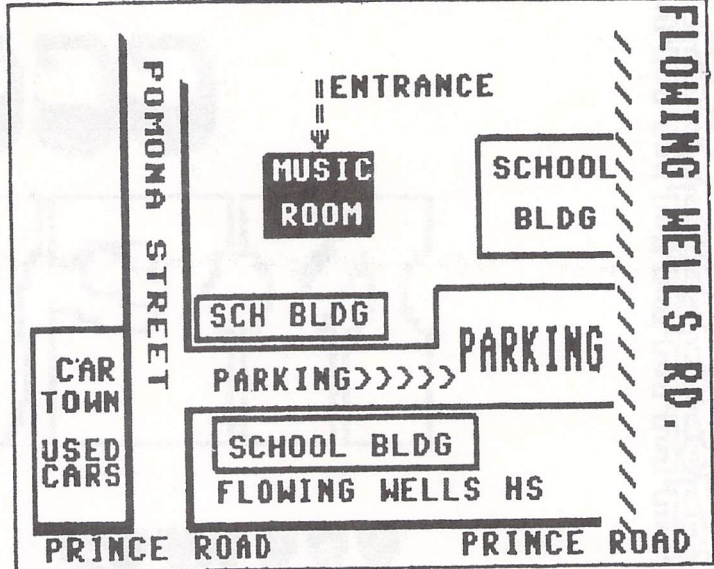
Outrageous Pages.....JackA7.....07-08
 Paperclip III.....Lindstrom....03-04

QUICKIES

H-P Paintjet.....12
 Amiga Note for Prospects.....12

ADVERTISERS

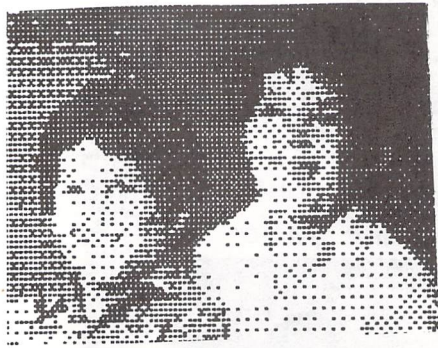
D.J.'s Electronics.....11
 Round Table Pizza.....12



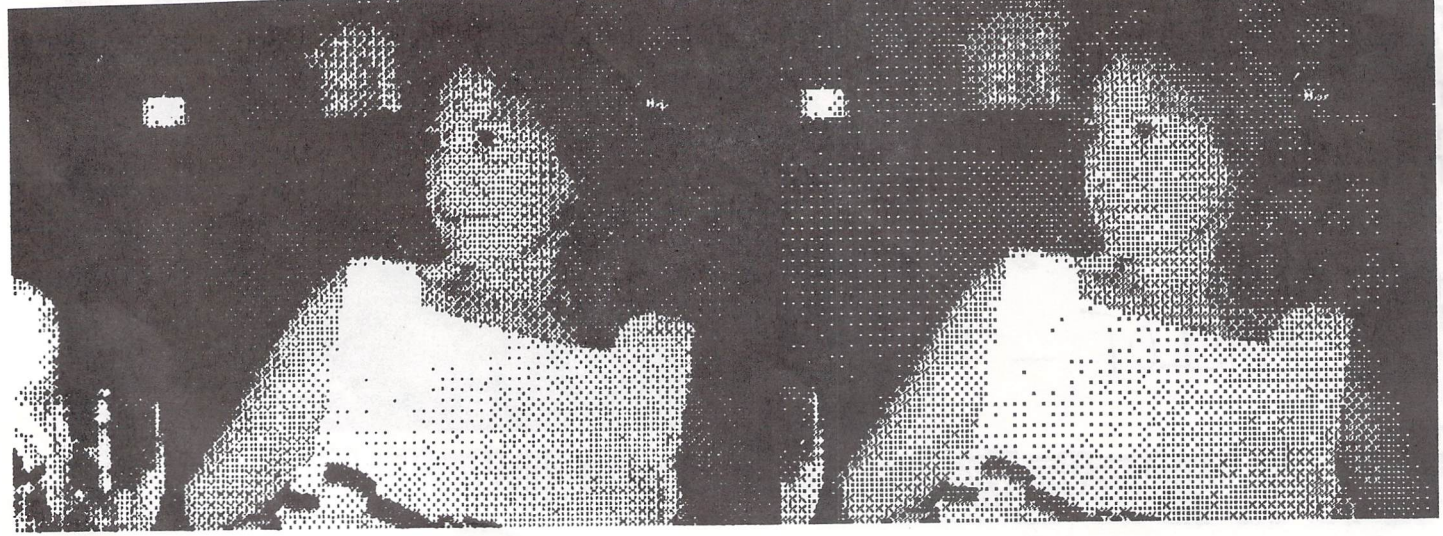
===== SATURDAY HELP DAY =====

Scheduled Activity:
 10:00-1:00 AMIGA Help

Saturday Help Day will be held at Flowing Wells High School, in the music practice room. See map below. The room has plenty of chairs, but no tables. If you plan to use your computer, bring extension cords and power strips. There is additional parking available on the east side of the building via N. Caballero Pl., a little further east. The music room entrance is on the north side of the building.



Except for the picture of Bob Sackett, often read in these pages, all are color photos, printed by various programs and option settings. All but one were printed in black on the H-P Paintjet. All but Bob were made with Digi-View, Printed in Color ←→ B+W



=====
= SWAN SONG =
=====

By Macey Taylor, CCCC

The newsletter is considerably smaller this month, and so it will be for some time. The Board made this decision for two reasons--one economic and one logistical, in that it was felt that the size of the newsletter was probably one factor in the problem of finding an Editor. That seems to have been true, for within minutes we had a new Editor, who will take over with the July issue. All who would like to help with any of the tasks of getting the newsletter together and mailed (which are numerous--see below), please contact:

LEILA JOINER

327-0540

Leila has her own business, as a piano technician, and is also in charge of our new rental library, so I strongly urge that people help her by volunteering to do some of the many non-editorial tasks the Editor is responsible for getting done. It was beginning to look as if the June issue might be the last issue of the CCCC newsletter--let's not face that problem again in a few months!

We also have a new Membership Chair:

FRANK PRIEBO

574-0145

Direct prospective new members to Frank for information and forms, and tell old members who don't receive their newsletters to check with him to make sure all their information is up to date.

=====
= 128 SIG =
=====

The CP/M SIG has decided to quit being the CP/M SIG and to change into a C-128 SIG to explore all the possibilities of this 3-in-one computer. The new Chair, replacing Jason Auvenshine (who will soon leave us for college), is:

RANDY SCHILD

883-4670

Meetings will continue to be at Bob Holdcraft's house, 6572 Calle Mercurio, on the last Monday of the month.

=====
= NEWSLETTER NEEDS =
=====

Some of the jobs that the Editor could well be relieved of are:

Getting stamps for the first class newsletters and exchange disks.

- Making the labels for the exchanges.
Making the master disk of newsletter files to exchange.
Duplicating disks (newsletter and DOM) to exchange and mailing them.
Converting files from word processor X to the chosen word processor.
Help with editing as desired--from correcting typos, spelling, and the near universal confusion of "it's" and "its", etc. to formatting articles for specific space allocations in the newsletter.
Photocopying articles from other newsletters to be typed in. (Preferably free!)

=====
= PAPERCLIP III =
=====

By Bob Lindstrom, Q-Link
From TV/BUG, Boise



Batteries Included Rating -- *****
\$49.95 (packaged with C128 version) C64 with disk drive, printer optional (Reviewer's Note: Separate C64/C128 versions are packaged together for \$49.95. However, since the two programs are somewhat different, I am reviewing each separately.)

The Commodore 64's 40-column screen forever will keep this inexpensive, yet capable computer from the forefront of word processing. But Paperclip III, the latest version of Stephen Douglas' brilliant Commodore word processor, makes C64 word processing more functional, more pleasurable and more powerful than you would think possible. Paperclip II already was one of the best word processors available for the C64. How could it be better? Easy.

The Control Key command structure of Paperclip II quickly grew familiar if you were a frequent writer. Unfortunately, aside from those of us who have word processors bolted to our knees (Hmmm, come to think of it, let me re-start that sentence...) FORTUNATELY, most people don't have to do much writing. For them, each use of Paperclip II meant a time-consuming session renewing acquaintance with the keyboard-driven command structure. Paperclip III does away with all that - if you want to do away with all that. A selection of pulldown menus, activated with the C64's function keys, lays out all of Paperclip III's commands in the simplest way. Just pull down the menu, highlight your choice with the cursor keys, and hit <return>. But extra help is available only if you want it. Paperclip old-timers can use their familiar keyboard commands. A few changes have been made to the previous command set that makes the transition not-quite automatic, however.

