Catalina Commodore Computer Club, Inc.

Volume 7, No. 9   **TUCSON, ARIZONA**   September 1989

Lesson 3 D. Street Scene   ©CLEMENT

SEPTEMBER 1989

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	VIRGO Aug. 23-Sep. 22		LIBRA Sep. 23-Oct. 22		**1**	**2**
3	**4** LABOR DAY	**5** CCCC MEETING 7 PM – 9:30 PM ST. PETER & PAUL GRAMER HALL GEOS DEMO	**6**	**7**	**8**	**9**
10	**11**	**12** EXECUTIVE BOARD MEETING 7:30 PM AT DEVON GABLES 6150 E. GRANT RD.	**13**	**14**	**15**	**16** = HELP DAY = PLUS –TWS CLASS– 10 AM – 2 PM ST. PETER & PAUL MADONNA HALL
17	**18**	**19**	**20** NEWSLETTER PARTY 7 PM St Peter & Paul Madonna Hall	**21**	**22**	**23**
24	**25**	**26**	**27** AMIGA Desk Top Publishing 7 PM 2634 E. Malvern	**28**	**29**	**30** AMIGA SIG 10 AM–2 PM "WOODS LIBRARY"

COVER ILLUSTRATION COURTESY OF Q-LINK, GEOS AND MACPAINT

NEWSLETTER FACELIFT

by Leila Joiner, CCCC

A few new features are being added to our humble newsletter.

"Write On!" by Mike O'Neall is a monthly column providing an open forum for your problems, tips and suggestions concerning the ultimate word processor, The Write Stuff, brainchild of programmer Eric Lee. Mike is looking forward to hearing from you about your experiences with TWS. Give her a call.

"Nybbles & Bytes", premiering this issue, will be another regular monthly contribution from Tom D'Angelo. Tom will be offering pertinent hints and tips to make your computer life easier.

New member Tom Galloway is helping us improve our looks by laser printing as much of the newsletter as possible. This month it's the Amiga section and a GeoPublish page. If we can acquire the necessary printer fonts, we will soon be able to laser print TWS files as well!

A hearty thanks to these three CCCC contributors!

1750 RUMORS & BASIC 8

from The Computer Chronicle, Midland, MI

- Commodore has announced that they are again manufacturing the 1750 Ram Expansion Units, and some dealers have actually received the units. Now that RAM chip prices have come down, it is probably again profitable for Commodore to make the REU's.

- Free Spirit Software has announced they will now be publishing BASIC 8, the C-128 programming environment that adds over 60 graphic commands to BASIC 7.0. An excellent advantage of BASIC 8 is that it takes advantage of the full 64K of Video RAM installed in 128D's and 128's that have been upgraded. They have also announced a BASIC 8 Toolkit, which allows

you to create custom pointers, fonts, patterns and icons. Free Spirit is currently the best supporter of the C-128, with other recent releases such as Sketchpad 128 (an 80 column black and white drawing program), Spectrum 128 (an 80 column color drawing program), NewsMaker 128 (an 80 column desktop publishing program), and Poster Maker 128. BASIC 8 retails for $39.95, and the BASIC 8 Toolkit sells for $19.95. For more information, contact:

Free Spirit Software
58 Noble Street
P.O. Box 128
Kutztown, PA
(215) 683-5609

C-64 STILL HOT AFTER ALL THESE YEARS!

from 650 CUE, Edmonton, Canada

According to a report from Evans Research Corp., Etobicoke, Ont., Commodore Business Machines (CBM) held the number two spot behind IBM Canada Ltd. for PC market share, in 1988. A strong reason that CBM did so well was the still amazing sales of the C64, which accounted for approximately 40% of the units sold. Had it not been for the machines with less than 128K (read the C64), CBM would have rated fourth behind Apple and Radio Shack.

This Month's Newsletter
created with:

The Write Stuff 128   C-64C
GEOS 2.0   C-128
Pagesetter   Amiga 1000
Professional Page   Star NB24-10
                       Ricoh Laser Printer

Welcome
NEW MEMBERS !!
Evan Barran
o o o
Ted Seitz
o o o
Danny Reddeeh

WRITE ON!!
a monthly TWS column by
"Mike" O'Neall, CCCC

The following exercise in not-so-creative writing has the purpose of promoting better utilization of the very neat and functional word processor, The Write Stuff. Since its introduction to CCCC a bit over two years ago, TWS has become the choice of most in our club. Because good things get better when shared, we have set aside a column in the CCCC newsletter for sharing the various facets of this WP gem. You are, therefore, being invited to re-quest assistance and/or share your discov-eries of things pertaining to The Write Stuff, here in the *Write On* column.

The response to the recent release of the BB Speller has been great. The pros-pective owners of this spelling corrector were queued up at Bob Holdcraft's table in both of the last two CCCC meetings. Many, also, acquired the recently released BB Templates, and/or the Reading Teacher.

It was the Templates that brought the first request for help. There are six disks with a total of 600 samples of busi-ness letters and legal documents. These are actual letters and notices written for real businesses. They run the gamut from collection letters, employment agreements, and rental leases to a last will and testament and are to be used by simply inserting the proper data, such as names, addresses, amounts, etc. Well, it seems the embedded codes of the selected busi-ness letter did not fit the requirements of the user, and he needed to know just how to change the printing codes entered at the top of the sample letter.

Now, the easy, every day way we beginners always use for our printing format is the "up-arrow to print screen, change the codes with a + or -" way. However, for these letters, there is a series of embed-ded codes at the top of the text giving the instructions for margins, page size, type of print, etc. To change these directions, use CTRL 2 format codes shown on the back of the BB Writer manual, separating the codes with a colon. I use the following for most business letters: CTRL 2 (reverse) lm12:rm12:tm6:bm6. Our newsletter editor has this page formatted with three lines of printing codes that scared me to death the first time I saw them, but now, I'm getting the hang of it.

There has been some streamlining going on. On the flip side of BB Speller is a new version of BB Writer, V2. Along with the program to utilize BB Speller, a means of eliminating a stroke for many of the embedded commands and some of the keyboard commands has been developed. It includes C=i [Ed: where C= stands for the Commodore key] instead of CTRL 1 i to start or stop italics; C=4 will bring up the disk directory; C=3, the calculator; and C=- for the soft hyphen. Have a look at the list of Default Keyboard Macros on page 17 of the Speller Manual. Mr. Lee explains that V2 does not replace V1, but is a supplement. We will still need V1 for the Mail Merge program, its File Translation feature and some other features. V2, also, has less room for text. I appreciate Mr. Lee's explanation, when discussing the V2, that multiple versions, each with a different mix of features, is a far better arrangement than omitting features (most likely the ones you just got used to) with each improvement, or cramming everything into one version that has it all except enough text area.

All of us who are getting acquainted with The Write Stuff will be the better for your observations and questions, but only if you make them known. Please send them along to the address of the newsletter, or to me at 3740 North Romero Road B17, Tucson, 85705.

GHOSTWRITER

by Betty Kaspar, SOSUG

English teachers should be aware of the marvelous programs available that analyze students' writing in 12 to 15 areas. Some even allow the teacher to mark and to name the problems with just one key stroke, certainly making grading themes quicker and easier. An example of such a program is GHOSTWRITER, written in another school district I visited. This summer they are improving it.

GHOSTWRITER II should be for sale by late fall. It goes far beyond detecting sentence fragments and other obvious mistakes. It is designed to recognize all of the most common mistakes novice writers make, such as passive voice, and non-parallel construction.

It is not only a great addition for any class in which there are writing assignments, I recommend it for many Commodore newsletter editors and any club member who does much writing!

