Catalina Commodore Computer Club, Inc.

Thunder Scan
by Jim Lawton

Ledge Lighthouse

Illustrated by Dan Price
East Lyme, Connecticut

SUN	MON	TUE	WED	THU	FRI	SAT
			1	**2** GROUNDHOG DAY	**3**	**4**
5	**6**	**7** **CCCC** **MEETING** 7 PM - 9:30 PM ST PETER & PAUL GRAMER HALL	**8**	**9**	**10**	**11**
12	**13**	**14** EXECUTIVE BOARD MEETING 7:30 PM AT DOUG DAVIS'S 7341 E. FAYETTE VALENTINE'S DAY	**15**	**16**	**17**	**18** **HELP** **DAY** 10 AM - 2 PM ST PETER & PAUL MADONNA HALL
19	**20** - HOLIDAY - WASHINGTON'S BIRTHDAY (OBSERVED)	**21**	**22** = NEWSLETTER = == PARTY == 7 PM ST PETER & PAUL MADONNA HALL	**23**	**24**	**25** == AMIGA SIG == 10 AM - 1 PM AT WOODS LIBRARY
26	**27** == 128 SIG == 7 PM AT BOB HOLDCRAFT'S	**28**				

FEBRUARY 1989

MARCH 1989
SU MO TU WE TH FR SA
              1 2 3 4
 5 6 7 8 9 10 11
12 13 14 15 16 17 18
19 20 21 22 23 24 25
26 27 28 29 30 31

JANUARY 1989
SU MO TU WE TH FR SA
 1 2 3 4 5 6 7
 8 9 10 11 12 13 14
15 16 17 18 19 20 21
22 23 24 25 26 27 28
29 30 31

cover picture from geo connection disk exchange

CREED OF THE CLUB POTATO

A Club Potato
   Never Gets Involved,
A Club Potato
   Never States an Opinion Except
   When Talking to Someone Who Can Do
   Nothing About It,
A Club Potato
   Only Attends Meetings When He or She
   Needs Something,
A Club Potato
   is Always the First To Complain
   When Something Goes Wrong,
A Club Potato
   Doesn't Like to Ask Questions,
   But Thinks Someone Should Answer Them
   Anyway,
A Club Potato
   Expects to Be Kept Informed,
   But Doesn't Have Time to Read
   Newsletters or Bulletin Boards,
A Club Potato
   Doesn't Like Boring Presentations,
   But Never Bothers to Tell Anyone
   What He or She Would Find Interesting,
A Club Potato
   Never Gives a Demonstration of a
   Favorite Program or Writes an Article
   for the Newsletter,
A Club Potato
   Never Makes Suggestions,
   But is Always Willing to Criticize,
A Club Potato
   Never Asks How Things Get Done,
   Only Wants to Know Why They Didn't,
A Club Potato
   Prefers to Appear Unconcerned
   and Keeps a Low Profile,
A Club Potato
   Never Volunteers,

THE CLUB POTATO TEST

How many times in the past year did you:

1) Attend the General Meeting?

2) Go to a SIG Meeting?

3) Partake of the Saturday Help Day?

4) Volunteer to fill a Club vacancy?

5) Attend a Board Meeting?

6) Give a demonstration?

7) Offer to help someone else?

8) Write an article for the Newsletter?

9) Put an idea in the Suggestion Box?

10) Make constructive criticisms to the right people?

11) Actually read your newsletter from cover to cover?

12) Log on to the Club BBS?

13) Ask another member for help?

14) Use the Public Domain Library or the Rental Library?

15) Buy something from the Club besides the Disk-of-the-Month?

16) Make yourself and your interests known to other Club members?

   Add up your answers, The lower your score, the closer you are to being a Club Potato, You be the judge!

ARE YOU A CLUB POTATO?
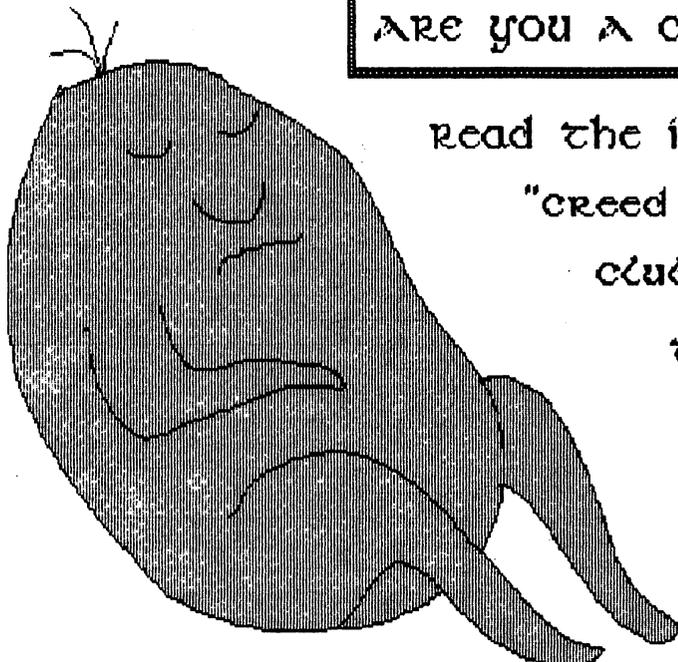
Read the infamous
"Creed of the
   Club Potato" --
then take the
club potato
test --
← is this you??

IN MEMORIAM

from Syntax Error (CTUG) via SOCK

We were saddened to learn of the death of one of our most valuable members, **Someone Else**. **Someone Else's** passing created a void that will be hard to fill, especially since he has been with us since the group was organized. **Someone** did more than a normal person's share of the work. When leadership was mentioned, we all thought of this wonderful person for inspiration *and results*. On everyone's lips you heard, "**Someone Else** can work on that project." Whether it was a job to do, a hand to offer, a note to write or a special gathering to attend, it was always, "Let **Someone Else** do it."

It was common knowledge that **Someone Else** contributed the most to this group. Whenever we needed someone to give a talk, arrange for a guest speaker, or write a newsletter article, everyone just assumed that **Someone Else** was going to make sure that it got done.

Someone Else was a wonderful person who sometimes appeared superhuman, but one person can only do so much. The real truth is that everyone expected too much of **Someone Else**. Now he is gone and we wonder what we are going to do. **Someone Else** left an example for us all, but who will follow that example? Who is going to do the things that **Someone Else** did?

If you would like to fill the gap created when **Someone Else** left us, any officer will be glad to tell you what is needed. When you have a chance to help, just remember, we can't depend on **Someone Else** any longer!