Program overlays are the other major enhancement in Paperclip III. Program modules are swapped in and out of memory on user demand in order to integrate such bonus features as telecommunications and a 40,000-word spell-checking into the

Paperclip word processor. In Paperclip II, the spell-checker was a separate (and not particularly satisfactory) program. In Paperclip III, it's another ever-ready option on a pulldown menu.

When you choose the telecommunications module from a pulldown menu, for instance, Paperclip III asks you to re-insert the program disk. It then loads the telecommunications module into memory without disturbing your text file. Or you can overlay a conversion utility that will allow Paperclip III to read files created by Bank Street Writer, Word Writer and other C64 word processing programs.

Although the C64 1541 disk drive is no speed demon (and the Paperclip program itself is very slow to load initially), the overlays go in and out of memory with surprising efficiency.

One of the main limitations of the C64 version of Paperclip has been the restricted memory of the C64. If you're working on short documents, this is no problem. But even a reasonably-sized term paper quickly can overload the available RAM. As one of its overlays, Paperclip III can divide documents into several sections (a great tool when converting files from word processors with more generous RAM availability) and then link them together during the printing process.

A large number of printers are supported by Paperclip III. On the whole, the print capabilities are as admirable as ever. However, my system required some additional tweaking during the Paperclip II to Paperclip III conversion process. This should have been a Load-and-Go situation. It isn't. Even if you have been a heavy Paperclip II user, expect the usual printer-computer confusion before you shakedown Paperclip III to interface properly with your printer.

One problem that still remains on the C64 is the 40-column screen. Like Paperclip II, this new version uses a scrolling window screen to display text in 80 columns. When you move the cursor across the screen, the screen seems to move over to reveal the second half of the line. It's up to you to decide which is the more irritating: a 40-column screen display or seeing only half of a sentence at a time. For myself, I prefer using the 40-column display and then formatting and previewing the text in simulated 80 or 160-column mode.

Here are a few more of the significant features of this remarkably full-featured word processor:

- Full screen editing
- Macros
- Video preview of document formatting
- Underline, boldface, superscript and subscript
- Page numbering in Arabic or Roman numerals
- Built-in outliner (!)
- Proportional spacing
- Font editor
- Headers and footers

In short, this baby is going to do just about everything you'll want. Inevitably, some peculiarities are going to surface. To date, I have discovered

problems with the RS-232 telecommunications and a quirk in saving system configurations (will not save Device 9 as THE drive). Others have had trouble with 1571 disk drives.

Furthermore, the startup program does not boot up from Device 9 - a real disadvantage if you want to boot from a 1581 configured as Device 9. If you understand a little programming, though, that startup program is in BASIC and can be rewritten to permit a Device 9 boot. If you don't know BASIC, Electronic Arts, which now controls Batteries Included, has an active and well-staffed telephone support team.

Paperclip III isn't a quantum leap over Paperclip II. Instead, it's an informed and intelligent evolutionary improvement. The overlays and menus tie up some loose ends in the user interface and the additional features - maintaining almost total compatibility with Paperclip II - make the program even more useful and attractive.

But I've saved the best for last. The price is an incredible \$49.95, even less than Paperclip II. And the program is NOT COPY-PROTECTED! Not even a dongle! With no copy-protection and at that price, Paperclip III is the most extraordinary price-performance bargain ever offered to the Commodore 64/128 marketplace and one of the best word processors available for any computer. A great product at a more-than-fair price.

[TV/BUG Editor's Note: I recently received my copy of Paperclip III, which I got on their special offer to owners of previous PClip versions (\$18 with the cover of my old manual). I am impressed by the new features, but they are at the expense of memory on my 64. A 47-block file that I work with all the time on my Paperclip 64 will only load about halfway before it is out of memory.] [CCCC Note: The CCCC copy was ordered about a month ago. Leila Joiner ordered hers several months ago...]

=====
= JOYID =
=====

By S.E. CLARK, Packer Hacker

Plug the joysticks into Port Two...
"Be sure joystick is in Port One..." Port One? Port Two?

I don't know about you, but it always irritates me to see something like the above. Why bother about which port the joystick is in? Isn't that JUST the kind of thing THE COMPUTER should be doing for us? What's with all these lazy programmers, anyway?

JOYID is for everyone who would like to put a stop to this silliness (I have more descriptive words, but this is a family publication!) It runs on the C64 and 128 in 64 mode.

Type in JOYID (as in: JOYSTICK IDENTIFICATION). SAVE a copy before you RUN it, since it erases itself from memory. When you RUN the program, it will tell you if there are any mistakes during

(Continued on Page 8)

```
=====
= THE DATABASE =
=====
```

By Gene Hollingsworth, SC Cubed

In my last column, I closed with a listing of a program written by Cy Welch, which he used to change date fields in a Superbase file from date format into text fields and to re-write the date back to the field in a format acceptable to dBase III Plus. It is necessary to do this prior to using 'output' to extract data from Superbase for movement into the PC environment.

First, Cy had determined that dBase III Plus would accept date input in a text format. In this format December 12, 1987 would be "19871212" and February 1, 1988 would be "19880201". Again, this underscores the necessity, in these types of data transfers, of first making sure of the format your destination program requires before even beginning your export or output operations from Superbase.

Cy knew that Superbase stores dates in numerical format, with 1 representing January 01, 1900. Since most other programs utilize different starting dates for their dating systems, the ability of dBase III Plus to accept a date in text format became an essential factor in the success of Cy's movement of his data.

Cy's plan was to re-format an existing Superbase date field into a text field, read the previously entered data from the field and then convert it into the proper text format with string commands. Cy's program listing in the last Database was written to accomplish this; unfortunately I was unable to replicate his results with this program. I checked back with Cy and he will go through the program again and let me know where my problem was when he has it debugged. I'll keep you posted.

To provide another method of date conversion, I have written a short program which does the same thing. This program, which I have named 'date2text', appears here as Listing One. To use this program, first add as many text fields (eight characters in length) to your present format as you have date fields to convert. In Listing One I used field names of 'date1' and 'text1' for purposes of demonstration; you should use your own field names, of course. Then run 'date2text'; it will scan your entire file, beginning with the first record, read the date you wish to convert from the disk, perform the necessary string manipulations and then write the newly created string, dt\$, formatted as needed for dBase III Plus, back to the record in your newly created text field.

```
Listing One
1 rem * date2text
2 rem * gene hollingsworth
3 rem * sc3 February 1988
10 select first
20 convert [date1],dt$:date dt$,n
30 mo$=str$(n)
```

```
40 if len mo$=2 then mo$ = "0" +
   right$(mo$,1):goto 60
50 mo$=right$(mo$,2)
60 dy$ = mid$(dt$,4,2):yr$ = "19" +
   right$(dt$,2):dt$ = yr$ + mo$ + dy$
70 [text1]=dt$:store
80 select next:eof menu
90 goto 20
```

When it has finished the last record, you may get a weird error message, "Forced Field: Enter Date." Ignore this; press Return to continue. You will find that all your records were satisfactorily processed.

Remember, when transferring your database files from Superbase, if 'output all fill' gives your chosen PC DBMS indigestion because it expects a carriage return/line feed pair then use Cy's program which sets up strings for both carriage returns (chr\$(13)) and line feeds (chr\$(10)), and inserts these strings between your records. This is more likely to give satisfactory results the first time out, but is a little more tedious to program. Also remember that much depends on your PC DBMS and what it expects; you may have to do some experimentation until you find the best procedure for your individual needs.

A word about ASCII conversion. If you use Big Blue Reader, it will provide the needed conversion by menu choice. Big Blue is the preferred way for ASCII conversion, as far as I am concerned, although it does require a C128 and a 1571 drive.

SCREEN TALK

Let's get back to Superbase! Some issues back I remarked that if you searched through almost any Superbase program you would find an "engine" or "kernal" which really did all the work. This usually selects first, does something, then selects next and returns to do something to the next record, etc. But if that is all that is needed to do the work, then what is all the rest of the program for?

Usually, much of it is taken up with providing screens and menus. Screens and menus can take a lot of code and an awful lot of programming time. So why use screens and menus? Well, first, it makes your system look professional. A well thought out series of screens and menus will impress your friends when you want to demonstrate your programming prowess. Without them, there just won't be much to show off.

Let's take as an example a program that asks the operator to input the name of a file, then sorts the file and prints labels or a report in some type of sorted order. That's pretty easy; a plain 'ask' statement will appear on the command line (no screen to write here) and then the program is off and running. But all you see on the screen is "Processing" and maybe a number in the upper right hand corner until it is all through. Not much to get excited about, right?

Second, you have lost control! Think

about it. Right in the middle of the sorting, you glance over to the printer and it is not turned on. What is going to happen? When the program is ready to send data to the printer you get an error message and find yourself in Superbase. What do you do now? Well, first you turn on the printer, then go into the program and rewrite it so that it can start running again at the point where the sort operation was completed and before the print operation began. Or you can just turn on the printer and 'execute' the program again. Of course, it will do the sort operation all over again. No harm done, but how long does that take? With several hundred records that's at least 10 or 15 minutes wasted, not to mention the extra wear on your drive.

