geos   file   edit   options   fonts   INSIDE GEOPAINT

geoPaint

HEAD ELF
M6802

Fat Bits

Santa Claus
North Pole

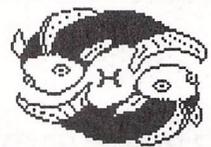Disney Studios

Return Shipments

Keebler

Catalina Commodore Computer Club, Inc.

Volume 8 No. 2   February 1990

FEBRUARY 1990

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
AQUARIUS Jan. 20-Feb. 18 — Do YOU use GEOS? TRY some of the NEW Library PG-GEOS Support Disks — PISCES Feb. 19-Mar. 20				1	2	3
4	5	6 CCCC MEETING 7 PM - 9:30 PM ST. PETER & PAUL GRAMER HALL	7	8	9	10
11	12	13 EXECUTIVE BOARD MEETING 7:30 PM AT Devon Gables 6150 E Grant	14 Valentine's Day	15	16	17 = HELP DAY = PLUS -- 128 SIG -- 10 AM - 2 PM ST. PETER & PAUL MADONNA HALL
18	19	20	21 NEWSLETTER Party 7 - PM	22	23	24
25	26	27	28			

NEWSLETTER STAFF
Leila Joiner, Editor
Warren Talbot, Layout (C64/128)
Leila Joiner, Layout (Amiga)
Warren Talbot, Laser Printing (C64/128)
Tom Galloway, Laser Printing (Amiga)
Marv Lossing, Calendar
Ken Weaver, Ad Agent

Columnists
"Mike" O'Neall	Paul Machula
Tom D'Angelo	Warren Talbot
Ron Gray	

FEBRUARY INDEX

PREZ SEZ
by Ronald Gray, CCCC

One of the most popular programs in our club is Geos. If you're not familiar with Geos, you don't know what you're missing. It's more than just a program, it actually rewrites the internal workings (kernal) of the Commodore 64 & 128. The icon based desktop is similar to Amiga and Macintosh.

Words like desktop and icon may not be familiar to you. A picture driven directory or menu is a better description. Loading a program is as easy as moving an arrow on the screen directory, with your joystick or mouse, to the picture of the program you want to load and pressing the fire button. The other functions work much the same way. Geos seems like an easy way to operate your computer, but it has one problem for the novice operator - it's hard to set up.

Before you can use Geos you must set up a work disk. This can be a difficult task for the beginner and can cause some users to just put the program aside. One of the benefits of being a club member is that you can get help from others with more experience. The Saturday Help Day is the perfect place to get this experienced help. Everyone sets up their work disks differently and it may take some time before you have a feel for your individual needs. After you start using Geos, you will find that making and using work disks is not at all difficult. You will, in no time, be able to give assistance to other less experienced users.

The moment you start using Geos, you'll be able to benefit from the club's excellent support for your new found passion. We now have twelve Geos support disks in our public domain library. Bob Clausen, Marv Lossing and Frank Prievo have done a great job putting these disks together. They have collected quite a number of utilities and graphics together with their own original graphics, making these disks sought after by many other clubs around the country.

A major part of this newsletter is done using Geos and Geos utilities. If you read last month's newsletter you know that there is also laser printing available locally for your Geowrite and Geopublish documents. Again, a major part of this newsletter is done using that service. The quality of our newsletter not only attests to the fine work of Leila Joiner, Warren Talbot and the rest of the newsletter staff but also to the capabilities of Geos.

If you have been afraid to start using Geos because of the difficulty in setting up work disks or just because you're unfamiliar with the system, use the Saturday Help Day to get started. Geos and the Club PD disks could become a passion.

GEORAM update
Warren Talbot CCCC

GEORAM is a 512K CMOS RAM expansion developed by Berkeley Softworks, and works only with GEOS. It's operation is similar to the 1764 or 1750.

I received it around the middle of December and when I plugged it into my C64 it crashed upon power up. I packed it up and shipped it back. I looked at the messages on Q-Link and found other people were having the same problem. Replies from Berkeley Softworks indicated that about 2 percent (it's gotta be more than that) of the C64's have some funny thing that was causing the problem, and that clipping a resistor in the unit would fix it. A couple of weeks later I got a call from one of the engineers at Berkeley. He wanted to know if the problem I had with mine was the typical 'no BASIC cursor' problem. He explained how his C64's worked fine with the Berkeley REU, but a few had a problem. (Maybe my C64's bad?) He would be returning the REU with the proper resistor removed.

My first impression when working GEOS with the new 512K geoRAM was easily described in one word. LAME! Some desktop operations appeared to hang the computer up. Because geoRAM is a CMOS device, REU access is slower than the 1764 or 1750. TTL (transistor to transistor logic) found in the 17xx series expanders is fast enough to utilize the C64's DMA operation, while CMOS is not. GeoRAM's CMOS chips require less power so the unit does not need a beefed up supply like the 1764 or 1750.

Beyond the desktop

When scrolling a geoPaint document, the C64 uses DMA (Direct Memory Access) for speed. With geoRAM there is a noticeable delay. There are few differences between the 1750 and geoRAM that are perceptible beyond this. Because GEOS is a *graphic* operating system, writing data to the screen is slow because it must be bit mapped. This is the real bottleneck in GEOS operation and not geoRAM with it's slower CMOS chips.

To Order call:
1-800-848-0848 ext.1742

February Meeting Program

Welcome
NEW MEMBERS!!

Steven Goldman
Charles Abercrombie

Steve Witkowski will demo the Tax Survival Kit by Harv Harris.

The Club is selling it to members for only $5.

UPGRADING THE 1764 REU

Frank Prievo CCCC Inc

I purchased the 1764 REU about a year ago because I was unable to locate the 1750 with the intention of installing the required DRAM chips myself. But the available chips seemed a bit expensive so I put that project on hold. Around the first of October my son found an ad in one of his PC magazines that offered the DRAM, 256/15 chips for only $3.50 each. Well, needless to say, that was what I had been waiting for! So, being a brave hero type of guy I gave them a call to inquire about the postage requirements, as I don't believe in using the M card to order an item. It was $6.00 for surface UPS.

Like I said, being real brave I mailed off my order for the eight chips that were required and crossed my fingers. Six and a half days from the Tuesday I mailed the order UPS delivered a small container with the chips heat sealed in a plastic envelope. When I checked the chips to see where they were made my hopes began to rise because these were made in Korea as were the chips in the REU.

The next item I needed was the eight sockets for the chips. I climbed into 'Old Betsy' and proceeded to Electronics City where I located the sockets for half the price of the ones offered by Radio Shack. The ones I purchased were four for a dollar.

So now I am ready to commence this 'highly Technical' operation! After gathering together the tools I started to desolder the 128 holes so I could insert the sockets. I proceeded according to the pamphlet I received from Leila Joiner or Bob Holdcraft, I don't remember which, but anyway it was downloaded from Qlink and edited by J.J. Donnangelo. I used a soldering iron which is a 'pencil' type of 15 or 30 watts. At first I held a darning needle in a pair of small pliers as I had no idea how hot it would get. This was awkward. I then held the needle between my finger and thumb and the desoldering went along quite well. Something I did not mention was that I ground the tip of the soldering iron so that there was about a quarter of an inch of tip about the size of a pencil lead which matched the holes quite good. I held the tip to the solder in a hole and when it liquified I inserted the needle which pushed the solder out the other side of the board not unlike a

miniature icicle which helps when you solder in the sockets. After removing the solder from the holes I inserted the sockets and proceeded with the soldering phase. Incidentally, for those of you who are not aware of the reason for using the sockets instead of just installing the chips 'bare', is because it is easy to damage them with the heat of the soldering iron.