With GHOSTWRITER, across the bottom of the screen are listed all of the problems it detects with their ONE stroke code. The teacher calls up the student's theme, and the cursor automatically moves to the first mistake.

The teacher can then hit the appropriate key, and the comment is inserted in the text at that point. Then the cursor finds the next mistake! I plan to start using it for my college classes as soon as we have enough computers on campus that I can require papers to be submitted first on a disk.
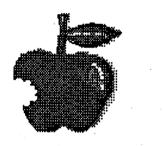
GEOS 2.0

Article: **Warren Talbot** DESKTOP *and* **geoPublish**

GEOS, the operating system for the Commodore 64 and 128 is now capable of creating a PostScript file on disk which can be uploaded via modem to a laser printing service. The high resolution that PostScript is capable of makes it the programming language of all computers that are used in the design and layout of typeset pages.

DESKTOP PUBLISHING has been on a few peoples minds for some time now. If you watch any late evening television, you will undoubtedly see Macintosh commercials geared toward this subject. "Hire us and we'll tell you" has sold a lot of these computers. The Commodore Amiga is very similar to the Macintosh, but the Amiga's operating system is "on disk" and loaded into the computer when it is booted. Much of the operating system remains on disk which saves system RAM for needed workspace. It must also be noted, that the Amiga's "software operating system" allows for much greater flexibility.
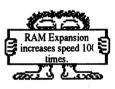
GEOS, for the Commodore 64, is similar in that much of it's operating system is also stored on disk, and it is also a software operating system. When the user performs an operation, the system must access the drive to find the needed instructions to carry out the requested operation. The advantage to this is that a more powerful operating system is now available to the Commodore 64.

The typical Commodore 64 system consists of the "keyboard computer" and

64K COMPUTER HANDLES HALF-A-MEGABYTE

a Commodore 1541 disk drive. The 1541 formats only 165 kilobytes on the large floppies, and this is too little space for your application and data files. After all, how many computers today are sold with less that a half a megabyte of RAM? As we know, when we buy a computer off the shelf it is sold "bare bones", and must be expanded in some way (usually system RAM) before it can be truely useful. Few computers are very useful unless they have at least two disk drives and one megabyte of RAM. As for the Commodore 64, half of that is all that is required to create typeset pages. But wait, you say, how can a Commodore 64 know what to do with eight times more RAM than it was designed for? Well, Commodore recently developed a RAM cartridge, the 1750. Inside is a custom controller chip, and sixteen 256 by 8 bit dynamic RAM chips, totaling 512 kilobytes. GEOS utilizes this bounty of random access memory by installing it's entire operating system into one of the eight 64 kilobyte banks of RAM. GEOS treats it just like a 330 kilobyte disk drive. To the GEOS operating system this is so much like a drive that all application and data files are run from expanded RAM just like a work disk. After you have created your document you must save it to a physical drive. Also, GEOS will re-boot from BASIC from expanded RAM. When the restore key is pressed, the bank in expanded RAM that held the GEOS operating system is swapped with system RAM. This is very impressive and makes trips to and from BASIC painlessly, not having to load GEOS from the physical disk drive and wait.

Commodore developed a micro floppy disk drive for the C64 - the 1581. This drive stores 790 kilobytes of your GEOS documents and C64 files. Also,

Commodore DOS files may be run from the GEOS operating system, provided the program is something less than 30K. Part of the GEOS operating system includes GEOS disk turbo which speeds up your disk drive five to seven times. The 1541 operates much faster under GEOS, but because the 1581 is a faster drive than the 1541 under Commodore DOS, it is very fast under GEOS.

RAM Expansion increases speed 10(times.

Usually, I copy the application I want to work with into RAM. Now all data, along with the application work in RAM speeds the system operation over 100 times more than as if I were working from a disk, leaving disk operations for only copy and save (the way a disk drive should be used).

The key to high resolution desktop publishing is PostScript, which describes exactly how the page is to be drawn out.

For all 'would be' desktop publishers out there, the horizons are expanding. The computer has been called the "mind tool," and is a relationship between machine, programmers, and users. For Commodore 64 users, GEOS provides power at a relatively low cost. Unfortunately, GEOS is one of those programs that everyone who owns a 64 has heard of, but may not endeavor to learn how to use it. With GEOS the horizons are expanding to the point where it will do everything you bought your computer for.

MEMBERSHIP GOOD AND WELFARE:
A VERY SHORT STORY

by Tom Benton, CCCC

PLOT:
A mysterious ailment suffered by my C128.

MAIN CHARACTER:
Earl (from Harvey & Associates in Laramie, Wyoming).

Acting on a quick tip from a friend, I called Laramie. Right away, I realized that I had made a good move. This fellow seemed to be one of the good guys. He actually tried to tell me how to fix my sick buddy by having me try various remedies over the phone! It was only after we had exhausted all of the possibilities that he suggested hospitalization. I packed my friend and had him on his way in the morning. I knew that it was going to be a tough case for the Doctor, because the symptoms were intermittent -- the worst kind to diagnose and cure!

In most cases the good Doctor is able to fix the patient and quickly send him back. Alas, in this case the recurrent trouble was very elusive and the C128 had to spend an extra week under intense observation. Hour after painstaking hour Dr. Earl labored over his instruments, trying in vain to find the cause of the subject's infirmity. ONE LAST TRY! HOOK HIM INTO THE DOCTOR'S OWN OFFICE SYSTEM! It was a valiant effort, but the Sly Bug managed to elude all efforts to apprehend him. The C128 functioned perfectly for hours on end, running programs of all descriptions in all modes. A decision had to be made. Send him BACK HOME!! DONE!!

An apprehensive owner waited for the UPS Man's ring -- fearing the HUGE BILL that was sure to accompany the returning C128. The dreaded knock on the door came only three days later. The anxious owner's trembling, fumbling fingers opened the box, located the FEARED STATEMENT and he almost collapsed when his unbelieving eyes read the figures! TEN DOLLARS!! There had to be a mistake! NO, no mistake. $10.00 and $5 for shipping and handling! Holy BATMAN! Faith in fellow man restored! THE END.

Earl thoughtfully enclosed a list of more than 800 software titles which he tries to maintain at all times. He has special discounts for CCCC members on repairs, labor, software and hardware. If you wish to contact him regarding any of these services, the firm name is:

    Harvey and Associates
    1409 Mill Street
    Laramie, WY 82070
    (307) 745-7077 or 742-3275

or Earl can be reached on QuantumLink as FINAL.

************ CLASSIFIED ADS ************

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NYBBLES & BYTES

by Tom D'Angelo, CCCC

Hints $ Tips #1

Version 2.0 of The Write Stuff is really great. Even if you don't use the spell checker, which is exceptional, the other improvements are well worth the change. BE CAREFUL THOUGH, there seems to be a bug in using the Commodore key with the Clear/Home key as shown on page 17 of the BB Speller manual. It does not do the "Same as" CTRL, Home. It does bring the red 'Erase Text Above Below Cursor' line to the top of the screen with the 'Below' highlighted. Everything looks normal, but *now* when you press Return or 'b' *ALL TEXT IS ERASED* (gone forever). If you highlight 'Above' or press 'a' nothing happens. The old method CTRL Clear/Home still works properly, clearing only above or below as specified by you. This appears to be the way the MACRO to do this was written. The cursor is essentially homed by pushing C= Clear/Home, and of course ALL text is 'BELOW' the cursor. The part that's misleading about this is that if you are still on the first screen your cursor appears to be at the point it was when you entered 'ERASE', only it stops flashing. The surprise comes when you press RETURN or 'b' and EVERYTHING disappears.
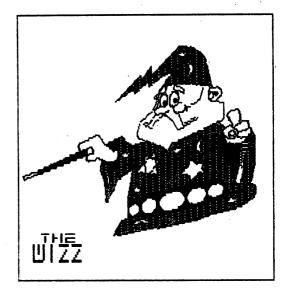
It's still a great program.

