


**Catalina**  
**Commodore**  
**Computer**  
**Club Inc.**

*SPECIAL LASER EDITION II*

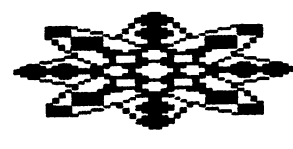


**BORDERBUND DEMO.**  
**OCT. 4th.**

**SOFTWARE GIVEAWAYS**

**FANTAVISION**  
**DEMONSTRATION**

**C-64 and AMIGA DEMO'S**



**DON'T**

**MIS**

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2	3	4 <b>CCCC MEETING</b> 7 PM - 9:30 PM ST PETER & PAUL GRAMER HALL	5	6 * GRAFIX SIG * 1 PM - 4 PM AT THE HOME OF CHIO BURTON - 2892 E. FIRST ST.	7	8
9	10 * COLUMBUS DAY	11 EXECUTIVE BOARD MEETING 7:30 PM AT DOUG DAVIS'S 7341 E. FAYETTE MEMBERS WELCOME	12	13	14	15 ** HELP DAY ** PLUS * BEGINNER SIG * ALL AT ST. PETER & PAUL MADONNA HALL
16	17	18	19 * NEWSLETTER * ** PARTY ** 7 PM ST. PETER & PAUL MADONNA HALL	20	21	22 ** AMIGA SIG ** 10 AM - 1 PM WOODS LIBRARY
23	24 ** 128 SIG ** AT BOB HOLDCRAFT'S	25	26	27	28	29
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OCTOBER 1988

## GRAFIX-SIG WORKSHOP

### Thursday - 6 October

from 1 to 4 pm

At The Home of CHIO BURTON  
2802 East First Street  
(One block South of Speedway, on the corner of  
Treat and First Streets)

**DEMOS WILL  
INCLUDE:**

PaperClip Publisher and  
The Fun Graphics Machine

CALL DAYS: Bob CLAUSEN Tucson 747-0196

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**PREZ SEZ**

by Ron Gray, CCCC

How valuable is our library? Besides making a great deal of enjoyable public domain programs available to us, the library is able to keep the copy costs down to a minimum, while raising a major portion of our club's operating funds. The year-to-date income statement ending 7/31/88 showed that the library generated more than 30% of club income, while incurring less than 4% of the club's total operating costs. It really doesn't take Steve Witkowski's fine expertise as treasurer to show anyone what the library means to the continued success of our club. Yet, no one has found it valuable enough to keep it alive

**WE ARE IN DIRE NEED OF A LIBRARIAN.**

It is not the easiest job to do. It is not the hardest job to do. It is one of the most important. I have been suggesting that members could group together to form one position or to undertake one project. I think this is an excellent approach in this situation. It would lessen the burden on any one person and provide a pool of thought for improving the library. None of the hardware being used is hard to operate and any one who uses a 64 could, with Sally's help, master it in no time.

We have just purchased a new 1-meg disk drive for the BBS. As soon as it arrives, the library will receive one of the 1541s now being used by the BBS. This will make library operations even easier.

Some members, myself included, have noticed that some of the library disks have been corrupted and others are outdated. Five members have volunteered to tackle this problem: Candy Brodecky, Bob Clausen, Elmer Laws, Jack Riback, and Ray Waters. Their effort deserves to be noted. Encouragement, assistance, and gratitude would not be out of line, either. If anyone wants to help, please contact one of them. This is a monumental task and the club owes them their thanks. Speaking for the entire club, I would like to say ..... 'THANK YOU.'

**OUR APOLOGIES**

We promised you GEOS 2.0 for the Rental Library. It was ordered and has been received, but unknown to us, Berkeley has re-written their licensing agreement. Whereas before it restricted the renting of copies, now it expressly forbids rental of the original as well, unless you have written permission from Berkeley. We plan to at least attempt getting written permission. We'll keep you posted.

**Q-LINK CLUB ACCOUNT**

Our club applied for and recently received a Q-Link President's Account. This generous offer from Q-Link grants us 5 hours each month of free plus time and also waives the \$9.95 monthly charge.

The club account will be used to download material for the newsletter and public domain programs for the library. There is also a section set aside for User Groups to trade information and ideas.

One other feature includes an on-line hosted tour of Q-Link for our user group. We may take advantage of this and set it up for one of the Saturday Help Days.

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

by Leila Joiner, CCCC

Our thanks to new member Howard Wooten for a wonderful demonstration of what the C64 and the Amiga can do with MIDI. I overheard some comments from people in the audience who were amazed by the capacity of the C64. A program from Germany, Scoretracks, makes the most of everything this little computer has to offer. The Amiga also demonstrated its ability to reproduce sound samples. Although limited to four voices, it produces some incredibly authentic-sounding music on its own, aside from its MIDI capabilities.

October brings us the Broderbund software people, and in November we are planning a SIG Fair. The groups will set up around the room, and each one will present a brief demonstration. If you have any ideas or suggestions or would like to volunteer your services in any way, get in touch with your SIG Leader. I'm sure he or she will appreciate the help.

There will be no raffle in October, since Broderbund is offering free software giveaways with their demonstration. September's raffle was won by Bob Clausen, who promptly returned it to the club for another go-round. It seems Bob is too busy to play games. I can't imagine why! Anyway, thanks, Bob, and better luck next time.

**CCCC, Inc. Newsletter Staff**

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**Call the BBS: 790-6751**



**WHY A COMPUTER LEARNING MONTH?**

*Reprinted from the Official Publication of Computer Learning Month*

*by Sally Bowman, Director*

Computers and software offer powerful benefits to youth and adults in work, learning and recreational activities, yet millions of people are not yet receiving the full benefits that technology has to offer. A recent study by the National Assessment of Educational Progress, funded by the U.S. Department of Education, highlights the fact that many children are not yet competent in the use of computers. Increasingly, people are being required to use computers and software in their jobs, yet we've not educated all of our youth, or the millions of people in the work force, regarding the benefits of using computers. More importantly, we have not provided them with the necessary skills for accessing these benefits.

Why aren't millions of people realizing the benefits of technology? Partly because many people don't understand what the benefits are. Many others are afraid of computers -- they are afraid they cannot learn to use them. Many people think they need to be math and science experts to use computers. Still others are paralyzed by their need for information. Technology is changing rapidly and many people still don't understand the basics, let alone the subtle variations of new and different computer systems and different types of software.

Computer learning month is a national project with the overall goal of increasing the number of people receiving the benefits of technology. We hope to accomplish this by distributing millions of copies of printed materials free to the public -- parents, educators and business people -- every October, and by motivating publications and newspapers everywhere to run articles and stories that provide the public with the information they need. We provide materials and suggestions for hosting local computer learning events so people can learn together, and we offer prizes for community/school events to encourage people to host the events. We identify and recognize innovative uses of computers through our numerous contests and then organize this information into projects and materials to return to teachers, students and parents the following year.

Computer Learning Month offers many fun and informative ways to increase the benefits you, your family and colleagues receive from technology. Individuals, groups and organizations of all types can participate in Computer Learning Month by entering contests, encouraging, attending and/or coordinating community events or

just by picking up copies of materials to read at home. You're not alone if you feel overwhelmed by all the changes and new information involving the use of technology. There are millions of people who don't even know where to begin. There are also millions of others who have begun using technology, but still need more information on how to gain more of the benefits technology has to offer. So, "Take Part in Computer Learning Month. You'll Love the Relationships that Develop." We encourage people to learn together and to share any knowledge they have with others. Because by learning together, we all build better relationships ... with computers ... and with people.