Next, I installed the chips by coaxing the little 'legs' on the chips into the holes in the top of the sockets. Some of these were a little stubborn but finally went along with my wishes. When I had completed this phase it was the hour of reckoning so I reassembled the unit, inserted same into the rear of the computer, and turned the computer and disk drive on. No smoke! WoW maybe I did something right. I have two disks for use with the 1764 and the 1750. Each has a program for testing each unit respectively. So I ran the program to test the REU as a 1764 and after about a minute the display on the screen matched the one in the manual that came with the 1764. So far so good I evidently had not damaged that much of the REU so I proceeded to run the program to check it as a 1750. This program takes between nine and ten minutes to complete the check so here I was on pins and needles again. I thought it was a good time to take a break as the pixels in the top left corner of the screen were flashing, which indicated the testing process was going on, so it was coffee time. When the program had run it's course the message came across the top of the screen, something to the effect of, 'passed completely'! WOW I was finally able to boot up the GEOS program with memory to spare.

Well I guess that's about it except to mention it took about two hours to complete the operation including the time it took to grind the soldering tip down. It is not hard but a little critical where the solder flows. So have a good day and if you decide to do this Good Luck.

The address for the chips is:
UNITEX INC.
2852-F Walnut Avenue
Tustin, California 92680
**The toll free number is:**
1-800-533-0055

C64 BASIC DOODLES
by Paul Machula, CCCC

Finally we get to do some real "power" computing in this article. All of the previous articles have been building up to this one. Now we shall see how things "come together."

We're going to develop a method of inputting data into the computer in an orderly way. If we are going to manipulate the data later, it has to be somehow organized. How can we do this?

Well, BASIC on the C-64 has a very powerful ability: arrays. I must ask you to read very carefully pages 95-98 and 100-102 in the user's manual. The description of arrays in there is pretty well done. Don't worry much about all the previous material about video, sprites, and sound. As I stated in the first article, these subjects confuse the beginner more than they illuminate. So again, I would ask you to study those pages carefully. It is by using arrays that we can organize our data.
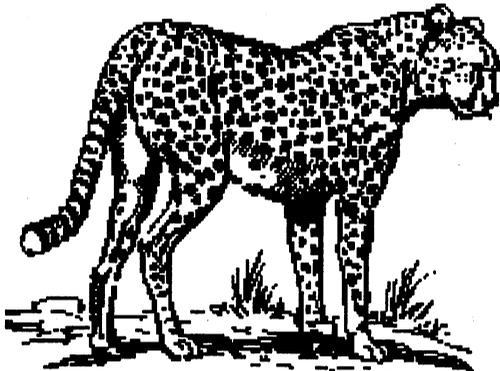
Now let's think a little bit about our data. First of all, is it string or numeric data, or is it mixed? We need to know this so that we can dimension our arrays. Next, how many dimensions should the array (or arrays) have? Usually you will need two dimensions in a single array. If you study pages 100-102 you should get a clear picture of what this means. Now, you can consider a two dimension array rather as a spreadsheet. Let's take some sample data -- an address book, for example. You may wish to have 4 columns to store data in. Column 1 could store names; column 2, street addresses; column 3, city & state; and column 4, zip codes. What do the rows represent? They are the number of GROUPS of names, street addresses, etc. That is, row 1 could represent, say, John Smith's data. Row 2 could be Bob Jones's data. Row 3, Jennifer Dawn's data, etc. You need to decide an upper limit. The data as it is entered into the computer's memory, of course, will start gobbling up space. Usually you can get by with about 400 or so "rows" if you use 5 "columns." In each "box" of the array you can enter up to 80 characters (the limit of about 2 screen lines). Actually, you can get up to 256 characters into each "box", but things get complicated with that, so we won't consider it. At any rate, five columns and 400 rows is a good limit for most purposes. Remember, you can define whatever you want; however -- only up to the memory limit.

The next thing to do is to determine how we want our input screen to look. To keep things simple we will use two screen lines for each request. There are ways to make an entire screen serve for requests, but the complications are just not worth the trouble.

That's about all the background thought we need to start programming. You need to realize that all the data entered into this particular exercise will be held in the computer's memory. We are not going to discuss storing it on a disk in this article. We'll get to that later; as well as how to retrieve it.

Now I'm going to present the program by which we can accomplish all this. After the program I will describe line by line what's happening. Remember, after you get the concept you can change things quite readily, if you desire. Instead of string variables, you can use numeric, if you desire. You can have more or less columns, or rows, etc. And now, the program:
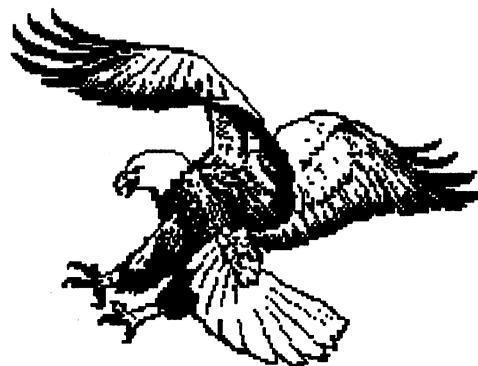
```
DATAENTRY:
10 dim da$(3,399)
15 poke53272,23
899 rem data entry subroutine
1000 i%=0
1010 print"[clr][crsr dn]          DATA ENTRY":print
1020 print"Name- ";:l=73:gosub10000:da$(0,i%)=s$
1030 print:print"St. Address- ";:l=66:gosub10000:da$(1,i%)=s$
1040 print:print"City, State- ";:l=66:gosub10000:da$(2,i%)=s$
1050 print:print"Zipcode- ";:l=5:gosub10000:da$(3,i%)=s$
1060 print:print"Continue (y/n)"
1062 getc$:ifc$=""then1062
1065 ifc$<>"y"andc$<>"n"then1062
1070 ifc$="y"theni%=i%+1:goto1010
1080 print:print"Data Entry Complete"
1090 end
9999 rem limited blinking get routine
10000 l%=0:s$="":poke198,0:poke204,0
10010 getc$:ifc$=""then 10010
10012 ifc$=chr$(13)thenprint" ":poke204,1:poke207,0:l=0:return
10013 ifc$=chr$(20)andl%<>0thenl%=l%-1:s$=left$(s$,l%):print"
        [crsr lft][crsr lft] [crsr lft]";:goto10010
10015 c=asc(c$):ifc<32or(c<160andc>127)orl=l%then10010
10020 printc$;:print" [crsr lft]";:l%=l%+1:s$=s$+c$
10030 goto10010
```

Line 10 dimensions your data into 4 columns and 400 rows of a two-dimensional array. Remember, all numeration in arrays starts with 0 -- the first row is 0 and the first column is 0. Therefore, the dimensions are 3 and 399 respectively. Notice that all my data are string data in this case. This is the usual procedure.

Line 15 puts your computer into lower case mode -- much more "business-like".

Line 1000 "initializes" your entry procedure. Notice that this is not really needed. But it makes your program more easy to follow. Notice I also used an integer variable as a "counter."

Lines 1020-1050 are for entering the data. Notice how I used our previous BLINKINGGET routine. By the the way, you can enter commas into variables using this routine. (This is not the usual case.) Notice how I used the variable L to limit the length of the user's input.

Lines 1060-1065 give the user the opportunity of exiting the program or entering more data.

Line 1070 updates the counter variable (and consequently, the array) and sends the user back for more data.

Line 1080 and Line 1090 end the program.