Third, without good screens and menus you are operating at the command line level all the time. You are constantly at the beck and call of your computer, feeding it a diet of program names, file names (if you can remember them) and commands.

Some of you are writing programs and designing database systems for use in your own business or as a consultant to other local businesses. Your Superbase programs are going to be used by office staff who just won't have your level of knowledge about Superbase. In fact, you probably don't want them to have access of any sort to your programs. You will, however, want to give them as much help along the way as you can.

Good quality, well written screens can answer all of these problems. They can give your programs an attractive appearance, give clear cut directions and help messages, and provide pauses at decision points.

SCREEN DESIGN

One of the first considerations in screen design is the header or screen title. This should appear on each of your screens, in exactly the same format and position. It may be as simple as the following:

SACRAMENTO COMMODORE COMPUTER CLUB

Place this in the center, on the second line. Good techniques are to underline this or place it in a box, using the graphics characters as follows:

- C=/A = CHR\$(176) Upper left corner
 - C=/S = CHR\$(174) Upper right corner
 - C=/Z = CHR\$(173) Lower left corner
 - C=/X = CHR\$(189) Lower right corner
 - SHFT/* = CHR\$(221) Vertical bar
 - SHFT/- = CHR\$(192) Horizontal bar
 - C=/T = CHR\$(197) Underline character
- (Use on next line)

A word of explanation here about the use of CHR\$ vs keyboard graphics. Since SC3 is printed on a letter quality printer, which cannot reproduce Commodore graphics symbols, I have written all of the demo programs which we will discuss with the use of CHR\$ notation. As you know, when writing your own programs you may also use the Commodore keyboard graphics by simply using the quote mode,

i.e., by following a display statement with an opening double quote character, the desired graphics character and a closing double quote. Such a program, of course, cannot be listed to a letter quality or daisy wheel printer, nor can it be reproduced from within a word processor like Easy Script. So I will use CHR\$ notation when we are discussing screen design.

Here is a demo program which will clear the screen and write a suitable header to the first, second and third screen lines:

LISTING TWO

```

10 forj=1to38:li$=li$+chr$(192):nextj
20 display chr$(147)@@@1,1chr$(176)
   +li$+chr$(174)plus
30 @@@1,2chr$(221)+" SACRAMENTO
   COMMODORE COMPUTER CLUB "+ chr$(
   (221)plus
40 @@@1,3chr$(173)+li$+chr$(189)
50 wait
    
```

Note in Line 110 the use of a for...next loop to construct a string, li\$ (line\$), which is composed of 38 horizontal bars, CHR\$(192). This can also be done in the quote mode using keyboard graphics. Use whichever technique you like. The for...next loop does have the advantage that you can very specifically control the length of the horizontal line; this is not quite as easy during programming when you use the quote mode.

Line 10 creates a horizontal line 38 characters long. In line 20, after the screen has been cleared with CHR\$(147) 'display' is used to place a box corner in the upper left hand corner of the screen, connect it to the 38 character horizontal line string and complete the top screen line with a box corner in the upper right hand screen corner. Note the use of the 'plus' command at the end of line 20. This connects Line 20 to Line 30 and 40. Note also the use of '@' in both lines 30 and 40. This is necessary because we are writing to all 40 screen columns while creating our box. Superbase is touchy about this, and would give us an extra line feed, resulting in unwanted blank lines, if we did not initialize the screen with '@' in Lines 30 and 40. This would not be necessary if we left columns 1 and 40 clear by making our box only 38 columns wide. This is easily done by changing the length of li\$ in Line 10 to 36 and by eliminating one of the extra spaces on each end of the quoted text in Line 30. Line 40 then completes the bottom of the box; Line 50 merely holds the screen image for observation until you press Return. If you would like to return to the program writer instead of the main Superbase menu after 'wait', change Line 50 to:

```
50 wait:prog
```

NEXT MONTH

While continuing with our discussion of screen and menu design, we will look at some alternative ways of writing screens

writing screens so as to minimize the use of memory, always a scarce commodity in the 64, and to allow the programmer to call a new screen whenever needed without rewriting all that code again.

In this connection, if we have the space, we will begin to look at the 'do' command, at once one of the most useful commands for certain purposes while at the same time one of the trickiest with which to program.

=====
= OUTRAGEOUS PAGES =
=====

By JackA7 (Qlink-ID)
From COMM'PUTOY CULT

THIS REVIEW IS REALLY IN TWO PARTS. THE FIRST PART AFTER LOOKING AT THE PROGRAM AND PLAYING WITH IT FOR A FEW HOURS, AND THE SECOND AFTER SERIOUSLY WORKING WITH IT TRYING TO TURN OUT SOME DECENT PAGES FOR A NEWSLETTER. BE SURE TO READ THE LAST HALF OF IT. THE ERRORS REFERRED TO WERE IN OTHER PAGES OF THE NEWSLETTER AND WHAT HAPPENED WAS THAT THE FIRST PASS PRINTED OK, BUT THE SECOND PASS (WHICH PRINTS THE BOTTOM HALF OF THE TEXT) WOULD BE OFF BY 1/2 SPACE TO AS MUCH AS 4 SPACES. (shifted right)

AT LAST! We now have a DTP (Desk Top Publisher) for the C-64. I know a few of you 'GEOS lovers' will object to the first statement, but I do not consider a program that requires you to own another hundred dollars of specific software to be anything more than an enhancement for that specific software.

In my opinion, a true DTP should allow you to use your favorite word processor, data base, spreadsheet or graphic files. It should also allow you to TOTALLY create a page without having to own anything else besides a printer. This one does it and it is the first! There are several more promised and some of them may be better, but this one is priced reasonably (\$50.00 at full retail--discounted to about \$35) and is available now!

WHAT IT DOES:

Batteries Included suggests that you can create Newsletters (2-column, 3-column or diamond), calendars, certificates, invitations, greeting cards, signs, flyers, banners, letterheads, stickers, labels, menus, message pads, name tags and coupons. They have included sample templates and instructions for most of these, but once you have worked through the program and documentation you should be able to create just about any Layout scheme you like.

It prints full pages, full screens and partial screens (boxes).

They call it a "Creative Page Designer", and it is just that. It allows you to place graphics or text anywhere you want and to put circles, ellipses, boxes or borders around it. If you bring in text from your favorite word processor it will flow the text around the graphics you have placed. Menu driven commands allow you to

copy, flip, rotate, expand or reduce any area of the page. Fonts can be mixed in just about any manner. If you don't like any of the 50 fonts that are included, you can modify them or create your own. The program comes with 80 different graphics, patterns (for background or fill) and borders, or you can use any of your favorites from Print Shop or Newsroom. These will have to be converted, but the conversion program is included and is very simple to use. If you already have a Newsroom panel that you like you can bring it into Outrageous Pages. Printer Drivers are supplied for 15 of the most popular printers so most users should be able to pick one that will work for them. The NLQ mode provides a darker and somewhat clearer printout, but is only available through the Epson drivers. All printer files (except CBM) allow you to choose serial, parallel or RS-232 ports for output.

The program is copy protected. They recommend that you make copies of all 6 sides to work from, but you will have to insert one of the Master Key disks for verification at the beginning of each session.

Like most programs of this scope, it is not fast or simple to operate. With two drives it has fewer disk changes, and if you plan a little ahead you could have all your fonts, graphics, borders and patterns on one disk which could eliminate any disk changes. The program is not real fast, but considering what it does I think it does real well. Unlike some programs of this type, it will abort the print process fairly quickly if you change your mind.

The programming seems to be very thorough. Some of the safeguards are a little annoying if you are in a hurry, but it is almost impossible to foul things up and lose or destroy your work with just one accidental key stroke.

The program will work with a joystick, mouse (either 2 or 3 button) or from the keyboard. It also will work with Fastload. You can switch input drivers at any time.

The documentation is thorough, but like all documentation is not laid out in a very logical manner. If you read the manual through before you start you should get a pretty good feel for the program just by running through their 'Guided Tour' section.

ON THE NEGATIVE SIDE

If you want to drastically alter the size of a graphic, you may need a full screen to do it. This would present a problem if you are close to the end of the page. Correcting a spelling error is simply a matter of hitting the delete key, UNLESS you have hit RETURN. Once you do that it becomes a graphic and it is easier to replace the entire line, than to try and correct a single letter. I would also suggest that you re-save all the graphics in postage stamp size as it is definitely easier to enlarge to fit that to load a picture in and have it overwrite an area

because you forgot to turn the Autoflow function on.

While this program does not take advantage of any of the C-128's features, it definitely fills a need for Commodore enthusiasts, and nothing like it is planned for the 128 in the immediate future. Many of these features are available in BASIC 8, but Outrageous Pages does a great deal more and does it more simply.