Hints $ Tips #2

Version 2.0 of The Write Stuff apparently has a 'bug' using the rename feature when you're showing a directory of files to be loaded. I can only get the 64 version rename function to create a new name 5 characters long. The way around this is, of course, to load the file to be renamed, 'SAVE' it under the new name that you want, and then use the 'SCRATCH' function to get rid of the old named file. More cumbersome, but effective nevertheless.

Hints $ Tips #3

If you have two drives, Version 2.0 of Write Stuff has a great feature with its point and check spelling of a single word. You just put the cursor on the word. Press C= and the up arrow at the same time. The drive with the dictionary spins (if you've set it up that way, of course) to that portion of the dictionary, checks the spelling and, if it checks OK, the screen reappears. If the word isn't found, you get the Quick Check Speller Screen. Then a simple press of the return key gives you a choice of words spelled close to the one you used and you can choose from them or manually respell the word. Having two drives eliminates having to swap disks.

Hints $ Tips #4

"Overvoltage Protector"

Radio Shack sells a MOV (Metal Oxide Varistor) that will protect your household electronic equipment from voltage spikes that can render them useless. It costs

$1.89 or so and is about the size of a penny with two wires sticking out of it. You can install it in any solid state electronic equipment such as radios, TV's, microwaves, Hi-Fi's, and, oh yes, COMPUTERS, DISK DRIVES and PRINTERS. Put one in your power strip if you have one, or one each in your printer, disk drive and the power supply of your computer. Just solder one lead to each side of the power cord inside the equipment to be protected. Needless to say,

DO THIS ONLY IF YOU FEEL QUALIFIED.

For those of you who would like some help, ask me at one of the club meetings.

TOM D'ANGELO 296-5076

RESETS FOR YOUR COMPUTER

by Art Voepel, The CUGOS Clipper

If you own a 64 you more than likely have longed for a reset button from time to time. You can have one installed or, if you would rather not tamper with the insides of your computer, there is a way to reset your 64 from the keyboard. All you have to do is, in direct mode, type SYS 64738 or SYS 64760. SYS 64738 takes a little time, about three seconds, to reset the computer. SYS 64760 resets almost instantaneously. If there's a difference between these two SYS resets, other than speed, I haven't found it yet. SYS 64767 resets the computer without changing the existing screen colors and is also almost instantaneous. These rests either by an installed button or by typing in a SYS number have the same effect as turning off your computer and then turning it back on again, except that memory is not erased. Performing a SYS reset or activating a reset switch will reset all internal pointers to their power-up values. This will make it seem as though BASIC programs were erased, but they are not. They are still in memory where they may be retrieved using an UNNEW program.

HOME SECURITY AND AUTOMATION WITH YOUR COMMODORE

by Steve Grabowski, Midland, MI CCC

Everyone knows computers are great for playing games, typing letters using your word processor, playing songs, etc. But what about using your computer to control other devices in your home? I became interested in interfacing my Commodore computers to items in the home a number of years ago. There are a number of things you can use your computer to control, such as turning on and off lights, appliances, sprinkler systems, and monitoring temperature or power usage. My latest project involves interfacing a VIC-20 computer to my exercise bicycle to automatically simulate varied terrain and this will be coordinated with a graphics display on the monitor to take some of the monotony out of using a stationary exercise bicycle.
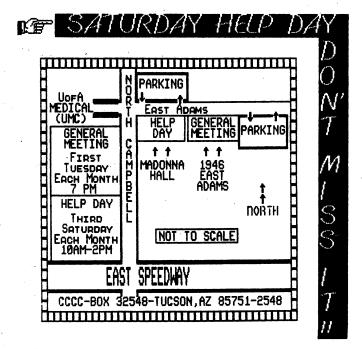
To control things in the home you need three things. The first thing is a real time clock so events can be timed to occur when you want them. The Commodore computers work nicely here since they have a clock function built into them, if you know how to do the proper programming. The next item required is a series of inputs and outputs to interface to our lights and appliances. The Commodore computers again have both inputs and outputs on the user port and joystick ports which can be used. The third item is software - a program to allow the computer to correctly control and monitor the input and output status in relation to the real time clock. As I have described above, the Commodore computer can be used to control items in the home as it stands. However, usually this is not too practical for the following reasons.

Even though the computer has a clock, it is not battery backed up and a power surge would cause the clock to reset. This normally would not be acceptable if we were using the computer for home security or to turn on our coffee pot in the morning for us. The inputs and outputs in the computer are not able to handle 120 volt AC, which is what most of our lights and appliances in our home operate on. Lastly, the programming either in machine language or Basic is difficult when it is necessary to control and monitor the Commodore's user port or joystick ports.

A number of companies have come to the rescue, realizing that the use of a Commodore for home control is easily accomplished through the use of a suitable hardware interface and pre-packaged software. I purchased a unit called the X-10 Powerhouse from DAK about a year and a half ago. This unit has many advantages that I will discuss as what to look for in a good quality interface for home control applications. The X-10 is a stand alone unit. What this means is that you program the unit using your C-64 or C-128 and then disconnect it from the computer. The interface/controller is able to function on its own, freeing up your computer for

other things. The X-10 uses the popular BSR modules, available from Radio Shack and DAK, to interface to lights and appliances. The X-10 plugs into a wall receptacle and communicates with the individual control modules using your home wiring, so there are no separate wires to run! The X-10 has a battery backed-up memory and real time clock, so it never forgets what it's supposed to do, even in the event of a power failure.

The software that comes with the X-10 is very easy to use in programming the controller. Graphics are used to show different rooms of your home, such as living room, kitchen, bathroom, etc. Each room is programmed by placing lamps or appliances within the room and assigning the address (which you must select on a dial upon the individual controllers) and the time the device should turn on and off. Once all the devices have been programmed into the computer, they are transferred to the X-10's internal memory, so it can be disconnected from the computer. The one bad thing I must say is that the X-10 Powerhouse is no longer available as far as I know. However, there are other companies marketing home controllers that also use the BSR type individual controllers communicating over the house wiring. One of these is Genesis Computer Corporation, 1444 Linen St., P.O. Box 1143, Bethlehem, PA 18018. They offer a controller with software for around $70. The individual BSR/Radio Shack modules (one required for each lamp or appliance) are about $8-$12 depending on type. Also in Compute's Gazette and Run are ads for other interfaces for the Commodore computers.

I hope this short discussion may stimulate others of you who may have a dusty VIC-20 sitting in the closet into getting it down and interfacing to your home. They make great indoor/outdoor temperature recorders!

☞ **SATURDAY HELP DAY**

DON'T MISS IT!!

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THIRD                           │
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LITTLE GIRLS AND COMPUTERS
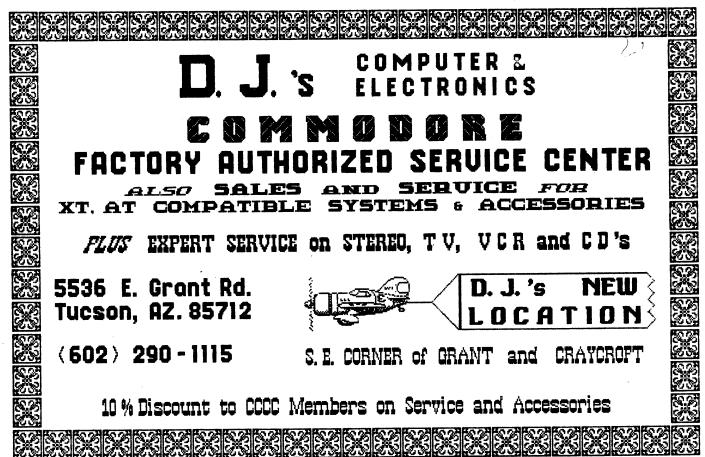
by Dan Gutman
submitted by "Mike" O'Neall, CCCC

This will be considered to be a very sexist question, but has it occurred to anybody that maybe, just MAYBE little girls don't love computers as much as little boys do?