That's it! Enter about 5 data sets to prove it to yourself. After you enter the sets and exit the program you can prove to yourself that the data is in the computer's memory by using the computer's direct mode. Type PRINTDA$(0,0), press RETURN, and you will see the first name you entered. Type PRINTDA$(0,1) and you will see the first street address. Type PRINTDA$(0,2), and you will see the first city-state. PRINTDA$(0,3) will give you the first zip code. Continue experimenting with this and you will be amazed at how efficient this really is.

Next month we will learn about simple disk files and how we can transfer our data from the computer's memory to the disk.

HEAR YE! HEAR YE! THE WRITE STUFF USERS,
or would be users...

Anyone desiring to customize their copy of THE WRITE STUFF to their own printer is invited to bring their TWS disk, the copy of their printer's manual, and a copy of their interface manual to the February 17, 1990 Saturday Help Day.

Ted Seitz and Tom D'Angelo are volunteering their time, knowledge and past research in the maze called codes,- printer, escape, control - decimal, hexadecimal, macros, and a whole bunch of other, equally as mystifying terms. There was a good start made this past Help Day in assisting some in the club to a better understand of the subject and anyone wishing can take advantage of this upcoming arrangement.

Help Day is held at Madonna Hall, the third Saturday of each month, from 10 am to 2 pm. There is also assistance offered by some from the Amiga SIG, the Public Domain library staff, the Rental library, a beginner basic class and a fine group of volunteers to help you get answer to your questions.

WRITE ON
by "Mike" O'Neall, CCCC

In every discussion, newsletter article, beginner session, etc., the need to SAVE before you PLAY with it is spoken, right? This past week I've typed and then lost my complete list of friends, relatives and insurance agents not once, but twice. I was anxious to watch Our Write Stuff alphabetize my list and, distracted by my concern for columns (to tab or not to tab), I forgot to save before I played. Even so, I love the way The Write Stuff assisted in the year end transfer of phone numbers to my 1890 daily calendar. So -- this month, the subject is Column Sorting. You will find the subject listed in the manual under Restore & Sort (CTRL, Shifted R).

First, load your original program of TWS, or load "BA" instead of "BB" if you are using V.2. The "BB" program in V2.03 is lacking the sorting skills. Now, type in your list of relatives, their phone numbers, addresses, or yearly income. You may want to have this information neatly spaced in columns across the screen using Tab set, or as the size of their information dictates. Columns are separated by one or more spaces. Oh! by the way, if you use middle initials in your name column, separate the initial from the first name by a shifted space instead of a space so TWS won't think the initial is a separate column.

Whatever, be consistent in the order of the information and put a return at the end of each line. HOME your cursor for sorting the whole page, or put the cursor where you want to start sorting, eat the list, and restore the information with a Ctrl Shifted R. You will be asked if you want A-Z or Z-A. Then decide which column gets the sorting. It's possible to list your relatives in any order, if you pick the right column. I had such fun putting this through it's paces. TWS allows up to ten columns to sort, so I filled each line with at least eight items and watched it manipulate the fields. I found a practical application of this feature in names and phone numbers for the back of my pocket calendar. After sorting I printed in two columns with condensed print and pasted this just-the-right-size list in my book. I have appreciated having such a list many times.

Mr. Eric Lee wrote, in the TWS newsletter, B-Bug, a piece on the advantages of toggling OFF the insert mode. I had run into a drastic slowing of my typing when inserting some names into that mailing list I spoke of last month. Sure enough, when there is 20K of text to move ahead of your typing, molasses is the descriptive best. Shifted Run/stop will open up a hole in your text, and ctrl space will close it up again. Mr. Lee had some other good points, too. For one, he is right when observing that those common, costly WP's condition many to think that pushing text is the only way. But, being big priced and the color blue doesn't constitute an exclusive on ideas.

When you move Write-On beyond these beginners pages, or if you're serious about using TWS to the full, take advantage of the "B-Bug" smarts. CCCC's own Macey Taylor can sign you up.

THE 64/128'S "JIFFY" CLOCK
Bob (k7) Kober, BUGBYTES, Boise, Idaho

There are two different types of clocks in the Commodore 64 and 128. One is called the "JIFFY" Clock (TI$), and the other is the "Time Of Day" (TOD) clock. In this article, only the "JIFFY" clock will be discussed. Since all associated memory locations are exactly the same for both the C-64 and C-128, everything herein applies to both computers.

Okay, the "JIFFY" clock is the one that BASIC uses the variables TIME or TI, and TI<ES, or TI$ to maintain. BASICgets data stored in locations 160-162 in zero page, makes some calculations, and creates the information to store in these two variables. These locations, 160, 161, and 162 are therefore referred to as the JIFFYClock REGISTERS.

These three registers simply count the jiffies that have passed since the computer was turned on, or from the point that you set TI$. The actual number of JIFFIES is stored in the variable TI and the time, calculated from these JIFFIES,is stored in TI$.

Okay, so what's a JIFFY anyway? 60 times every second, the computer stops (interrupts) whatever it is doing, and performs some house keeping chores. Things like reading the keyboard, blinking the cursor, etc. It is during this interrupt that the Kernal routine UDTIM is called, which does the updating of the registers at 160-162.

A JIFFY is 1/60 of a second, so for every second that passes, the register at 162 is incremented (increased by one) 60 times.

Location 162, like any other memory location on an 8 BIT computer, can contain any number between 0 and 255. If the value is incremented when it is 255, it "rolls over" to 0 again, and in this case, causes the value in location 161 to be incremented. Likewise, when location 161 is at 255, and is incremented, it rolls to 0, and location 160 is incremented.

This sorta works like the odometer on your car, except that it rolls over to 0 after 255 numbers have passed instead of 9.

As these locations are counting, we can see that location 162 must be incremented 256 times before location 161 will be increased by 1, and 65535 times for location 160 to go up by 1. This means these locations can count up to 16,777,216 before they start over at 1. This is equal to a little over 77.5 hours.

We can of course set the clock by using this format. TI$="hhmmss", where hh is the hour, mm the minute, and ss the second, or read the clock by just printing TI$. (Note: TI cannot be set directly, but setting TI$ also sets TI.) However, we can also set or read it like BASIC does, by using the 3 locations 160-162.

Here is a basic routine that will calculate the numbers to poke into these locations for any given time, and then poke them in, setting the clock.

This does the same thing as BASIC's TI$="hhmmss".

```
10 INPUT"HOURS";H
20 INPUT"MINUTES";M
30 INPUT"SECONDS";S
40 SE=60*(H*3600+M*60+S)
50 A=INT(SE/65536)
60 X=SE-A*65536
70 B=INT(X/256)
80 C=X-B*256
90 POKE160,A:POKE161,B:POKE162,C
```

Now, to read these locations, we have to do the opposite. This routine does the same thing as BASIC's PRINTTI$.

```
10 A=PEEK(169):B=PEEK(161)
20 C=PEEK(162)
30 SE=INT((A*65536+B*256+C)/60)
40 H=INT(SE/3600)
50 X=SE-H*3600
60 M=INT(X/60)
70 S=X-M*60
80 PRINT H;M;S
```

Note that this is a 24-hour clock, and starts at 000000 (12:00 midnight), and goes up to 235959 (11:59:59 PM).

This clock is very easy to use, but is NOT very accurate, since it is controlled by the IRQ interrupt timer, which can be slowed down by disk access, RS-232 action, and many other normal computer functions. It can even be totally stopped by disabling the IRQ.

For an extremely accurate, though more difficult to use, clock you will need to use one of the CIA's TOD clocks. For examples in Basic and ML of how to use these it see the following files in the Programmers' Workshop libraries.