**COMPUTER LEARNING MONTH ACTIVITIES YOU MIGHT FIND INTERESTING**

**Commodore Business Machines, Inc.**  
 1200 Wilson Drive  
 West Chester, PA 19380  
 (215) 431-9193

Commodore has three special programs planned in support of Computer Learning Month. In the first special program, beginning in September, any educator who purchases an Amiga Educator System may also purchase a special package of productivity and educational software for an additional \$150 - \$200. This special package normally has a suggested retail value of between \$1,500 and \$1,700. Beginning in September, Commodore is making a special offer of a Software Starter Kit to any school that purchases an Amiga for the first time. The Software Starter Kit consists of over 75 individual software titles with applications in all major areas of teaching and learning. Anyone who purchases an Amiga Computer at a participating Amiga dealer during Computer Learning Month will receive Commodore Dollars for the benefit of the school of their choice. The designated school can "spend" their Commodore Dollars by purchasing educational systems at their area Commodore Education Dealer. For more details, call or write Commodore or ask your local Commodore dealer.

**Compute!**  
 324 W. Wendover Ave., Suite 200  
 Greensboro, NC 27408  
 (919) 275-9809

Compute! will sponsor an At Home Educational Contest during Computer Learning Month. The goal of the contest is to discover creative and innovative educational uses of computers in the home. Entrants should submit a description of the way in which their household uses a computer to enhance or extend the educational process at any level. There are three categories -- Elementary, Jr./Sr. High, and Adult Education. The top three entries in each category will receive a free one-year subscription to Compute! Entries must be postmarked no later than October 31, 1988. For complete contest rules, write to Compute!

**Mindscape Inc.**  
 Educ. Division Photo Contest  
 3444 Dundee Road  
 Northbrook, IL 60062  
 (312) 480-7667  
 (800) 221-9884

Announcing Mindscape's Shoot to Win Photo Contest in observation of Computer Learning Month. Photographs of anything having to do with students learning with computers are eligible, color or black-and-white. One grand prize of \$500 worth of Mindscape educational software, two second prizes of \$250 worth of Mindscape educational Software and three prizes of \$100 worth of Mindscape educational software will be awarded. Ten additional winners will receive one Mindscape educational software program. All entries must be postmarked by October 31, 1988. All entries become the sole property of Mindscape Inc. In addition, between October 1 and October 31, 1988, Mindscape is offering a special Computer Learning Month Bundle of our new line of educational products for home and school at a special price. The bundle includes such titles as Riddle Magic, Rebus Writer and Vocabulary Challenge. For more information write or call Mindscape Educational Division.

**Springboard Software, Inc.**  
 7808 CreekrIDGE Circle  
 Minneapolis, MN 55435  
 (612) 944-3915

You can win hundreds of dollars of Springboard products! Just use any of Springboard's productivity packages (Springboard Publisher, The Newsroom, Certificate Maker) and enter your creation in our Look How I've Become More Productive Contest. Entries must be postmarked no later than November 30, 1988. For complete contest rules and entry materials, write to Springboard Software.

**INSURANCE REBATE SAVES MONEY!!**

Tom D'Angelo has saved our club approximately \$170 by getting us a rebate on our club liability insurance. In order to use facilities like the St. Peter and Paul Church for our meetings, we have to be covered by liability insurance. Our premiums are based on the number of members. In the past we've based this on the total number of members in the organization. Tom pointed out that we really only needed to consider the number of members who actually attend meetings. Since our total membership is much larger than actual attendance at meetings, our premiums were considerably reduced. We not only received a rebate on past premiums, but our future expenses are reduced as well. Good work, Tom!

**A PERSONALIZED COLORING BOOK**

Frank Prievo makes personalized coloring books for his grandchildren with Sesame Street Print Kit. He prints out pages from the Storybook section of the program. By ripping off the tractor feed edge on the righthand side of each page, then stapling the pages together at the lefthand tractor feed edge, he creates a little book. The pages can be colored and individual drawings may be ripped out of the book for display. Frank also personalizes the books by printing the child's name and any other personal information along with the pictures. A neat idea for a quick gift!

The program is available for the Commodore 64.

**THE CLUB BBS: UPS AND DOWNS**

The club BBS was down again recently, due to moisture in the underground phone lines from the summer's rainstorms.

Doug Davis says if you've experienced difficulty with downloading or uploading, this may have been the problem. If so, it has hopefully been solved by the recent attentions of the phone company repair crew.

<div style="display: flex; justify-content: space-between;"> <span>\$</span> <span><b>Catalina Commodore Computer Club, Inc.</b></span> <span>\$</span> </div> <b>Income Statement</b> Month Ending 8/31/88 Steve Witkowski, Treasurer		
	END OF MONTH	YEAR TO DATE
<b>REVENUE:</b>		
Newsletter Members Fees	\$ 303.00	\$ 2,319.00
Newsletter Advertisement Fees		162.00
Library Sales Revenue	147.51	1,448.51
Club Buys		518.00
Raffles and Auctions	36.00	246.50
Initiation Fees	100.00	540.00
Rental Library Revenue	19.00	99.00
Other Revenue		82.50
<b>TOTAL REVENUE</b>	<b>\$ 685.51</b>	<b>\$ 5,415.51</b>
<b>EXPENSES:</b>		
Newsletter Expenses	281.76	3,450.37
Library Expenses	123.00	363.60
Rental Library Expenses	4.00	16.22
Club Buy Expenses		496.75
Raffle and Auction Expenses	32.04	109.00
Meeting Expenses		387.40
Bulletin Board Expenses	17.24	207.56
Membership Expense	19.85	99.10
SIG Expenses		11.72
Saturday Help Day		172.35
Depreciation Expense	92.11	767.70
Administrative Expenses	14.18	516.09
Other Misc.		0.00
<b>TOTAL EXPENSES</b>	<b>\$ 584.18</b>	<b>\$ 6,597.94</b>
<b>PROFIT OR (LOSS)</b>	<b>\$ 21.33</b>	<b>(\$ 1,182.43)</b>

**WELCOME NEW MEMBERS**

**Tim Yu and Beverly Markiewicz**

**THE WRITE STUFF 128**

by Jack Adey, PACC

This GREAT wordprocessor has just become even better. The author has apologized for taking so long to release it, but he has added EVERY feature that was suggested by users of the 64 version and taken full advantage of the memory and extra keys of the C128.

I think it was well worth the wait. If you don't have a full-featured word processor or are having problems with the one you use, you should take a serious look at this one. The 128 version has all the features of the 64 version, plus nearly 5 dozen more. Here are just a few of the added features:

- 63K text area and 16K buffer (text area can be partitioned)
- 40 and 80 column versions
- 60 user-definable keyboard macros
- Outline Generator menu driven (can be toggled off)
- Automatic list numbering
- View/load/merge/append directories
- Convert prg/seq/usr/ASCII/PETASCII
- Add/Strip returns
- Quick preview up to 250 columns
- WYSIWYG preview for many features
- Split screen for work on two areas or two documents
- 32 printer macros
- Header/Footers - up to 250 characters
- Decimal tabs with colons or periods
- Odd/Even page numbering
- Micro justification
- Supports 1700/1750 RAM expanders
- One key access to 1581 sub-directories

These are just a few of the added features. This fantastic word processor will be available for only \$15.00!