HOW TO LEARN A LOT ABOUT YOUR COMPUTER

from Prescott Area Commodore Club

Ask any teacher and he'll tell you that one of the reasons a teacher is smarter than his students is because he is forced to stay ahead of his class in order to teach them and answer their questions.

The same is true about persons presenting a program for our computer group. Our members who have given programs say that they prepared for their program by learning more about their subject than they already knew, and later benefited from it in their own use of the program or equipment.

Even if you do not feel that you know a great deal about a program that you use, you do know more about it than most of the other members, because thay do not yet have the disk. This means that the membership would like you to show us how you use your computer!

WHY SHOULD I JOIN A USER GROUP?

downloaded from Q-Link (abridged) via Valley Computer Club

Here are seven good reasons.....

1. It is a place to meet people from different places and walks of life that also share a common interest -- a Commodore computer!

2. If you have a problem, chances are that you will meet someone who has encountered that same problem and has a solution for you to try.

3. Need software? A user group has a pretty good public domain library with many titles and uses to choose from.

4. Thinking about buying a piece of software or hardware? A user group is usually a good source of honest, hands-on information about what you are looking for. The guy at the store may be a little slanted in his presentation because he has sales to make, not friends.

5. Being a member of a user group means you have group buying power. This can mean deals from disks to discounts at local stores.

6. Programs ..... At a user group meeting there is a wide variety of subjects covered. Over a period of time these programs will cover just about every subject you would want and many times are enhanced by following SIG meetings.

7. Finally, the cost! Can you afford slightly over 4 cents a day? Hey, let's face it, you lose more than that in just loose change and lost pennies. That's all it costs to join a user group. After that, the only other investment is a little time, which is small payment for what you will receive.

Welcome

New members

Audrey Eggman

M. Vasquez

Ethera Brown

Val Gulbranson

Robert Prievo

James Steele

John Wera

WRITE STUFF STARTS

by Mike O'Neall, CCCC

My brother, George Mitchell, says he has spent most of his life in school, either as a reluctant student or teaching one thing or another. If you should ask George what is the best way to learn something, I know he would tell you that the most practical way to learn a thing is to know that you will be required to explain it to someone else. Could it be we feel the time better spent when we have another's benefit in mind? Whatever the reason, I can attest to the apparent truth of that theory in at least one instance.

Remember the discussion of a beginner class in Write Stuff at the January meeting of CCCC? I decided to try some practice teaching of such a class on some of my grandchildren and friends and set about outlining a lesson of things necessary for a "never had my hands on a computer before" beginner to learn. The time went whizzing by as I looked up all the ways to load, save, move around the screen in the TWS manual. I found that TWS runs circles around that Word Processor at the office in dozens of ways. The real eye opener was, however, that I was actually motivated to read some of the TWS manual.

We set up my 64 next to my daughter's, volunteered two of her disinterested kids, appointed adult cheering teams and started. In short order they had, to their surprise, each designed letter heads, saved to their own disk and printed letters to their Mom protesting the amount of chores required in that household of five offspring.

A more aged crew took their turn at the keyboard to practice the same. Many questions and some answers ensued until the sun receded. I felt the afternoon well spent and am certainly looking forward to a larger group doing the same at a CCCC meeting with maybe each more experienced TWS operator sharing one of the maneuvers he/she has discovered in this fine Write Stuff program.

With a few such sessions I hope to enlarge my understanding of TWS mechanics to better appreciate the fine B-Bug Newsletter edited by CCCC's own Macey Taylor. The questions from readers of B-Bug reveal the great use and appreciation TWS enjoys around the country. A sample copy was sent to all who mailed in their registration cards. I was amazed at the broad circulation evident from the Membership list printed in the latest issue.

I am so grateful to the first class for supplying the motivation that enabled me to learn so many more exciting things in The Write Stuff.

****
CLASSIFIED ADS
Income Tax Service: 20% Discount to Members. Steve Witkowski, 573-0650.
****

S.C.O.R.E. WITH THE C-64!

S.C.O.R.E., the Service Corps of Retired Executives, an aid to small businesses, has an opening for a volunteer worker with knowledge of the Commodore 64 system.

S.C.O.R.E. needs someone who can enter data and run programs for their office. Work at home, deliver to office. Have the use of computer and supplies, plus mileage.

If interested, contact Harvey Balison at 888-9385.

ARC FILES AND OTHERS

excerpt from VOTE, Phoenix

Years ago, in the days when 300 baud modems were the standard, the only way to transfer files over the phone from computer to computer was to type in the name of the program twice: once to tell the sender what to send and again to tell your computer what to receive and how to save it. One typing error and the process would abort. If you wanted to transfer a dozen programs it meant typing in 24 names. If each of the programs had a few sub-programs, it meant even more names and a larger chance for error. If you were calling an out-of-town BBS, it also meant larger phone bills.

Programmers devised a way to combine many files into a larger library so that only one large file needed to be sent and then de-libraried at the other end. This process was further refined by "crunching" the files so the large file took up much less space than all of the individual files. The three most popular programs to do this are LIBRARY, ARC (for Archive) and LYNX.

Revisions and improvements were made to each of these over the years, but each revision was not always compatible with the earlier version. This meant that at some time or another we had to have 10 versions of LIBRARY, four versions of ARC and nine versions of LYNX. To further complicate things, the information files on these were either combined into the larger file or dropped altogether, so you had no way of knowing which version to use. I even had some that had been transferred as the wrong file type.

OMEGA-Q TO THE RESCUE

Omega-Q Version 1.0 will automatically handle the conversion of all of these archive and library systems. I just have to insert an opinion here about the version number. Having done (or rather tried) a little programming, I know this can't really be version 1.0, unless he started with version 0.0001. It is just too slick and user friendly.

If you have files that end with .arc, .lnx, .lbr or .ark, this little beauty will automatically dissolve them to either one or two drives. The second drive can be a 1541, 1571, 1581 or compatible. lnx and arc files normally destroy themselves when dissolving, so it is always wise to work with copies. With two drives this will not happen. With all types you can turn the destroy option on or off. This will let you dissolve large arc files with a single drive.

While .sda [Ed: "self-dissolving arced"] files and the SID files that end in .sal, .slr, .pil, .wpl, .mal and .msw are self-dissolving, Omega-Q will allow you to tag and dissolve a series of them in one pass.

One of life's little frustrations seems to be not having a formatted disk handy after you start an operation like this. No problem. A full disk utility is included; everything from formatting to changing drives.