Well, it seems there may be a few more negative things to say about this program. As you can see by several pages of this newsletter, there seems to be a very serious problem with margins and/or printer resets. Every few lines the printer appears to do a reset. Whether this is something within the printer or due to software commands, I am not sure yet. Since my Epson EX-1000 took a dump this week (I certainly hope not because of printing half a dozen Outrageous Pages), I used an EX-800 for this newsletter. I have re-checked the graphics using the zoom feature and they are intact, and yet, the borders on all multiple column pages are printing erratically. Every time the border fails to print, the line with it and sometimes the following line are off by anywhere from 1/2 to 4 full spaces. As you can see it makes for some strange graphics and some totally unreadable text.

I expect that when I contact the Epson dealer tomorrow, he will blame the software and the Batteries Included will blame the printer. We went through this same stuff in August with Epyx and Create a Calendar. As it turned out in that case it was a problem with both the software and the Xetec Interface. As of this writing neither company has contacted us to say they have solved the problem.

LATE UPDATE -- I called Batteries Included (Electronic Arts) this afternoon and after wasting 7 minutes with someone who knew nothing, was told that a 'Mike' would call me back 'right after lunch'. Well folks, it is now supper time and the newsletter has to go out--warts and all! I will go on Q-Link tonight and post this review and a note to EA and see what happens.

[CCCC Note: My pen pal editor friend, Bob Sackett, returned his defective OP for a replacement, but EA sent him PaperClip Publisher instead since they have had so many problems with OP. MBT.]

=====
= JOYID (Cont.) =
=====

entry. If not, it will leave a small routine in the cassette buffer.

Now, when you need to use the joystick in a program, use the line: SYS 828 to get to JOYID. Everything will come to a screeching halt. The routine is waiting for one of the joystick buttons to be pressed, or the RETURN key. When one of these happens, the program can resume. If you then PEEK location 928, you will get a value of one or two, for the proper

joystick, or zero for the RETURN key. You can put the value in a variable, for later use, by a line like: X=PEEK(928) where 'X' is any legal variable name.

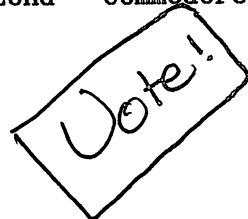
```
10 REM JOYID ** JOYSTICK I.D. PROGRAM **
1987 BY S. E. CLARK
20 CK=0
30 FOR I=828 to 914
40 READ A
50 POKE I,A
60 CK=CK+A
70 NEXT
80 IF CK<>9534 THEN PRINT"***ERROR IN
DATA STATEMENTS***":STOP
90 PRINT"JOYID INSTALLED. SYS '828'
TO USE.":NEW
828 DATA 169,0,141,160,3,133
834 DATA 198,169,1,141,147,3
840 DATA 141,148,3,169,17,141
846 DATA 13,220,169,255,141,0
852 DATA 220,173,1,220,141,147
858 DATA 3,173,0,220,141,148
864 DATA 3,169,129,141,13,220
870 DATA 173,119,2,201,13,208
876 DATA 7,169,0,141,160,3
882 DATA 240,26,173,147,3,41
888 DATA 16,208,7,169,1,141
894 DATA 160,3,208,12,173,148
900 DATA 3,41,16,208,179,169
906 DATA 2,141,160,3,169,0
912 DATA 133,198,96
```

JOYID has been placed in public-domain through the Phoenix Arizona Commodore Club, February 1988.

CCCC

NEEDS

YOU !!!



=====
= GEOS WORLD =
=====

By Dave Breeding, C.A.C.E. RANDOM BITS

This month we'll visit with the GURU and answer all of those questions that you've been asking over the last few months. Then we'll look at the future of GEOS in 1988 and where we think it is going. So without further ado....Here's the GURU.

ASK THE GURU

Q: I just purchased a 64C computer. A disk was included that has the GEOS operating system on it. What is GEOS?

A: It is amazing that after nearly 2 years of GEOS being the 'official' C64 operating system, this is still the most asked question we receive. Simply put GEOS is an interface between you and your computer that displays all information graphically. It uses symbols to mark programs, called icons, and simplifies disk operations and user interface with the computer.

Q: Are there any packages that I can run with GEOS and my C64?

A: Many applications and utilities are available that run under the GEOS operating system and more are on the way. Most products are good with a few exceptions so be careful and read all the info you can get BEFORE you buy anything. Choose what you want to do and then go out and find the program that will fill the bill.

Q: What are the best reference books for GEOS?

A: The best book for new users is "How To Get The Most Out of GEOS", \$14.95 from Midnite Press. The best book for programming GEOS is "The Official GEOS P.R.G.", \$19.95 by Berkeley Softworks.

Q: Why can't I copy my GEOS original disk?

A: Berkeley Softworks has used a very special kind of copy protection which renders the original disk uncopyable by backup systems. However, Berkeley does include a backup disk with each GEOS package and will replace any defective disk for the small fee of \$7.

Q: What is the best source of information on GEOS?

A: The best and most up to date info is available on QLINK on the GEOS ARENA which is run by Berkeley Softworks. The best magazine is GEOWORLD which is available for \$20/yr., from GEOWORLD, 38 Santa Ynez St., Santa Barbara CA. 93103

Q: What is the best product currently available for GEOS?

A: The best product is GEOPUBLISH which is a desktop publishing environment for the C64. It turns your C64 into a system that competes with computers costing 4 to 10 times as much.

Q: What is the big hold up with products for GEOS 128?

A: It seems that Berkeley is 'making sure everything is perfect' before they ship any C128 products out. This is highly desirable as we have seen with the premature shipment of GEOCALC for the C64, which was one of the worst products of 1987.

THE YEAR AHEAD What can we expect for 1988 in the way of GEOS products? We at Geos World got together, decided to make a few predictions about what we'd see in 1988. 1. Berkeley Softworks will experience increased delays with bringing their products to market. Mismanagement and company infighting will cause products to

be extremely late in arriving, full of bugs, and more expensive. 2. Other companies will jump in with GEOS products. The first GEOS games will appear starting with simple card & dice games and quickly progressing to graphic adventure games. 3. Public Domain products will start appearing by mid-June in force. Many of these products will be 'GEOSatized' products that are converted to the GEOS system. 4. Geos Languages will begin appearing around late September. GeoForth will be first, followed by GeoComal, and GeoC. GeoBasic, Berkeley's entry, will be delayed and will arrive very late in the year.

=====
= MORE GEOS =
=====

By BJ Hudson, Q-Link
From Garden State C.U.G.

#2: GEOS SUPPORT ON Q-LINK

Okay, so you got this GEOS disk with your new system and not real sure how to use it. The manual gives the basics, but it is easy to get in a jam that is not covered in the manual. First, you could ask your local user's group, but no single person is an expert on all aspects of GEOS. You could write a letter to Berkeley Softworks or call California, but expect a wait.

The primary support for GEOS from BSW is provided on-line via Quantum-Link in the GEOS Arena (+) under Commodore Software Showcase. The latest GEOS news is available directly from BSW. The current news file explains the upgrade and update policy for various GEOS programs. There is also a general discussion message area. You might find someone who has already solved the same problem you have. Unfortunately, many of the messages are just complaints and ramblings. A more direct way is to leave E-mail to one of the BSW gurus. You will often get return mail within a week. The official BSW representatives often reply with stock answers (can't be done or return the disk plus \$10), but you can find straight answers.

Of course the best part of the Q-Link GEOS Arena is the big library of programs and files that are available for download. These include some free updates and conversion programs from BSW, some quality shareware programs, a collection of geoWrite examples and geoPaint graphics. You will need geoConvert to change the downloaded programs into GEOS USR files before using them. Many of these programs will be available in user group libraries.

What's the bottom-line cost? Q-Link at 300/1200 baud generally costs \$9.95/month plus \$4.80/hour beyond your first free hour per month. Orientation and a few basic services are available with unlimited free time, but most everything useful is a plus service.

QUESTION: I tried GEOS and made a work disk like it says. When I tried to use it,

I kept getting 'Disk Full' errors. I have a single disk drive. How do I get around this space crunch?

ANSWER: A 1541 work disk has very little room left for data files. I suggest making several work disks. One for each application, geoWrite, geoPaint, etc. You could also consider a second drive, a RAM expansion unit, or a 1571 drive. You should delete all unused fonts and printer drivers from your work disks. Do not delete files from your boot disk and make a backup before you start. You will eventually need this backup. [A correction to last month's article: If your V1.3 Upgrade fails for some reason, restore your boot disk from your backup and then retry the upgrade on the ORIGINAL BOOT disk.]