**D. J. 'S  
ELECTRONICS**

5441 East Pima Street  
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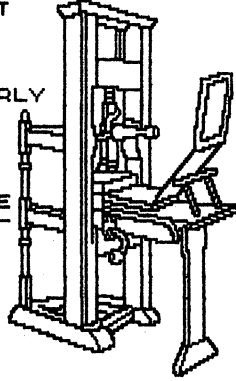
**10% Discount to CCCC MEMBERS  
on Service and Accessories**

# THE WRITTEN WORD!


PRESENTED BY BOB GLAUSEN




A B C IT ALL SEEMS SO SIMPLE. BUT YOU HAVE TO REMEMBER IT STARTED WITH ONE OF THE CAVE PEOPLE SCRATCHING MARKS ON THE WALL WITH A ROCK. THIS IN TIME EVOLVED TO SYMBOLS AND ON TO PHONOGRAMS. IT TOOK CENTURIES... DEVELOPING THE SYSTEM OF SOUND-PICTURE SENTENCES USING SYMBOLS. IT WAS A METHOD OF COMMUNICATING BY WRITING, BUT EACH CULTURE HAD A MUCH DIFFERENT INTERPRETATION OF WHAT THEY READ. IT SEEMS DIFFICULT TO DETERMINE WHO IS CREDITED FOR THE FIRST WORKING ALPHABET. SOME SAY THE GREEKS OR MAYBE THE ROMANS, BUT FOR ARGUMENT'S SAKE AROUND 400 BC THERE WAS AN ALPHABET USED BY MANY. IT WAS THE LATIN FORM AND HAD ONLY 23 LETTERS. THE 26TH LETTER WAS NOT ADDED UNTIL SOMETIME IN THE EARLY 1600'S, WHEN THE AUTHORIZED VERSION OF THE BIBLE WAS PRINTED. I AM GETTING A LITTLE AHEAD OF HISTORY. IN THE MID 1400'S A GENTLEMAN NAMED GUTENBERG IS CREDITED WITH USING THE FIRST PRINTING PRESS WITH MOVEABLE TYPE. HIS GREATEST ACCOMPLISHMENT WAS THE "GUTENBERG BIBLE". LESS THAN 200 COPIES WERE PRINTED, THE MOST RECENT COPY TO SELL WAS FOR JUST OVER \$6.5 MILLION AT A LONDON AUCTION IN 1984. LETTERPRESS PRINTING WAS VERY POPULAR INTO THE EARLY 1950'S. USING TYPE CAST OF LEAD AND THE LINTYPE MACHINE PROVIDED A FAST PLUS EFFICIENT METHOD OF REPRODUCTION. THE DECLINE OF THE LETTERPRESS PRINTING IS BLAMED BY SOME ON THE UNIONS, THE SECRECY WITHIN THE INDUSTRY, AND THE FACT THAT CHEAPER, PLUS BETTER, METHODS OF PRINTING WERE AVAILABLE.

IN THE 1950'S OFFSET (LITHOGRAPH) PRINTING BEGAN TO GAIN POPULARITY DUE TO THE REDUCED COST. THE LABOR NEEDED TO PREPARE A JOB WAS LESS THEN HALF. A PROCESS WAS USED WHERE OFFSET PLATES WERE PRODUCED USING PHOTO NEGATIVES. MANY HAVE REFERRED TO OFFSET PRINTING AS THE "PEOPLE'S PRESS", BECAUSE OF THE EASY ACCESS TO A FINISHED PRODUCT WITHOUT PROFESSIONAL ASSISTANCE. NEARLY ANYONE COULD LAYOUT A CAMERA READY PAGE USING A TYPEWRITER FOR TEXT AND GRAPHIC ART CUT FROM WHERE-EVER, THEN GLUED TO THE PAGE FOR EYE APPEAL. CAME THE TERM "CUT AND PASTE". THE DEMAND FOR SMALL PRINT SHOPS (MON&POP, COPYBOY, ETC) PROVIDED VERY FAST SERVICE AT A REASONABLE COST. WITH THE INTRODUCTION OF QUALITY STATE-OF-THE-ART COPIERS, IT HAS REDUCED PAGE PREPARATION TO THE SIMPLEST OF TASKS.




ABOUT 30 YEARS BACK THE COMPUTER ENTERED THE PRINTING INDUSTRY. IT WASN'T A GRAND ENTRANCE, BUT FORESIGHT DID PERSEVERE AND SMALL COMPUTERS WERE DESIGNED FOR SPECIFIC TASKS. THE BIGGEST IMPACT WAS THE PRODUCTION OF DAILY NEWSPAPERS. IT WAS SLOW PROGRESS USING MANUAL "CUT & PASTE", BUT TODAY PAGES ARE ASSEMBLED IN NEW YORK, TRANSMITTED BY SATELLITE, AND PRINTED WITHIN THE HOUR AT SEATTLE. COMMODORE 64 HAS BEEN GENERATING COPY FOR PRINTING BETWEEN 5 AND 6 YEARS. MY OLDEST SOFTWARE WAS RELEASED IN 1983. THE PROGRAM "PAINT NOW", PROVIDES 21 FONTS WHICH CAN BE GENERATED IN MANY DIFFERENT SIZES AND SHAPES ON SCREEN. IT ALSO PRINTS IN TWO SELECTED SIZES.



THE OUTLOOK FOR COMMODORE 64 USERS IS EXCELLENT, THE FUTURE PROMISES A GOOD VARIETY OF COMPATIBLE HARDWARE THAT WILL ENHANCE THE OPERATION AND GREATLY EXPAND THE RAM. COMMERCIAL SOFTWARE IS BEING RELEASED AT A RATE OF OVER 400 NEW PROGRAMS EACH YEAR. OF COURSE, SOME ARE BETTER THAN OTHERS. BE SELECTIVE WHEN PURCHASING, ASK QUESTIONS OF A CURRENT OWNER. PUBLIC DOMAIN SOFTWARE IS STILL BEING RELEASED, BUT AT A VERY SLOW RATE.

CREDITS: THIS ARTICLE WAS CREATED BY THE FUN GRAPHIC MACHINE-V410 (SHAREWARE BY RON HACKLEY.) GRAPHICS & SPECIAL ART FROM: NEWSROOM, PRINT SHOP, DOODLE, EPYX(OFF THE WALL), OOP ART STUDIO, PRINTMASTER, PRINT NOW AND MARY LOSSING. THANKS! NO SOISSORS OR GLUE! ALL "CUT & PASTE" ACCOMPLISHED WITH THE COMMODORE 64. @



A FEW SAMPLES OF MANIPULATION OF A GRAPHIC, USING THE FEATURE PROGRAM THE FUN GRAPHICS MACHINE



# THE NEW WORLD OF GEOS

The new GEOS 2.0 not only improves, but expands, the horizons of Berkeley Softwork's promised land for the Commodore 64.

One of the most exciting of many new features is the ability to turn any Geowrite file into a Geopaint file, using the Paint Drivers. Paint Pages converts a single page, while Paint Overlay allows you to convert multiple Geowrite pages from the same document to a single Geopaint page, thus eliminating the need to manually overlay columns by doing multiple printings on the same page. Once the document has been converted to Geopaint, all the Geopaint features may be accessed to dress it up.

A great new feature of Geopaint is the ability to stretch and resize photo scraps to fit whatever size box you've opened. The box can also be put into transparent mode, so that graphics can be overlaid without erasing what's underneath the box area.

Geowrite 2.1 allows the margins to be resized so that you get a full 8 inches of text. Any previous files from earlier versions may be converted to 2.1 mode with the click of a button. I've converted files from Geos 1.28 as well as Writer's Workshop and Geos 1.3 with no problem. Applications, of course, are NOT interchangeable.