Experts are constantly telling us that American girls are way behind boys when it comes to computer skills. Something must be done about it, they say. It is widely believed that computer literacy will be an important factor in getting ahead over the next decade. If girls don't start using computers now, they'll be left behind as they grow up. The usual explanation why girls haven't embraced the PC is that our male-dominated society is keeping them away.

Excuse me -- I'm no social scientist, but ·I'm not buying it. It may be fashionable to say girls don't get the chance to use computers, but eventually we have to ask ourselves if maybe boys simply love computers more that girls do and stop making excuses about it.

Back in the 1950's the Lionel Company attempted to market "Lady Lionel" -- a train set specifically for girls. It was a bomb. It was the Edsel of trains. The company had to admit that girls just don't love model trains. I'm not exactly shocking the world to say· that males in general love gadgets and machines more that females do. Men most frequently are the ones interested in robots, home video, cameras, model planes, video games, automobiles and other mechanical gizmos. I don't hear complaints that women actually love stereo equipment but are not getting an opportunity to use it. I have yet to meet a woman who has anything other that contempt for stereo equipment. But stereo literacy doesn't get anybody into college or advance them up the career ladder.

Since the personal computer was invented, men have shown more natural interest in it. Boys enrolled in computer classes without being prodded to by educators. Males are the overwhelming majority when they count up the subscribers to computer magazines, purchasers of computers, users groups and programmers. This cannot be attributed solely to peer pressure or upbringing. Boys just love machines.

There is a fundamental and mysterious difference between boys and girls that can't be explained by environmental factors. Ask any parent. Boys and girls are different animals, even when every effort has been made to raise them in ·exactly the same non-sexist manner.

What can you do? Little girls head for the books, dolls and stuffed animals. Boys gravitate toward banging on the pots and pans. This isn't sexist, it's just reality. It doesn't mean that women do not use computers and don't like them. Millions do. · But the huge majority of users are male and will continue to be. It's fine to encourage little girls to use the computers at home or in school. But if we try to offset the balance by FORCING them to love computers, we may be doing more harm than good.

TURBO MASTER CPU IN BRIEF

*from The Commodore Compendium,
Basic Bits Commodore Group,
No. Ridgeville, Ohio*

The Turbo Master CPU is a sophisticated yet easy-to-use cartridge in a metal case which includes an on-board replacement microprocessor (CPU). It simply plugs into the expansion port to give your C64 computer four times faster processing speed. Thus, software actually RUNS four times as fast. In fact, the processing speed is nearly twice as fast as a standard IBM-PC/XT clocked at 4.77 MHz!

In addition, Turbo Master CPU includes "turbo" disk routines in ROM for five times faster disk LOAD and SAVE, and a convenient DOS "wedge" in ROM. (Turbo Master CPU, however, should not be confused with other so-called accelerator cartridges or Kernal ROM replacements which merely speed up the disk drive. A processor accelerator does much more.)

A JiffyDOS option is available. (Under license from Creative Micro Designs.) The introductory price is $179, shipping prepaid to US addresses. While this is more than a C64 computer (but not more than an entire C64 system including monitor, disk drive and printer), the cost reflects the high quality components used. These include the fast processor, 64k of fast static RAM, 32K of fast EPROM, and several custom logic ICs.

Turbo Master CPU is sold with a ten-day satisfaction or money back guarantee. Available from:

Schnedler Systems
25 Eastwood Road
P.O. Box 5964
Asheville, NC 28813
(704) 274-4646

SPEED: HOW FAST IS FAST?

by David Barnish, HUG

Why do people move up to new systems? There are many reasons, but one of the main reasons is speed.

Nothing is worse than sitting in front of a blank computer screen. There is one thing that a computer should never make you do, and that is wait. You don't stop and consider that your computer is doing things in those few seconds you sit idle that would take you several months to accomplish. All you know is that the Tyson/Spinks fight is coming on in three minutes and you need to recalculate a a major spreadsheet before you can sit down. Most of the newer applications coming out these days are taking up more and more room in your computer's memory and stretching the limits of your CPU.

How fast is that nifty new 386 number cruncher? How does it compare to an XT? an AT? And how much speed do you really need? This article will help clear up these questions and open your eyes to the real meaning of computer speed.

There are several interlocking factors that contribute to the speed of a system. A crystal is used to control an internal clock that governs calculation cycles in your computer. The entire architecture of the hardware and operating system is built upon this clock cycle. This timer is measured in millions of cycles per second, or megaherz (MHz) for short. An "ADD" instruction may take two cycles to complete. It is obvious that a machine running at 16 MHz will perform this instruction twice as fast as an 8 MHz machine. PC's and XT's have a clock speed of 4.77 MHz. Turbo systems run between 6 and 8 MHz, while 286 and 386 systems will run from 8 to 25 MHz, depending on which chip was used to build the system.

An important bit of jargon to know when talking about the speed of a system is Benchmark Testing. A benchmark is a program that is used to test the speed of computers. It reveals the computer's practical speed in a real-life computing situation. Some benchmarks have become well known enough to be thought of as a sort of standard. A computer that is rated at 16 MHz throughout may be "clocked" at only 12 MHz, but it has supposedly run the benchmark program at the speed of a 16 MHz computer. Norton Benchmark and the Landmark Speed Test are two examples. Don't confuse real speed with these benchmark tests.

Speed in megaherz units is the best known, but it is not the only measure nor necessarily the most important.

The microprocessor that your computer uses is equally important when it comes to speed. The microprocessor will tell you how much data it can manipulate at one time (during one cycle). An 8-bit microprocessor can read in and manipulate one byte of data at a time. If a computer instruction is two bytes long, it will take two cycles (more or less) to read in the data and a few more to process it and send it somewhere else. A 16-bit microprocessor can read the same amount in one cycle. A 32-bit microprocessor can read twice as much as the 16-bit and is, consequently, twice as fast. A 386-based machine (which, by definition must have a 32-bit microprocessor) running at 12 MHz is about five times faster than your average XT, which runs at 4.77 MHz with an 8-bit processor.

Another important speed factor is the number of wait states your computer has. If your system is configured with components that run slower than the clock speed, a large amount of time is spent in idle cycles where your CPU is waiting for data. Some wait cycles cannot be avoided but, for the most part, your system should be able to function at the speed which it was intended to run. The wait state is the number of cycles that the computer has to sit idle. If it has to sit idle every other cycle (2 wait states), its speed is reduced to 50% of what it should be. If you invest in a new system, strive to get a system with zero wait states.