=====
= DON'T BURY YOUR C64/128 =
=====

By Charlie Hirsch, THE SYNTAX ERROR
From the CUGOS Clipper

In the past few issues of THE SYNTAX ERROR, we have published numerous articles telling those proud owners of Commodore 64s and 128s why they should trash their trusty computers and upgrade to either an Amiga or an IBM clone. It is interesting that nobody seems to mention this, but that is an entirely different story. As I mentioned in the October edition, most of our membership is not using their current computer at anywhere near its maximum capacity and therefore upgrading would not make a lot of sense.

The C64 remains a classic computer with a tremendous amount of software available. The choice of games and educational software is matched in the industry only by Apple. It is still capable of handling word processing and data base management chores quite proficiently. [CUGOS Clipper Ed. note: See earlier issues of the Clipper for benchmark comparison tests between the 64 and IBM on word processing. The 64 actually performed BETTER than some IBM software did!] If these chores consume a large percentage of your computing, the C128 is an excellent computer. It preforms word processing in a true 80 column format while retaining compatibility with almost all C64 software.

The availability of software intended for use by children makes the venerable C64 an outstanding choice for home computing. Those of us who own C64s should not only think twice about trashing them, we should be proud of them and equally proud of the intelligence shown in our original choice of computers. While I have found it necessary to upgrade my system because of business use, I have retained my C64 in my home. To have done anything else would have precipitated a rebellion by the rest of the family. All of us spend many hours enjoying our home computer. The children play games, use educational programs, and do homework and reports on their trusty friend. I still enjoy some of the software that I had become accustomed

to using.

While an upgrade to a more powerful computer might make sense to many of us, it is equally sensible to maintain the large investment in software and knowledge that we have compiled about our current systems. This is especially true if a great deal of the software that we are now using (games and educational in particular) is not available for the new machine. I would guess, however, that most of our members have absolutely no reason to upgrade to anything at all.

[CCCC comments: I agree 100% with the above. I would not consider parting with my SX-64, and I hope that my C-128 lives as long as I have to deal with MS-DOS text files--or at least until I find the pot at the end of the rainbow and can upgrade my Amiga 500 to a 2xxx and some company comes out with a decent word processor for the Amiga (I am anything but favorably impressed with that version of Word Perfect)! I get calls constantly from people who want to know what computer to buy. Nowadays, I tend to talk Amiga first because when you start from scratch, especially teachers, it's not all that much more than a well-outfitted C-64. However, if the person doesn't need or want that much capability, then the 64/128 is the way to go! I even talk people out of buying my Apple and into a 64/128--which I don't have for sale.

=====
= FAME AND GLORY =
=====

Walter Watts, Sr., "As Easy As" in Gainesville CUG.

CCCC Newsletter, in MC Cubed Hardcopy, "This newsletter is just packed full of ideas and info. Read this one for sure!" in an article on the exchange newsletters to be brought to a meeting. Don't let this reputation die...

=====
= RUMOR MILL =
=====

From SC Cubed

If you haven't already heard, there are a lot of heavy rumors about that point to a different C-64 to be introduced at the Summer Consumer Electronics Show. A C-64 with the 256K RAM already built-in, with 80-column capabilities, and with a built-in 1581 drive with fast ROMs so that drive will be lightning fast. Sounds like an interesting combination. Question is, how much, and why now???

[This is a 64??? MBT]

Welcome to
New Members:
Dean Scheytt
William Vigasin (Big V BBS)
Newell Whetstone

=====

= RENTAL LIBRARY UPDATE =

=====

By Leila Joiner, CCCC

If you haven't checked out the new commercial software rental library, you're missing an opportunity to "try before you buy!" How many times have you paid good money for a program that eventually ended up in your closet (or someone else's) because it didn't do what you thought it would? or it did it, but not on your system? Or, it was too simple, or too complicated, or too slow, or didn't hold enough information? Why take chances? Our rental library now has 32 packages available, ranging in price from \$1 to \$4 a month, for both the C-64 and C-128, including graphics, spreadsheets, word processors, databases, money managers, programming utilities, games, simulations and interactive fiction.

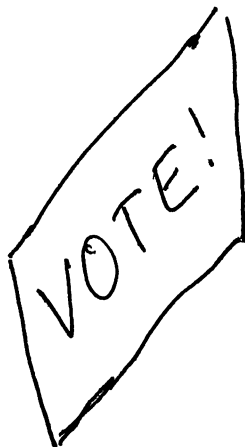
Commonly asked questions: "What about the Amiga? What about the Amiga owners?" As soon as the Amiga owners start joining the rental library, the library will start obtaining Amiga programs. Our policy is to stock first those programs specifically requested by the library members. It only costs \$10 to join, and that money will help purchase the programs you want to rent. "What if I have programs to donate, but don't want to join right now?" Donations are a major source of material for the library, since our funds are still limited. If you have programs you are no longer using, you can donate them now, and when you become a library member, you will receive rental credit for all previous donations!

List of donors-to-date:


- Ed Sanford
- Robert Thomas
- Leila Joiner
- Howard Wooten
- Bob Clausen
- Macey Taylor
- Clarence Callendar
- Neil King
- Brent Williams

List of Members-to-date

- Doug Davis
- Bob Holdcraft
- Andy Davis
- Elmer Laws
- Rev. William Weeks
- Brent Williams
- Robert Clausen
- Cecil F. Allain
- Lila "Mike" O'Neill
- Edward J. Selinger, Jr.
- John S. Baird
- Randolph Schild
- Ray Waters
- Maureen Fielitz



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List of Rentals-to-date

- #101 Easy Mail/C-64/home-business
- #102 Macro Assembler/C-64/programming
- #103 Flight Simulator II/C-64/
simulation
- #104 3 PET tapes/PET/educational
- #105 Future-Tax/c128/home-business
- #106 Your Money Manager/C-64/home-bus.
- #107 The Musician/C-64/music
- #108 Multiplan/C-64-128/spreadsheet
- #109 Word Writer 128/word processor
- #110 Paul Norman's Computerized Pub-
lishing Company/C-64/graphics
- #111 Echelon/C-64/simulation
- #112 Outrageous Pages/C-64/graphics
- #113 Mindshadow/C-64/adventure
- #114 Boulderdash/C-64/arcade game
- #115 Karateka/C-64/strategy game
- #116 Pinball Construction Set/C-64/game
- #117 American Challenge/C-64/simulation
- #118 Computer Diagnostics/C-64/utility
- #119 Compute! disk/magazines may-jul'87
- #120 Compute! disk/magazines feb-apr'87
- #121 Compute! disk/magazines 11/86-1/87
- #122 Compute! disk/magazines aug-oct'86
- #123 Epyx Previews/C-64/games
- #124 Print Shop/C-64/graphics
- #125 GEOS & Fontpack 1/C-64/graphics

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= COMMODORE EXPO =

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It is unfortunate that we didn't know about this sooner--something awry in the great US Mails, we suppose, for the news came to CCCC via the San Jose, CA newsletter. BUT, the Phoenix area Commodore user groups are again putting on their exposition of CBM machines and products, with classes, too.

Saturday, June 4, 10 am - 6 pm
Sunday, June 5, 10 am - 5 pm
Caravan Inn Convention Center
3333 E. Van Buren Road
\$5.00 per person

Special Room Rates
Single - \$32 * Double - \$38
(800) 528-8191

They have offered CCCC a free table if members would like to organize quickly to sell DDD, TWS, and public domain disks. Call Doug Davis to volunteer, let it be known that you have space for riders in your car, etc.

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= H-P PAINTJET =

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By Macey Taylor, CCCC

This is a superb printer! Unfortunately, if you haven't already bought one, you have missed the opportunity to get it for \$730, according to a recent caller, who said that whatever the source Val-Com had for this low price has apparently been exhausted. That was a price too good to be true, even the original \$780 was--for the dealer cost is reputed to be \$920. Please inform the Editor if you find another source of this printer for under \$1000, for it also performs nicely on the C-64/128 if you print directly or have software that includes a driver that will work with it, and it will do all its wonders with the Amiga and PC-10s (and the new CBM MS-DOS machines).

=====

= AMIGA NOTE FOR =
= PROSPECTS =

=====

Re the above, one thing C-64/128 users may not know is that you do not have this problem of old software and new printers with the Amiga, as is so common with the 64/128s. I have very little 64/128 software that will work with my Toshiba P321, and I have run into problems with the club's Star-Micronics NB-24 because hardly any C-64/128 software of any age (and even lots of new things) has any provision for 24-pin printers. With the Amiga, printer drivers can be added easily as new printers and better drivers come out, and the drivers are generally free.

Flash!! Flash!! Flash!! Flash!!

The very latest library update on new rental software for May:

- Superbase 1 128/C-128/database
- Bobstermpo 128/C-128/tele-communications
- Paperclip II/C-128/word processor
- Fontmaster II/C-64/word processor
- Hitchhiker's Guide to the Galaxy/C-64/science fiction text adventure
- Spellbreaker/C-64/fantasy text adventure
- Professional Tour Golf/C-64/simulation

=====

= WANT ADS =

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FOR SALE: Brother EP44: 24-pin printer/typewriter, with CBM serial interface. \$150. Jak Schibley, 620-6112.