The Desktop has many new features as well. Date and time are automatically displayed in the upper right corner on booting up, and are easily set by clicking on the display, then typing in the correct figures and hitting return. However, it is only visible from the desktop, unlike Mystic Jim's Shareware clock, which is also displayed in Geowrite and Geopaint.

The program now acknowledges as many as two drives and a ram expansion unit, and all three will show up on the Desktop. Three icons are displayed: drive A, drive B and System. Only the uppermost two are active at any one time. To activate the third you must drag its icon ghost over the one you want to replace and click, thus switching the **contents** of the icon, not the icon itself. It can be a bit confusing.

For example, you have disk A in drive A, disk B in drive B and you want to access RAM.

You drag the System icon over the drive A icon and click. Drive A now shows RAM as resident and System shows disk A as resident. Now suppose you decide you want to access disk A, but still have RAM active. You must then drag the System icon over the drive B icon and click, again switching the contents only. You now show disk A as being resident in drive B, although **physically** disk A is still in drive A. This is not as bad as it sounds, once you get used to it, but I **do** advise you to be sure what disk is in what drive before you do anything drastic, like erasing, copying or reformatting.

The program does allow the 1571 to format double-sided disks and it does configure RAM to take advantage of the maximum allowable disk space. Again, I had problems with disk read errors while moving files around on the double-sided disks: the old 1571 bugaboo. If you have the new ROM updates you probably won't experience this.

I took advantage of many of these new features this month making up the Treasurer's Report for this issue, including the Paint Pages feature (Geowrite to Geopaint) and the new tab function in Geowrite that lets you line up decimal points. It used to be impossible to make neat columns of numbers in the old version. Thanks, Berkeley!

After using GEOS 1.28 I found the operation of 2.0 a little on the slow side. Using RAM speeds things up considerably. If you're used to the 64 version, I'm sure you'll find many functions are faster, because they've been made easier. File manipulation is a good example. You can now hold down the C= key and click on several files at once, then click on the last choice and get a ghost icon labeled "multi-file." Transferring "multi-file" transfers all the files you have chosen. A menu option lets you click once and select all the files on one page to be manipulated as a "multi-file." To switch the placement of any two files on a page simply click on one, drag its ghost to where you want it, and the two icons switch automatically.

I highly recommend this program to anyone with a Commodore 64 or 128. I will be displaying GEOS 2.0 at the October Saturday Help Day. If you'd like to see it in action, come on down!



Lella Joiner, CCCC



**DDD ALIVE AND WELL**

by George Pope, CCCC

Back in the dark ages of computing (1984) a couple of needs were identified and an enterprising Tucsonite (also a CCCC member at the time) found the answer to both. It seems at that time, long ago, there were no programs around for the Commodore that would manipulate a disk directory easily and get rid of some of the annoying habits exhibited by the 1541 drive, like leaving holes in the directory when a file was scratched, or not having an orderly and well-laid-out directory without hours of toil and torment, or the inability to put notes to yourself or others on a favorite (or, for that matter, seldom-used) disk as greeting, reminder, identification or whatever.

The second need was for more powerful computing equipment dedicated to the aid of search and rescue with specialized programs that would merge and exploit the knowledge of searchers, search managers, terrain, conditions, etc. into an organized tool for the search manager to use. From a modest beginning with small hand-held calculator computers and graduating to the Commodore 64, the programs held their own and then some by assisting with searches of all kinds both successful and some, unfortunately, unsuccessful. Nevertheless, the addition of computer technology did aid the search manager.

The solution came in the form of a commercial quality directory manipulation tool for the Commodore owner that was licensed by the author for sale with the proceeds being applied 100% to a fund dedicated to support computer equipment for search and rescue. The program, "David's Directory Designer" (DDD), became a landmark utility with promotion by the CCCC and the cooperation of user groups around the country.

Sales of the DDD Program started off briskly with many CCCC members actively supporting the project, which had been adopted by the club as a community support project. Enough sales were made to obtain the basic hardware and support equipment necessary to field a portable search and rescue dedicated computer system.

Just as every cloud has a silver lining, there is usually a storm cloud around the corner and DDD's success was soon dimmed by some dubious activities. Specifically, some unprincipled individuals pirated this unprotected program that was priced low enough so that even the most frugal could afford it, and to make matters worse stripped off the identifying characteristics that showed it was copyrighted (and for charitable purposes) and then put it up on bulletin boards to "share" with the world. The worst example of this was when a Prescott, AZ purchaser's copy was put up on "Q-Link" and almost 100 copies were downloaded before we learned of it. "Q-Link" reluctantly, after much inquiry and badgering, removed it from availability.

Why bring all this information up now?

Simply because there is a whole new generation of computer users that have entered the proud Commodore owner roles and very possibly are faced with the same directory problems we had in 1984. DDD is the solution. Aside from having mnemonic commands (keyword commands that make sense for the action desired, like "Trade" to exchange the place of two different program titles, rather than a simple and meaningless A,B,C menu sequence), and a "duck shoot" menu that allows for cursor or first-letter-of-command word selection for the desired action, it also has built-in help screens and documentation that can either be read on the screen or dumped to a printer.

There is a whole laundry list of benefits that DDD offers, including: scratching of files, alphabetizing all or a portion of the directory, locking or unlocking files, adding name suffix codes for either easy loading or as a reminder of how to make a specific program work, or disk personalization routines such as those found on many club disks. The list goes on and on to include a quick and easy disk monitor for the more advanced user or programmer.

Limitations do exist. It works with the 64 and 1541 drive and the MSD drives. It will work with the 1571 and 128 ONLY in 64/1541 mode. It may or may not work with other second party after-market drives. The 1581 is out.

You can get this fine self-documenting program in a variety of ways. The easiest is to mail a check for \$15 to the CCCC Search and Rescue Fund, P.O. Box 32548, Tucson, AZ 85751 or leave your check and order with the librarian at club functions. Your personalized disk will be sent in the mail.

Currently, only the cost of the disk is deducted from the \$15 and since disks are available for about 30 cents the remaining \$14.70 goes to the University of Arizona Foundation that holds the funds and equipment in trust for search and rescue application. Incidentally, the \$15 is a tax deductible contribution if you fall into that tax category.

Talk to your officers and Board of Directors if you are interested in a program that shows either the strength of the DDD program and/or the search and rescue program that it supports.

A footnote to current DDD owners: if you have destroyed your original program disk and would like a replacement, simply turn in a blank disk with a mailer and return postage to the librarian or mail it to the CCCC address and it will be refreshed without charge. The original version is 1.0 and is the only version ever needed.

«««« LIBRARIAN NEEDED »»»»»

call Candy Brodeok at 296-8052

**SATURDAY HELP DAY**

Coming up in October: two all-new events for the Saturday Help Day.

**CLEAN YOUR KEYBOARD CLASS**

Got problems with sticky or un-responsive keys on your old C64 or C128? Learn to dismantle and clean your own computer keyboard. Why pay someone else \$30 (or more!) to do what YOU can do at home?

On October 15 at Madonna Hall Tom D'Angelo will conduct a class on keyboard cleaning. Materials will be provided. Bring your own keyboard. A donation of \$3.00 will go to CCCC, Inc. to help defray our operating costs.

Tom is donating his time and expertise.

**GEOS CLINIC**

If GEOS has you muddled, or if you'd just like to see what it can do and how it operates, stop by the GEOS Clinic at Madonna Hall on October 15. Leila Joiner will have on hand GEOS 1.2 and 1.3 for the C64, Writer's Workshop, GEOS 128 and the brand-new GEOS 2.0. Come see how much you can do with GEOS, dual 1571 drives, and a 1750 ram expansion!

