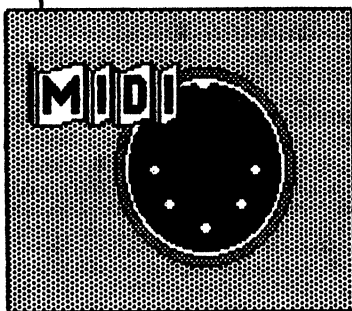


# Catalina Commodore Computer Club Inc.

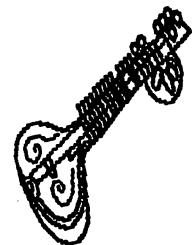
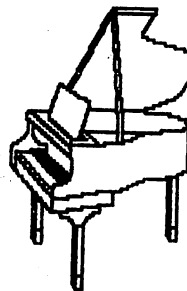
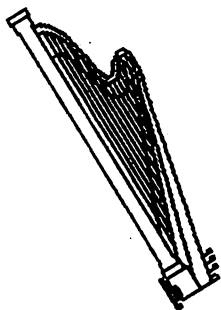
SPECIAL LASER EDITION !!



## MIDI Demonstration Sept. 6th CCCC



Whatever your interest in Computers is, don't miss the Sept. 6th MIDI (Musical Instrument Digital Interface) demonstration. Computers are being used in all levels of Music, from educational tools in the classroom to film scoring for major motion pictures. A C-64 and an *Amiga* 500 will be featured, setup as MIDI control stations. Computers can record (sequence), playback and print music in standard music notation. *H.W.*



**COME TO THE BRODERBUND SOFTWARE FAIR!!**  
**FREE GIFTS!!** TUESDAY, OCTOBER 10th, 7:00 PM  
**C-64 AND AMIGA DEMOS**  
**SEE THE NEW FANTAVISION!!**

SUN MON TUE WED THU FRI SAT

AUGUST 1988  
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4	5 HOLIDAY * LABOR DAY *	6 CCCC MEETING 7 PM - 9:30 PM ST PETER & PAUL GRAMER HALL	7	8	9	10
11	12	13 EXECUTIVE BOARD MEETING 7:30 PM AT DOUG. DAVIS'S 7341 E. FAYETTE MEMBERS WELCOME	14	15	16	17 * HELP DAY * PLUS * BEGINNER SIG * 10 AM - 2 PM ALL AT ST PETER & PAUL MADONNA HALL
18	19	20	21 NEWSLETTER PARTY 7 PM ST PETER & PAUL MADONNA HALL	22	23	24 * AMIGA SIG * 10 AM - 1 PM WOODS LIBRARY
25	26 * 128 SIG * 7 PM AT BOB HOLDCRAFT'S	27	28	29	30	

CATALINA COMMODORE COMPUTER CLUB

\$ Catalina Commodore Computer Club, Inc. \$  
**Income Statement**  
**Month Ending 7/31/88**  
**Steve Witkowski, Treas.**

	End of MONTH	Year to Date
<b>REVENUE:</b>		
Newsletter Members Fees	156.00	2,016.00
Newsletter Advertisement Fees	26.00	162.00
Library Sales Revenue	102.00	1,301.00
Club Buys		518.00
Raffles and Auctions	28.00	210.50
Initiation Fees	70.00	440.00
Rental Library Revenue	41.00	80.00
Other Revenue	1.10	82.50
<b>TOTAL REVENUE</b>	<b>424.10</b>	<b>3,010.00</b>
<b>EXPENSES:</b>		
Newsletter Expenses	301.00	3,168.61
Library Expenses		240.68
Rental Library Expenses		12.22
Club Buy Expenses		496.75
Raffle and Auction Expenses		76.96
Meeting Expenses		307.40
Bulletin Board Expenses	27.20	190.32
Membership Expenses	12.50	79.25
SIG Expenses		11.72
Saturday Help Day		172.35
Depreciation Expense	62.61	675.59
Administrative Expenses	143.50	501.91
Other Misc.		
<b>TOTAL EXPENSES</b>	<b>546.81</b>	<b>3,013.76</b>
<b>PROFIT OR (LOSS)</b>	<b>(122.71)</b>	<b>(31,203.76)</b>

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**PREZ SEZ**

by Ronald Gray, CCCC

Well, I've gotten my feet wet with this President stuff and I'm sure the rest of me is soon to follow. Some new volunteers have come forward since I made my plea for help, neither one having seen July's newsletter. If it works, don't fix it. Maybe some more will come forward before seeing this issue.

Steve Loumeau will now be leading the Central Beginner's SIG. More information about this and other SIGs can be found in this issue.

Bob Clausen is keeping the name of the other gold nugget under wraps for now (just kidding, Bob). I don't know his name as yet, but thanks to both of you.

Many 64, 128 and Amiga owners don't know that a Commodore club exists in Tucson. This was addressed at our last Board Meeting and some steps are being taken to remedy this. Bob Clausen has worked up a presentation showing some of the graphic abilities of the 64 while letting people know about our club. Toys R Us is now displaying it. I encourage you to stop in and see Bob's handiwork. They have other presentations sharing time with ours, so if ours isn't running, ask them about it. I want to thank Mark Schnieder from Toys R Us for his help in getting this promotion going and I hope it works to the best for both organizations. By the way, I promised Mark that we would rotate our presentations. I'm in the process of putting together a graphic and music presentation for the 128. This is also a great opportunity for other members to show their abilities to the many people passing through the store. The gallery is waiting..... Any interested members should contact myself or Tom D'Angelo for more information. The presentations can be done by one or a group of members or a SIG group. They must be screened and approved by the club and Toys R Us before any public showing.

While Toys R Us does have a good supply of 64, 128, and Colt (MS DOS) hardware and software, they do not carry Amiga products. Bob's presentation does say we are also an Amiga club, but this is not the best place for promoting Amiga membership. Interested Amiga owners can also contact myself or Tom for future 'galleries'. The Saturday Help Day would be a perfect place to start. Many 8-bit members are looking to upgrade and need to choose between MS-DOS and Amiga. Having recently acquired an Amiga myself, I think I would have been disappointed with MS-DOS.

**CHANGE OF NAME AND ADDRESS**

courtesy of Bob Clausen, CCCC

MEDIAGENICS (formerly Activision) has moved their offices to 3885 Bohannon Drive, Menlo Park, California, 94025, and their telephone is (415) 329-0500 (day time).

**THANK YOU, CCCC**

from Arizona Commodore User's Group

I want to take a minute of your time to thank the Catalina Commodore Computer Club. If it weren't for their hard and seemingly unending work we would have about half the items we have in our Library. I just hope that we are able to reciprocate with disks that are equally as good! They must have several members who do nothing all month long except work on their D.O.M. (disk of the month). I for one want to say THANKS.

**R & R (Ruminations & Rehash)**

by Leila Joiner, CCCC

The Library reports that six (count 'em, SIX) people have volunteered to help reorganize our PD disks. We still need volunteers to help with the Disk-of-the-Month, and if you're a whiz at making backup copies for your commercial programs, give Candy Brodecky or Ron Gray a call. We might need your services.

Doug Davis gave an excellent program on the Club BBS, with only two minor problems. First we couldn't get through to the Board, and then about the time Doug got everyone excited about signing on and joining up, he announced he was going away on vacation and the BBS would most probably be inoperative while he was gone. (The BBS resides at Doug's house.) Boy, Doug, you sure know how to leave 'em hanging! (Pun intended.) Doug's handout sheet on the BBS is a goody you'll want to acquire. It should be included in our future New Member Packets. Pick up a copy at the next meeting.

SIG Groups are starting up again in September. Check out the Club News, page 12, for information about where and when your group will be meeting. The Graphics SIG will not be starting until October. Bob Clausen is still looking for a place to meet. If you have any suggestions, call Bob.

I volunteered as Amiga Editor this month, since Mark Burginger is unable to handle it and Macey Taylor is still not well enough. If the Amiga Section is not up to par, my apologies to the Amiga SIG; I did the best I could on short notice.