FOR SALE: IBM PS/2, loaded with extras, \$2800. Apple Iie 128K, brand new, one drive, \$795. IBM Proprinter II, \$400. C-64/128, IBM, Amiga software & misc. Macey Taylor, 326-7265.

CATALINA COMMODORE COMPUTER CLUB, INC., TUCSON, ARIZONA

OFFICIAL BALLOT: June 1988 Elections

INSTRUCTIONS: Complete and either

- 1. Bring to the meeting and deposit in the ballot box. Or
- 2. MAIL TO: CCCC, Inc., Attn: BALLOT
P.O. Box 32548
Tucson, AZ 85751

MAILED BALLOTS MUST BE RECEIVED BY 5 p.m., JUNE 7, 1987

1. PRESIDENT (Vote for one)

(write in) _____

(write in) _____

2. VICE PRESIDENT (Vote for one)

(write in) _____

(write in) _____

3. TREASURER (Vote for one)

STEVE WITKOWSKI

(write in) _____

4. SECRETARY (Vote for one)

BOB HOLDCRAFT

(write in) _____

5. MEMBER AT LARGE (Vote for TWO)

RANDY SCHILD

TOM D'ANGELO

(write in) _____

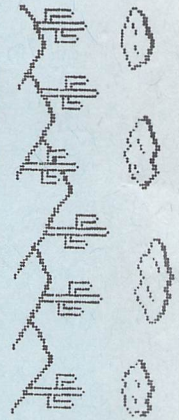
(write in) _____

(write in) _____

Your NAME and MEMBER NUMBER MUST appear on mail-in ballots to be counted. When counted, these ballots will be checked off against a master roster. Ballots will be accepted from members in person at the June 7 meeting as their names are checked off against the roster. One vote per person... BUT DO VOTE!!!

USE ME

NOTE!



CATALINA COMMODORE COMPUTER CLUB, INC.
TUCSON, ARIZONA

NEWSLETTER
VOLUME 6, NUMBER 6 - JUNE 1988

**** IMPORTANT ****

* **GENERAL MEETING - JUNE 7, 1988**
St. Peter & Paul Catholic Church
On Campbell 4 blks N of Speedway
7 p.m. - Out NLT 9:30 P.M.

* **SATURDAY HELP DAY, - JUNE 18, 1988**
Flowing Wells High School
Near Prince & Oracle
Map Inside Page 6
10 a.m. to 2 p.m.

* **EXECUTIVE BOARD MEETING**
(All Members Welcome)
JUNE 14 7:30 P.M.
Doug Davis's house
7341 E. Fayette St.

MARK YOUR CALENDARS !!

* MEMBERSHIP RENEWAL *
* ADDRESS CHANGE *

Actn., Membership Chairman P.O. Box 32548, Tucson, AZ 85751-2548.

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AMIGA SIG - CCCC - Page 1

AMIGA HELP

By Dennis McCormick, CCCC (742-2650)

Help for Amiga users and those with questions about the Amiga in general is now available during the regular Saturday HELP DAY. Is your program not working right? Can the Amiga do this and that? What's the difference between an Amiga 500 and 2000? Come over and see what the answers may be using the club's Amiga 500! This Amiga has 1 megabyte of internal memory, allowing most programs to run without restrictions. An external 3.5 inch micro-floppy disk drive, a color monitor and small stereo sound system are provided. You must bring the program source (and language if not AmigaBasic), documentation, other disks, printer with its cable and printer driver and its documents.

The help session starts about 10 A.M. at the Flowing Wells HS Choir Room near Pomona Street. The session ends between 1-2 P.M. My name is Dennis McCormick, a new arrival to the club. I've owned an Amiga 1000 for a couple of years and do some assembly (MetaComco and Assempro), TDI Modula-2, and AmigaBasic language programming with it. I can read some C language. Commercial products I use are Scribble!, a word processor, Sonix, a music composition program, and Deluxe Paint, an old version of a graphics program that I have not used for some time. I'm no expert in anything! I'll tackle any problem that you bring to the session. Others at the session may have the answer. There are many good sources of advice in this club.

Here's a summary of the last session. Are the Amiga 3.5 inch external drives interchangeable with the Commodore ones? No. The newest Commodore color monitors should work with all Commodore products. What are the feature differences between an Amiga 500 and 2000? The 2000 may be configured to use IBM/MS-DOS products and programs. The 2000 may be internally expanded much more than a 500. There are differences in the video output between the two. The 2000 costs about \$1000 more. Amiga software works equally well in both and the Amiga 1000. In AmigaBasic line numbers are not usually used. How can the cursor be moved to some location quickly? Use the "List" command with a label to move to that label's location. Use the "Stop" command in a program as a debugging aid. Place "Stop" (w/o the quotes) at the end of any line which has variables that needed to be examined. Move to the Output window and enter "Run". When the program halts, enter "?variablename" followed by a "Return" key push. That variable will be displayed with its current value at the time of halt. More than one variable can be displayed at a halt. Continue the program by entering "Cont" or move the "Stop" elsewhere and then run the program.

Check the newsletter for time and place information about future Saturday Help Days. If you have questions, call me.

DESK TOP VIDEO

By Macey Taylor, CCCC

We were treated to an afternnon of presentations on desk top video applications on Friday the 13th at North American Digital. Several local experts showed what they are doing with Amigas professionally in this area. Both DigiView and LIVE! were on display, as well as TV production and a project from the Department of Physics and Atmospheric Sciences at the U of AZ. I hope to have accounts from the presenters in future issues.

PHOTON PAINT

By James Alexander, CCCC

I just got a copy of a long-awaited program that I have had on order. The program is Photon Paint. After Deluxe Paint II, there didn't seem to be much need for another paint program. DigiPaint came out, and everyone thought (hoped) that it would be DeluxePaint II, only with HAM capabilities. DigiPaint turned out to be better as an editor than as a paint program, so still we waited. To start off with, it was well worth the wait.

Photon Paint is a real paint program, with complete HAM capabilities. Assuming that everyone is familiar with Deluxe Paint II (everyone SHOULD be), I will discuss some of the features of Photon Paint. When you boot up Photon Paint, you can tell that there is even more attention to details than in DPaint II. The drawing gadgets are drawn to look three-dimensional, and therefore look more like push buttons. The creators of Photon Paint were clever enough to realize a problem that occurs with most other paint and graphic programs, that the requesters are sometimes obscured depending on the palette of the picture. Photon Paint solves this by assuming that everyone has memory to spare, and opens requesters on a screen of their own, so that the requesters always have the same appearance and readability.

Photon Paint has the standard drawing tools (Freehand Draw, Dotted Freehand Draw, Line, Arc, Hollow/Filled Rectangle, Hollow/Filled Ellipse, Hollow/Filled Circle, and Fill). There is a 'Pix' tool that does pixelizations on your artwork. (For those that don't know, pixelization is the mosaic effect you get by averaging the pixels into larger pixels.) There is a magnification tool, and it works much like the one in DPaint II, except that this one opens up a standard window that can be moved and resized, which is a big bonus. Unlike DigiPaint, Photon Paint allows you to use text in your HAM artwork, without having to use brushes from DPaint II to do it! You can use all the different styles of type, plus you can use fonts from many sources without having to manually assign fonts somewhere else than the Workbench disk, and without having to copy them onto your

Workbench disk. (Glad to see someone doing it correctly.)

The way that HAM mode is set up on the Amiga uses 16 colors as base colors. These colors are then modified in order to give the complete range of 4096 onscreen. The program boots with optimized base colors, but they can be freely changed. Drawing with any of these colors prevents any color fringing. You can change the base colors, and then have the program "remap" the picture to those colors. A paint program wouldn't be complete without a spare work area. It's called "alternate" in Photon Paint, but behaves the same as in DPaint II, and even uses the same keyboard shortcut to access it. Since we're talking colors here, the palette is the next topic.

The palette is located on the fast menu that the program uses for all its basic drawing tools. The palette has 64 squares, so there is plenty of space for the often-used colors for a picture, as well as space for doing color spreads. By clicking on the up/down arrows in the upper right corner, an extended menu appears. The extended menu has color blending squares similar to DigiPaint. In addition to the RGB sliders, there are HSV (Hue, Saturation, Value) sliders.

You can change between various screen modes. The way that HAM works, allows only lo-res screens. You can have interlace and overscan. As in DPaint, you can have the coordinates of the cursor displayed. Also, there is the option of closing the Workbench to free up some (needed) CHIP RAM. This program really uses up the memory. HAM mode requires six bitplanes, and all of that memory must come from CHIP RAM. If you have an alternate screen, then it takes twice as much memory, plus the "undo" buffer and brush tool each use up CHIP RAM. A useful feature of Photon Paint, is the Mouse Speed options. This acts much the same way as the mouse speed selector in Preferences, except here you can change speeds on the fly, since it's a menu option. The slower speeds are GREAT for detail work.