But don't expect ALL your questions to be answered. Nobody's perfect, you know!

**DISK-OF-THE-MONTH**

In keeping with the theme of Computer Learning Month the D.O.M. features 10 educational games for all ages, from preschool to old fogies.

Solve 30,000 mazes; learn how nuclear reactors work; go on a fur-trading expedition with the Indians; find out what you don't know about the United States (it's embarrassing, folks!); print out your own homemade word scramble puzzles; learn to read music; learn to count and spell with pictures and sound; and last, but not least, find out your REAL political affiliation (don't be surprised to find you're not quite who you thought you were).

Some amazingly nice graphic and sound effects enhance this display of versatility on the little ol' C64.

**CCCC EXECUTIVE BOARD MEETING  
AUGUST 9, 1988**

*by Bob Holdcraft, Secretary*

Meeting was called to order at 7:30pm by President Ron Gray at the home of Vice-President Candy Brodecky. All board members were present, with the exception of Past-President Doug Davis, who was on vacation. Also present were Newsletter Editor and Rental Library Chairperson, Leila Joiner and, last but not least, Membership Chairman, Frank Prievo.

Secretary's minutes of last meeting and Treasurer's report were presented and approved.

The secretary will deliver two letters received in the P.O. Box for the

CCCC Search & Rescue Fund to George Pope.

The Whys & Wherefores of the Amiga Sig were discussed. Randy Schild was appointed the liaison between this group and the executive board.

It was discussed about having a member from each SIG to be elected to the board in the future.

New member application forms will be aquired from 'Tony The Printer' and updating of the 'New Member Packets' will be continued.

The 'ball park figure' from the treasurer was \$586 balance with an estimate of \$208 in expenses coming up for the newsletter. As new blank disks will be needed, Candy B. will make an order for 500.

It was discussed about priority of items to be published in the Newsletter. It was agreed that members should have some priority but discretion will continue to be left up to the Editor.

The equipment inventory will be studied further with needs and methods of disposal of the surplus.

A suggestion was made that the old 'CCCC video tapes' on computer training be incorporated into the rental library. Another suggestion of a project to make archival copies of commercial software for owners only for members was mentioned with a service fee.

The printer ribbon re-ink project will be looked into by Tom D'A.

A wholesale type order for the library to an educational teacher was approved and will be handled by Candy B.

GEOS 2.0 will be in the Rental Library soon. [Ed. note: Maybe! See Rental Library news in this issue.]

Write Stuff 128 at 80 columns will be available on a pre-pay order basis for \$15; includes manual, but overlay will be extra.

The unofficial membership count was 338.

**SATURDAY HELP DAY**

DON'T MISS IT!!

UOFA MEDICAL (UMC)	NORTH CAMPBELL	PARKING	EAST ADAMS HELP DAY GENERAL MEETING	PARKING
GENERAL MEETING FIRST TUESDAY EACH MONTH 7 PM			↑ ↑ MADONNA HALL 1946 EAST ADAMS	
HELP DAY THIRD SATURDAY EACH MONTH 10AM-2PM				↑ NORTH
EAST SPEEDWAY				
CCCC-BOX 32548-TUCSON, AZ 85751-2548				

This is a Sample of  
some *ODD* things  
that should be at  
least  
**ATTEMPTED.**

WORRY IS THE  
INTEREST PAID  
ON TROUBLE  
BEFORE IT IS  
**DUE**

**Oh Yeah!**

**AVERAGE**  
The **BEST** of  
the **WORST**  
and the  
**WORST** of  
the **BEST.**

**COMMODORE 64C**

OLD AGE is a  
Dropout from the  
School of **HARD**  
**KNOCKS!**

THIS PAGE ASSEMBLED Using PaperClip Publisher.

This is a **SAMPLE** of a few of the styles used in **QUICKTEXT** *Italic* UNDERLINE  
**Shadow** Outline **Backstant** *Light* **nb** **2196** **DOMU** **Mirr1079b** **sub** **scrapt**  
**Reversed**



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 AMIGA SIG..[Editor].....Macey Taylor.....326-7265  
 AMIGA SIG Info.....Randy Schild.....883-4670  
 Beginners' SIG-Central...Steve Loumeau.....747-7329  
 Beginner's SIG-W.W.....Yvette Mullican....297-2381  
 128 SIG.....Randy Schild.....883-4670  
 Grafix SIG.....Bob Clausen.....747-0196  
 MS-DOS SIG.....NEEDED.....xxx-xxxx  
 Telecommunications SIG...Mark Reidy.....745-4650  
 Green Valley Committee...John Deady.....1-625-8087  
 Ham Radio.....Harold Wetzel.....886-9019  
 Volunteer..Coordinator...NEEDED.....xxx-xxxx  
 LIBRARIAN.....NEEDED.....xxx-xxxx  
 Assistant Librarian.....Mary Lossing.....325-7770  
 Rental Librarian.....Leila Joiner.....327-0540  
 MEMBERSHIP CHAIRMAN...Frank Prievio.....574-0145  
 Purchasing Agent.....Larry Romo.....883-1286  
 Purchasing Agent.....Dick Bernier.....574-1512  
 CHIEF SYSOP.....Phil Pugliese.....unlisted  
 EDITOR.....Leila Joiner.....327-0540  
 (Copy to 3527 E. Port 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 Prievio - 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.

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 245 S. Plumer, Tucson 85719  
 622-5966  
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 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.

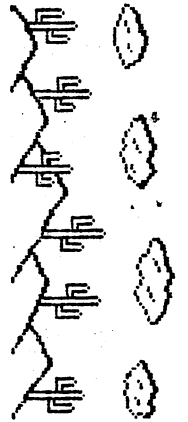
Specify order by catalog ID#, for which computer. Please allow two weeks plus mail time for receipt of your order. Make check or money order payable to CCCC, Inc. (Do Not Send Cash.) If not to be mailed, your software order will be available at the next regular club meeting.

**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.



**CCCCC**  
**TUCSON, ARIZONA**

CATALINA COMMODORE COMPUTER CLUB, INC.

NEWSLETTER  
VOLUME 6, NUMBER 10 - OCT 1988

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

\* **GENERAL MEETING** - October 4, 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** - October 15, 1988  
St. Peter & Paul Catholic Church  
Madonna Hall  
10 a.m. - 2 p.m.

\* **EXECUTIVE BOARD MEETING**  
(All Members Welcome)  
October 11, 1988 7:30 p.m.  
Doug Davis's house  
7341 E Fayette St

**MARK YOUR CALENDARS !!**

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

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

NAME:.....

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New members please also remit \$10 Initiation fee.

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# AMIGA NEWS

## AMIGA SIG MEETING

August 27, 1988

by Dennis McCormick, CCCC

Welcome back, Macey Taylor! Macey has been unable to attend prior meetings for most of the summer. Now she will be in the United Kingdom for a month. Upon her return she'll bring back MicroText, a product somewhat like HyperCard. More on this in a paragraph below.

The upcoming meeting schedule is the last Saturday in September, the 24th. October's is the 22nd, not the last Saturday for that month! Both are at 10 A.M. at the Woods Library on First, 1-1/2 blocks south of Prince.

The Art Channel on Cooke's (Channel 42) accepts computer artworks and animations. The preferred format is the Amiga micro-floppy disk rather than video tape. The show itself is about 20 minutes long with still works shown about 20 or 30 seconds. Contact Channel 42, Cooke, P.O. 2307, Tucson, AZ 85702 or call 628-1738.