The documentation is very thorough. Perhaps a little too complete for some of you, but for those who have never known what some of these file extensions meant or what to do with them, it will be like a little tutorial.

[Ed. Note: This utility is included on our January '89 DOM and was demo'd at the January General Meeting.]

C128 BITS & BYTES

from Here and There
via Hard Copy, SOCK

*** Want to read a sequential file in a hurry? Here is a quick four-line BASIC 7.0 program that will do the trick. Use the NO SCROLL key on your keyboard to pause as you read.

```
10 TRAP 40
20 INPUT"FILENAME";F$
30 DOPEN#2,(F$)
40 DO UNTIL ST:GET#2,A$:PRINTA$;:LOOP
50 PRINTDS;" ";DS$:DCLOSE
```

*** The C-128's built-in monitor can really come in handy even if you are not a machine language programmer. There are times when developing a graphics screen (or importing one from a program like DOODLE) it is necessary to change the background color of the bit map. This is easily accomplished by simply entering the monitor (press the F8 key or type the word "MONITOR"), then entering the following:

F +7168 +8191 +01.

Upon exiting the monitor (by typing X and return) and examining your bitmap, you will find that the background color has been changed to white. By changing the last value you can specify which color you wish the background color to be.

1571 CAUTION!

from VOTE, September 1988
via Gainesville CUG

For some reason I got into the habit of flipping the door shut on my 1541 drive when it was not in use. This is something you definitely do not want to do on a 1571! Commodore repair technicians stress that you must have either a disk or the protective paper in the drive when you close the lever, or the dual heads will come in contact with each other -- VERY BAD!!!!

THE WRITE STUFFING:
It's What's Inside That Counts!

by Dick Estel, 64um

You can create a Write Stuff document from the directory of any of your disks, or from a program listing.

This feature could be used to make a catalog of your disks and/or the files on them; or just to have a directory in a format that you can easily edit.

For example, I have about 20 articles for future use in the newsletter, scattered pver four or five different disks. I created a text document from the directory of the disk that has most of these files, then edited it to remove unwanted information, and added the names of the articles on other disks.

Here are the steps to follow:

1. WAIT -- the first step is done in BASIC. Insert the disk whose directory you want to use.

2. Load the directory in the normal way:
   LOAD"$",8 [RETURN]

3. Now put the disk on which you want to place the document in the drive and type (all on one line):
   OPEN2,8,2,"FILENAME,S,W":CMD2:LIST
("FILENAME" is any name you want to give to the document file.)

4. When the cursor flashes, type CLOSE2.

5. The same steps can be followed to create a text file of a BASIC program listing by using the file name instead of "$". This process creates a sequential file on your disk.

6. To convert it to normal Write Stuff format, load TWS in the normal way.

7. Tap [CTRL] and type L. Backspace to delete the hyphen. Type the name of your file and press [SHIFT] [RETURN]. [Ed. Note: If TWS doesn't recognize the name of your file, you may have to add ",s" to designate a sequential file.]

8. You will then see a menu of various word processors. Press S to select sequential file, and the program will load and convert your document. You may now edit it and print it as you desire.

[Ed. Note: On TWS128 you can load any file from the disk directory without having to type in the name. Use CTRL-4 or CTRL-$ (depending on which drive you are loading from), use SHIFT-CURSOR to point to the desired file and hit RETURN while still holding down the SHIFT key. You will be presented with a list of file conversion types to select from -- for a your sequential file choose "g" for generic, then hit RETURN for PETASCII.]

MORE FUN GRAPHICS INFO

by Ron Hackley, SBCUG
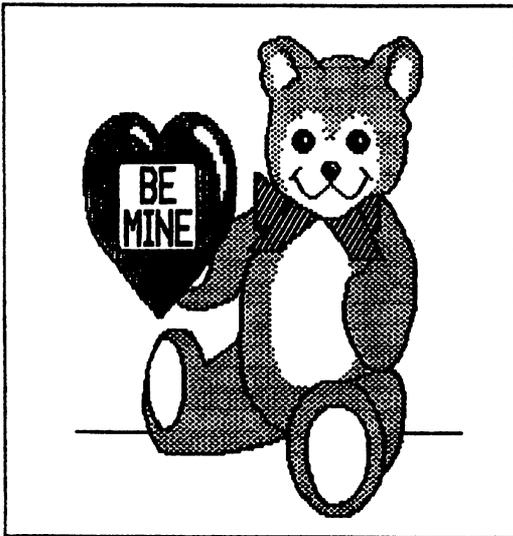
The Fun Graphics Machine has made it to the big time ... mention of the shareware version [342] was made in the January '89 issues of both INFO and RUN. Ah, only three words in RUN, its name, but it's at the top of their list of favorite "pd" (whatever) programs. The article in INFO even included FGM screens with the cat, dog, and my name. Wow :). Better than being on the cover of The Rolling Stone :). The INFO article did have one piece of mis-information; it said that version 342 (the shareware version) can save the screens as Doodle compatible. Not true; 342 only *saves* standard 32-block hi-res screens, although it will *load* Doodle screens. The *non-shareware* "full-blown" version 410 *can* save screens as either Doodle compatible *or* standard 32-block hi-res.

The Fun Graphics Machine is easy to use! It may appear complicated at first glance(s) because of the myriad of things it will do, but you don't HAVE to use all those functions. Use what you need and experiment with the others when you feel inclined. Last month I touched on two semi-related things: Graphics Placement Mode and Capturing Hi-Res Screens (using a reset switch). This month is about GRAB mode, which lets you grab pieces of the hi-res screens.

GRAB MODE (capture): This is used for grabbing a Print Shop-size area of screen to move somewhere else or to save and use in PS, and for rotating or erasing areas of the screen. Just press "G" while in GP Mode. The movable graphic will disappear and a "capture" box will appear where it was. This box is *always* the same size: 11 columns across by 7 rows down (4 lines larger than a regulation PS graphic).

The easiest first: use the cursor keys to move the box over something on the screen and press Shifted E. Anything inside the box will be erased (forever).

To rotate a piece of the screen 90 degrees move the capture box over it and press Shifted CLR/HOME [v342 press unShifted CLR/HOME]. This will rotate an 11x11 area inside and extending to four rows below the capture box (7+4=11). If the capture box is less than four rows above the bottom of the screen then nothing will happen (rotating the area below the screen is a no-no). Use the F-Keys to scroll the screen up a few rows if what you want to rotate is too low on the screen.