Believe it or not, Random Access Memory (RAM) can also slow a system down. Most RAM used in systems is Dynamic Random
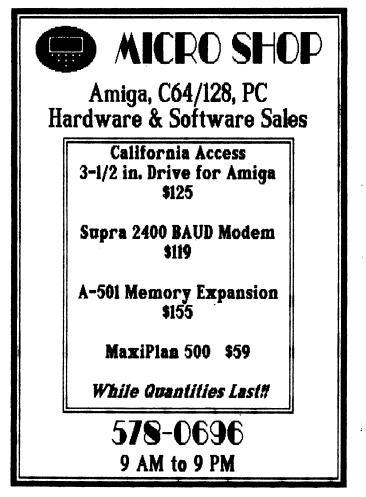
Access Memory (DRAM). DRAM leaks magnetic charges like a sieve and must be recharged every few milliseconds or so. The computer must stop and recharge the DRAM before it can do anything. This eats up a lot of precious time. There is almost no way around this problem unless you have lots and lots of money. Static RAM (SRAM) is capable of holding a charge until the power to your computer is turned off, so it does not need to be refreshed. The chips are very fast, but they are also very expensive. Most people find that it is very easy to live with this slowdown when measured against the cost of SRAM. Hopefully, SRAM will come down in price in the future -- but don't hold your breath.

There are other "speed stealers" associated with input/output devices. Factors such as access time in disk drives, buffer space in printers, and serial or parallel interfaces are just a few. Some of these topics are best left to future articles.

If you don't have a few thousand dollars to blow on a new system and you want to speed up some of your own code, you might think about learning a new programming language. High-level languages are very easy to program in but are notoriously slow. A move to Assembly, C, or a basic compiler might speed up your own code enough to make you think that you have a new machine. I would like to end this article with a recent experience of mine as an example.

I wrote a program in BASIC to do some number crunching for me. The program was simple but had to do millions of calculations. When I first ran it, I could tell that I was in for a long wait. I stopped it and used a BASIC compiler to compile the code. From past experience with this compiler I knew that the code would be about three times faster. I started the program and it ran for 16 hours! I had the code translated into C, and it ran only one hour. By translating the code from BASIC to C, I gained a speed increase of 4800 per cent, and it was running on the same machine. I can't wait to see how fast it will run on my new computer.

CCCC EXECUTIVE BOARD MEETING
July 11, 1989

by Bob Holdcraft, Secretary

The meeting was called to order by President Ron Gray at 7:45 p.m. in the conference room of the Devon Gables retirement home. All board members were present. Frank Prievo, membership chairman was also present.

Leila Joiner introduced member Ken Weaver, and announced that he had volunteered to be ad represenative for the commercial ads in the newsletter.

The secretary's minutes of the June 13 meeting were presented, and approved.

The treasurer's report was presented and approved. The treasurer reported a balance of $2018.22. The process of setting aside funds for newsletter publication is still under study.

Frank Prievo reported a count of 250 members and mentioned the 'new member packet' re-hash needed to be completed for use for new members.

Ken Weaver volunteered to be part of a committee to make 'club buys'. He would represent the Amiga members. A 64/128 representative will try to be recruited.

An idea for club publicity was mentioned by Ron Gray. The idea was to call radio station KNST, that has a Saturday forenoon program of customer call-in for things to sell. Tom D'Angelo will handle it and will anounce our hardware and software swap that we have at our Saturday Help Day and regular meetings.

Randy Schild announced that he would be moving to Santa Monica, California next week-end, and would have to give up his membership-at-large office. Frank Prievo accepted the board's nomination and vote to fill the remainder of Randy's term.

Tom D'Angelo reported that repair costs for the club's MSD-2 and the 8050 disk drives would be $30, and $60, respectively. The board discussed and voted to approve this appropriation.

Leila Joiner reported that some of the ads in the newsletter were a result of a 'service' swap, and details were discussed. A board approval was given with the reservation that they would be subject to review in 6 months.

It was reported that Joel Halbert of the Amiga SIG is contemplating a fund raiser for a monitor and other items for the group.

AMIGA NEWS

WHAT HAPPENED AT THE JULY 29TH MEETING OF THE AMIGA S.I.G.

by Dennis McCormick, CCCC

JOEL'S INTRODUCTORY REMARKS:

Commodore's stock has gone down due to extraordinary expenses such as advertising. New top managers are being hired. C. Lloyd MaHowie came from Apple to work on federal sales of Amigas and to expand sales into educational areas. New products coming from Commodore are the Unix operating system, a 386 clone in October, and a 68030 Amiga in the first quarter of next year.

A full color scanner by Sharp will be available in September for under $1000. This product is for all three Amigas with software by ASDG. For more info dial 1-800-BeSharp.

At the Amiga Expo in Chicago, New Tek's Video Toaster is promised for the end of the year at a list price of $1595.

Roh's here in Tucson has two new Sony flatscreen monitors, 20" and 25", for about $100 less than the demo one that has appeared at previous meetings of our SIG. These weigh in at near 67 pounds. The member reporting this was very impressed.

Joel also passed around two letters about Pagestream fonts.

The last few meetings have had door prizes of flip-top disk holders. Three were given away this time. These holders come with the bulk disks purchased to make the disks of the month.

A member needs to know more about programming dual playfields with Intuition. If you know about

this, why not write a short tutorial or speak out at a meeting?

ANNOUNCEMENTS:

The next Amiga SIG meeting is August 26. The following month's is on the 30th. These meetings start at 10 A.M. at the Woods Library.

The ARTS channel of Cooke Cablevision wants animations and music to run on its two Amiga 2000's. You may call Mike Mattson at home before 9 p.m. at 886-3428 or at work, 884-6208. You may also talk to Richard Seymour at that work number.

I, Dennis McCormick, run the Amiga Help Sessions. You may call me at reasonable hours at a new number, 292-2275, with your questions if you do not want to wait for the next session or cannot attend. The Help Sessions are on the third Saturday of the month in Madonna Hall at the corner of E. Adams and Campbell starting at 10 A.M., ending at 1 or 2 P.M. If you do come to the session, bring along your Workbench and other software or instructions about the item in question. Call earlier if you are considering bringing a printer.

DEMONSTRATIONS:

Joel presented Masterpiece Fonts for video applications.

Mark showed the game Techno-Cop by US Gold. This game is available in several computer variations. The Amiga version is copy-protected. The player can pause the action or save the

game.

Mark also brought along the game Capone by Actionware. This can be played with a light gun which Mark purchased locally and modified. Mark will publish this modification. You can run out of bullets!

John demonstrated the sound/music program Wind that multitasks with other programs. How to stop it? It will appear on the next disk of the month.

I gave a review of the book "Amiga Disk Drives Inside & Out" by Abacus. I suggest it be retitled "Amiga Disk Drive Software Inside & Out." There were no electrical schematics or mechanical drawings at all. There was a good description of the AmigaDOS file system. There are several assembly language examples of programming the trackdisk device, ROM kernal functions and two large programs. You can buy all the programs already on an optional disk.

DOUBLE DISK OF THE MONTH:

Yes, Amiga fans, TWO disks this month! The contents of the second disk are a spelling checker called ISpell and an editor called QED. The first disk has 2 games: Wheel of Fortune in which Vanna does her letter turning, as Alan demonstrated; and MazeMan, a PacMan with an Amiga twist. Also the Graphics drawer contains a ray-traced picture of a museum. The Text drawer has a MicroShop price list, some news and a Jay Miner conference text. The Fortune drawer allows you to modify the startup sequence to show a fortune or a Murphy law or both. Tired of just a screenflash or beep when you make an error? The InstallBeep drawer has stuff to use any sound of your choice. Finally, the Utilities drawer contains Quick-Pref to set up printer graphic selections fast, and InfoChange to modify icon attributes.

ClickDos Desktop Utility
A Review
by
Bob Maurer, CCCC

This is my first article for the club newsletter. It is the result of much prodding by Macey Taylor for the better part of a year. I chose to write a review of ClickDOS desktop utility by Gary Yates, because it is one of the most useful programs I have come across for manipulating files on and between disks. I don't want to call it just a directory utility because it has several other features as well. It is my objective to review the features without going into great detail.