Every Workbench update also has an AmigaBasic update included on the Extras disk. The first Basic to come with the Amiga was called ABasic. Someone at the meeting was wondering if it was still available and could be copied without violating the copyright. Does anyone reading this know?

A member stated that his 500 worked OK for 6 months and then had some problems. He found that there were cold-solder joints on the computer's motherboard leading to the special chips. Resoldering them cured the problem. Joel asked how many 1000 owners in the room have had problems and only one or two hands went up. The original 1000's were manufactured in Japan; later ones were probably done in Taiwan. Early 2000's were made in Germany. Joel mentioned that a source of parts may be Ralph at Michigan Software in Novi, MI.

Another had a comment that he has had drawer icons disappear now and then. Joel said that if a window with a drawer selected is sent to the back, Intuition seems to remember the drawer's old position and if something is dragged there, there may be a conflict. What happens if the original window is returned to the front? Perhaps one drawer may be underneath another icon?

There were five demonstrations this meeting. Macey Taylor played a video tape about two products from a company in Britain called Ariadne. Its products will be distributed in the US by Research Design Associates. The two products seen in this tape were MicroText and VideoText, I believe. Macey will return in about a month with MicroText and will be able to demonstrate the actual program. Contact Macey for more information in October.

Allen Hoskins also had two demos on video tape, the first a humorous rendition of "Rindacella" that featured the mixing of live scenes and still-lives edited on his Amiga. Allan had modified the erase head circuit of his VCR with a toggle switch. This allowed him to edit without any gaps in his video, as if he were using a more expensive VCR with flying erase heads. His other demo presented genlock effects. Allen found that to achieve good audio it was necessary to match the microphone to the audio input circuits properly. Not just any microphone works everywhere.

Dave brought in "Photo Lab." The three major sections of this product are "poster," "colors" and "paint". The first can print any IFF picture in any size from about 1" x 1/2" to 10 feet square. There is a preview mode and just one section of a large printout can be repeated rather than reprinting the whole in case of errors. The background, color 0, can also be dropped from the printout. "colors" analyzes pictures in any resolution and may allow changes in resolution. "paint" can do HAM,  $n$  planes of color, and the half-bright mode if your Amiga has that last feature.

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C 128, AMIGA, ATARI, IBM SOFTWARE

**AMIGA NEWS****Amiga SIG Meeting (cont.)**

Dave concluded his demo by doing a partial "colorization" of a black and white picture, offering some competition to Ted Turner!

Dmitri showed "Starglider 2" by Firebird costing about \$33, a space war game in which you must destroy the enemy satellite. He recommended this game for its impressive 3D-like graphics, stereo sound, interesting creatures/weapons and play environment. There's much improvement over the original Starglider release.

Dave gave the final demonstration using a device that actually does produce true 3D pictures on the Amiga. It's called X-spec-3d and costs about \$124 (about \$80 from Abel's). The system consists of a small adapter that plugs into the second joystick port, software and the liquid-crystal shutters that fit over your eyes or eyeglasses. The shutters are connected to the adapter with a cable. People took turns viewing the effects or playing "Spuds in Space", an included game with the software, at the end of the meeting.

August Disk of the Month contains: in the Picture drawer, Sho-wiz which will find and display all pictures on a disk, and 3 example pictures; Evo displays the evolution of hominids' skull structures on a time line. Additional notes may be called up and displayed. Calendar is an appointment program. If you want to use this, move it to ram or another disk as there is not enough free disk space on the Disk of the Month to run it. Virus X in the latest version now detects more viruses and deletes them from disks and memory. The Text drawer has some Amiga farces based upon Star Trek, some Amiga history and a description of the Amiga power-up initialization process. The text of that file is appended below.

"For all of you out there that think you really need to know, these are the colors and the startup sequence for the BEST COMPUTER for the PRICE in the world -- BAR NONE!"

**AMIGA'S INITIALIZATION COLORS**

Dark gray	Ok Hardware
Light gray	Ok Software
Red	Bad ROM Checksum
Green	Bad RAM
Blue	Bad Custom Chips
Yellow	Exception

**AMIGA'S INITIALIZATION**

Clear Chips  
 Disable DMA and Interrupts  
 Clear the Screen  
 Check the Hardware  
 Pass or fail the Hardware to the Screen  
 Checksum the ROMs  
 Pass or fail the ROMs to the Screen  
 System setup  
 Check for RAM at \$C00000  
 Move SYS\_BASE to \$C00000 if it exists  
 RAM Test  
 Pass or fail the RAM to the Screen  
 Check the Software  
 Pass or fail the Software to the Screen  
 Set up the RAM  
 Link the Libraries  
 Find External RAM and link it to the list  
 Set up Interrupts and DMA  
 Start default Task  
 Check for 68010, 68020, and 68881  
 Check for an Exception  
 System Reset"

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## AMIGA NEWS

**REASON:**

A Not Unreasonable Text Analyzer  
by D. F. Doell, CCCC

Reason 2.03 is a text analysis program developed from ATT's Writer's Workbench, an on-line cluster of 32 (or so) subprograms that examines everything (or so it would seem) from spelling and punctuation to word usage and readability. HWB runs on the ATT 3B2 computer and can be used with numerous users at the same time within a "system" of student terminals. Reason works with a 2-drive, 512K Amiga and contains most but not all of the HWB subprograms. It has some new subprograms of its own.

Having used the HWB (Collegiate Edition) with writing classes at Pima Community College I expected Reason to be too high-powered a text analysis program for the home user. I was mostly, but not completely, wrong. Reason can work admirably for the home user, provided he or she is rather serious about the process of improving his or her writing, is willing to put some time into working with the program, and doesn't consider it a do-all, end-all program.

Reason gets highest marks from me for its statistical observations about the writer's text (paragraphs, essays, articles -- any long sample of text without titles or subtitles, letter headings, etc.) and lowest marks for its identification of parts of speech. The program calculates average sentence lengths and readability indices and looks at, among other things, the number of syllables in words, the sentences types (simple, compound, complex), and the verb types (active, passive, linking). It compares what it finds with standards developed in the educational community.

The readability indices are of several types: Coleman-Liau, Auto, Kinkaid, and Flesch. They tell the grade level of education (read "reading grade level") needed to understand the text. This can sometimes be understood also as the "target audience" level. Writing aficionados will recognize the last index as that of Rudolph Flesch who helped popularize readability indices (sometimes called fog indexes) with his 1947 *The Art of Plain Talk*. Reason gives a Flesch score and converts it to an index. Not present in Reason (or in HWB) is the Gunning Fog Index computation, a procedure most respected among college and university writing instructors for its ease of use by students and for its reasonable considerations.

Reason misidentified parts of speech 15% of the time (38 wrong out of 254) in a short sample of text taken from a newspaper article. This is less a fault of Reason than one might guess. Many English words can function as more than one part of speech -- and without changing their spellings or even their positions in relation to other types of words -- in different sentences. Reason, like many students, has trouble distinguishing in these areas.

The program requires at least 2000 words and 100 sentences to give assurance of its accuracy. Otherwise, it advises that the "analysis may be misleading." This means it has limited use for looking at notes, letters, and short memos, the things most of us write most of the time. The program ought, therefore, to be reserved mostly for longer compositions (8 or more typed pages).

Among other things Reason takes an ambitious run at, but does not quite catch, are content organization, development, and sentence structure and grammar. Each of these, of course, requires an informed and active intelligence to understand, something which will not be available in computers until artificial intelligence is developed for them. The program can not understand content (ideas, placement of ideas, truth and/or accuracy of information, contradictions, transitions, etc.). It does not attempt to deal with all the other facets of the "Big Three," either.