I'd just like to let you all know I really enjoy doing the Newsletter and I appreciate all the nice people who give their time and energies to make it happen.

CCCC, Inc. Newsletter Staff

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Business Mgr.....	Frank Traversone.....	795-3374
Ad Agent.....	Bob Clausen.....	797-8196
Amiga Editor.....	Leila Joiner.....	327-8548

Amiga Tech.....	Greg Mothers, Bob Maurer, Don Doell, James Alexander, Randy Schild
Typists.....	Bob Kaley, Rebecca Rolfe

Please submit copy to the Editor,  
3527 East Fort Lowell, Tucson AZ 85716.



# PERSONAL NEWSLETTER

A Review:  
By  
Leila Joiner,  
CCCC, Inc.

**Personal Newsletter** by Softsync is a desktop publishing program for the C64 and C128 that operates in the GEOS environment. It is one of the first true GEOS applications published by an independent software company. It makes good use of many GEOS features. It also has its limitations.

First of all, you must, of course, have either GEOS 1.2 or 1.3 in order to run Personal Newsletter.

The package includes a program disk and a clip art disk, including three large Photo Albums. A 189-page manual is simply written, contains an ample index, and includes tutorial sections. Instructions are frequently repeated throughout the manual, which some may find boring, but for those who like to skip around it makes things much easier. Sample pages are included on disk to be used with the tutorials or as guides for your own templates. After setting up my work disk with everything I needed, I still had 74K bytes free to play with.

Personal Newsletter allows you to mix text and graphics on the same page. It's a good idea to learn to plan your layout well ahead, for several reasons. The program functions entirely in the computer's memory, unlike GEOS, which constantly accesses the disk drive, updating your work file. This speeds up certain operations, but it limits the number of fonts you may use in one document, since fonts eat up memory quickly. It also makes it necessary to save your file frequently as you work, so you don't lose everything when someone trips over the extension cord and pulls the plug on your system.

Text may be inserted with or without a designated box area. Graphics, however, must be contained within a box, for the simple reason that the actual graphic is never stored in a file with the text -- it is grabbed from a GEOS Photo Album when the page is printed. Only one Photo Album per document can be accessed, so you need to have all the pictures for one layout in the same Photo Album. If there is more than one Album on your work disk, the program automatically accesses the first one on the desktop.

All boxes can be sized and resized at will. Boxes can be put within boxes, and graphics dumped into the middle of a text area will cause the text to reformat automatically. All text is left justified unless centered. There is no right or full justification. Fonts may not be mixed on the same line within a box, but styles (underline, **bold**, ~~reverse~~, *italic*) may be mixed at will.

One nice feature is the ability to scan a Photo Album by opening a photo box and clicking on the appropriate symbol. In the same way it is possible to move a picture around within the photo box boundaries, until it is positioned exactly as you want.

A strong point for Personal Newsletter is its ability to import graphics from many sources. Three utility files provide a variety of methods.

**Import** imports Commodore graphics files (even digitized pictures from Computer Eyes) into GeoPaint for editing.

**Scrapper** creates a file that can be loaded directly into a Photo Album without using GeoPaint.

**Convert** allows you to import graphics from Print Shop. As many as 40 Print Shop pictures can be imported into one GeoPaint file for editing. They can then be pasted into Photo Albums.

Of course, you can always create your own original art on GeoPaint.

I found one particularly misleading entry in the manual. Under "System Requirements" it lists "80 column display." The program displays an 80 column page on a 40-column screen, so you must scroll to see the full width. Unfortunately, it sounds as though an 80-column monitor is required, which might deter some people from buying the package.



Fonts for this article are Barnum and Publisher 88 from GEO CONNECTION, a newsletter disk produced by GEO-TUG, the GEOS Technical Users Group in Santa Ana, CA. All graphics are from the Personal Newsletter disks.

**COMMODORE ORPHANS**

by Nancy Brenn-Lovett, C=West

Have you had this experience? You walk into a new computer store, see great software for Apple or IBM, and ask a salesperson, "Where's your Commodore section?" A hearty laugh comes from the salesperson. Some may even become rude and sarcastic. "Why don't you come out of the Dark Ages?" "Move up to a business machine!" they say. You get mad and walk out.

Piece by piece, you've spent over \$1,000 in hardware, and who knows how much on software, and your C-64, C-64/128 or Amiga works great, thank you! Runs hundreds of "business" programs, in fact - and yet you get no respect. Salespeople think your system is for kids or game addicts.

Are Commodore users refusing to see the handwriting on the wall, as those who moved to bigger machines seemed to think? Will our computers become orphans?

The RAM expanders, combined with the GEOS products, have helped to keep the C-64 and C-64/128 alive and well. But it is rumored that Commodore Business Machines (CBM) has stopped production of the expanders, and only a few software packages exploit their capabilities.

As you know, Commodores have several advantages over IBM and Macintosh systems. The Macintosh or IBM computers are quite expensive, and do not have the vast selection of public domain programs and low-cost utility, education and business programs available to Commodore users.

I picked the C-64 because I could start small and add on other components. For example, I started with the computer, a tape drive, and my television set. I added a printer, a disk drive, a color monitor, a modem, and more, without a large front-end investment. Shareware and public domain programs were readily available, and vendor software was very affordable. I was so glad when Commodore came out with the C-64/128, because I could still use the C-64 software. But I wanted to see how much support Commodore gave to it before I bought it. Commodore brought out the Amiga, and most of their support and marketing was devoted to this new system. I began to feel that the C-64 was becoming an orphan computer.

Many Commodore oriented computer magazines switched to heavy coverage of the new Amigas. I went to a Commodore computer fair, and saw the C-64 software relegated to the VIC-20 table. For a time, the local computer stores that normally featured Apple and IBM software added Amiga to their line, and I began to resent Amiga and its users.

However, I have heard that the stores are now tapering off their Amiga support. If you try to find software, clerks will tell you, "Oh, the Amiga was for musicians or artists. We sell to business people." So now Amiga users are experiencing the same problems as other Commodore users.

Sales of C-64's, C-64/128's and Amigas add up to millions of users.

CBM and vendors may think many of these customers have already shoved their Commodores in the closet, and have bought or will soon buy an IBM or a Mac.

If we demonstrate that the millions of Commodore customers are happy with their present systems, and are willing to buy more products and software, we can increase interest in this market.

What can you do about it? Write a letter to your favorite computer magazine expressing your concern. Write letters to Commodore, demonstrating your support and enthusiasm for your computer. Recommend your system to friends. Although mail order prices are tempting, demonstrate support at the local level by patronizing local vendors who sell Commodore software and hardware. Become involved in your user's group. Show Commodore and others that there is money to be made in this market, and you will ensure a long life for your computer.

**TEKTRONICS PLUS REPAIRS**

Courtesy of Bob Clausen, CCCC

If you are not HAPPY with the local estimate on your DEAD or DAMAGED computer equipment, there is an alternative. A firm named TEKTRONICS PLUS, Inc. will FLAT RATE repair a C64 for \$42.95, a C128 for \$64.95, and that includes RETURN SHIPPING. They also repair disk drives, monitors, and other Commodore equipment. They claim a 48-hour TURN-AROUND in-shop; so that would probably mean at least 15 days from shipment to return. A shipping authorization number is required. For information or a shipping number call 1-800-772-7289. If you are interested or you have questions, give them a call. Open 9 to 4, Chicago time.

**USING PUBLIC DOMAIN DISKS**

from QS! Alliance Newsletter  
by way of the Ventura CC Disk Log

When you get your hands on Public Domain disks there are a couple of things you should keep in mind. First, since the disk wasn't copied on your drive there is a chance of experiencing READ errors; and second, chances are some of the programs won't work. Considering the terrible things some ignorant hackers are doing these days, I guess I should also add the possibility of your disk library getting the bug! The cure? Make copies of your disks before you do anything else! Sure, it takes a bit of time, but it's worth it. Use Fast Hack'em or another quality copier that doesn't pass the common disk errors along.