Grabbing a section of screen into one of the graphic buffers is a piece of cake: position the frame over something and press one of the numbers 1-5. This will replace whatever movable graphic that was in that buffer with whatever was inside the frame. You will be returned to GP Mode and whatever you captured will now be the active (movable) graphic for that number selection. After grabbing a piece of screen you can move it around like any of the movable graphics and fasten it to the screens as you like. This is handy for moving sections of a screen to other locations.

Once a graphic is in one of the graphics buffers you can save it to re-use in FGM or to use in PS (the graphics that FGM saves are compatible with PS). Go to the Main Menu and select #5, SAVE A GRAPHIC, and follow the prompts. You will be asked "2 or 3 BLOCK"; unless you need a 2-block graphic for PS you'll be best off answering "3". A 2-block save does no conversions, it simply saves a smaller area of the graphic in the buffer. If you want to convert the graphic into a near-regulation 2-block graphic, fasten it to the screen, do one horizontal reduction, edit it, then capture it back within the 2-block area of the capture box. Demo #19 in the shareware version shows how to do this. A final note on saving the graphics: don't use uppercase filenames if saving it to use with PS.

Have a Happy Computing New Year!
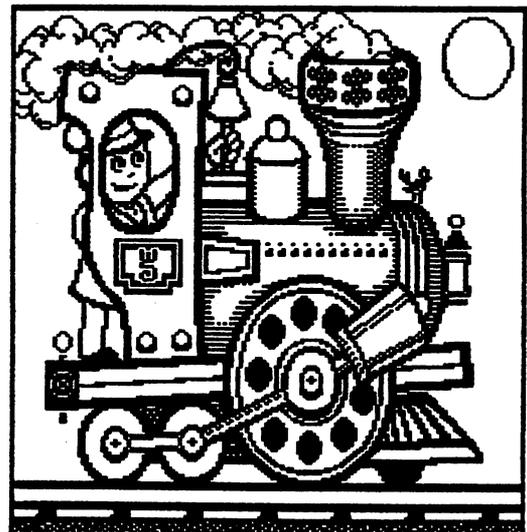
God grant me
the Serenity

to accept the things
I cannot change.
courage to change the things
I can, and the wisdom
to know the difference.

Living one day at a time;
Enjoying one moment at a time;
Accepting hardship as the
pathway to peace.

Taking, as he did,
this sinful world as it is,
not as I would have it;

Trusting that He will
make all things right if I
surrender to His will

That I may be reasonably
happy in this life.
And supremely happy
with Him forever
in the next

-Reinhold Niebuhr

SATURDAY HELP DAY

CCCC INC MEETING MAP

NOT TO SCALE

DON'T MISS IT!!
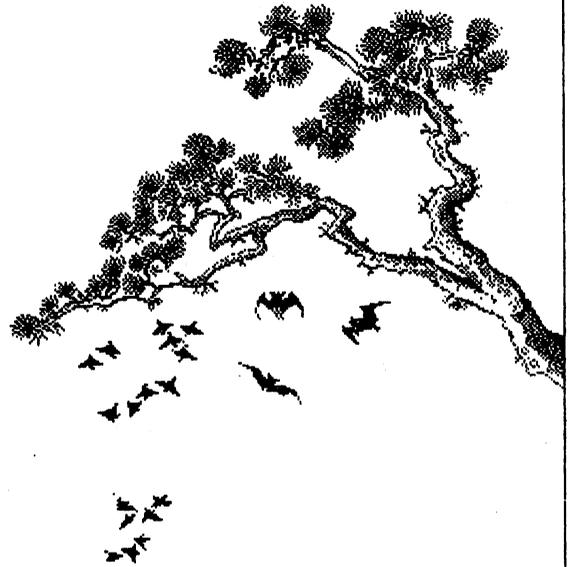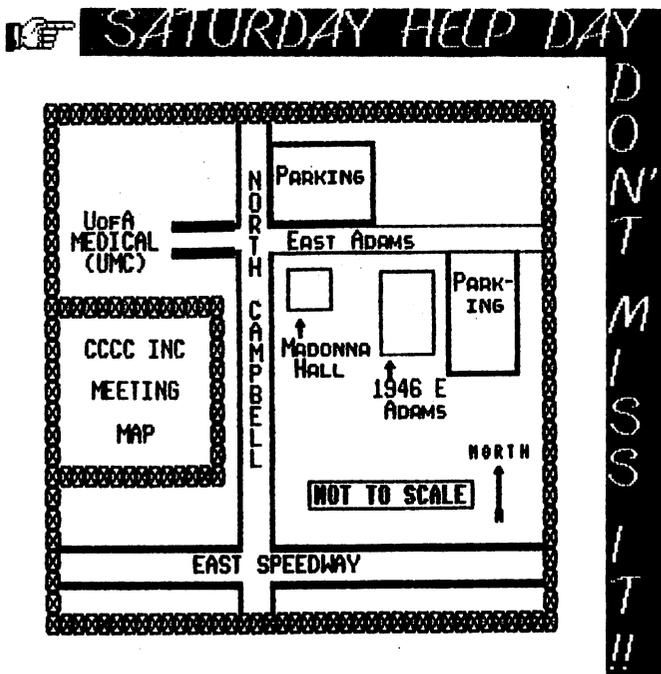
A SIMPLE THANKS...

CCCC member Bob Clausen would like to say thanks to all the people who wished him well during his recent bout of ill health, and who welcomed him back. Bob is feeling somewhat better now, and managed to make it to the Saturday Help Day this month.

It's good to see you back, Bob! We missed you.

*SOFTWARE RENTAL LIBRARY*

The Commercial Software Rental Library has changed hands again. Jerry Tulino, who offered to take it over last month, has found it too difficult to juggle his work schedule with our meeting schedule. Thanks for trying, anyway, Jerry.

Our new Rental Librarian is Elmer Laws, a familiar face in CCCC. Elmer was our Membership Chairman before Frank Prievo took over for him.

If you have library property and were unable to return it at the last meeting, you will not be charged for the extra month.

Renewal Time??

Has Your Membership Expired? Check Your Newsletter Label To Find Your Expiration Date & Be Sure To Renew In Time!!
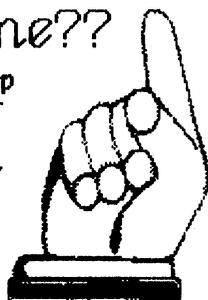
FEBRUARY DISK-OF-THE-MONTH

READ ME FIRST!!
Be sure to read and/or print this sequential file before using the programs on this disk. It contains important information about HOW to run the programs!

SPRINT
A 3-block simple sequential file reader/printer. Use to read or print the previous file.

VFAST FILECPY
A fast file copier for the C64. Recommended by Bob Clausen.