✍"tod-demo w/am-pm" Basic/Utilities Source

✍"tod+a/p+date.pal" 65XX/Utilities Source

✍"tod+am/pm+date" 65XX/Other Utilities

✍"tod+date-demo"   128/Programming Demos & Other Utilities

✍"tod-demo.id.pal" 65XX/Utilities Source

✍"tod-demo,id/40" C128 Programming Machine Language

✍"tod-demo/80.bud" C128/Programming Machine Language

✍"tod-demo.80"   C128 Programming Utilities

✍"tod.id.am-pm/40" 128/Programming Machine Language

[Editor's Note: If anyone is interested in these demo files, they can be downloaded from Q-Link on our CCCC Club Account. Please contact Leila Joiner, 327-0540.]

Nybbles & Bytes
by Tom D'Angelo CCCC
296-5076

I have just been using a program, called "TAX SURVIVAL KIT", which is designed to help you prepare your 1989 Federal Income Tax. The author is marketing it in a manner similar to "The Write Stuff" and will be sold by Bob Holdcroft for the club as a fund raiser. I believe the price is going to be $5.00.

There is a document file on the disk which you can send to the screen or printer for instructions, and both C-64 and C-128 versions of the program are available on the disk.

Data for form 1040 and Schedules A thru F, SE, Forms 2106 (Employee business expenses), 2441 (Child and Dependent Care Expenses), and 3903 (Moving expenses) can be handled by this program.

The program seems pretty straight forward and will assist you by automatically doing the math for you as you plug in the correct figures. Remember GIGO (Garbage In, Garbage Out). It will recalculate all the math by hitting the "u" key which makes it great for doing 'what if' you had 4 dependents instead of 2, or gave $8,000 to charity instead of your normal $3,500. Careful with the dependents though, this year you have to give a Social Security number for any dependent over 2 years old. (7,000,000 children disappeared last year when the IRS first started requiring SS numbers for dependents on the tax forms. Imagine that!).

You have to work carefully between the screen and the actual tax forms. The screen, because of limited space, shortens almost all the questions and omits instructions and other information. The major shortcoming, that I found, was that the program did not have the questions numbered. So there wasn't an easy way to match them with the ones on the tax forms. This made it more difficult going between the screen and the tax form. You, also, could not enter anything but numerics on the C-64 version. You couldn't enter - Hearing Aid $800, or the names of different stocks or banks where dividends or interest might have come from. I understand, from the instructions, that the 128 version does allow some Alpha entry. Since I don't have a C-128 I'cannot confirm that.

I encountered another problem running the program on my "Flash!" enhanced C-64. When entering data for a line, only the last letter typed showed in the center of the entry field until I left that screen and then came back to it. Then, the data showed what was typed. If I had an error, I had to type the whole line over again, since I was essentially typing blind. This problem disappeared when I turned my speed enhancement off. Other speed up hardware (Jiffy DOS, Mach 5, Fast Load, etc.) may have the same problem. Check it out first.

I also noticed another item to be careful of. On the Form 1040 screen, DIVIDEND INCOME can be entered directly, but if you fill out Schedule B, the DIVIDEND INCOME line

on Form 1040 becomes locked out and can no longer be entered directly, and instead has the Schedule B total carried to it. This lockout feature works fine until you save your data and reload it another time. Then, the Form 1040 DIVIDEND INCOME line lockout is no longer energized until you go back to Schedule B and exit it again. This means that you could accidentally have a Form 1040 total differing from the Schedule B total. Another minor inconvenience is that the program does not allow you to save more data to the same filename. There is no way built into the program to simply overwrite the old data or to add to it without using the dreaded "*" command before the filename. You would have to go to the disk command section and scratch the filename you are waiting to use first, then make your SAVE with the desired filename. Another way would be to change the filename slightly each time, (ex. tom1, tom2, tom3, etc). This can take up a lot of disk space though.

Another inconvenience, for a function that has to be used so much, is having to use the up arrow and side arrow (since they are so far apart) to screen forward and back through a schedule.

On the plus side, it is simple to go from schedule to schedule at anytime just by hitting the schedules letter. You don't have to keep going to the menu first.

For the price of $5 the program is hard to beat, even if you only use it to check your math or do some 'what ifs'.

HELP WANTED!!

NEWSLETTER REPORTER

Be an on-the-spot reporter for CCCC News, one of the biggest Commodore user group newsletters around! Cover the Tuesday General Meeting, Saturday Help Day, Club News -- as much or as little as you can handle!
We need a new perspective --
-- it could be yours!

Call Leila Joiner at 327-0540

KENTUCKY FLINTLOCK

SINGLE SIX PEACEMAKER
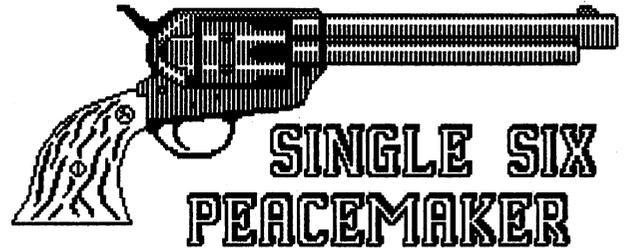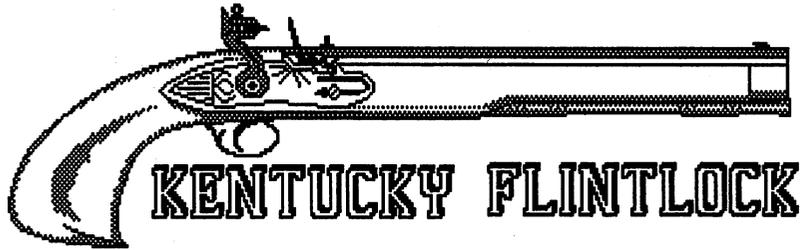
CATALINA COMMODORE COMPUTER CLUB
INCOME STATEMENT
For Month Ending December 31, 1989

REVENUE:	END OF MONTH	YEAR TO DATE
Newsletter Member Fees	$ 201.00	$ 3,464.00
Newsletter Advertisement Fees	105.00	314.00
Library Sales Revenue	149.00	1,745.38
Club Buys	57.00	1,359.60
Raffles and Auctions		132.50
Initiation Fees	40.00	570.00
Rental Library Revenue	38.35	80.35
Other Revenue		289.98
TOTAL REVENUE	**$590.35**	**$7,955.81**
EXPENSES:		
Newsletter Expenses	357.41	3,380.52
Library Expenses		590.27
Rental Library Expenses	6.00	10.45
Club Buy Expenses	13.00	1,096.60
Raffle and Auction Expenses		0.00
Meeting Expenses		316.56
Bulletin Board Expenses	56.14	432.42
Membership Expenses		153.60
SIG Expenses		0.00
Saturday Help Day		0.00
Depreciation Expense		144.72
Administration Expenses	39.00	512.94
Other Misc.		0.00
TOTAL EXPENSES	**$471.55**	**$6,638.08**
PROFIT OR (LOSS)	**$118.80**	**$1,317.73**

The macPaint geoPaint Connection
by Warren Talbot CCCC

Much of the finer geoPaint pictures were first created with macPaint and then converted to geoPaint with a public domain utility known as *macattack*. There have been several upgrades, as this utility has been around for quite a while. I have found little difference in their operation, the latest version is available from the club library or you may download it from the club BBS.