Learn the difference between Load"name",8 and Load"name",8,1. If everybody followed the rules when they save programs they write, things would be different; but they don't. Programs loaded ",8" are automatically placed into memory starting at 2049 and are usually written in BASIC; programs loaded ",8,1"

are sent to the memory location indicated in the first two file bytes on the disk and are usually MACHINE LANGUAGE programs. Unfortunately, the opposite frequently occurs. It does no harm if a ML program is loaded ",8" ..... if it starts there; or if a BASIC program is loaded ",8,1" ..... if it was properly saved.

So, if you load a program and it doesn't work, try this:

- 1) Turn your system off and on ... the last program you ran COULD affect the one you're trying to run now.
- 2) Load and try to run the program using ONE of the two methods mentioned above (i.e., ",8" or ",8,1").
- 3) If that doesn't work go back to 1) and load the opposite way.
- 4) If you know you loaded a program ... the drive's busy light came on and went off ... it's probably ML; likewise, if your screen fills with garbage during a load. Try the direct command SYS49152, then SYS32756, then SYS16384.
- 5) Find a guru, the program is probably messed up.

Learn to read and interpret disk directories. Only PRG (program) files are meant to be loaded and run. SEQ (sequential) files can always be read

using a sequential file reader program ... they can be text or data used in conjunction with one of the programs on the disk. REL (relative) files contain data only. They are not meant to be read, although there are a few relative file readers around. Don't try to VERIFY files ... you can mess them up! USR (user) files can be anything. Usually, in Public Domain, they are added to a directory to provide information when the directory is listed. DEL (deleted) files are what the name implies. First class file copiers, like Superkit, can recall deleted files.

Programs that require disk space for proper operation probably won't work on the disk they came on. They must be FILE copied onto other blank, preformatted disks where they have enough room to work with data. These programs always include word processors, data bases, mailing lists, spread sheets, genealogy programs and the like. Many games save "hi score" in add-on files, and if there isn't room for those files on the disk, the program probably won't work.

Part of the fun (and frustration) of Public Domain is unravelling another programmer's methodology. You can learn a great deal in the process of deciphering program code. Often you will have to look at every line for intent. Sure, it's a challenge ... so are crossword puzzles, cryptograms, even card games. Isn't that why you bought a computer, to educate and entertain yourself?

**D. J. 'S**  
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**FLIPPING YOUR FLOPPIES**

*by Herb Lipson, CCGU, Des Moines*

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

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

The argument continues today. Pro and con discussions are still going on. People who are opposed to using both sides of a disk throw these arguments into the ring:

(1) "Single sided" disks have not been inspected on the back side and could have flaws or rough spots.

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

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

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

But, on the other hand, some of the brave souls who still punch notches and use both sides of a disk defend their actions with these reasons:

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

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

(3) If you've been carefully protecting the front side of your disks, and not paying much attention to the "unused" reverse side, you might be surprised! Apple II and Commodore disk drives record

their data on the BACK side of the disk. Probably many others do, also.

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

These are the facts -- make your own decision. If you still want to notch and flip your disks, be aware that there is still a question regarding the reverse rotation of the disk when it's turned over. Although there is general agreement that there is probably no real wear problem for home computer use, side-flipping several times daily in a commercial situation might not be a good idea.

**CCCC EXECUTIVE BOARD MEETING  
July 11, 1988**

*by Bob Holdcraft, Secretary, CCCC*

The meeting was called to order at Doug Davis's home at 7:30 p.m.

Those present were: Ron Gray, president; Doug Davis, past president; Candy Brodecky, vice president; Steve Witkowski, treasurer; Tom D'Angelo, member-at-large; Randy Schild, Member-at-large; Bob Holdcraft, secretary; Leila Joiner, newsletter editor and rental librarian; Frank Prievo, membership chairman.

The secretary and treasurer reports were presented and approved. There were several items discussed and activities planned. They were as follows:

Ron Gray has a new company to print the newsletter at a more favorable cost.

Tom D'Angelo will review the liability insurance coverage and costs.

Frank Prievo will confer with Elmer Laws about a newspaper ad for club publicity.

Ron Gray will get Leila Joiner signed up as the club representative of Q-Link.

The upcoming programs were discussed with August 2 being on the BBS, August 20 on non-MIDI music for the C64, and September 6 on MIDI music and the C64.

Candy Brodecky mentioned the fact that the regular library needs rejuvenating and is badly in need of new program disks, since there has been very little added for some time. She will start on this project and welcomes any assistance, since this has been one of our good sources of income.

It was reported that changing the BBS to the economy line was not permitted as we did not qualify due to the location.

**LIBRARIAN NEEDED**  
Call Candy Brodecky at 896-8058

**POWER SUPPLY DIAGNOSTICS**

*downloaded from Q-Link*

The C64 power supply is a weak link in the computer system. The amperage developed is barely enough for the computer alone. Adding stuff to the computer strains the power supply more. If you want an idea how hard your power supply is working, just put your hand on top of it after a couple of hours of computing. Hot enough to keep coffee about right? You bet.

Overheating causes the power supply to become unstable and break down. This is where we can make a difference. If you are a short duration user, you can get by as is, and probably won't cook your power supply. If you average more than a couple of hours at a time, you need to do something to help cool the unit off. Try placing the power supply on an aluminum pie pan. Turn the pan upside down and put the supply on it. This will radiate off some of the heat and keep the floor from insulating the bottom of the supply.

If you are a heavy user and your computer stays on a long time, you need to invest in a cooling fan. I have found that Norelco makes a room air freshener that fits the bill.

How do I know if my power supply is my problem? There are a few ways to tell that don't require any special training or test equipment.

(1) The computer is completely dead. No power light or anything. In this case, borrow a friend's unit and see if the computer comes up and performs normally. That one is easy.

(2) The computer has a mind of its own. It will have occasional, seemingly unrelated problems. It can even cause loading errors. If you have these symptoms, cup your hand around the computer's little red power light (to shut out other light) and look closely into the circle made by your thumb and forefinger. Then turn the computer off and on a few times. If the power light comes on dim, then brightens up immediately, it's time for a replacement.

(3) The computer works fine for awhile, then suddenly resets or fills the screen with graphics; beautiful, but useless. When this occurs, try shutting down for awhile. After it gets cool, run it again. If it acts normal for awhile longer and then goes crazy again, it is a cooked power supply. Get a new one.

CP/M

from PACC, Prescott Area CC

The Public Domain Copying Company, 33 Gold Street, New York, NY 10038, has a supply of CP/M software, including SuperCalc and Wordstar.

**TEACHING ON Q-LINK**

*by Mike Eisenman, CCCC*

In a previous article for this publication I discussed how easy it was for you to get a modem and begin telecommunicating. I stated that the cost was low and the benefits educational and enjoyable.

After my original investment for a 300-baud modem (which is all you need, anyway), I heard of an offer for a 1200-baud modem (that means it does things 4 times faster), and the offer included a free four-month trial of Q-LINK, so I ordered it. (This is not an ad for Q-LINK, which is a national board for fun and education.)

I liked it and the cost could be controlled by my usage time and choices of options. I discovered that Q-LINK had a Community College on-line that taught and tutored people for supplementary education. The courses were of good quality and attracted my interest.

Since one of my loves is teaching, I decided to see if I could combine teaching and Q-LINK. I contacted the appropriate person and with a small amount of red tape found myself teaching in the Health and Science Department on Q-LINK.

What I do is write my lecture in Runscript (a word processor program that Q-LINK uses) and upload it to my class area for students to download after class. During the class (2hrs/wk) I type the lectures up to Q-LINK and students can interrupt me and ask questions. Q-LINK assures me that this system will soon be changed so that I don't have to type my lecture twice (once for class, and the other for downloads to students). Most of the instructors have more computer experience than I, and thus can use graphics in their lectures. (Q-LINK teaches graphics and I intend to learn it some day.)

There are quizzes and a final but I'm the one who makes them up, so the students don't have too much pressure for a non-credit situation.

I have arranged my payment to be in Q-LINK services, so now I use Q-LINK for nothing, but most instructors are probably paid a salary.