AZTAX88
An Arizona State Tax program for 1988 written by CCCC member Jack Riback.

OMEGA BOOT
Fast boot program for the C64 for Omega-Q, the Q-Link disk utility program on the January 1989 D.O.M.

RW-1
Turns your C128 into a typewriter. Handy little program.

MULTI/RD/WT/PRNT
Reads, writes and prints sequential files in C128 40-column mode. Slow, but friendly program. Good for beginners.

OMEGA AUTOBOOT
Lets you autoboot Omega-Q from 128 fastboot mode, then automatically switches to 64 mode to run it.

CHECK.V1.ARC
A Checkbook program written for Superbase -- compatible with both 64 and 128 versions. Omega-Q makes de-arcing this file easy.

WITNESS IN COURT
The story changes every time you play, depending on your answers to the questions. How good a witness are YOU?

ZIX2
An Arkanoid/Breakout type game, commercial quality, sure to get you hooked! Reviewed in Jan'89 RUN magazine. Recommended by CCCC member Frank Prievo.

TB DEMOMAKER.SDA
Demo Maker uses Koala, music and character set files. You add your own scrolling text messages. Reviewed in Jan-Feb'89 issue of INFO Mag. A self-dissolving-arced file.

MUSIC PACK1
Another self-dissolving-arced file; contains 6 more music files to use with Demo Maker.

DEMO DEMO 2/TB
A sample of what Demo Maker can do.

That's All, Folks!

BEGINNING WRITE STUFF CLASS

Mike O'Neall will be starting a Beginner's Write Stuff Class at the next Saturday Help Day, February 18, at Madonna Hall. For best results bring your own hardware and software. Also bring your favorite TWS trick to share: what goody does TWS do that YOU like? Maybe not everyone's discovered it!

For further information call Mike at 887-1969 and be sure to read Mike's article in this newsletter, "Write Stuff Starts."

GEOS SIG??

Rumor has it that people are contemplating a GEOS SIG. This would include ALL versions of GEOS for both the 64 and 128. There's alot there to share! If you're interested, give a call to either Bob Clausen at 747-0196 or your newsletter editor at 327-0540 and get signed up. We'll keep you posted on results.

128 SIG MEETING

The next 128 SIG Meeting is at Bob Holdcraft's on Monday, February 27 at 7 p.m. Remember those P.D. disks we distributed a few months ago? Be sure to bring them with you, and have at least ONE program selected that you like. We plan to put together a new 128 P.D. disk for the Library.

Q-LINK SOFTWARE DIRECTORY

The club has recently purchased the latest Public Domain Software Directory from Quantum-Link. This directory lists over 15,000 files available from the Q-Link libraries and where to find them. When it arrives it will be available for your perusal in our Club P.D. Library. If you see a program you'd be interested in getting, you can fill out a request and we will download it via our Q-Link club account. Popular programs will be included on future Disks-of-the-Month.

TAX SURVIVAL KIT

Would you be interested in a good, inexpensive tax program for the C-64? The "Tax Survival Kit" is being offered by many user groups around the country on much the same basis as The Write Stuff. The Club pays an annual fee to the software developer in return for the license to copy and sell this program. The program is updated annually, covers Form 1040, schedules A-F, SE, child care, etc., and has had very good reviews from other clubs. If you'd like to purchase this program, leave your name with one of our Board Members (listed on page 13).

LOCAL SOFTWARE/HARDWARE UPDATE

Micro Shop is the "new kid in town." Check out their ad in this newsletter and their listing on page 13. Micro Shop will do the footwork for you: find the best deal for that piece of software or hardware you want to purchase, and their profit margin is LOW! Whether it's Commodore, Amiga or MS-Dos, you can't lose anything by giving them a try. And they're local, so if any problems arise, you have a middleman to help you deal with the suppliers -- not just another long-distance phone number! I can personally vouch for the results.

Bits 'n' Bytes has lost their lease on Speedway. I called their phone number and got a message saying they are still looking for another place to set up shop. In the meantime, if you REALLY need to get their attention, the message gives another number to call.

CCCC EXECUTIVE BOARD MEETING
December 13, 1988

by Bob Holdcraft, Secretary

The meeting was held at Bob Holdcraft's house. Doug Davis was absent. President Ron Gray called in ill. All other Board Members were present. Also attending was Frank Prievo, Membership Chairman and Librarians Kathryn Maxson and Steve Price.

Vice-president Leila Joiner called the meeting to order at 7:40 P.M.

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

Leila Joiner reported the Rental Library will be transferred to member Jerry Tulino and will get the hand receipts for the equipment and software transfer reported to the Treasurer, Steve Witkowski.

Question and answer time will be extended for the January Tuesday Night meeting. The meeting will be more informal with the idea of getting more participation from the membership. The SWAP TABLE will continue and some of the Club's surplus equipment not sold in December will be offered again.

It was mentioned that some of the Hand Receipts for the Club's Equipment have not been updated and members who have signed for the equipment are legally responsible until they have been up-dated. As stated on the form "any current CCCC member of the Board of Directors" should assist in this endeavor.

Frank Prievo reported that due to a recent influx of renewals he will report at a later time.

The Librarians reported the blank disk order has been received.

Treasurer Steve Witkowski issued checks for the yearly P.O. Box rental and Bulk Mail fees.

AMIGA NEWS

SIG and LOCAL NEWS

LASER EXPRESS

DENNIS McCORMICK, official helper of all who are having problems of any kind with the Amiga, its peripherals, or Amiga software, has a new telephone number.

797-3750

Please write this down and keep it for future reference.

OXXI would like a volunteer CCCC Amiga SIG member to demonstrate one or more of its products at our meeting(s). The volunteer may buy any OXXI product for 50% off and/or the SIG can auction the product(s) and keep the proceeds. In your Editor's opinion, this would be a good way to start a fund for a monitor for the A-500 so that people don't have to cart around their own.

Bits and Bytes is temporarily out of business because of a lost lease. Software, Etc. is now carrying one British Amiga magazine, Amiga User International, which is heavy on games. Maybe, if asked, they will also get Amiga Computing, which is a more serious publication?

I now own an unadorned A-2000 with Bridge Card. It doesn't do much yet, for lack of a hard disk and other innards, but it does run all the MS-DOS software I've tried, including Word Perfect 5.0. It was interesting (for want of a better word) to find that the Word Perfect function key overlay marked "For the Amiga 2000" has space for only four of each set of five keys to fit, leaving the small cheat sheet smack over the F-10 key. I think that company has real problems. After spending far too much time listening to their music while on hold and getting only one answer to several questions, I am about ready to quit wasting time on this program. I would very much like to see excellence! in operation before I risk any more money.