Macattack's operation is quite simple. With the macPaint graphic on the same disk, open *macattack* by double clicking on it. Simply follow the menu instructions to convert your macPaint graphic to geoPaint. When finished, open the newly converted geoPaint file with *geoview* (a geoPaint viewer). You will have black line art on a white background. This is different from geoPaints default, black pixels on a grey background. The White background causes extreme contrast and may actually distort the picture somewhat. A newly converted macPaint picture is rather hard to worh with.

I have found an excellent way to return the white background from a converted macpaint picture to the more familiar (and easier to look at) grey that is the geoPaint default.

Be sure you are working from a copy of your converted macPaint graphic and open it in geoPaint. You will be viewing the upper left portion of the virtual screen and color will be off if you are using geoPaint 2.0. Click once on the edit region tool, then double click on it. The entire region will be selected. Next select cut from the edit pull down menu, the region will be cut to a photo scrap. Next click on the options menu and select color on. The region will turn white. Double click on the edit region tool, the region will be selected. Move the pointer down to the lower right of the scree and select clear. The screen color will be returned to geoPaint's default color, grey. Move the pointer back up to the edit menu and select paste. The scaling feature will appear.

You will not select scaling as the graphic data are returned, simply select ok. The portion of the graphic will be returned in it's original space with the background now in geoPaint's default color. Select the move screen tool and move the virtual page to another region, until the white background fills the entire editing region. From the options menu select color off, and repeat the process until the entire page has been returned to geoPaint's default color.

If you are working with a physical disk drive you will need the patience of Job. The disk access time makes this a tedious project, so load geoPaint and the application data into your REU. You will be able to fly along with this process, having the entire page returned to geoPaint's default grey in a matter of minutes.
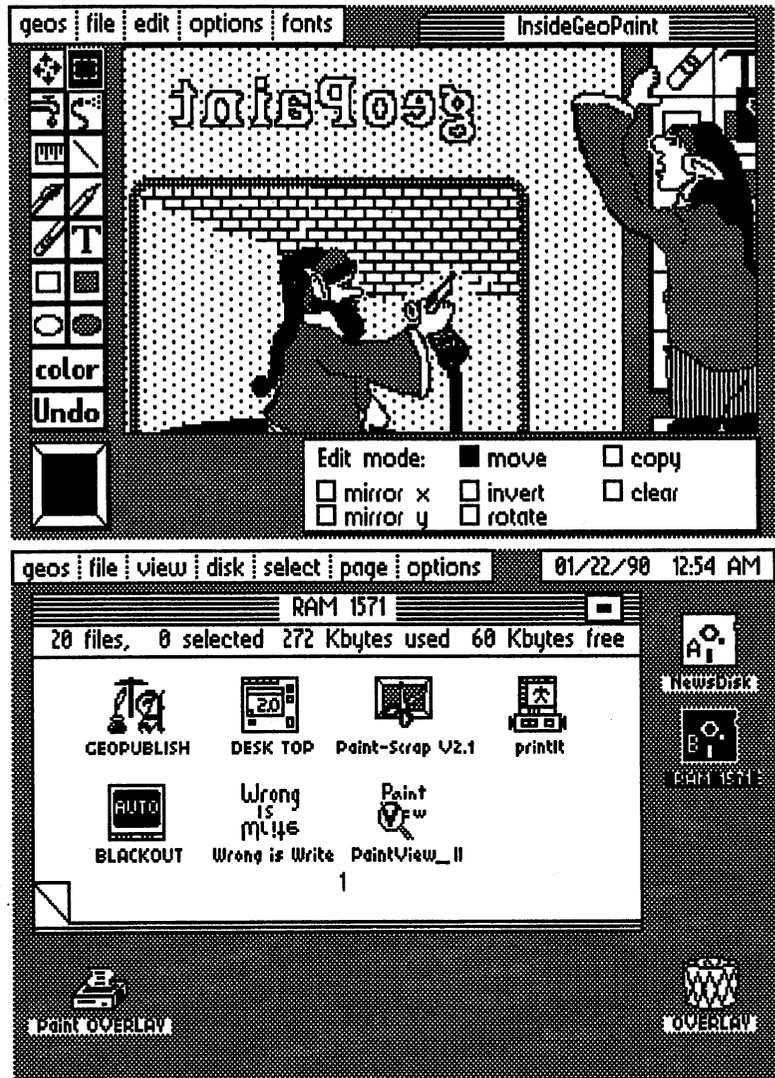
The C.C.C.C. Meetings are at STS Peter & Paul Catholic Church 4 blocks North of Speedway on Campbell.

CCCC INC   PO Box 32548
TUCSON, AZ.   85751-2548
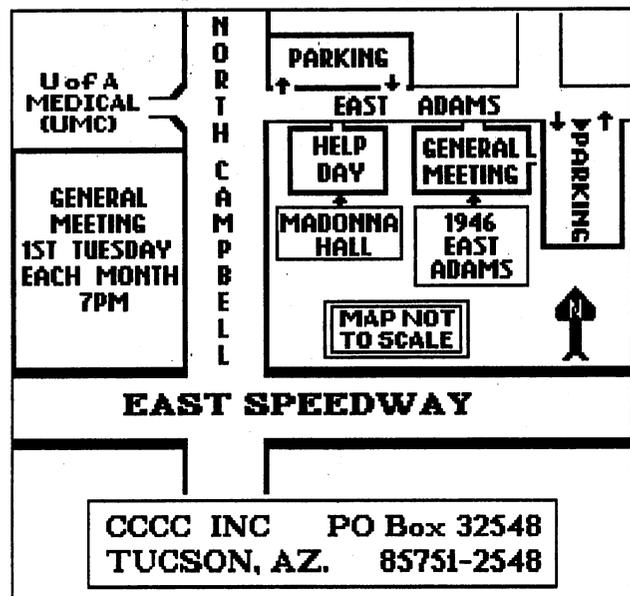
WHAT NOW, JIFFYDOS?

by Leila Joiner, CCCC

Creative Micro Designs, Inc., creators of JiffyDOS, the hardware fast-DOS wedge for the C64, C128 and SX64, have some remarkable new additions to their line.

RAMLink: a "power-backed compatibility interface for C-64 and C-128 REU's."
Features include:

☞ Allows better than 90% of commercial software to access your RAM Expansion Unit as a high-performance RAM Disk.

☞ Built-in Operating System is up to 20 times faster than Commodore's RAMDOS and provides full DOS command compatibility.

☞ Supplies REU with independent power source which eliminates loss of data files upon powering down the computer.

☞ Pass-thru connector allows a second cartridge-port peripheral, such as a MIDI interface or utility cartridge, to be used at the same time as the REU.

☞ Built-in JiffyDOS Kernal ROM enables high-speed disk access and easy installation of JiffyDOS on computer.

☞ Parallel port provides ultra-fast data transfer when connected to CMD HD Series Hard Drive.

☞ Connector for CMD RAMCard enables installation of additional RAM.

☞ Reset and Pass-thru port disable switches.

☞ Supports Commodore 1700, 1764 and 1750 RAM Expansion Units.

HS Series Hard Drives: "Affordable high-capacity storage for Commodore C-64 and C-128 Computers."

☞ Compatible with more commercial software than any other C-64/C-128 hard drive. Full GEOS and CP/M compatibility built in.

☞ 3 1/2" SCSI technology allows for quiet, cool, reliable operation in a compact case about the same size as a 1581 drive.

☞ Standard capacities of 20 and 40 megabytes. Can be connected to other SCSI drives for nearly unlimited storage.

☞ Can be interfaced with Amiga, IBM-compatible and Macintosh computers. Bring your HD Series drive with you when you upgrade to another system.

☞ Serial bus interface supports Standard Serial as well as high-performance Fast Serial and JiffyDOS protocols.