All in all I consider it recreation and we have a good time.

Want to take a course from me???



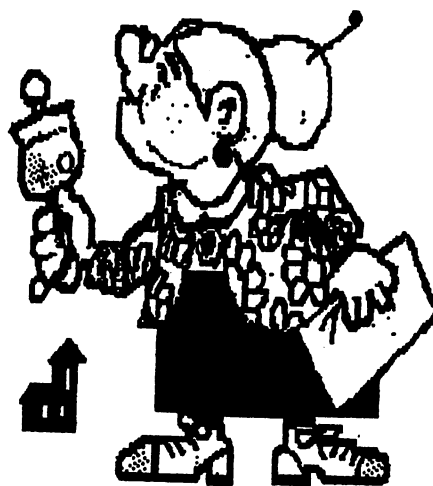
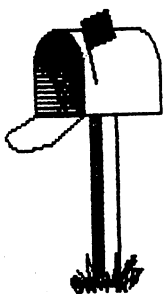
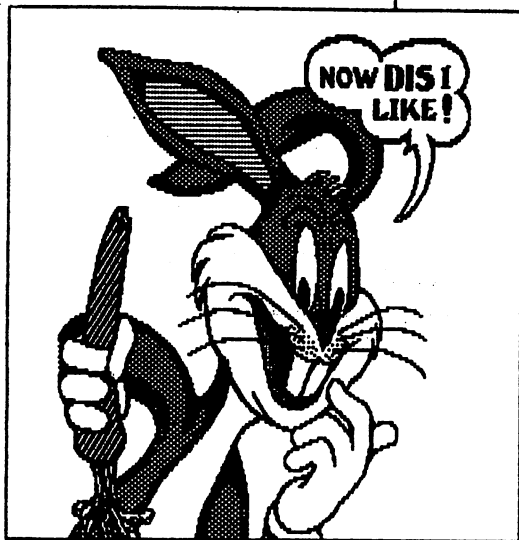
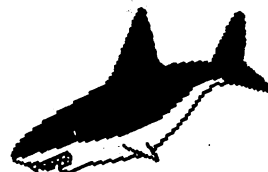
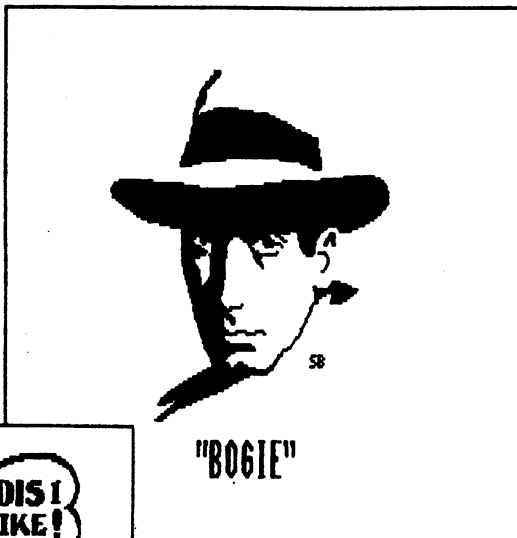
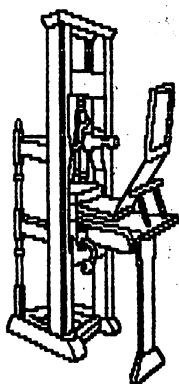
**SATURDAY HELP DAY**

The



**Place to Be!**





**FUN GRAPHICS MACHINE V342**

*Programmed By Ron Hackley  
Review By Bob Clausen, CCCC*

If you're looking for a graphics program to create signs, calendars, cards (greeting or business), newsletters, handbills or just about any graphic and text composition on a Commodore 64, you will have some interest in this program.

FGM (Fun Graphics Machine) has many of the BETTER features of Print Shop, PrintMaster, NewsRoom, GEOS, DOODLE and FLEXIDRAW. The functions include FLIP, INVERT, REVERSE, COPY, EXPAND, REDUCE, OVERLAY, PASTE and ERASE, either on the GRAPHIC or entire ACTIVE SCREEN (there are 3 working screens). It will generate text from 8x8 pixel (regular) size to nearly one character covering the entire screen. Font styles are unlimited.

The DOX and AUTHOR'S NOTES are very general, but understandable. The program is FAST, FRIENDLY and EYE APPEALING.

You may load any graphic screen from 2 blocks to 40 blocks. It was designed for HIRES (black & white), but will load some (?) color. There are six graphics buffers. You may load your choice of graphics in any of these. Three of the five font buffers may be reloaded, but

font buffers 4 and 5 are reserved for the CBM ROM character set.

The program has numerous modes. You initially enter the Graphic Placement mode (#4 from Menu). The X key will bring up the second and third screen (all 3 screens will be covered with garbage) and you will be surprised with a very large blinking cursor. Not to worry.

The program will SAVE 2 or 3 block graphics for use in PS, and 5 block character sets for use in FGM. It will SAVE an entire 32 block (8K) screen or any portion from 1 row to 25 rows.

There are additional features that are not covered in this review, but part of the FUN is exploring this program. Look at all the DEMOS, they are a graphic education. (Print and read the DOX and AUTHOR'S NOTES.)

The PRINTER DRIVERS have been omitted, but with a "HI RES DUMP" you can print your creations with little difficulty.

I found some minor shortcomings: the PIXEL EDITOR and CHARACTER SET EDITOR are both very cumbersome and slow.

The FUN GRAPHICS MACHINE V342 will be the Club's DISK-OF-THE-MONTH for September 1988. I have had much fun using this program and I hope you have the same reaction.

# Berkeley Strikes Again



Berkeley Softworks, originators of GEOS (Graphic Environment Operating System) for the Commodore 64 and 128, announced the release of the latest update, GEOS 2.0. The package combines several applications that originally had to be purchased separately at considerable expense. There are also many NEW features, most of which are listed below. GEOS 2.0 lists for \$59.95, but until September 30, 1988, registered owners may purchase it for \$25.00 plus \$4.50 shipping and handling. And so, on to the NEW GEOS:



## DeskTop:

- \* support for 2 disk drives and a Ram Expansion Unit
- \* support for 1541, 1571, 1581, RAM 1541 and RAM 1571
- \* multiple file selection for most operations
- \* faster file and disk copies with fewer exchanges
- \* erase an entire disk without reformatting
- \* position and exchange files on the notepad
- \* recover the most recently deleted file
- \* automatic exchanging of printer and input drivers to default positions
- \* set color of notepad and color code files according to file type
- \* clock with date and time
- \* insert and delete disk note pad pages



## geoWrite 2.1:

- \* single, one-and-a-half, and double spacing options
- \* headers and footers up to 1/3 of a page in length
- \* 10 fonts in 7 styles and multiple sizes
- \* use cursor keys to move around a document
- \* decimal tabs
- \* search and replace
- \* paragraph indents
- \* full page preview
- \* date and time stamping
- \* double click to select words
- \* automatic page numbering
- \* individual paragraph formatting
- \* select an entire page of text
- \* print all or part of a document
- \* expand margins to full 8"
- \* left, right, center and full justification



## Paint Drivers:

- \* convert geoWrite documents into geoPaint documents and then create multiple columns or add graphics such as borders, headlines, logos, and other designs



## geoSpell:

- \* create, edit and update personal dictionaries
- \* global search and replace
- \* view dictionaries while spell checking
- \* scans the 38,000-plus-word geoDictionary 38% faster



## geoPaint:

- \* constrain and measure functions to confine lines to the horizontal, vertical or diagonal axes; rectangles to squares and ellipses to circles
- \* transparent paint brushes to create overlay effects
- \* grid function for easier sketching of large drawings
- \* brush options window to choose among drawing and pattern modes
- \* stretch and scale photo scraps
- \* automatic display of graphic toolbox
- \* create connected lines
- \* cease pattern fills in progress



**Desk Accessories:**

- \* cut and paste from calculator and note pad into other GEOS applications
- \* automatically opens first photo album on the disk
- \* name each graphic or text item in an album
- \* search for graphic or text item by selecting from list or by typing name



**Text Grabber:**

- \* import PaperClip, EasyScript, SpeedScript and Word Writer files with formatting commands intact
- \* import other Commodore word processor documents



**geoMerge:**

- \* create personal form letters with geoWrite
- \* produce inventory and price tags, data lists, etc. with geofile
- \* merge groups of address information with geoDex



**geoLaser:**

- \* create multi-column and windowed pages with the overlay print option
- \* LaserWriter fonts for crisp, clean appearance
- \* no LaserWriter? Upload files onto Q-Link for overnight laser printing



**My Tips For The Beginner  
(Only My Opinion)**

by Steve Loumeau, CCCC

I went to my first CCCC meeting in February, 1987. I have learned a lot of things since then.