First off, you can find version 2.4 ClickDos on the September '88 club disk. Also, version 2.6 can be found on the companion disk to the Fall edition of Compute's AMIGA RESOURCE magazine with a review by Sheldon Leemon that compares it to Browser, another directory utility.

When you first open the ClickDos drawer, you will find the ClickDos ICON, a Dos.doc file, the click figure, a text default script called .dosrc, and a spool icon. To start ClickDos from Workbench you need merely to click on the icon. The program will run and you will be presented with two blank directory regions. Under each you will find the default device names RAM:, VD0:, DF0:, DF1:, DF2:, and DH0:. The defaults can be changed in the .dosrc file. To see the contents of a particular drive, just click the drive control button and the contents will be displayed. The directories are displayed in one color, while the files in the root directory are displayed in another color.

Although you will find ClickDos devoid of pull down menus, ClickDos is mouse driven. If you want to view the contents of a directory you need only click on the directory name to highlight it, and then click on the down-directory arrow. There is a similar up-directory arrow to traverse the disk to the root directory. You can display two disks or two directories of the same disk at any time without having the Workbench disk taking up one drive.

They say a picture is worth a thousand

> Have you ever had to type something like "copy df1:fancyfonts/niftyfont to df0:fonts" only to find that you made a mistake?

words and the author has provided us with an IFF format picture that has descriptions of all of the gadgets. This picture makes a very handy reference when first learning Clickdos, but I have found no need to refer to it because this program is so simple to use.

Well, to continue with the features, you will find that under the devices line there is a line of commands. The commands available are MAKEDIR, RENAME, COPY, MOVE, DELETE, NEWCLI, SHOW, and TYPE. One of the key reasons that I like this program is that you do not need the Workbench disk to access these commands. Have you ever had to type something like "copy df1:fancyfonts/niftyfont to df0:fonts" only to find that you made a mistake? Ok, SHELL makes it a lot easier to recover from the mistakes, but it is really easy with ClickDos. Here is the sequence: First, run ClickDos. Second, load the

disks in the drives. Click DF0: on one control panel and DF1: on the other. Get to the appropriate directories, highlight the file to copy, and click copy. You don't have to remember long names or type them out. There isn't any disk swapping to the Workbench disk either. It is just too easy. Another neat feature is that you can click on several IFF picture files and create a mini slide show complete with fades by using the SHOW function. The TYPE button allows you to view text files and also to print them. This is where SPOOL comes in. The SPOOL is a separate task of lower priority that is used to print files.

ClickDos can be iconified by clicking a little gadget that is found by the back/front gadget. When iconified, ClickDos shrinks and resides on the drag bar, displaying the available chip and fast ram while using only 4k of chip ram. When you need ClickDos, just click the special gadget and ClickDos explodes to full screen. I have ClickDos run from my startup sequence so that it comes up iconified on the drag bar. To do this, modify your startup sequence to include the line "DOS -i". This tells ClickDos to start in the "i"conified mode.

A feature that I would like to see included in ClickDos is a user selectable editor. That way I could have it load my favorite editor when viewing or editing documents.

In summary, ClickDos may not be the best directory utility, but it has many of the everyday features implemented in an easy to use fashion that has earned it a spot on my Workbench.

Give it a try!

New INFO -mation
from New Products & Reviews, INFO Magazine, Sept/Oct 1989

FONT DESIGNER

We just received a copy of C Ltd.'s new font editing package, Jet Master ($79.95). It looks very complete, and while it will work nicely as a stand-alone font editor, the package is aimed specifically at owners of HP Laserjet printers. The software will allow you to convert Amiga fonts to HP Laserjet Soft Font format (or vice versa) so they can be downloaded to the printer. A disk of fonts is also included to provide a jumping off place for designing your own. 723 East Skinner, Wichita, KS 67211. 316-267-3807.

COLOR MATCHING

If you've ever tried to produce a particular shade on a color printer, you've doubtless discovered that what you see on the screen is usually completely different from what prints out. Ontological Survey has released a disk of IFF screens containing swatches of color, each labeled with the RGB values needed to produce it. By printing the screens, you can make yourself a chart and thus know how the various shades translate from printer to screen. Palette Printer is $29.95. PO Box 17488, Milwaukee, WI 53217.

DevCon-89
by Bill Raecke, MCCC

The Developer's Conference has just ended. Scott Lamb has just returned with lots of terrific information. I talked to him just briefly about what he found out and I thought the news was important enough to try to get some of it into this issue. [Ed: MCCC News, July '89.] Because of time restrictions (the newsletter will go to the printer in just a few days), and because you are receiving this information second-hand, it will be incomplete. I hope there are no mis-statements. If there are, it is the fault of your humble reporter -- not Scott.
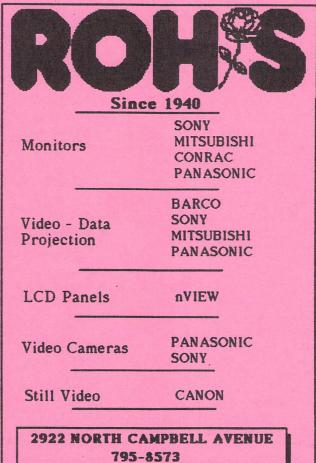
First, Scott was very impressed by Commodore's new president, Harold Copperman. He is, apparently, a very down-to-earth guy with very good credentials, having spent a good number of years with both IBM and Apple. He recognizes his goal as improving Commodore's marketing effort so that the Amiga can take its rightful place in the computer market. Look for a big marketing blitz to begin in October and continue through Christmas.

New hardware announcements included a network card supporting ETHERNET and NOVELL, an 8 port serial card, and the U. of Lowell graphic card with a resolution of 1024x1024x8 bitplanes yielding 256 on-screen colors from a palette of 16 million with 2 overlay bitplanes.

The big news of the conference was the release of details about AmigaDOS 1.4. It will be an upgrade of major proportions. Scott and the other developers were given documentation on the changes in two four-inch thick binders. As I said earlier, this will not be a complete list of new features.

- ARexx is a standard part of the system.
- There is a library supplying a standard file requester, font requester, and system requesters.
- A Commodities Exchange provides simplified input handling, hot key management and cut & paste features.
- All c: commands have been rewritten in C.

- There is PET style screen editing in COM: windows.
- A Fatter Agnus provides 1 meg of chip memory and 32K by 32K blits.
- A new Denise provides VGA 640x480x4 non-interlaced graphics with a multisync monitor. There is also a super hires mode of 1280x200 with four colors for STANDARD MONITORS.
- There are new Genlock features: ChromaKey, BitPlaneKey, BorderBlank, and BorderNotTransparent.
- There is preparation for Virtual Memory support. The word is that if 1.4

is delayed past the expected date, Virtual Memory may be made part of 1.4.
- FastFileSystem resides in ROM and supports floppies.
- Intuition changes include support for overscan and new PUBLIC screens which allow windows to migrate from one screen to another.

- The Workbench includes many new menu selections like "Make-Drawer" and "SelectAll". There is provision for listing a directory by icon or filename. You may add your own menu selections.
- The Workbench screen is super sized and scrollable.
- Disk icons appear in a resizable window.
- There are new window and directory gadgets.

What this all seems to boil down to is that the Amiga will once again be light-years ahead of the competition. I like it that way. Oh -- I forgot. You're probably wondering when these marvels will be available for us mortals. 1.4 will be entering beta testing phase within the next couple of weeks. Projections are that it will be available commercially by the end of the year.

Now there's a Christmas present!

CIA Timer
System Allocations
from R. Baker, Q-Link

The latest edition of Amiga Mail, the developer's newsletter, discusses the two built-in 8520 CIA chips designed to handle timing and I/O chores. Each CIA has three timers, two of which are used by the Amiga for the timer.device software. Supposedly the timer.device provides a convenient way for many tasks to measure time, but is not always accurate under heavy system loads. For critical timing applications, a CIA timer must be allocated and controlled directly.