☞ Parallel port for connection to RAMLink enables ultra-fast data transfer.

☞ Auto Head Parking protects the drive mechanism and your valuable data when the unit is switched off.

It's obvious that new and wonderful things are still in store for the C64/128, as long as developers like Creative Micro Designs are active and successful. Since JiffyDOS first entered the market, it has enjoyed high praise and excellent product support. The newest version of JiffyDOS now provides a very professional looking manual, as well.

For more information contact:
Creative Micro Designs, Inc.
50 Industrial Drive
P.O. Box 646
East Longmeadow, MA 01028
Phone: 413-525-0023
FAX: 413-525-0147

ΑΜΙGΑ

NEWS

Amiga SIG Meeting
December 16, 1989
Woods Memorial Library
by Macey Taylor, CCCC

The meeting began with discussion of the pro's and con's of having two meetings, one on Tuesday nights at the U of AZ campus and the long-established Saturday meeting at the library. It was decided to continue in January, with dates set as January 27 at the Woods Memorial Library and January 30 at Harvill 211, U of AZ, 7:30 p.m.

January 20 is the date for the Help Session, held by Dennis McCormick (292-2275) at Madonna Hall, St. Peter & Paul's, 10:00 a.m. to 1:00 or 2:00 p.m., depending on need. Dennis is no longer making house calls, so bring your equipment/software to the Help Session if you are having troubles.

In response to questions, it was stated that ARexx allows you to set up communication between one program and another and that it would be part of 1.4.

Dave Hamory gave a demonstration of Impulse's VoRec I, a voice recognition gadget which allows just about any program (except those that are joystick-controlled, because it plugs in the joystick port) to be controlled by the user's voice. VoRec has CLI access and its own interpreter. It must be trained to the user's voice. It is sensitive to strange noises, and it also proved to be sensitive to acoustical differences. However, the latter made it desirable for Dave to show us how easily it can be retrained for a different setting. Dave rated the accuracy as ranging between 98% and 50%. You can load in pictures and sound files. It has limited drawing functions, programmable keys, and an ARexx interface. The time limit on an utterance to be recognized is what you can say without pausing, as is typical of such devices. The number of commands you can give is limited only by the amount of memory available. Its worst feature is that it picks some command to execute if it doesn't understand you instead of responding with "try again." At $100, it seems a good buy for anyone who needs or wants this form of input.

P.S. It was a delightfully funny demo. Dave is a great showman!

Bob Maurer demonstrated Centaur's World Atlas program, which retails for $35. After the movie-like opening with a spinning world, the user can select any state in the USA or any of 172 countries to view. The facts are stored in editable text files so that they can be updated. It is not copy-protected and has an installation manual.

Ken Weaver demonstrated Broderbund's donated License to Kill, a program based on the movie. The graphics were ported from the IBM version, so they are not Amiga quality. This is a joystick-operated shoot 'em up, with 6 scenes. It has to be rebooted after each game and it is allergic to unusual configurations. John Tillema was the lucky (?) winner of the drawing for this product. Ken also stated that Broderbund intended to increase its Amiga support and that many companies will give us software if we will demonstrate it, review it, and send them a copy of the review.

Disk of the Month

4.0 Virus X - the latest upgrade for this vital program.

Outline - a specialized text editor for doing outlines, which can be saved as text files and printed.

Periodic Table - click on any symbol and get the atomic weight, etc., of the element. You can open multiple windows to compare elements, isotopes, etc. It contains notes with lots of information.

Graphics - two line demo programs.

Road Route - trip-planning guide that tells you how to travel from A to B, via C if desired. Contains 182 cities.

Text File - how to change your mount list to add a second RAD device.

Body Fat - enter measurements at prompts and get a percentage result.

Label Base - data base designed to print labels.

Screen Hacks - Watchman watches you; 3-D Look gives a sort of 3-D effect to windows and gadgets; Stars puts a field of moving "stars" on your WB screen (looks like light TV snow to me).

FEBRUARY MEETING TIMES & PLACES

Amiga Help Day
Saturday, February 17, 10 a.m. - 12 Noon
Madonna Hall
St. Peter & Paul Catholic Church
Campbell 4 Blocks North of Speedway

Amiga DeskTop Publishing SIG
Wednesday, February 21, 7 - 9 p.m.
Madonna Hall

Amiga SIG Meetings
To Be Announced
Call 327-0540

File Concatenation and Compression or "What the hell is a .zoo file?"

by Dave Muran de Assereto, Tucson, AZ

To the new telecommunicator, downloading and using shareware and public domain software is quite a daunting task. First, you have to figure out what downloading is, then you have to master various download protocols, and then, after all that effort, you're presented with the dread "File is not an object file." What are all these people raving about? Maybe you did something wrong.....

Odds are, the first file you downloaded was called something like NeatFile.ARC

What's this .ARC? It's a signal that the file is compressed, and that there may be two or more AmigaDOS files concatenated into a single file.

Why bother? Well, if you concatenate multiple files into a single large file, and then compress that file, the resultant file will generally be smaller than the total sizes of the component files. This saves downloading time, makes for a more convenient download (you get the whole package at once), and can save money, in the case of commercial telecommunications services like GEnie, CompuServe, or PeopleLink.

Unfortunately, this convenience and savings require that you have a program to decompress and separate the component files that make up the .ARC file. This is where the ball gets dropped much of the time. There are several concatenation/compression schemes for the Amiga, each with its own strengths and weaknesses, and each requires a different decompression program.

Let's talk about each of these schemes, the required decompression programs, and their strengths and weaknesses.

To save space, from now on, I will refer to the file created by a concatenation and compression program as an archive, and the program that creates that file will be referred to as an archive program or archiver, regardless of the actual name of the program and the file extension associated with it.

ARC The most common archiver used to date is ARC. Its associated file extension is, logically enough, .ARC. ARC is copyrighted by System Enhancement Associates, but can be freely distributed for non-commercial use. ARC is used on many different computers, from the older CP/M machines to the Amiga. Archives created on one machine with ARC can generally be decompressed on any machine with an implementation of ARC. There are incompatabilities due to different revision levels of the program being used. These are most commonly encountered when using an older version of ARC on a file created with a more current version. Before adding files to an archive, ARC analyzes each file to determine the most effective algorithm that it possesses for compression. ARC uses reasonably efficient compression algorithms and operates relatively quickly. The major strength of ARC is its portability; as long as there are no differences in revision level, ARC will de-arc an archive created in any environment in which it runs. The most recent implementation of ARC for the Amiga is AmigArc 0.23, which is compatible with MS-DOS ARC version 5.0.

Some points to remember when using ARC: ARC will only de-archive to the current directory; there are no provisions for target pathnames. ARC will not accept filenames longer than 12 characters. Filenames to be ARC'ed cannot contain spaces unless they are enclosed in quotes.

ZOO The next most common archiver around is ZOO. Its associated file extension is .ZOO. ZOO is copyrighted by Raul Dhesi, and is freely redistributable for non-commercial use. ZOO is used on many of the more powerful personal computers, but is not as common as ARC. ZOO has many more capabilities than ARC, but is also slightly more difficult to use. Documentation is a must for the novice. The latest Amiga version of ZOO is 2.00, with a patch available which fixes a problem with archive dating. ZOO files are not as portable as ARC files, mainly because they make use of more features available in the host operating system. ZOO's strengths include the capability to create an archive which, when properly de-archived, will recreate the structure of the disk from which it was created. ZOO is also able to read a list of files you wish to be included in the archive, either from the keyboard or from a text file. ZOO analyzes files in a manner similar to ARC; its compression algorithms are comparable to ARC's, and it runs about as quickly. Its major strengths are flexibility and better use of the host filesystem.