Commodore-UK has come out with an emulator for the BBC Acorn, the semi-official computer for education in the UK. Recent magazines also speak of a Macintosh emulator, for $145 plus $100 worth of chips.

By John Rydell, Amy Today (see p. A6) - Excerpted from MCCC News, Ft. Worth, TX

Since early in 1987, C Ltd. has been working on adapting the newest technology in desktop publishing and small office automation hardware (including small local area networks, laser printers, page scanners, and

facsimile transmission devices) for use with the various models of Commodore Amiga computers.

In addition to excellent print quality, the Laser XPress is able to print a complete page of 300 dpi text and/or graphics information 8 to 72 times faster than any other laser printer available for the Amiga.

Though not specifically designed to drive a laser engine directly, the Amiga is ideally suited to do so, with the ability to address over 9 megabytes of memory for storage of information. The Amiga also comes with several very fast methods of sending the information to external devices such as the laser engine. Because of its outstanding video graphics display, the Amiga is also ideally suited to host software for desktop publishing, which is currently the fastest growing use for laser printers in the business market. Building on the basic strengths of the Amiga, C Ltd. developed the Laser XPress as a laser printer that truly works in concert with, rather than in spite of, the computer to which it is attached.

No other system allows full 300 dpi editing of the exact bitmap image used by the printer while providing printing of a full 300 dpi (letter or legal page) in any combination of text and/or graphics in less than 15 seconds! Priced at under $2500, the Laser XPress, combined with Publishing Partner Professional [What's that??? Has he got pull we don't have? I've been waiting 10 months to get something besides postcards from SoftLogik! MBT], Express Paint, and the huge number of fonts (all of which are provided at no cost), provides a complete, fast, powerful, yet economical solution for even the most demanding high-productivity desktop publishing environments.

AMIGA VIRUS SURVEY

By D. F. Doell, CCCC

Amiga viruses are dangerous to both hard and floppy disks--and to sensible computer operations. Some erase disks, alter programs, and/or crash systems. Some harass the user with unwanted messages or objectionable graphics. Once spread, all are hard to eliminate from the community of users, and all damage software in some way.

A major difference between viruses and "trojan horses" (frequently just called "trojans") is that viruses more often than not inhabit the boot sectors of bootable disks bearing bona fide software, while trojans are programs designed to carry hostile code somewhere deep within the body of the disk. This permits the trojan to run for a while, allaying suspicion before the hostile code begins to work.

Sometimes trojans are corrupted versions of well-known programs that have previously given good service, and they bear the filenames of the good programs. Sometimes, however, trojans are new programs deliberately written to carry the hostile code. These may or may not have filenames of previous programs.

Another major difference is that trojans are mostly "one-timers," while viruses can reproduce themselves on other disks and recur throughout one's software library and be spread to other users. It is this--and the fact that viruses can do the same damage as trojans--that makes viruses more dangerous than trojans. Presently, it is mostly the IBM community that has trojans. The Amiga community seems mainly to be afflicted with viruses.

Most of the Amiga viruses are European-bred, and not all have reached the United States yet, or so it seems. The belief in the computer industry is that if a virus is in Europe the United States cannot be far behind. European and American networks, bulletin boards, and shareware are carrying them fairly rapidly, according to reports.

There are fears expressed by some far-flung bulletin board users that their local stores and a few "nationwide" American software outlets have "virus all over their disks" and that little is being done by them to eliminate the viruses from the software being sold or to admit the danger to their customers. (See "VirusX.doc," among others, which seems to claim this.) One Amiga virus is definitely in Tucson (it was found by a software outlet and immediately eliminated), but I doubt that software houses here have "virus all over their disks." It is wise to be cautious anyway, of course.

Steve Tibbett, originator of the antiviral 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 (2 varieties). He alludes to two more Amiga viruses that he has "heard tell of" ("VirusX.doc"). A seventh Amiga virus, the AEK virus, is described by Brian Meadows, creator of View- Boot, another Amiga virus checker-killer. Compute! magazine reports an eighth virus, a European, which may or may not be related to any of the others. My count, following reading, ascribing truth to all rumor, and viewing each variety of a virus as a separate virus, makes it (probably) twelve (12) Amiga viruses.

The Byte Bandit virus replicates first in RAM, where it copies itself into a place above the high memory pointer so that it may survive a warm boot, according to Tibbett ("VirusX.doc"). It insinuates itself into the Interrupt Service Chain and/or trackdisk.device vectors. From RAM it copies itself to every bootable disk inserted into an external drive and/or to any new one inserted into the internal drive. It also replicates on disks that have just been "Installed" in an attempt to eliminate it (if it is allowed to remain in RAM during the Install procedure). This virus and its message "Virus by

Byte Bandit" can be found in Sector 0.

The Byte Warrior virus is similar to the Byte Bandit virus, but its effects are to detect other viruses and to sound and/or flash an alarm when one is found. It also prints a message asking the user to let it remain to reproduce. Other effects have not been described ("VirusX.doc").

The Revenge virus is especially insidious. It too detects other viruses, but it rewrites them so as to make them more damaging. It changes the Byte Bandit and the SCAs to cause them to crash the system, for instance. Originating either in Sweden or Germany, where it is widespread, it replicates the way that the Byte Bandit virus does. It can be found in the RAM CoolCapture vector. Just before doing its damage, it redraws the mouse pointer as a phallus, graphically giving the user "the bird"--it's an X-Rated virus. "Revenge Virus 1.2G" is one possible character string to be found in boot sectors infected by this virus.

Besides using VirusX, the user can apply certain joystick moves and buttons to detect the Revenge virus and either wholly or partially remove it from RAM. (See "VirusX.doc" for instructions.)

The North Star virus is another infection that alerts the user to the presence of a virus. It too can be dangerous to commercial boot blocks. VirusX 2.0 is designed to cope with it and with the relatively new Obelisk Software Crew virus.

The SCA viruses "LSD" and "Zorro/Willow" are publicized but not well-described either, and they are already here. One (or both?) of the SCAs contains "Something wonderful has happened" in Sector 1. Fixes are available: VCheck 1.2, VCheck 1.9, Viewboot, and VirusX 2.0 can find and neutralize them. The SCA has been found in Tucson in the boot block of commercial software received at a local outlet. (It has been eliminated, I am assured.) The AEK virus is described in the Read_Me file accompanying Meadows' Viewboot 1.01 program. According to Meadows, this virus has two messages in Sector 1: "Another future of programming" and "Spread by Micro-Master."