In December of 1986, my mom brought home a Commodore 64 that her work had bought. I had a Vic-20, and had already been studying computers in college, but I still had a lot to learn about the C64. It was exciting using a machine with so much more memory than the Vic-20, but it was also dreadful. I had trouble remembering how to get a directory from the disk. Newing the disk seemed to take forever. Also, I only had a couple of blank disks to write programs on. It was really exciting, somewhat painful, and quite lonely back then.

Then I came to a CCCC meeting and my life changed drastically. Here were a bunch of people who were also using a Commodore 64. They had magazines for the C64, like RUN and Compute Gazette, that I had never seen before, that overflowed with things to try out. I was more excited, no longer in pain, and no longer lonely.

Still, I did not learn many important things that I needed to know for a long time. I hope that I can now give the beginner some tips that will help him a great deal.

I believe that it is very important for one to know what to buy and what not to buy. If one bought a computer with a specific purpose in mind, such as word processing, for example, one should buy those products that will best suit one's specific purpose.

If I were setting up a Commodore 64 word processing system, I would first of all need the Commodore 64, a video output device, a data storage device, and a printer. For the benefit of those short on money, I will recommend an order for buying these items. Remember, this is only MY OPINION.

First, I would recommend buying the computer. If one has a television set with a clear picture, then one might want to use that as one's video output device. Otherwise, one needs to buy a television or a monitor next, or the computer will be pretty useless. Next, one needs a "device for data storage." For this purpose I would stongly encourage a disk drive. A cassette tape storage system can be used, but without the disk drive, the user will be unable to use the vast majority of word processors available for the C64. Finally, one needs a printer, unless one wants to copy by hand off of the screen.

Actually, this is the order that I would recommend for most people when setting up their computer system. There are exceptions, though. If someone does not need anything printed, but needs to copy a lot of disks, a second drive might be more useful than a printer. If one needs a better picture than one gets on the screen, and does not need anything printed one might want to get a monitor before buying a printer or a second drive.

Just in case you are wondering what order I got my system in, it is as follows: 1) Vic-20, 2) cassette drive, 3) C-128, 4) 1541 disk drive. I use a TV for my video device, and sometimes I get to use my mom's printer and a second drive.

I hope that this article helps the reader if he is unsure what to get next.

**RENTAL LIBRARY**

Two great new programs ordered for the Rental Library are:

- PAPERCLIP PUBLISHER
- Electronic Arts
- GEOS 2.0
- Berkeley Softworks

Check at the September General Meeting to see if they are in...first come, first served. A waiting list will be started for latecomers.

**\*\*\* NEW CLUB POLICY \*\*\***

The new Board of Directors have initiated a new policy regarding donations to the Rental Library. Members may now "loan" their unused software to the Library. More information about this procedure will be available at the September General Meeting. Stop by and get the lowdown!

**LATEST DONATIONS** (courtesy of Nancy Dippold):

- PaperClip with SpellPack, C64
- I Am The C128: A Tutorial, C128
- Word Machine/Name Machine, C64
- Pinball Construction Set, C64

**DISK-OF-THE-MONTH**

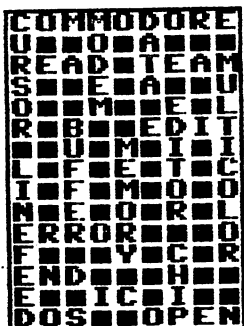
If you think you're having fun yet, think again! Bob Clausen has found the best fun machine yet -- FUN GRAPHICS MACHINE -- and it's going to be our September D.O.M.

Check out Bob's review and sample graphics in this issue. If you read the "thank you" note from ACUG on page 3 of this newsletter, then you know Bob has good taste in programs for the C64.

**THE WRITE STUFF 128**

Well, it's finally out! "TWS" for the 128, and in 80 columns, too. Candy Brodecky will be taking your orders (cash in advance, please) in the Library at Saturday Help Day and the General Meeting. Our special price to you is only \$15.00.

Candy, did you take my order yet?



ANSWERS: COMMODORE

**SATURDAY HELP DAY**

CCCC-BOX 32548-TUCSON, AZ 85751-2548

**BEGINNER'S SIG CENTRAL**

...will be meeting at the Saturday Help Day, Madonna Hall on September 17 from 11 a.m. to 12 noon. Your new SIG leader is Steve Loumeau. An introductory session is planned, to find out what YOU want to know about your computer.

**128 SIG**

...will be meeting at Bob Holdcraft's house, 6572 Calle Mercurio on Monday, September 26 at 7:30 p.m. If you need directions call Bob at 747-3163. Presentations will include GEOS 128 and Basic 8, using the 1750 REU and 64K ram expansion.

Bring your questions and answers and any programs you want to explore.

**Call the BBS: 790-6751**

**WELCOME NEW MEMBERS**

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John Reese

Oliver Plimpton

Gerald Marchio

Howard Wooten Jr

Mary Gaytan

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CATALINA COMMODORE COMPUTER CLUB, INC.

NEWSLETTER  
VOLUME 6, NUMBER 9 - SEPT 1988

**\*\* IMPORTANT \*\***

\* **GENERAL MEETING** - September 6, 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** - September 17, 1988  
St. Peter & Paul Catholic Church  
Madonna Hall  
10 a.m. - 2 p.m.

\* **EXECUTIVE BOARD MEETING**  
(All Members Welcome)  
September 13, 1988 7:30 p.m.  
Doug Davis's house  
7341 E Fayette St

**MARK YOUR CALENDARS ! !**

\*\*\*\*\*  
\* \* \* \* \*  
\* MEMBERSHIP RENEWAL \* \* \* \* \*  
\* ADDRESS CHANGE \* \* \* \* \*  
\* \* \* \* \*

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## AMIGA SIG MEETING

### July 30, 1988

by Dennis McCormick, CCCC

---

About 60 Amiga computer enthusiasts were at the 10 A.M. meeting at Woods Library July 30. Extra chairs were available for late comers. Three Amigas were brought in to provide demonstrations and copying service. Anyone is welcome to bring in anything to demonstrate at these meetings. You don't have to give a long, complex demonstration; just a short presentation is fine, so that others can get an idea of what your program or commercially-purchased product does. Usually there are a few questions afterwards about some features or program capabilities.

John demonstrated the latest release of "Bridge," version 5.0. One person plays against computer opponents with a conservative-bidding computer partner. Play is very fast with no waiting for other hands to reach decisions. One can undo the last play to take back a bad card. The computer can suggest plays. This game lacks the Italian convention, which John misses. Beginners need some sort of extra help such as a book to learn the basics of bridge itself. Abel sells this product for about \$23.

Mike Lawrence showed the batch file feature of the improved "CLIRun", version 1.81, that's available on the July Special Disk-of-the-Month. This batch file copies its icon to any program of your choice. You must then edit the new icon's "tool types" using the Workbench "info" menu selection. Mike did say that this Workbench "info" does have a bug. When adding more than some number of characters of text in the string gadget with a return followed with more text and a return, what is actually saved becomes one line. Perhaps the next release of Workbench will be corrected, as Mike has reported the problem to Commodore-Amiga.