Zoo will accept all legal AmigaDOS filenames; if there is a space in the filename entered on the commandline, it must be enclosed in quotes. When using the correct commandline switches with ZOO, it is possible to inadvertently destroy files on your disk that have the same name as files in the archive.

LHARC LHARC is a relatively recent addition to the field; archives created by this program have the extension .LZH. LHARC was developed in Japan; the current Amiga version (1.00) comes to us from Italy. The author, Paolo Zibetti, has authorized free non-commercial redistribution. LHARC for the Amiga is compatible with MS-DOS LHARC version 1.13. LHARC has more flexibility than ARC, but slightly less than ZOO, and is easy to use with the minimal documentation that accompanies the distribution program.

LHARC archives are less portable than ZOO archives, as it is a newer program. The program itself could also be considered less stable due to its newness. The compression algorithm seems much more efficient than those in ARC or ZOO, but the program is significantly slower than either. It contains ZOO's ability to preserve disk structure, and lacks many of the more confusing commandline options that ZOO preserves from its mainframe origins. LHARC's strength is its compression algorithm, the best in the field to date.

PKZIP PKZIP is another new archiver for the Amiga; it comes to us courtesy of a dispute between the holder of its copyright, PKWare, and System Enhancements Associates. Up to now, PKZIP has been an MS-DOS specific archiver, with a minimal de-archiving program available for the Amiga. It is now available as crippleware; you can download a good-quality dearchiver/directory utility and pay to have it upgraded to an archiver. The shareware fee requested is $23.00 for registration of your current version; you have the option of sending $43.00 for a free copy of the next revision. I don't know what the latest revision level of the program is, but the most recent version in my possession is PKAZIP 0.91 (Beta). There has been at least one version released since this revision.

This program is the most user-friendly of all the archivers; it uses the familiar Amiga directory utility interface to allow selection of files to add to archives. It also includes other functions for file management, such as a file printer, and the ability to manipulate file comments.

In the MS-DOS world, ZIP claims to be faster and more efficient than any other archiver.

PAK PAK is an Amiga-specific archiver with a unique twist; you don't need a separate program to decompress the archives created. Each archive includes a small program prepended to the archive which will dissolve the .PAK file when it is invoked as an AmigaDOS command. PAK is available only in the AmigaDOS environment; there are similar programs available elsewhere, but by their very nature they are non-portable. The program functions at an adequate speed, but its compression algorithms leave much to be desired.

PAK's strong point is the utter simplicity of un-PAKing files; no other program needed.

Many other file archivers are available in the Amiga environment, but are much less common. A few of them are:

BACKUP: A program by Matt Dillon whose primary purpose is to back up hard

BACKUP

disks onto floppies; also produces credible file archives. Similar to ZOO. The default extension for this program's output is .BAK. BACKUP, when renamed to RESTORE, also decompresses these files.

SHAR

SHAR: Ported from the mainframe world, the SHell ARchiver is used to concatenate text files. Default extension produced is .SHAR. No compression is employed. These files can be decompressed with the UNshar utility, or with any ASCII text editor (although it would be a real pain with Ed).

COMPRESS

COMPRESS: Also a mainframe port, this produces files using roughly the same methods as LHARC. Fairly portable amongst powerful micros, but not commonly used. Default extension is .Z.

LAR

LAR: A library utility, this program concatenates any kind of files into a library. No compression is used. Used commonly in CP/M-based micros. Default extension is .LBR.

WARP

WARP and LHWARP are also Amiga-specific archivers, but very different from the file archivers described above; both of these programs are disk archivers. They operate on whole or partial disks at a time, rather than files or paths. WARP and LHWARP are copyrighted by SDS Software, and are freely redistributable. The default archive extension for WARP is .WRP. Comprehensive documentation is included in the distribution and should be studied. The most recent version of WARP is 1.11; LHWARP is an improved version using the same compression methods found in LHARC.

WARP operates at a credible speed; LHWARP is said to operate even faster. Compression is good, but when compressing entire disks rather large file sizes result. Since both operate on disks, a minimal technical knowledge of disk structure is required. Care must be exercised when WARPing disks not to include the Commodore-Amiga copyrighted software found on system disks.

CAUTION: There is at least one hacked version of WARP making the rounds! The last official revision of WARP is version 1.11. All other versions should be discarded.

There is a new class of file archivers available on the Amiga and other micros. This type of program compresses an executable file and prepends a decode routine, which is executed whenever the filename is invoked. This scheme does not create a file archive like PAK or ARC; it actually compresses an executable file such that it can still be directly run from the commandline. The only Amiga program of this type is called PowerPacker, written by Nico Francois of Belgium. PowerPacker is shareware, with a requested fee of $10.00. If you contribute $20.00, you will receive the next update free of charge. PowerPacker's latest revision level is 2.3b.

PowerPacker (PP) uses an

POWER PACKER

easy-to-understand Intuition interface, and comprehensive documentation is included in the distribution. The latest version includes separate utilities for compressing, decompressing, and reading text files from the CLI, as well as source code for reading the text compression scheme in your own programs.

PP's compression efficiency, and thereby its speed, is user-selectable. Files produced by it are non-portable. Its major use is the compression of less-used or extremely large programs in order to save disk space. This savings in disk space is paid for by having to wait when the file is loaded; the prepended decompresser must execute and decompress the program before it can run. Not all files can be compressed with PP; specifically those which use overlays cannot. Also note that programs which are compressed with this scheme should be decompressed before you run them the first time; a virus checker will not recognize a virus hidden in a compressed file. If they are clean, they may then be re-compressed.

These pocket reviews of Amiga archivers reflect my opinions and observations; I hope they are useful. There are some archivers available which I have not mentioned, either because I have never personally used them or because I consider them so uncommon that a novice is unlikely to encounter them. I have also not mentioned programs which exist only to decompress archives created on other computers, such as unSIT. I can be contacted with comments or pleas for help on the best Amiga bulletin board in Tucson, AMIga Southwest, 292-1378, 24 hours.

TRANSCRIPT: "THE WRITE STUFF" FOR THE AMIGA?

Paul A. Hughes
151 Randolph Street
Canton, MA 02021
(617) 828-1681

November 20, 1989

Busy Bee User Group
Macey B. Taylor, Editor
2634 East Malvern Street
Tucson, AZ 85716

Dear Macey,

I have read again and again in BBUG Newsletter Amiga users requesting an Amiga version of The Write Stuff word processor. Well, I believe I have found an Amiga word processor that comes close to being what The Write Stuff is for the Commodore 64 and 128. Still, nothing beats The Write Stuff 64 or 128 for its many powerful features for the advanced user, simplicity for the occasional user, user-customizable, author-supported and best of all INEXPENSIVE!!!

Transcript from Gold Disk is a fast, powerful and easy to use word processor for the Amiga. Transcript was designed for speed and ease of use. Transcript has full printing capabilities and includes TransEdit, a smaller version that has all but the printing functions. It is fully multi-tasking and allows multiple open documents for cutting, copying and pasting between them. Keyboard shortcuts are listed adjacent to menu items for a quick learning curve. It has many powerful features such as: auto indexing, mail merge, find and replace, wildcard and style code search, WYSIWYG onscreen print preview and output to preference printers, 90,000 word spell checker (exception and personal word lists may be loaded), and document analysis features. Easily embed printer commands or style commands for use with Professional Page DTP program. Transcript also has function key and mouse macros for common operations or pieces of text; you can recall them with a single key sequence. Each macro can have up to 99 keystrokes stored. You can load and save macro definitions, recall macros within macros, auto-hyphenate, join and separate single lines, convert upper to lower case, print left and right

pages, output text file to disk, and an excellently written 80-page manual with detailed table of contents, index and appendices can be read easily in one sitting. Transcript is also totally user-customizable from either an option control panel or through the TOOL-TYPES in the document icon. Each document can have its own preferences.