Recently (September 1988), I have been told of what may be a local, as-yet-unidentified virus that erases files when their Workbench icons are selected. After clicking on an icon to run a program, the user is surprised to see the icon disappear. A directory check may show the program gone also. Though this may be caused by some software bug or miscoding of some system operation, the effect is similar enough to the effects of some viruses that a new (twelfth) Amiga virus is to be suspected. A Tucson user has experienced this "icon-wiper."

A Final Note

It seems unfortunate that there are so few Amiga antiviral programs and that none of them directly and completely addresses all of the known viruses and all of the suspected viruses and that some check for different viruses than others. Some don't check all external drives or a hard drive. Encouraging, though, is that their virus-checking ability does identify suspicious boot blocks and this may help the user to start the process of eliminating viruses not directly addressed by the pro- grams. Be advised that perfectly good commercial boot sectors may trigger warnings from antiviral programs, however.

Identifying suspicious boot sectors may not be enough in the future. Recent reports describe IBM viruses that can invade the "body" parts of a disk (= the disk's programs and files) outside of the boot sector. They replicate in the body of the target disk and to avoid detection immediately erase themselves from the boot sector of the originator disk and from memory. They lie waiting within some program on the target disk. They also subtly change data on the disk and can ruin databases, spreadsheets, etc. The next time the program is run, the virus is set loose again. Such a virus can change a program into a "trojan." If a virus like this were to be introduced into Amiga networks and supply lines and also have code to overrule write-protection, no Amiga software may be safe. This virus could be lodged anywhere on a disk coming to you or within any program you download.

Presently, the best (but not a perfect) protection for Amiga owners probably can be obtained by running both VirusX and ViewBoot from the start-up of every Workbench disk. Doing this, however, could lead to a cumbersome Workbench environment and a reduction in available RAM. Even though VirusX and ViewBoot don't provide complete, infallible protection against all eventualities, the inconvenience of using them could be a very small price to pay.

See the next page for a chart of Amiga Viruses.

WHERE...
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WORK ??
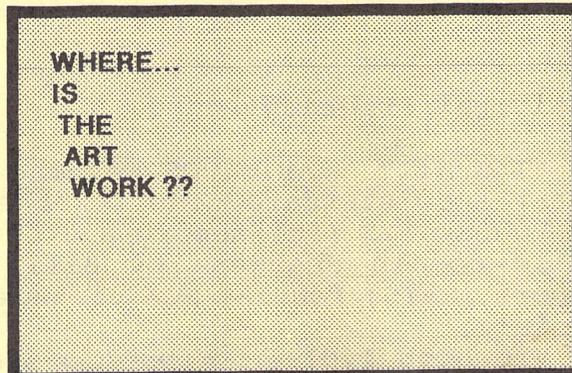
A Brief Survey of Amiga Viruses

Virus	Effect on Hardware/Software	Reporting Source
AEK	Amiga virus containing two messages in Boot Sector 1: "Another future of programming" and "Spread by Micro-Master."	"Read_Me" file with ViewBoot 1.01.
Byte Bandit	An Amiga virus containing "Virus by Byte Bandit" in ViewBoot Sector 0.	"VirusX.doc"; "Read_Me" file
Byte Warrior	An Amiga virus that detects and flashes an alarm at other viruses.	"VirusX.doc".
European	Displays apocalyptic message and erases all disks; spread on Amigas in Europe.	Compute! May 1988
Icon Wiper	(Possible virus that) erases icons and files when icons are selected on Workbench.	[Confidential source.]
North Star	An Amiga virus that detects others.	"VirusX.doc".
Obelisk Software Crew	An (undescribed) Amiga virus.	"VirusX.doc".
Revenge	An Amiga virus that changes pointer and makes other viruses more dangerous; contains "Revenge Virus 1.2G" in boot sector.	"VirusX.doc".
SCA	Found on Microdeal "Time Bandit"; reputedly by European group called SCA for Amiga; contains "Something wonderful has happened" in Sector 1.01. 1. (May be SCA #1 or SCA #2.) In Tucson on at least one piece of commercial software, per two confidential sources.	Amazing Computing 3,5; ViewBoot "Read_Me" file; "VirusInfo" (CATS).
SCA #1	On Amiga (may be same as SCA). (Sometimes called "LSD"?)	"VirusInfo" (CATS); "VirusX.doc".
SCA #2	On Amiga (may be same as SCA). (CATS); sometimes called "Zorro/Willow"?)	"VirusInfo" (CATS); "VirusX.doc".
(Unnamed)	(Unspecified; may be two new ones or one known, one unknown, etc.)	"VirusX.doc".

Antiviral Programs, etc.

"Install"   AmigaDOS command that erases and rewrites disk boot sector into standard code for the Amiga.

VCheck 1.2 (for memory and df0:) and VCheck 1.9 (for all drives)Two public domain checkers by Bill Koester of Commodore-Amiga Technical Support (CATS) for the SCA viruses; requires user to erase from CLI with "Install."

Viewboot 1.01   A public domain checker-killer (using "Install") by Brian Meadows for the Amiga; works from CLI or Workbench on disks and

memory against SCA, Byte Bandit, and AEK viruses; user choice via pull-down menu; permits boot-sector and memory scans.

VirusX 2.0   A public domain virus checker-killer by Steve Tibbett that stays resident against six Amiga viruses. It clears memory and all 3.5" disks as they are loaded and reports to the user; may not work on AEK virus; permits boot sector scans. Closing its window can crash the system. 1.71 is not as buggy as 2.0.

HOPE FOR THE FUTURE

New Magazines: **AMY TODAY** is a text-file disk magazine for the Amiga world, published by AMIG, a new user group in mid-Michigan which includes various other user groups. We hope to get this regularly. AMIG also belongs to the Michigan Computer Consortium, which puts out a magazine called **ENERGY**, which also contains Amiga articles. Looks as if lots of good things come from Michigan, like Dennis!

Another new source is **TUNA**, The Unofficial News of the AmigaZone, designed to be used by user groups as a source of material.

ALL FROM TUNA VIA ENERGY

By James M. Meyer

Now that 1.3 is out, I suppose it's time to begin reporting on 1.4. Work has been in progress for some time now for this next revision, and many of its features have already been set. One feature of the current operating system, the destructive memory test upon system reset, will be fixed in 1.4. Before anyone starts worrying about exploding memory, however, I should explain this further.