One of the best features of DPaint II, is the use of brushes. The blitter makes your Amiga appear as if it were designed for cut-and-paste picture editing. Brushes are supported in Photon Paint, but some of the features of DPaint II are not included. The most noted omissions are the brush "tiling" options, and the brush perspective fill screen option. You can flip the brush horizontally or vertically, and the same keys that do it in DPaint II, do it in Photon Paint. You can resize the brush, except there is no aspect lock. The aspect lock in DPaint II is handy when you are manually resizing a brush. It keeps the same horizontal and vertical ratio. You can take a brush and twist it. This is hard to explain, but what it does is create a spiral out of your brush depending on how much "twisting" you do. There is the rotate brush option. It seems to work a little better than the DPaint II version. (Possibly due to a larger palette, and hence, better color averaging.)

The "Wrap On" function deserves a paragraph of its own. This program brings surface mapping to the Amiga in a big way. By cutting a brush of any picture, you can then wrap that picture onto tubes, cones, spheres, ellipses, cubes, and a special free-form mode. The results are great; except for the time involved to do the math, it is perfect. The free form option makes it easy to do vases, or anything that is symmetrical about an axis. During the first day that I had the program, I used it to map a blue and grey tortoise-shell pattern (with simulated lighting) onto a chess pawn. This program is a LOT of fun. The simulated lighting option for wrapping makes it easy to create objects that have a real three-dimensional look. The lighting can be placed anywhere in the 3D universe that you want it.

There are brush bend options that are similar to those in DPaint II. One of the best features of DPaint II was the perspective function. In Photon Paint it's called "Tilt", but it is similar. The advantage of the Photon Paint version is that it is more intuitive to get the orientation that you want. The disadvantage is that I haven't been able to find a way to do perspective tiling. (I can always do it in DPaint II, and then import it as a brush, but I shouldn't have to.)

One of the first things that you will notice about pictures created originally in HAM format, is the way that the colors usually have a dithered effect to them. By blending colors, anything that you draw will seem to have a texture, instead of a "flat" lifelessness. The way the blending is achieved in Photon Paint makes it almost effortless to get the effects that you want. If you want to simulate a simple light source, it's as easy as clicking the mouse within a square and choosing the blending option. The dithering is automatic, and can be set to any of 16 levels. You can choose "add" or "subtract" and get realistic fogs or clouds.

This program is incredible, and opens up many dimensions that were missing from DeluxePaint II. Photon Paint will not replace DeluxePaint II; just the opposite, they complement each other well. By doing some preliminary work in DeluxePaint II, and then importing it into Photon Paint for the 4096-color-palette finishing touches, you can take advantage of the best of both worlds. You can't help noticing that Photon Paint seems slow, but there is much math involved in maintaining a HAM image with the proper coloring, not to mention the math involved in the many brush operations. As soon as I heard about this program, I put it on order. After two weeks of using Photon Paint, I can only say that it is at least as good as I expected, and should be a part of anyone's software arsenal if they are artistically inclined. Have fun!

DeluxePaint II copyright Electronic Arts; DigiPaint copyright NewTek; Photon Paint copyright MicroIllusions.

Amiga SIG - CCCC - Page 3

PILOT INSTRUCTIONS: Part II

By D. F. Doell, CCCC (Copyright, 1988)

VOTE!

III. Syntax

PILOT programs are a series of "statements" with one statement per line, the last of the series being the "end" statement (E:). Line numbers are not required. The following is the sequence of parts (most parts optional, commas not used) within a statement:

*Label, Command, Limiter : Object <Return>

*Label

When present, a loop, a subroutine, or a special-purpose section of the program must be named. The name is called a "label" and permits the programmer to establish identification points within the program. This, in turn, permits jumping from point to point within the program, should the programmer wish to incorporate such activity in his design. (See V. Elements of Program Design.) The label is an optional part of the statement, and its listing as the first item in syntax is only done to indicate that when it is used it is the first item of the series. Actually, it is most often not only the first part of line but also the only part of the line (in this case, then, there really isn't a series). Sometimes the label follows a command. The asterisk (*) is always used as the first character of the label (both when the label starts a special section of a program and when it is referenced after a command as a point to be jumped to) and serves to distinguish the label from a command, limiter, or variable.

Command

Standard references on PILOT call commands "instructions" or "instruction names." A line that contains a command and other syntactical elements is sometimes called a "statement." The command and the colon (:) are the only consistently found parts, and a statement may be made with only those two, for example T:. In fact, there are times when the colon may be used alone, as for instance when the programmer wants to print several lines of text. In this instance the first line must be preceded by T:, but subsequent lines require only the colon. The situation is much the same with other commands. (See IV. Commands, etc.)

Limiter

Limiters are special terms that modify the operation of the command. As a rule, the longer versions of PILOT use limiters of three types: (1) "conditioner" or "conditional," (2) "expression" or "relational expression," and (3) "modifier." Amiga PILOT uses the first two types, but not the last. "Y" and "N" are two limiters of the "conditional" type. (See Limiters and Math Operators in IV. Commands, etc.)

Colon (:)

The colon acts as a separator between the command and the object of the command to aid the interpreter in distinguishing the command from what the command is to operate upon. A space before and after the colon is optional. The colon can also act as a "ditto" sign for the command on lines after the command's introduction.

Object

This is the object of the command, that which the programmer wishes the command to operate upon. It will differ with the command, e.g. with T:, it will be a blank, text, the results of computation, data stored in a variable, etc.; with A:, a blank space or a variable name (what the programmer wishes an answer to be stored in); with C:, a formula that the interpreter needs to perform a computation; with J:, a place in the program to which the interpreter should "jump"; with R:, the remark or comment that the programmer wishes to insert, etc. (Remark lines are ignored by the interpreter.)

<Return>

At the end of every line, the Return key is pressed to record the line and begin another.

For complete information on PILOT syntax, commands, and program design, see John Starkweather, A User's Guide to PILOT (Englewood Cliffs, N.J.: Prentice Hall, 1984). Consult also Pilot.bnf (1985), a text file by Dave Taylor that briefly lists the constituents of Amiga PILOT.

IV. Commands, etc.

Constituents of the Amiga PILOT language are as follows. To some commands I have added the limiters (specifically, the "conditionals" or "conditioners" Y and N) that

Amiga SIG - CCCC - Page 4

they may take and the meanings that the commands assume because of the limiters. (PILOT commands are sometimes called "statements" in standard references on the language.)

A. Command	Meaning	Use
A	Accept an answer (AY?AN?)	Stop program, wait for keyboard input, store it in a variable or in the "buffer." Sometimes called "identifier," a variable is not named unless extended use of it is anticipated; then, it is named immediately after A: (See Variables below.) A buffer is a temporary memory location. The buffer is cleared with each subsequent A: command, and reinvested with information when there is new keyboard input after the A: command.
C	Compute	Enter a formula for interpreter to use.
CN	Compute if no match	Enter formula if Match value not matched.
CY	Compute if match	Enter formula if Match value is matched.
E	End	If at end of program, means: Stop program, exit PILOT, return to command level. If at end of subroutine, means: Stop subroutine and return to original place (point of departure).
EN	End if no match	End subroutine or program if Match value not matched.
EY	End if match	End subroutine or program if Match value matched.
J	Jump	Move interpreter to another place in program and do not return. (Place to go is shown after J.)
JN	Jump if no match	Move if answer or result is same as Match information.
JY	Jump if match	Move if answer or result not same as Match information
M	Match (MN?MY?)	Establish what should be answered (matched). (See V. Elements of Program Design for limits.)
R	Remark	Enter parenthetical information. (The interpreter ignores lines starting with R.)
T	Type	Print something on screen (text, a sum, contents of a variable, result of computation, blank line, etc.).
TN	Type if no match	Print something if answer not same as Match information.
TY	Type if match	Print if answer is same as Match information.
U	Use	Move interpreter to another place in program; when E encountered return to continue from original place or another place. (Place to go is indicated after U.)
UN	Use if no match	
UY	Use if match	

B. Variables

Also sometimes called "identifiers," PILOT variables are of two types: "string" and "numerical." String variables are used for storing text data (keyboard characters), such as letters and symbols. The programmer must invent the name of the variable, perhaps using some word that represents what he wishes to store in the variable and then must precede it with "\$," the indicator of its type. (\$ resembles the letter S, which might stand for "string," hence its use as an indicator for a string variable.)

Numerical variables are also words invented by the programmer. They are used to store numerical data, perhaps the result of a computation, and are preceded by "#". (# is commonly used to mean "number," hence its use as the indicator for a numerical variable.)

In some reference sources on PILOT, \$ and # are also called identifiers, perhaps because they can identify the type of variable.