Speaking of the next version of Workbench, when is it coming out? No definite answer is known. It was said at this meeting that an "omega" version was under test and as "omega" is the last greek letter, the release date cannot be far. It was also said that 1.3 may not be released at all. Version 1.4 may be released early next year instead! Back to the demos.

Janice Ambrose displayed her artworks upon a new medium, T-shirts. She used Deluxe Paint to produce these after having some trouble getting Digi Paint to print the correct number of copies.

I demonstrated a 2-disk-drive version of the diagnostic program from an earlier disk-of-the-month. You must copy "CLIRun" to the diagnostic disk's c directory, renaming this file to "cr" in the copy process for this program to run. During the tests both disk drives are extremely busy seeking and reading from formatted disks. These disks are

not written to, but I recommend that they be write-protected anyhow.

The July Disk-of-the-Month was presented by Joel Halbert. This disk contains a demo of the commercial program "The Director", a programmable animator, using scripts, for graphics and text. The new CLIRun with its icon batch file is on this disk. The Text drawer contains the latest Abel price lists and an index of magazine articles about the Amiga covering the last three years or so. Browser allows one to access all files in a manner as if features of both CLI and Workbench were combined. The Utilities drawer contains 4 files: a calculator for use in CLI, QLens to enlarge a portion of any window, Pyro to blank your monitor after some selectable time interval (with some fireworks, no harm!) and Startup 2.0 to allow one to select one of up to ten different startup-sequence files during boot.

Odds n ends. Mark Burginger is selling an Atime, a battery clock for the Amiga 1000 for about \$40. You might want to unplug your computer during lightning storms as many surge protectors may fail. Some one mentioned that his protector caught on fire. What brand was that? The Arts Channel on cable TV desires you to drop off files of artwork at North American Digital so that your work can appear on its channel.

Next meeting is the last Saturday of September, the 24th, at the usual place, Woods Library at 10 A.M.

## APOLOGIES, ETC.

by Macey Taylor, Sometime Amiga Editor, CCCC

I am very sorry that I have not been able to do the job of editing the Amiga section and that it will be a while before I can hope to do it adequately. After two months of being FLAT on my back, I am now very restricted as to computer time (as well as being two months behind in all aspects of my life). I simply cannot spend the hours that it takes me to make Word Perfect perform properly on my printers or to learn a DTP program (and Publishing Partners Professional is now postponed AGAIN until September ...). I will not even be in the country for over a month. When I come back in October I would like to resume editing or helping with this project (with PPP???)

## PROGRAMMERS WANTED

by Macey Taylor, CCCC

I personally am looking for people with Amiga programming skills who would like to be co-developers of educational software to peddle to existing companies or market ourselves. Also, a software development company in Chicago, which "fell" for the Amiga at the show there in July, has come up with an idea for combining Amigas as user terminals with an IBMmie-type file server for use in places like museums and planetariums (somewhat like the U of A PAS arrangement, but with many Amigas and ineractive, multilingual programs). They are looking for Amiga programmers to dot that aspect of the development (from "home" ... not to move to Chicago!).

**PHOTON PAINT:****undocumented features****Bryan Costin (Olink - Bryan C5)**

After playing with MicroIllusion's excellent Photon Paint program for a while, I have found a few interesting and useful features which are not mentioned in the manual. Note that some of this text appeared in a message posted (by me) on the Amiga Alliance/Software message board some time ago. I have since added new information and clarified some of the ambiguities.

**\* Additional features of the Blend-Set Requestor:**

Can be called up with Shift-F as well as Alt-M.

Some additions to the points on page 8.2 of the manual:

1) Clicking the Right mouse button while in the Bi-Directional control box will cause the blending to go from 0% at the click-point to 100% farther out (the opposite of the documented left-button operation).

2) "Drawing" with right mouse button in the horizontal or vertical blending boxes (hollow boxes along the top and bottom sides of the large square) will draw a straight line in the box (rather than a free-hand line) between the starting and ending points as soon as you release the button. (This is useful for producing a very smooth gradient from one color to another.)

**\* Additional features of the "Tilt" function (using numeric keypad):**

These work when "Pitch Roll" is displayed on the title bar:

#4 - Set PITCH to 0

#5 - Set ROLL to 0

These work when "Dist Yaw" is displayed on the title bar:

#4 - Set YAW to 0

#5 - Alters the value of YAW somehow, I still haven't figured out exactly what it's doing, though.

Zero key - Zero the Pitch, Roll and Yaw values.

Decimal key - Reset the vanishing point in "Ypos Xpos" mode (I believe this is what happens).

**\* Miscellaneous items:**

Shift+K - Clear screen (same as DEL key).

ESC key - Halt current operation.

Right button with shape tools (not drawing tools) - abort the shape you are

currently sizing. (This also works with all "Wrap" functions but cubes - which will be computed when you next press the left button.)

CTRL in conjunction with cursor arrow keys:

Left arrow - Bring the Photon Paint screen to front (if it is the currently selected screen).

Right arrow - Background screen to front.

Up arrow - Scroll up the Photon Paint screen over background screen.

Down arrow - Scroll down Photon Paint screen (see overscan note below). (When SHIFT is used with the Up and Down arrows, the scrolling is by single lines rather than in jumps - these work like the "DRAG" area on the tool-box title bar.)

Some interesting (I hope) information...

\* A quick and simple "pseudo-woodgrain" can be produced by drawing a random pattern in the Blend/Set requestor and drawing a filled rectangle in Blend mode using a light green/yellow color. This can be rotated to an odd angle and then wrapped on to the various 3D shapes (with LUM turned on) to get some nice effects.

\* The background color has a very definite effect on the final appearance of a Wrapped 3D object. Temporarily set the background color to the color that the majority of the wrapped shape will contact in the final picture (i.e., for a sphere meant to be placed on a light-blue background, set the background color to light-blue before Wrapping the shape.) The program seems to anti-alias these shapes to the currently selected background color.

\* Very complex multi-colored blending effects can be had by placing the object to be filled on a uniform background color and using the Boundry-Fill feature with the Boundry-Color set to that background color. Fill the object using Blend mode and various colors. By changing the blending pattern between fills and choosing colors carefully you can get some very pleasing results. (Try changing the Exact Color setting in the Prefs menu if you get too much fringing or conflict between colors.)

\* Having trouble with overscan mode? All that extra space is nice, but not if you can't see it! Many monitors will not display the whole overscan screen. You can use the Screen Offset option to move the part you need into view, but this will also affect any background screens, which



# AMIGA NEWS

can be annoying. Here are some alternatives:

If the menus are difficult to see, use the CTRL+arrow key combinations noted above to move the screen down to where you can see them more clearly.

The areas of the screen that extend off the edges of the display can be seen if you use the magnify tool: select some area of the screen you can't see (off the display) to magnify, click the "MIN" control on the magnification window, one more click of the "-" gadget will take you up to full screen size (0 magnification). You can now see and work with the overscan area in the magnify window just as you would with the visible display area.

Also, some monitors have vertical and horizontal sizing controls. To adjust the size of the display shown, see the instructions for your monitor to see if it has these controls.

\* Photon Paint does not have a mode equivalent to Dpaint's "Color" mode (which uses the brush for shape only and draws with the current color). You can simulate this, however, by temporarily setting the background color to whatever color you need and using the right mouse button to stamp the brush down, producing a single-color image of your brush on the screen. Remember that only those areas that were originally transparent in the brush will be transparent when stamped on the screen.

\* Don't forget that you can colorize in Photon Paint in much the same way as in NewTek's Digi-Paint, using the Add mode. It is necessary to use a fairly dark color

when colorizing with this mode, or you will lose detail (for example, a good color to use for a flesh-tone colorization would be Red-3, Green-1, Blue-0). You can also produce colorizing effects in the Blend and Subtract modes, which can look better in some cases than when using Add.

Experiment! Some general words on undocumented features might be in order. If you want to try finding them, the best method is by trial and error - try pressing every key on the keyboard in conjunction with every modifier key (CTRL, SHIFT, AMIGA keys, ALT key, and these keys together with each other). If the program has multiple modes, try the above in each of them. (This isn't as bad as it sounds, since you can skip any keys or key-combinations that ARE documented.) If you think you've found something, go back and check the manual to make sure that it really is undocumented. Many times I've "discovered" some "undocumented" features only to find that they were in the manual after all.