Most of the memory in an Amiga is left untouched when the system is reset. This makes the revoverable RAM disk possible, as well as the (new) ability of the system to reboot from RAM. One section of memory, the so-called "Ranger" or $C00000 memory, is tampered with by Exec's memory sizing routine. Historically, this came about because "Ranger" memory lies between the 8520 chips (which control the peripheral ports) and the custom chips. Because some of the registers in this area behave differently from "normal" memory, Exec (the most basic underlying portion of the operating system) employs a different test for memory once it approaches this area.

Although this area was originally "reserved for future use" by Commodore-Amiga, it was targeted for memory expansion during the development of the "Ranger," an engineering test-bed which led to the A-2000. Both the A-2000 and the A-500 utilize this area, as do several internal memory boards for the A-1000.

1.4 will also provide support for the Enhanced Chip Set. This will allow for a non-interlaced display of 640 x 400 although color selection will be reduced to 4 out of a possible 64. Commodore engineering, having finished the A-2620 (68020 board for the A-2000) has now turned its attention to the development of the A-3000. As previously announced by the Chairman of the Board, Irving Gould, the A-3000 will be built around the Motorola 68030 chip, and will have a 32-bit bus. Neither 1.4 nor the Amiga 3000 is expected to be finished in the near future.

INTERCEPTOR: It has become customary for me to poke fun at Jerry Pournelle at some point in each edition of **TUNA**. Unfortunately, he was recently caught repeating a mistake that I had made some months ago. In a recent column, Dr. Pournelle mentioned the game Interceptor, from Electronic Arts. He expressed a great deal of frustration over his inability to properly work the codewheel and blamed his failure on the program itself. This was much the same reaction I had had when I first tested this simulation, and I immediately posted my complaint to the Nets. The problem stems from the method in which the codewheel is read. Intuitively, one reads the wheel from the outer-most ring towards the center. As was pointed out to me, the Interceptor manual CLEARLY states the manner in which the sodewheel is read. One reads from the innermost ring outward, and then the final number is found in the center region. Fortunately, since I had posted my remarks to an electronic network, I was able to retract my statement within hours. Dr. Pournelle, however, made his remarks in print. It will likely be months before he reports that someone told him to "READ THE MANUAL, DUMMY!" and it will be interesting to see what his reaction will be.

If you are a Commodore stockholder, Meyer also suggests giving your proxy to:

Dale Luck
c/o BOING, Inc.
1881 Ellwell Drive
Milpitas, CA 95035

According to Meyer, Luck was among the first programmers in the development of the Amiga and he is among the few who remain from that original team. He cites Luck as saying, "Although I do contract work for Amiga-Los Gatos, my opinions probably don't represent those of Commodore or its management or its engineers, but I think the world would be a better place if they did." Meyer says that over 7,000 shares had thus far been assigned to Luck (October '88) in an effort to gather the diffuse voices of many individual Amiga owners and allow one like-minded person to be the spokesman.

CMI PROCESSOR ACCELERATOR

By Johnny Kitchens, Adapted from MCCC News

It seems that, since the creation of the Amiga, everyone has tried to speed up its operation in some way. The result has been the installation of 6810, 68020, and 68030 CPUs. Each has offered advantages and disadvantages, including cost. Creative Microsystem, Inc. has introduced an accelerator board which offers most of the advantages of other CPU changes with none of the disadvantages. They accomplish this feat by utilizing a 16 MHz 68000 mounted on a board which allows you to set the CPU frequency to 7.16 MHz or 14.32 MHz. This gives a 50% reduction in the CPU execution time. The circuitry on the board allows the Amiga to operate as if the original CPU were still in place. You can switch between the two frequencies by using a software switch provided by CMI, all for less than $150.00.

Upon opening the box, I found a very well-written instruction booklet. It even shows all the screws that have to be removed. There was also a card that gives an 800 number where you can order a 68881 and a crystal for the board. By mounting a 68881 math chip on your board, you get an even better increase in performance.

[He describes some assembly hassles, but finally success.]

Testing: DropShadow - very noticeable speed increase of screen refresh. More windows can be opened before slowing back to the original speed. Performance Monitor (PM on Extras disk) - the new CPU seems to be more active than the old. Switching between CPU speeds showed a very noticeable difference in activity. PM shows that the CPU is doing a lot during its time of activity, but is higher up on the scale, just slightly showing, if it is more idle. Multitasking - using 7.16 MHz, I started several programs until the PM showed the CPU was working constantly. I switched to 14.23 MHz and immediately got an indication of a more idle CPU. After extensive testing, I found a program it wouldn't run. On Marauder II, there is a demo called ArkDemo. It will not run using either speed. On the disk provided with Accelarator, there is a file set up to list hardware and software incompatibilities. Nothing is listed in these files. One other problem. Certain other programs which have had a history of bringing up a guru now cannot be reset. Recommended to anyone who is interested in improving the Amiga technically or who needs increased CPU speed. It also adds the convenience of allowing easy installation of the 68881 math chip, which will really be appreciated by 1.3 users. It will not provide dazzling speed changes of the Amiga itself because of its use of special chips to perform specific functions, which means that the CPU has less to do. Anything relying on the CPU will be sped up by the Accelerator, but there is a lot that won't.

KEY TELEPHONE NUMBERS

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

```
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Treasurer......Board...Steve Witkowski...623-0456
Member at Large.Board....Randy Schild........883-4670
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CHIEF SYSOP...........Phil Pugliese.....unlisted
EDITOR...............Leila Joiner......327-0540
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(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 Prievo - 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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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
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D.J.s ELECTRONICS - 10%
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MICRO SHOP - Bonus Coupons
3038 W. Avenida Obregon
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NORTH AMERICAN DIGITAL - 10%
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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 infor-
mation. With the exceptions noted in the catalog
for royalties or copy-licensed software, the copy
fee per disk side is currently $3, blank disk pro-
vided 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.
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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.

CCCC
TUCSON, ARIZONA

CATALINA COMMODORE COMPUTER CLUB, INC.

VOLUME 7, NUMBER 2 - FEB 1989

NEWSLETTER

** IMPORTANT **

* **GENERAL MEETING** - February 7, 1989
St. Peter & Paul Catholic Church
On Campbell 4 blks N of Speedway
7 p.m. - Out NLT 9:30 p.m.

* **SATURDAY HELP DAY** - February 18, 1989
St. Peter & Paul Catholic Church
Madonna Hall
10 a.m. - 2 p.m.

* **EXECUTIVE BOARD MEETING**
(All Members Welcome)
February 14, 1989 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.

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($21 if out of town, $27 if out of country).
New members please also remit $10 initiation fee.