For example, the "organization" subprogram can only locate and print the first and last sentence of each paragraph and then must leave the rest to the writer. (He or she must notice whether the same subject is being dealt with in the last sentence as was handled in the first sentence . . . this relates to the unity and/or coherence of the paragraph, only part of "organization" and "development.") Reason has to be admired for attempting and doing what little a computer program can do with writing, however.

Expression (vocabulary choices, especially) is fairly well handled. There is also the identification of some "sexist" terms. Recommendations for changes are excellent.

The user can change the standards and the dictionary, thereby customizing the program for himself.

Buy it, if you have the big bucks for it (\$395, no discounts, from The Other Guys), but I don't recommend that you throw away that old college handbook from the writing classes.

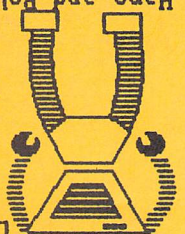
A M I G A N E W S

Robot Readers

Publisher: Hilton Android

List Price: \$29.95

Reviewed by Macey Taylor, CCC



At the moment there are five programs in this series. Four are single stories: The Ugly Duckling, The Little Red Hen, Chicken Little, and Three Little Pigs. The fifth is a collection of Aesop's Fables, Country Mouse, The City Mouse and the Cat. All are adorable -- the graphics will appeal to any child or parent -- and the pedagogy is also excellent. The speech is synthesized (hence, "Robot Readers"), with different voices used for each character in a story and the narrator.

The auto-booting programs are completely mouse-operated (with either button) from a simple menu which does not vary throughout the series. Thus, once a child learns how to use the mouse to make choices from the menu in one story, all other programs are immediately accessible.

G READ F S PAGE

The menu consists of:  
 The beginner will probably use only READ and PAGE in order to hear the story. After "The End," clicking on PAGE will return the child to the first page, so the well-known tendency of young children to want to hear the same story over and over again can be satisfied with no parental intervention needed for rebooting, etc. F and S give alternative speeds. The default is 125 words/minute, which is the best rate for maintaining quality of speech and intonation.

As the story is read, each word is highlighted to help the beginning reader follow along. The child may also click on any word to hear its pronunciation. Clicking again on the same word will cause it to be sounded out in syllables; again, by individual sounds (each highlighted as sounded). This is the only part of the program that I do not like. This sounding out by robots results in distortions which would be unacceptable in the classroom -- and it would be much better if the speech were digitized, because any sort of breaking down of a word below the syllable level will produce as many problems as it hopes to cure. The native speaker children I have used this with are totally uninterested in this feature, but ESL users will need to be told to be careful imitating what they hear.

Clicking on G produces the instruction to find a word which is on that page. If the response is correct, another word is asked for; if the response is wrong, the game ends. In both cases the word clicked on is spoken. Because the speech is synthesized, some words are very difficult to understand out of context, even though clicking on a G again will cause a repetition. When all words have been chosen correctly, the entire text will flash.

Another nice feature is that you may click on key parts of the picture and cause the name of the item to be spoken, accompanied by a change in color of the item. In addition to being a good learning device in itself, this also provides a small higher order game for the older child as s/he figures out which items in a picture are likely to respond to a click.

These are very nice programs which should provide many, many hours of educational fun for young children. When my six-year-old granddaughter gets her turn at the Amiga, she always chooses Ugly Duckling first and rarely goes on to any other program before she "loses" the computer or is lured away by swimming or some other group activity. If she does select another, the next choice is always another Robot Reader. These programs are well worth the price and highly recommended to parents.

We have made Ugly Duckling a part of our traveling CALL road show (a workshop/demonstration of useful programs for a variety of machines), even though we have yet to find any participants who use the Amiga, for the concept is good and should be ported to other, more prevalent machines (as feasible, given their limitation on speech/graphics). Most reading programs, especially for beginners, are really awful, no matter how much they cost or how sophisticated the technology (laser discs and CD-ROM are common in this area). We would like to see this type of program, preferably with digitized speech, used in Language Arts, Reading, and ESL. Actually, we would like to see these very programs and the Amiga in our schools, but this seems unlikely to happen unless Amiga-knowledgeable parents and tax-payers do something about it. We have not encountered a single teacher who knew about the special pricing for education, which makes a 1-meg, 2-drive A-500 system cost only \$99 more than just the Voice Adapter card for the IBM, and the only teachers who seem to know anything about the Amiga are those who have Commodore magazines and belong to user groups. Although CBM has hired a former CEO of MECC to run its K-12 efforts and claims to be "pushing" the 500 in this market, the results are not visible to the naked eye!

On July 30 I gave a presentation to a national literacy and technology conference in Pittsburgh. I had planned to do this largely as a desk top video on the Amiga-500 promised to be delivered, so that the audience could see and hear the marvels of this fantastic machine and compare the quality of the pictures and speech to the output of inferior systems costing many, many dollars more. You can guess what happened and know how glad I was that I had invested in the H-P Paintjet and made printouts and transparencies of many of the pictures (including an Ugly Duckling screen). IBM and Apple provided dozens of computers and fancy peripherals -- there was an "open lab" available day and night, filled with IBM's, Apple II's, II-G's and Macintoshes. CBM did not send the one A-500 promised.

AMIGA NEWS

**The MATH Tool  
You Never Had in School**

*contact: Erich Stein*

Progressive Peripherals & Software announces Math-Amation, a modular math and science processor with colorful on-screen representation of algebra, geometry, trig, statistics, calculus, physics and more. "I wish Math-Amation had been around when I was a student," observed Erich Stein of Progressive Peripherals and Software. "Math would have been a lot more fun and a lot less work!"

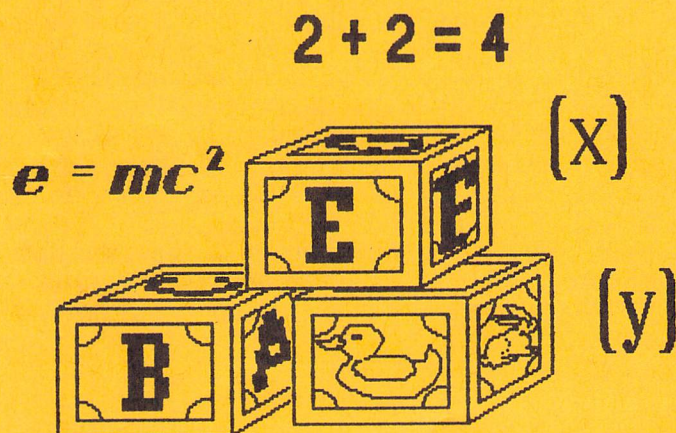
Over 4 man-years in development, Math-Amation is more than just a colorful, specialized calculator. Along with its fully programmable scientific and matrix calculators, Math-Amation easily converts an extensive list of formulas, technical measurement units and conversion constants (from fuel consumption rates to thermal diffusion; from velocity to viscosity). There's even a Business Graphics module for easy data presentation in automatically scaled 3-D pie charts, bar charts, etc.

Yet Math-Amation is very easy to use because it brings all of its mathematical capabilities into the Amiga's easy-to-use graphic environment. Now anyone can key in numbers, cut & paste expressions together from formulas, then use the mouse to move them to memory or to any one of the modules.

Math-Amation was specifically designed for use with the Amiga 500, 1000 or 2000 and carries a retail price of just \$99.95.

For more information contact:

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**AMIGA HELP DAY**  
by Dennis McCormick, CCCC

All Help Day sessions are at Madonna Hall on the corner of 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. This phone number will change in the next month or so, but the above number will have the new one.