Undocumented features are sometimes not permanent, either because they become documented features in a later version of the manual (the DeluxePaint II manual documented a bunch of undocumented Dpaint I features), or because they vanish in a later version of a program. (Did you know that you could set the palette with the numeric keypad in the original Dpaint? This was not carried over into Dpaint II.) It is possible that they won't be there in the next revision, but, if they are useful, they probably will be.

Hope this information comes in handy!

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## WHAT'S NEW

(downloaded from Q-Link)

**GT Version 1.1** has been released by Greg Cunningham of Nonad Development. Greg is the author of the shareware Diskman, and the commercial Diskmaster Directory Utilities. GT has many features similar to Access!, but it is freely redistributable, not shareware. GT features Xnoden, Ynoden and MXnoden, text and binary transfers. Znoden will be available in a near future release. It will function with your choice of fonts on either interlace or non-interlace screens. The user interface is much different from other terminal programs that I have seen. It is functional and quick to use, and much less memory hungry than Access! Good phone book and function key macro support are available. I think you'll like the way GT works, and it will be appearing in the Amiga Telecom Library soon.

**VLT Version 3.553** has been released by Willy Langveld on BIX. VLT is highly reconfigurable and has the most macro and scripting support of any freely redistributable terminal program for the Amiga yet. VLT can be completely externally controlled by Bill Hawes' (ConMan) AREXX macro language. VLT also has its own script and macro language support. Documentation is pretty sparse for VLT so far, so be prepared to spend some time spelunking around, to understand how it works.

**Access!** is in Version 1.38A and a few more hacked versions of Comm 1.34 have appeared recently. PCPCComm is a Comm derivative that has a very relaxed Xnoden protocol for much higher speed transfers on PC Pursuit. ProtoComm is also a derivative of Comm that supports Znoden. Znoden is the fastest transfer protocol that I have seen, both in direct connect transfers and over data networks like Telenet and Tymnet. Transfer speed comes very close to the theoretical maximum for your noden.

## NEW PRODUCTS by Robert Baker

### VIKING 1 HRES MONO MONITOR

Commodore Business Machines announced August 1st the introduction of the Viking 1, a 19-inch high resolution monochrome monitor for the Amiga line of personal computers. The new monitor is a result of a joint development between Commodore and Moniterm, a leading manufacturer of high resolution monitors. The Viking 1 is designed to expand the Amiga 2000's reach into the graphic workstation market, supporting such sophisticated applications as desktop publishing, CAD/CAM and graphic illustration.

"The development of such a sharp, high resolution monitor as the Viking 1 expands the Amiga 2000 to even higher level graphics applications and is a natural extension of our overall focus on the graphic workstation environment," commented Max Toy, president and chief operating officer of Commodore Business Machines, Inc. "This product is another example of the expanding commitment major third party developers are making to the Amiga line."

"We're very excited to offer a product for the Commodore Amiga," said Ward Johnson, president of Moniterm Corp. "The marriage of Amiga's sophisticated graphics and our high resolution monitor technology is a natural and will allow Amiga users to take full advantage of today's demanding graphic applications."

The new Viking 1 Monitor features: 1008 x 800 x 2 bits resolution; 72 MHZ pixel frequency and 56 KHZ horizontal

frequency; with its 19.6-inch diagonal screen, the monitor weighs 36 pounds and measures 17.8 x 14.5 x 15 inches.

The monitor will be available in late August, 1988, through Moniterm's worldwide distribution organization and will have a suggested retail price of \$1,995. The unit will be on display during SIGGraph at the Commodore Booth #1426 and the Moniterm booth #2150 at the Georgia World Congress Center, Atlanta.

### AMISCAN - AMIGA SCANNER

BC Marketing of England introduced their AmiScan Amiga Scanner at AmiExpo. This is a revolutionary flatbed scanner that can be used as a photocopier, printer and scanner. No word on product pricing, but here's some technical specs...

Scanning element is a CCD sensor with 2048 cells, operates as a flatbed scanner and capable of handling single sheets, books, and almost any other object - including three-dimensional! The computer interface is a bi-directional Centronics parallel interface. Scanning size is 210x297 mm (DIN A4). There is no warm up time for copying, while printer output is approximately 2 seconds for hardcopy. It handles 16 levels of gray scale with a scanning density of 200x200 dpi. Scanning time is 10 seconds.

The built-in printer is a thermal unit using continuous paper roll (I would assume similar to existing FAX machines). It prints at 8 points/mm (40,000 dots per square inch = 200x200 dpi). Contrast is software controlled.

Image generation handles either 100x100, 200x200 or 300x300 dpi. Memory format is standard compression and uses approximately 250kb for 100x100, 500kb for 200x200 or 750kb for 300x300.

Images are saved in standard IFF format!

For more information contact:

BC Marketing  
 211 Kenton Road  
 Kenton, Harrow  
 Middlesex HA3 0HD England

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C 128, AMIGA, ATARI, IBM SOFTWARE

## AmiExpo Video Tapes

by Robert Baker

A collection of video tapes from the various sessions held at AmiExpo in Chicago are available at \$20 each plus \$2 shipping per tape. Get one tape of your choice free with the purchase of any five tapes! All tapes are available through:

Creative Video Productions  
P.O. Box 125  
Valparaiso, IN 46383  
(219) 464-7215  
(219) 464-9618

Available tapes include:

Friday, July 22 sessions:

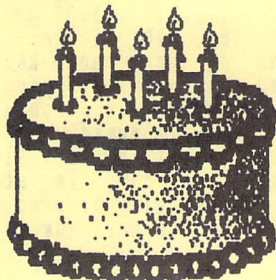
- 1) Introduction to Amiga 500
- 2) Introduction to Amiga 2000
- 3) Keynote Session, Jeff Porter

Saturday, July 23 sessions:

- 4) Keynote Session, R.J. Mical
- 5) Video Presentation, Matthew Leeds, Infinity Software
- 6) Image Processing 3D Imagery, Kevin Reagh, Ohio State University
- 7) Desktop Publishing Professional, Steve Dock, Amiga Sentry
- 8) Amiga Animation, Rick Finn and Griffin Bacal
- 9) Music I - Synthesis & Sampling, David Glassman
- 10) Amiga Telecommunications, Brian Maguire, Amuse Software Coordinator

Sunday, July 24 sessions:

- 11) Keynote Session, Guy Wright
- 12) Amiga Video Professional, Steve Jacobs
- 13) Paint Systems & Graphics, Dana Dominiak, Digital Concepts
- 14) C Programming Techniques, Eric Lavitsky, ASDG
- 15) Interactive Video, Leroy Grey, Interconnection
- 16) Music II - MIDI & Sequencing, Howard Gazes, Music Composer
- 17) Amiga Expansion, Brian Maguire
- 18) AmiExpo Exhibitors, Showcase of Amiga Technology
- 19) AmiExpo Video Theatre, Amiga Graphics generated by Amiga Users
- 20) Amiga Birthday Party, Happy 3rd Birthday, Amiga!



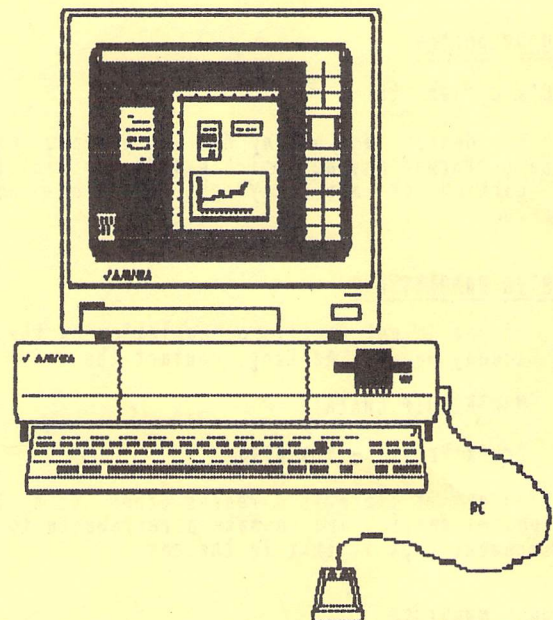
**HAPPY BIRTHDAY  
AMIGA!**

## AMIGA HELP DAY

by Dennis McCormick, CCCC

All Help Day sessions are at Madonna Hall located on East Adams and Campbell. Adams is a few blocks north of Speedway. This hall is one building west of where the CCCC meets each month and is air conditioned. Come in for help on the third Saturday from 10 A.M. to 1 P.M. (or so); or give me, Dennis McCormick, a phone call at 297-5572 and I might be able to point you towards a solution over the phone.