All the timers on CIA-A are reserved for system use. Do not use CIA-A. If you need a timer, use Timer B of CIA-B. This is not used by the system at all.

You could also use Timer A of CIA-B, which is supposedly "officially" reserved for a 1541 style interface for products like the C64 Emulator, but almost never used for this purpose.

Toll-Free BBS Numbers
from S.M.A.U.G.
May 1989

Inveterate Bulletin Board addicts have very large telephone bills, and angry spouses. But there are dozens of toll-free opportunities to travel the phone lines of America on your modem. Many happy hours of on-line browsing are found on boards offering information, forums, software, and services. Many of these toll-free BBS's allow the user to scroll through catalogs of products and place orders by credit card. Some provide names of local dealers or user support for their products. Some operate as a public service, offering the ordinary features of public boards. In any case, the happy hooker-upper will find much to fill the wee hours of a Saturday morning, without bloating the telephone bill.

The prefix for each of these numbers is "1-800":

Abacus Associates	547-5995
Access Unlimited	527-3475
Advanced Logic Systems	538-8177
Aerocomp, Inc.	824-7888
Allenbach Industries	854-1515
Alpha Products	221-0196
Ammicro	251-5110
Applied Mocrosystems	468-4474
Archive	343-0314
Atlantic Computer Assoc.	327-6933
Beagle Brothers	854-2003
Beck Manufacturing	BECK-MFG
Bottom Line	343-0726
B.T. Enterprises	645-1165
Calsoft	423-5290
CDC	682-5235
Compaq	231-9966
CompuAdd Corporation	531-5475
Compukit	231-6671
Compusoft	854-6505
Computer Applications Uni	354-5400
Computer Discount of America	526-5313

Computer Distr. Association	323-2909
Computer LIne of Denver	525-7877
Computer Mail Order East	233-8950
Computer Mail Order West	648-3311
Computer Outlet	634-6767
Computer Plus	343-8124
Computer Power Solutions	237-6010
Computer Shack	392-8811
Computronics	431-2818
Cosmopolitan Electronics	393-3785
Creative Computer Center	327-9294
Data Services	835-1129
Digital Equipment Corp.	DIGITAL
Dilithium Press	547-1824
Discount Software	421-4003
Diskette Connection	654-4058
Diskette Junction	321-5134
Dynacomp	828-6772
Early Games	328-1223
Electronic Prof Devices	343-1813
Ironsides Computer	528-9537
Jude Computer Products	421-5500
Level IV Products	521-3305
Lobo Systems	235-1245
Lyco Computers	233-8760
MagiComp	528-9900
MedSystems Software	334-5470
Memotech Corporation	662-0949
Microcomputer Business	638-1857
Micro Data Supplies	321-3552
Micro-Design	531-5002
Micro-Ed	MICRO-ED
Micro Merchant	652-8391
Microtek	854-1081
Micro-Systems Software	327-8724
National Computer Products	854-6654
Nonagon Software	842-2058
Okidata	OKIDATA
Pacific Exchanges	235-4137
Penguin Software	732-0641
Pickan Software	858-4848
Powersoft	527-7434
Producer Software	433-5184
Programmer's Institute	344-SOFT
Red Baron Comp. Products	854-8275
Sam's Books	428-3696
Simutek	528-1149
Software Support	343-8841

I, The Detector
by D.F. Doell, CCCC

The city was hot that day like I've never seen it before. We were breaking records again, even breaking records for breaking records, and the cloudless Tucson sky seemed to shimmer with 4,096 hot colors. My armpits were soaked clear through. Even the leather shoulder holster containing my 3.5"-caliber Antivirus 5.0 was soft from my perspiration. My old Plymouth seemed to radiate heat in all directions, including at me. I couldn't get in out of the heat, because I had a job to do, and Selma hadn't made it sound like a pleasant one.

The business secretary of Aristotle Sardonicus, the computer chip tycoon and recluse, had called, while I was out on an SCA case. His boss was having trouble with a computer. Sardonicus thought it might be a virus, and the secretary had found my name in the yellow pages.

I could hardly believe it that Sardonicus, above all, would have such trouble. His computer expertise was as legend as his bank account, and as legend as his private computer center. Stories circulated about the center: There were dozens of micros and minis, and micros feeding into minis, the whole works governed by a SuperCray 4C2 with a Virtual Intuition and Relatively Speaking Operating System, it was said. The SuperCray was capable of independent feeling and spoke with a Lisp. The center could predict the future, including the weather. Out of the center, electronic tendrils reached for all the local area networks on the globe. The prospect of seeing that outfit made me step on the gas.

After an hour's drive I saw the huge house on the hill. I thumbed the bell at the gate and gave my name to the speaker. The gate quickly swung open, and I gunned through it. I buzzed up the twisting, curving, sahuaro-lined drive to the house. The butler let me in and took me directly to see Sardonicus. I was

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Note that the CIA allocations shown in Appendix F of the Hardware Manual are WRONG! Both the Addison-Wesley and Commodore versions have mistakes! Here are the correct allocations according to the Amiga Mail:

CIA A - Interrupt 2	CIA B - Interrupt 6
Timer A = keyboard handshake	Timer A = Commodore 8-bit serial bus communication
Timer B = uSec timer.device	Timer B = NOT USED!
TOD = 50/60 Hz timer.device	TOD = graphics.library beam counter

surprised. Sardonicus didn't usually see people, and, in fact, hadn't left his com-center since the second generation of computers. The word was he avoided any kind of infection and feared the effects of public domain software. We went deep into the house and down three or four floors by way of a spiral staircase. There was a smell of disinfectant that increased as we descended. Eventually, we got there.

He was dressed all in white and wore a white surgeon's mask, and he was surrounded by machines. There were computers and keyboards and monitors everywhere. Printers hissing like deadly electronic snakes were sticking out long tongues of paper printouts, and cables were draped on the walls all around the room. Multi-colored images came and went on the monitors. The racket was tremendous. The SuperCray floated in the air, only a few inches below the ceiling, and was making muttering sounds. Somewhere in the room a music synthe-sizer was playing "A Fifth of Beethoven." He had it all.

"My fee is 200 disks a day and expenses," I explained.

"Hang the costs," he interrupted. "Get me out of this and you can name your own price."

"I just did," I said, "but what's the problem?"

"One of my computers is work-ing strangely," he said, "and it's the centerpiece of my operation. The Super couldn't operate without it."

"Put me next to it," I said. He did, and I sat down and tipped back my hat. The computer was an Amiga 1000, just like mine, but its numberless periph-erals were everywhere. A baker's dozen of external drives were daisy-chained to it, and in each drive was a disk. Two PALs were stacked on top and on them was a potted plant. An analog easel, drawing by itself, was making cryptic de-signs one after the other. Four speakers were alongside. It was out of one of them that the music was coming. The other three only hissed. That was strange, but I had seen it before. The SuperCray drifted in my direction.

I drew my disk from its holster and swapped it for the one in df13:. I could hear the SuperCray making worried sounds overhead. Then I ran my antivi-rals. Lights flashed, and the speakers screeched. Suddenly, the pointer

changed, and it was embarrassing. The pointer gave me the bird, so to speak, and I could hear Sardonicus draw in his breath and step back.

I found the virus in memory and in the bootblocks of the other twelve disks. I blotted them all. I quickly re-built the hard disk. Beethoven was now coming out of all four speakers. It was a tremendous satisfaction, like hearing the faraway humpbacks singing toward the beach on Catalina Island in the spring or watching the swirling, ringlet waves come in in the summer or seeing the jumping porpoises on a fall day.