At the August 20 session there were questions about editors and games. Editors are much like word processors but have less features and are used mostly for programming purposes. Three editors come with the Amiga: "ed" and "edit" are on the Workbench disk and "MicroEMACS" with its documentation is on the Extra disk. The AmigaDOS Manual, by Bantam Computer Books, \$25, is the best source of information about the screen editor "ed" and the line editor "edit". These two editors are not the easiest to use, particularly "edit". I recommend "MicroEMACS," as it uses menus and keyboard shortcuts and has pretty good documentation. There are some bugs or some features that are hard to understand in this editor also, but overall this is the one I use the most. The club's disks of the month have others that you might want to try and there are commercial ones that can be purchased.

What would an ordinary user, not a programmer, use an editor for? The biggest use is to modify a file called "startup-sequence" located on the Workbench disk in the "s" directory. This file controls the booting of the Amiga and numerous choices can be included or modified with an editor, depending on how you want your system to be configured or set up. Some users place command files in memory so that the Workbench disk does not have to be accessed as much; other users set up a recoverable ram disk that survives a re-boot. By using an editor, usually from a CLI window, you can customize the startup of your Amiga.

Games on the Amiga are very popular. I've read that about half of all software sold for all computers is games. It's not necessary to buy games; there are free ones in the public domain. Again, our club's disks of the month have games and the new member disk does, too. These are either demos or free or shareware, which means that you may copy it and try it for awhile, then send some amount of money to the author if you continue to use the game or program. These are not especially complex or fancy games compared to the commercial ones.

It is illegal to copy commercial software or games unless you have permission. The purchaser may sometimes be allowed to have an extra copy if the disk's copy protection permits copying. Even disks that are not copy-protected ought not to be copied more than the author allows by one owner. If too many users steal programs and the authors don't get paid, there will be less programs in the future. I like to get paid for the work I do. Programmers do too.

My "excuse" for buying games is that the computer needs "exercise". This is to make sure that everything in the computer is working, as games utilize most of the capabilities of the Amiga: sound, graphics, joystick ports and mouse, memory and the keyboard. Have some fun while checking out the computer! Kids do a good job here. We ran Marble Madness, Sinbad and the Throne of the Falcon, Cosmoroids and Reversi at the Help Day. The last two are on the new members disk. Before buying a game look at the requirements to run it. Some need a joystick or 512k of memory. Some run with just the mouse or keyboard.

## AMIGA NEWS

# COMPUTER VIRUSES SURVEY

by D. F. Doell, CCCC

This article summarizes what I have read and heard about viruses. Please feel free to "update" and correct me on any of the points I've made. I'll incorporate the corrections in a future article. D.F.D.

What is a computer "virus?" A computer virus is a nonstandard code written to (1) reside in the boot block of a bootable disk or in some other sector of a disk, (2) change the boot blocks of other bootable disks, and (3) reproduce itself. Some viruses infecting IBM-format disks inhabit the Command.com file, the file bearing boot instructions and the MS-DOS commands, and propagate themselves from there.

What effect do viruses have? Some viruses cause a disk to "self-destruct" by erasing all or selected portions of itself. Some not only erase floppies but also reformat hard disks. Others so radically change the boot sector of commercial software disks that the disks are unusable. Several viruses crash the system right in the middle of critical operations and/or prevent the saving of important files. A virus or two even change other viruses to make them more dangerous. At least one virus has as its sole effects to replicate and to detect other viruses. (Ironic, eh?)

Some viruses cause the display of relatively harmless, though sometimes objectionable, messages or images on screen. More sinister (and sadistic), at least one virus (the Score virus on Apples and Macintosh) frustrates the unaware user who tries to perform the usual operations required to cope with the problems presented by the virus. The results of all viruses, of course, are a nonstandard boot block and/or a changed command structure and some amount of harassment of the computer user.

What types of viruses have been distinguished? Network monitoring has found at least four types of infections: "trojan horses," "logic bombs," "bacteria," and full-fledged viruses. Trojan horses and logic bombs are one-timers, because they do not replicate (reproduce). Their effects are strong, however; they erase disks and crash systems. Bacteria are relatively harmless, even though they replicate, because they simply print messages or pictures. They can damage boot sectors, however. Full-fledged viruses not only replicate but also are damaging in a variety of ways. (See list of viruses near end of this article.)

How does a virus infect? Once a disk with a virus is loaded, the virus writes itself into computer memory and waits there until another bootable disk is booted or loaded in another drive; then it writes itself to the boot block of the new disk. If rumor is true, some viruses erase themselves from memory to avoid detection there, and some wait a certain number of boots before copying themselves, whether copying themselves from memory to disk or from disk to memory. Network World (June 4, 1988) reports that some lie dormant for months or even years before becoming active.

An IBM PC virus infecting the Command.com file (there are several) can be detected by its attempt to copy itself to other disks mounted whenever the Command.com file is invoked to

provide a DOS operation. It could attempt to do this even when commands unrelated to copying (dir, type, etc.) are used. If the disks are write-protected, a "WRITE-PROTECT ERROR ON DRIVE B:" (or on some other drive) message unexpectedly appears when the virus tries to propagate.

This virus could also change the date of the Command.com file -- thereby giving away its presence -- but cannot be detected by a change in the size of the file, because its number of bytes is the same as that of the standard file. If the disks are not write-protected, however, the virus will reproduce. In this event, there is the chance that the user will notice the unsolicited copying by an unusually long accessing of the drive.

When viruses infect the standard Commodore Amiga boot disk, Workbench, they do not pose an unanswerable threat to Amiga owners, because these disks can be quickly purged by the use of the AmigaDOS Install command. If necessary afterward, the disks can be easily reconstructed by duplicating them from the originals. Viruses can be purged from memory rather more easily; all one need do is shut off the computer for thirty or so seconds. It must be a complete shutdown, not a warm boot.

Amiga viruses are very dangerous to boot disks of commercial software, however. Commercial disks often contain special, obligatory start-up operations of their own in their boot blocks that cannot be changed without ruining the start-up or preventing the proper operation of the programs. These boot blocks cannot be restored by the Amiga owner and using the Install command to purge the virus will not help. Why? What is left untouched in the boot block by the virus will be erased by the Install command, completing the damage started by the virus.

How many viruses are there and what are their sources? At least one virus has been found on disks for each of the following, but there may be more: IBM PCs and IBM-compatibles, Apples, Macintoshes (I call it "MacPeace"), and the three Amigas. Virus originators ("Typhoid Marys"? "Viral Children"?) have been Americans, Pakistanis, Israelis, and Europeans. A European group, self-styled the "Swiss Cracking Association," has claimed responsibility for an infection of Amigas now commonly referred to as the "SCA virus." A recent issue of AmigaWorld discusses the "Byte Bandit," another source of viruses.

Steve Tibbett, originator of the anti-viral program VirusX, identifies six Amiga viruses: the Revenge virus, the Byte Bandit virus, the Byte Warrior virus, the North Star virus, the Obelisk Software Crew virus, and the SCA virus. Harold Highead, editor of Computer Security, who has collected 20 antiviral programs (he calls them "filters"), has found 16 different viruses for machines other than Amigas (Info World, July 4, 1988). Network World (July 4, 1988) lists seven most common (and most destructive) viruses and reports that the National Bulletin Board Society has found at least 25 distinct viruses. One source of several viruses has been public domain software and shareware. Viruses are being spread to and from the popular bulletin boards and even via certain "high-security" networks.

[To be continued next month...]