The last session on July 16 was devoted to trying to produce graphics using an HP Paintjet printer and Express Paint drawing program. The owner and I were not successful, even though the proper printer driver was installed in the devs/printers directory. Now here's where another club member helped, as he had the same printer and suggested that the parallel.device and the system.configuration files, located in the devs directory, had to be compatible with the printer driver. The two members met to update these files a few days after the session and got proper output from the printer. Our members have good resources in ourselves! Ask around at meetings to learn what other members are doing with their Amigas.



### EDITOR'S NOTE:

Because of Macey Taylor's bad back and Mark Burginger's busy schedule, I am editing the Amiga Section this month (and probably next).

If you have anything to contribute, please call me at 327-0540.

Thanks.

- Leila Joiner, Newsletter Editor

**KEY TELEPHONE NUMBERS**

PLEASE call at reasonable hours. 5-9 p.m. or as listed.

President.....Board....Ron Gray.....881-6821
Past President..Board....Doug Davis.....790-4162
Vice President..Board....Candy Brodecky.....296-8052
Secretary.....Board....Bob Holdcraft....747-3163
Treasurer.....Board....Steve Witkowski....623-0456
Member at Large..Board....Randy Schild.....883-4670
Member at Large..Board....Tom D'Angelo.....296-5076

Activity Director.....WBEDED.....xxx-xxxx
Advertising Agent.....Bob Clausen.....747-0196
AMIGA SIG..[Editor].....Macey Taylor.....326-7265
AMIGA SIG Info.....Randy Schild.....883-4670
Beginners' SIG-Central...Steve Loumeau.....747-7329
Beginner's SIG-N.W.....Yvette Mullican....297-2381
128 SIG.....Randy Schild.....883-4670
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CHIEF SYSOP.....Phil Pugliese.....unlisted
EDITOR.....Leila Joiner.....327-0540
(Copy to 3527 E. Fort Lowell, 85716 or CCCC BBS)

**NO-COPY POLICY**

CCCC's Bylaws state:

No Member may at any Meeting perform or allow to be performed any act which may be a violation of any portion of any copyright law or amendment thereto.

**MISSING NEWSLETTERS**

If you do not receive a newsletter by the time of the Tuesday General Meeting, contact the

**MEMBERSHIP CHAIR**

Frank Prieto - 574-0145

to find out if there is a reason other than loss by the postal service and to make arrangements to get a replacement copy if that is the case.

**GENERAL MEETINGS**

The GENERAL MEETINGS run from 7:00 pm to 9:30 pm. The time from 7:00 to 7:30 is allocated to library, membership, equipment set-up, etc. The program will begin at 7:30 pm. Program suggestions and presenters are welcome. Contact the President to offer either.

MAKE FRIENDS!
CALL THE CCCC BBS AT 790-6751!!

**DISCOUNTS**

The following stores have offered discounts to card carrying club members on many items in stock. NOT ALL items.

- ANALOG PRECISION
1620 N. Park Ave., Tucson 85719
622-1344
COMPUTER HORIZONS - 10%
245 S. Plumer, Tucson 85719
622-5966
COMPUTER SUPPLY SPECIALISTS - 10%
2257 E. Broadway, Tucson 85719
623-0662
D.J.s ELECTRONICS - 10%
5441 East Pima St., Tucson 85712
326-8299
NORTH AMERICAN DIGITAL - 10%
3512 E. Grant Rd, Tucson
323-7897
SOFTWARE CITY - 5%
4995 E. Speedway, Tucson 85711
323-8111

If you know of a merchant willing to offer a discount to our members, please let the president or editor know. When you buy, let the vendor know it's because of the club discount. If one of the above vendors DOES NOT extend the discount and you have shown your card, let the President know.

**SOFTWARE ORDERS**

MAIL TO: CCCC, Inc. Attn: Librarian, P.O. Box 32548, Tucson, AZ, 85751-2548. See Catalog for delivery limitations and specific ordering information.

With the exceptions noted in the catalog for royalties or copy-licensed software, the copy fee per disk side is currently \$3, blank disk provided by club.

When ordering, be sure to include your name, address, phone number, member number, and of course the ID # of the desired disk(s). On multiple disk orders to be mailed, include \$1 postage for each multiple of five disks.

Specify order by catalog ID#, for which computer. Please allow two weeks plus mail time for receipt of your order. Make check or money order payable to CCCC, Inc. (Do Not Send Cash.) If not to be mailed, your software order will be available at the next regular club meeting.

**ADVERTISING COSTS**

Businesses or individuals wishing to advertise in this newsletter may do so for the following rates.

- Full Page.....\$25.00
Calendar Page.....\$20.00
Half Page.....\$15.00
1/4 Page.....\$8.00
1/8 Page.....\$5.00

You may prepay for ten (10) issues, and receive twelve (12) insertions of your ad. Receive two months' free advertising when you prepay for one year! Club members may advertise computer-related services or their personally-owned computer items at no charge. Non-member want ads cost \$1 per line, \$3 minimum. Acceptance of copy is at the sole discretion of Editor. Please give or send hard copy to the editor. Deadline for paid ads is the last Tuesday of the month.

**CATALINA COMMODORE  
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**MEMBERSHIP APPLICATION & SURVEY**

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NAME(Last)\_\_\_\_\_ (First)\_\_\_\_\_ (Init)\_\_\_\_\_

STREET ADDRESS\_\_\_\_\_ APT # \_\_\_\_\_

CITY\_\_\_\_\_ STATE\_\_\_\_\_ ZIP CODE\_\_\_\_\_

PHONE\*\*\_\_\_\_\_ AGE\*\_\_\_\_\_ OCCUPATION\*\_\_\_\_\_

\*\*LEAVE BLANK IF NO LISTING DESIRED - Please include in item "I" below a phone where you can be reached. (\*above optional). May we print your address and telephone on our membership list? YES-[ ] NO-[ ]

TELL US ABOUT THE EQUIPMENT YOU USE AND YOUR COMPUTER INTERESTS

PLEASE SPECIFY BRANDNAME, MODEL and TYPE (Example AMIGA 2000)

A. Computer\_\_\_\_\_

B. Disk Drive\_\_\_\_\_

C. Monitor\_\_\_\_\_

D. Printer\_\_\_\_\_

E. Printer Interface\_\_\_\_\_

F. Modem\_\_\_\_\_

G. Programming Languages Used\_\_\_\_\_

H. What would you like to do with your computer?\_\_\_\_\_

I. How would you like to become involved in the club?\_\_\_\_\_

(UNLISTED Telephone\_\_\_\_\_)

**THE CLUB IS COMPLETELY RUN BY VOLUNTEERS**

You may have special talents or skills that would be helpful in the club's growth and operation. We always have need for writers and reviewers for our Newsletter. There is a constant need for new Public Domain programs. There are frequent classes on various computer related subjects; you may provide input or even teach a session. Why not talk with one of the elected officers and find out where YOU can help.

INITIATION FEE \$10.00 --ANNUAL DUES -\$15.00 (Tucson Area)

\$21.00 (Outside Tucson) \$27.00 (Outside USA)

IF YOU REQUIRE MORE THAN ONE MEMBERSHIP CARD, STATE NUMBER NEEDED\_\_\_\_\_