"You had the Revenge virus," I said. "You're lucky it wasn't the IRQ. That one can get a hard disk and any exe-cutable file along with c/dir. Or, worse, the ROM Hammer. It would lobotomize every ROM chip you own and maybe at-tack a visitor. By the way, I used public domain antivirals."

His eyes narrowed, and I thought I could see his lips curl and twist under the mask.

"You're all clear now. You don't happen to have an enemy looking for revenge, do you, Mr. Sardonicus? Af-ter all, it was the Revenge virus."

He nodded, admitting, "I have many enemies, and they'd all like to end my operation." I knew what he meant. "How can I repay you?" he asked.

"Give me my fee, of course," I answered, as I slid my disk back in the holster, "and thank VirusX and View-Boot."

He paid me, and I left, trying to juggle my fee. Somehow the drive out didn't seem as crooked as the drive in, and I could feel that the heat of the day had broken.

B.A.D.G.E.
Killer Demos, 1989
by Leila Joiner, CCCC

This week I finally received the demo disks of the latest B.A.D.G.E. Killer Demo Contest, which I sent for in April. I was about to stop payment on the check, but I'm glad I didn't. Here's a brief description of the three I received, which will soon be available for copying from our Amiga SIG library.

CHARON by Brad Schenck

First Place Winner Overall - Best Sound. Created entirely on a 1 meg Amiga 500, using DeluxePaint II, Sonix, The Director, and MakeAnim (a public domain file compression program). Can be loaded from floppy or hard drive.

Charon uses beautiful graphics and sound to enhance the text of a clas-sic myth. Some animation.

NOT BOING AGAIN by Dr. Gandalf

Winner of the Funniest Demo category. Created using Sculpt 3D with sounds digitized by Perfect Sound (Sun-rize). 135 images (about 14 megs) were compressed and assembled with Byte-by-Byte's PD sequencer, MOVIE, to less than 400K. This interlaced HAM version runs on a 1 meg Amiga; a non-interlaced version will run on 512K.

Excellent animation!

TANK by Vince Lee

Winner of the Best Custom Demo. This is a fishtank simulation, in which the Amiga-fish vanquishes Big Blue-fish and Apple-fish!

"It was a tremendous satisfaction, like hearing the faraway humpbacks singing toward the beach on Catalina Island in the spring..."

Titling with DPaint III

by Jim McInnis, Valley CC

TITLING EFFECTS (1)

TITLING EFFECTS (2)

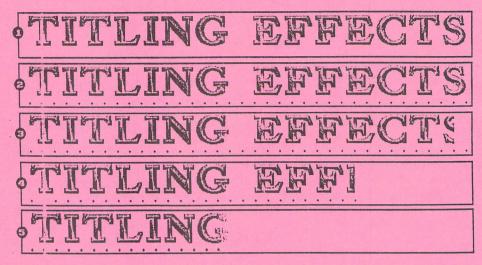**TITLING EFFECTS** (3)

TITLING EFFI (4)

TITLING (5)

Among the many new features of DeluxePaint III, animation stands out as a very powerful aspect of this software. Creating animated titles for video productions is really a snap when you use some of the built-in tools in DPIII. Try some of these hints out on your own and experiment with new techniques!

To creat an animated title that will "wipe" horizontally across the screen as it appears, first enter the text in the desired color and final location. (Fig. 1.) Next, go into the Anim menu and select "FRAMES". Then choose "SET#", which brings up a box where you would enter the number of animation frames you want to make. Let's say it's 36. Click OK and the frames are created.

Now enter the same menu and select "COPY TO ALL". An exact copy of the title on the first frame is now copied to all the others. This is what we want to do since we are going to work "backwards," starting with the complete title near the end and taking away portions of it on each previous frame.

Set up some guidelines using the improved dotted line feature. A right mouse click on the "Line" tool will bring up the spacing requestor. In the box next to N Total enter 36. Now use the line tool to draw a line the length of the title. This will give us 36 evenly spaced dots which we can use as a guideline while erasing the title. (Fig. 2.)

Pressing the "3" key (top row of keys) brings up the "Go to Frame" requestor; this is an easy way to get to any frame in the animation. We want to go to frame 30, so enter that here. This will leave the last six frames untouched, so the title will be visible for some time after it is completed. You can tell when you've arrived at frame 30 because the frame counter in the upper left of the menu bar reads 30/36.

With your background color, paint over the first section between the dots (you should paint out the dot as well). (Figs. 3,4.) The filled rectangle tool is handy for this but the airbrush tool makes a nice effect allowing the title to dissolve. (Fig. 5.) Use the stencil or fix the background for titles over existing pictures. Remember to use color 0 as a background color if you want to run the title over genlocked video.

Press the "1" key; this goes to the previous frame. Repeat the process until the first frame is reached and no portion of the title appears on screen.

Now hitting the "4" key plays back the animated title sweeping across the screen. Set the frame rate under "Control" if the animation appears to go too fast.

Another DPIII tool useful for scrolling text about the screen is the animation "Move" requestor. By entering a starting point off the bottom of the screen in the Y direction, you can make the title move towards the top like credits in a movie. This can be done from side to side or back to front also. And, of course, a little spin can be put on an object as it is moved around the screen.

There are doubtless many other techniques available. The incredible thing is that this is all done in a painting program. DeluxePaint III saves animations in the ANIM format. This fact alone will probably go a long way toward helping ANIM become the Amiga standard used by all animation (and painting) software.

The DeskTop Pub
by Leila Joiner, CCCC

The last meeting of the Amiga DeskTop Publishing SIG was a bit of a washout -- literally! Lightning forbid the use of computers, and some of us floated rather than drove home on the rain-swollen streets.

This month's newsletter features laser printing by Tom Galloway's new Ricoh PostScript laser printer, with examples from both the Amiga (Professional Page) and the C64 (GeoPublish).

Next two meeting dates are Wednesday, August 30 & September 27 at Macey Taylor's:

2634 East Malvern
Tucson, AZ
(South of Arroyo Chico between Tucson Blvd. & Country Club)

KEY TELEPHONE NUMBERS

(AREA CODE 602)

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

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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!

GET ANSWERS TO YOUR COMPUTING PROBLEMS!

CALL THE CCCC BBS AT (602) 790-6751!!

DISCOUNTS

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

```
ANALOG PRECISION
   1620 N. Park Ave., Tucson 85719
   622-1344
COMPUTER HORIZONS - 10%
   245 S. Plumer, Tucson 85719
   622-5966
COMPUTER SUPPLY SPECIALISTS - 10%
   2257 E. Broadway, Tucson 85719
   623-0662
D.J.s ELECTRONICS - 10%
   5536 E. Grant Rd., Tucson 85712
   290-1115
MICRO SHOP - Bonus Coupons
   3038 W. Avenida Obregon
   578-0696
SOFTWARE CITY - 5%
   4995 E. Speedway, Tucson 85711
   323-8111
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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.

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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
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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 second Tuesday of the month.

** IMPORTANT **

* **GENERAL MEETING** - September 5, 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** - September 16, 1989
  St. Peter & Paul Catholic Church
  Madonna Hall
  10 a.m. - 2 p.m.

* **EXECUTIVE BOARD MEETING**
  (All Members Welcome)
  September 12, 1989 7:30 p.m.
  Devon Gables Home
  6150 E. Grant Road

MARK YOUR CALENDARS !!

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* MEMBERSHIP RENEWAL *
* ADDRESS CHANGE *
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Attn, Membership Chairman P.O. Box 32548, Tucson, AZ 85751-2548.

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