Both types of variables are used to store data that is either generated within the program or that is put into the program via the keyboard during interactive sessions with a student. In the latter case variables are being used to accept and store students' answers. Once stored in the variable, data can be recalled, printed, manipulated, used for other purposes in the program, output to other files, etc. To do that, it is the variable name that must be referenced, rather than the data itself. Variables have been likened to locations in which information is stored, "mailboxes" for "letters" being a metaphor used with elementary school children.

Variables are used in conjunction with all the commands.

C. Limiters

Amiga PILOT has two types of limiters, both placed after the command: (1) "conditioners" or "conditionals" and (2) "relational expressions." Amiga PILOT conditionals are Y and N. Y is used when match is indicated and N when no match is indicated. Relational expressions are expressions involving math operators.

D. Math Operators

These are placed between numbers and in algebraic expressions. When the PILOT interpreter does math operations, it does not simply move from left to right in a

statement containing math expressions and take each math operator in turn. Instead, it will do some types of operations first and other types afterward. The sequence is as I have listed them from top to bottom.

Operator	Operation/Meaning of Expression, Example
*	multiply, viz. 12 * 12
/	divide, viz. 12/2 (12 divided by 2)
+	add, viz. 2 + 2
-	subtract, viz. 5-3
=	equals, viz. a - 2 = 5
<>	less than and greater than ("not"), viz. a <> b, or a<> 12
<	less than, viz. a < b or a < 12
>	greater than, viz. a > b or a > 12
<=	less than or equal to, viz. a <= b or a <= 12
>=	greater than or equal to, viz. a >= b or a >= 12

The implications of preferred sequence are important. In the simple $3 + 4 * 2$, which commonly is held to mean 3 plus 4 equals 7 times 2 equals 14, the interpreter will render a different answer. Its operation is 4 times 2 equals eight plus 3 equals 11. Formulas must be so constructed as to allow for the preferred sequence and still operate as proper formulas for the operation. Only then will they give appropriate results. Sometimes, with a very complex formula it is wise to take the long way round: break the formula into several small parts, store the results of the parts in several variables, and then combine the variables in the "reasonable" and "apparent" order one is used to.

Parentheses to enclose math expressions: Math expressions used as conditions for executing a command (and, therefore, acting as limiters on the command) are placed within parentheses right after command and before the colon. Two examples are

J (#attempt > 2) : *correct answer (This says: If the numerical variable named #attempt is greater than 2, jump to the subroutine named *correct_answer.)

T (#age < 0) : You haven't been born yet? (This says: If #age is less than 0, type "You haven't been born yet?")

A COMPLICATED SYSTEM MADE SYMPLE COMMAND LINE INTERPRETER

By Fred Little, PACC, Prescott, AZ

Following are a few tips to make working with the Amiga a little simpler. The first item will show you how to make up a stripped workbench into which you can transfer an icon for AmigaBasic, Abasic, a wordprocessor, etc., and have it boot into that program without any additional work (and grinding) of the disk drive, and if you are a smoker, it saves a day of waiting time.

1. Load the WORKBENCH and then CLI, which is the access mode into the DOS.

2. At the 1> prompt, type "diskcopy from df0: to df1:" if you have two disk drives or go into the system icon on the WORKBENCH. Follow the prompts to get your second copy. Put the original in a safe place.

3. Restart the machine with the copy in place, and delete everything from the disk except the CLI. Now double click the CLI icon and when it loads, (at the 1> prompt, type "delete fonts all". As the fonts are deleted, they will print onto the screen. You now have a disk you can rename anything you want, and it will have 928 blocks or 476,160 bytes free!

4. Let's say we want to put Amigabasic on this disk so that it will boot automatically upon insertion into the drive. OK.

a. Transfer Amigabasic onto this disk.

b. Load the CLI.

c. On the 1> prompt type ed s/startup-sequence & return. The present startup sequence will appear. Using the cursors and delete keys, replace load WB with 'amigabasic' and delete the last line endl>nil;

d. Last, press the ESC key, then x and return to CLI. Then to resume BASIC type (at the 1> prompt) amigabasic or abasic, return and you are back in BASIC. DOS does not discriminate between upper and lower case. Either will be accepted.

NEW CLI COMMANDS

Version 1.2 offers new CLI commands to support some of the above features, as well as a few other useful commands. Here we will give each commands syntax and then discuss its function. We will follow the same basic syntax conventions as the Introduction to AmigaDOS manual. The notation df<i> is a shorthand way of saying that you may name any Amiga disk drive.

ADDBUFFERS DF<i>:<nn>

This command assigns <nn> extra buffers, each containing 512 bytes, to the cache for the specified drive.

DISKCHANGE DF<i>:

Not the typical 5 1/4 inch drive, is capable of detecting when you change the disk. Use this command to tell it when you have changed disks in such drives.

DISKDOCTOR DF<i>:

To try to save a disk, put it in a drive and issue this command.

Amiga SIG - CCCC - Page 6

MOUNT <device>

For this command to work, the device you name must have an entry in the file :devs/Mountlist on the workbench disk.

SETASKPRI <priority>

Now you can give different tasks different priorities. This command sets the priority of the CLI task from which it is issued.

I HATE WORD PERFECT!

subtitled: Where are Eric Lee and Steve Punter?!

By Macey Taylor, CCCC

They say that familiarity breeds contempt--this is certainly true in my use of Word Perfect on the Amiga! Besides the many things it just plain lacks, things which I am accustomed to using as I work on the newsletter with Word Pro and The Write Stuff, besides the many extra hours taking out people's TABs and lines between paragraphs, etc., these pages represent many rebootings, trying different disks, trying different printers, and most of all, CURSING like a sailor. It absolutely refuses to print more than one page in columns, and those single pages must be selected as page 1, print this page only. It suddenly started refusing to LIST FILES, by keyboard or mouse control. Etc., etc. I keep thinking, "It was for this and Page Setter that I bought the Amiga when I did and bought a 500 instead of the 2000 I really wanted!" Boy, do I wish I could go back to October 30 and "redo from start." I have seriously considered transferring everybody's files to the PS/2 and using that WP, which is pedestrian, but it works, and a lot faster--Amiga WP is not measurably faster than using IBM WP with the Transformer, I find. I have more seriously considered transferring them to the C-128 and using a decent word processor that does what you tell it to and doesn't hide the codes from you and flop back to the company's choice of settings every time you think you've finally got it set the way you want.

As for Word Perfect's ads about their customer support, phooey! I have written three times to ask for the newest bug-fixes, but they haven't sent me the January version yet, much less the latest one (May). I am having all these problems on my Toshiba P321, which I know how to operate. It won't print anything on the CCCC NB-24-10, and it prints extraneous numbers on the H-P Paintjet. WP Corp should have followed SoftLogik's policy of hanging onto their product until they at least think it's bug-free.

Now I understand why the Tucson Computer Society has not one but two Word Perfect SIGs... and why the package comes with an invitation to pay \$30 to get support from a WP user group.

Amiga SIG members who are interested in having an Amiga Word Perfect support group/SIG, please contact me. Ditto

anybody who has used or is using one of the newer word processors (real word processors, not graphics programs like ProWrite--those are great for certain things, but not for heavy-duty word processing).

USING ALEGRA WITH MICROBIOTICS ADAPTER

By Stephen P. Grant
Collected USENET, Reprinted from AmigaHelp

In Article <2036@crash.cts.com>
iqbal@pnet01.cts.com (Iqbal Hans)
writes:

Would it be possible to use the Alegra with 2 megs in an Amiga 2000 with the Microbotics Starboard II adaptor? How 'bout with a MINIMUM of hacking?

The adaptor has one wire that needs to be hooked to the Starboard somewhere. I think this is for autoconfiguring. Would it be possible to connect it to someplace on the Alegra or do you need it at all provided? You can, of course, use the Alegra with the adaptor?

Iqbal Hans: Yes, it is possible. Here's how to Install your Alegra in your Amiga 2000, using the Microbotics SB2000 Adapter Card:

1. Completely remove the Alegra board from its metal case.

2. As described in step 3 of the adapter instructions, attach the Alegra board to the adapter upside-down onto the adapter.

3. Because of the difference in size between the Alegra and the Microbotics board, you will not be able to mount the Alegra to the adapter with a screw. Do not worry about this as the Alegra fits tightly onto the adapter and will not come loose under normal circumstances.

4. Attach the wire clip to pin 1 of IC U10. With the board upside-down, IC U10 is located along the top row on the left hand side of the board. Pin 1 is the bottom pin on the right side of the IC. The IC type is either a "74ALS373" or a "74F373". There is only one device of this type on the Alegra, so it should be easy to find.

5. Continue to follow the installation instructions. When the job is done, power-up the Amiga 2000 and load workbench. You should see the additional memory indicated on your workbench screen.

I currently have my Alegra running in my A2000 with no problems.

Steve Grant
Engineering Manager
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