It is a refreshing change to use Transcript after using other fancy feature-laden word processors for the AMIGA that are WYSIWYG, overburdening, overpowering and sluggish to use with multiple size fonts and graphics. It is good to get back to the basics of what a word processor is really used for -- to edit text quickly and easily.

The most powerful and useful feature of Transcript is its ability to run as a background task for Professional Page 1.3 and import and export text to and from Professional Page for easier and faster text editing.

The new Professional Page 1.3 with its Compugraphic Outline Font technology allows output to the highest resolution of any non-Postscript printer. My HP Deskjet Plus outputs at near laser quality at 300 dpi and my HP Paintjet prints excellent color text and graphics at 180 dpi.

Also, those who need to run Macintosh software and find that a MAC is too expensive should consider the AMAX Macintosh Emulator for the AMIGA from ReadySoft. It runs all the latest versions of Macintosh productivity software. AMAX V2.0 promises sound and hard drive support. The entire package, consisting of the AMAX software, cartridge to plug in the 128K MAC ROMS and a MAC 800K disk drive (highly recommended for the ability to read and write to MAC disks), is only $429 mail order. That's a lot cheaper than buying a Macintosh and one benefits from the larger AMIGA screen, blitter chip for faster screen refreshes and a recoverable RAM disk with more memory. Plus you still have your AMIGA for doing all the things it does best.

Paul A. Hughes (SYSOP PH)
Graphic Support Group Sysop
QuantumLink

THAT LONG, HUH?

December 8, 1989

Dear Amiga User Group:

When was the last time you heard directly from AmigaWorld? That long, huh? Well, hopefully all that will change.

I'm writing to make several offers. The first is an editorial written just for user group newsletters. It will not appear, in any form, in AmigaWorld. The enclosed article discusses changes that are occurring at AmigaWorld, and will hopefully serve as a springboard for further discussion. In addition, if your newsletter wants the input of any AmigaWorld editors, including me, for any articles you are writing, just call us at 603-924-9471. We'll be happy to help.

Thirdly, I've enclosed information about the Amiga Developers Association, an organization whose sole aim is to raise the noise level in the Amiga market so it can achieve its long overdue success. We are inter-

ested in the participation of user group representatives, and are counting on individual members to be foot soldiers in the fight to get the Amiga broad recognition.

That's all for now. If you have any questions or ideas, don't hesitate to call or write.

Sincerely,
Doug Barney
AmigaWorld Editor-in-Chief

EDITORIAL:

AmigaWorld is changing in a way that is both subtle and dramatic. The subtlety is necessary to keep our readers feeling comfortable with the publication. The dramatic change is necessary to keep the publication interesting and valuable to a growing number of diverse readers.

There is one simple theme upon which the changes are based; AmigaWorld must be a reader driven publication. Readers will play a larger role in our editorial package, and will thus help to guide the publication into the future.

Here's a rundown of key editorial changes:

1. The Editor's column, Chief Concerns, will always serve as a strong advocate of Amiga technology. It will help to position the Amiga within the larger world of PC and workstation technology, and will hopefully reinforce our reader's confidence in their choice of machine.
2. Repartee remains little changed, except that letters will focus more acutely upon broad issues, rather than nitpicking over our editorial coverage.
3. Notepad will return to a two-page spread, and will focus upon one interesting and short application story which will point out particular benefits of the Amiga. The page will also include a news section, and hopefully a column on public domain software.
4. Reviews have been modified a great deal. The most dramatic change is the inclusion of shaded boxes containing customer comments about the product. This will broaden the perspective and help us to position the product more properly. We will rely upon vendor customer lists, information from user groups, and most importantly, customers that we access via bulletin boards.

We have also added a review responses section, which will be a mini-letters section where vendors and users can praise, disparage, or simply whine about our reviews. This will keep these types of letters out of Repartee, which can focus on broader issues.

5. Our features are changing dramatically. The number one change is an end to the notion that a particular issue's theme has to be explored to its fullest extent.

The way it is now, if a reader is not interested in, say, desktop publishing, or games, those issues are of little benefit. By reducing the number of features on a particular topic, we liven up the publication, and give each issue the broadest appeal possible.

We are also changing the way the features are laid out. Instead of long, linear stories with some art and a sidebar or two, we will modularize. This approach addresses the growing problem of a market fragmenting into low-end and high-end components.

Not all will be done this way, but here's how it will work for most features. There will be a main piece that is broad-based and lively. It will focus on the market, key products, and what benefits the Amiga provides. One sidebar (called Getting Started) will tell low-end users what they need to do simple musical composing, desktop publishing, or whatever. Another sidebar (called Up and Running) will focus on more sophisticated aspects, offer tips, and perhaps explore some of the higher-end technology.

Whenever possible, we will also include a mini-profile of a user that explains the benefits from a more personal perspective.

6. A column for programmers, called Pointers, has been developed that will serve the great number of Amiga professional, amateur, and sometimes plain awful programmers. It will be very tip oriented, and will cover a variety of topics each month. There will be precious few program listings, and instead will include shortcuts, workarounds, and general advice.
7. Game Preserve. The only current changes to Game Preserve is to change the opening column from a discussion of game themes to a tip oriented column.
8. The Back Page. Instead of dull lists of advertisers, the very back page has become an entertainment section. Features include a So What? column poking fun at other vendors announcing products that are years behind the Amiga, a section for what we call confirmed rumors, a monthly cartoon by the superb Rich Tennant, and Reader's Speak Out! where readers tee off on particular issues.

We think these changes make sense. In fact, we've run them past dozens of readers who agree. But it is up to you to decide for yourself. Poke through the January, February, and March issues, then tell us what you think. That's the only way we can continue to improve. Please call or write:

AmigaWorld
80 Elm Street
Peterborough, NH 03458
Attn: Editorial Department
603-924-9471

TAKE ADVANTAGE OF THE GOVERNMENT!

December 23, 1989

Dear Amiga User Group,
SMS is proud to be affiliated with Commodore Business Systems Inc. As part of our Commodore debut to the Government, SMS is announcing the inclusion of Commodore products in our Federal Employee Purchase Program (FEPP). Government employees can acquire Commodore Computers at outstanding values! Just complete an FEPP form and return it to SMS!

SMS is scheduled to participate in several of the upcoming trade shows in Washington, D.C. and welcomes you to visit our booth! March 20 - 22, 1990, SMS will participate in the FOSE trade show. Our booth will also be at the FCC show from September 17 - 19, 1990. We will be demonstrating the latest Commodore hardware! Show passes are available for federal employees.

Commodore products and supporting 3rd party peripherals will be offered on our 1990/91 GSA schedule. If you are a federal employee, you can receive one of our GSA catalogs.

Should any federal employee in your user group be interested in the Federal Employee Purchase Program, show passes or SMS' GSA catalog, please have them call 1-800-331-1767 and ask for Cindy Goode.

COMMODORE AMIGA SUPPORTING PERIPHERAL MANUFACTURERS TO BE ON SMS' 1990/91 GSA SCHEDULE
A-Squared Distributions, Inc.
ACDA Corp.
Anakin
Applied Technologies Corp.
C Ltd.
Celestial Systems
Expansion Technologies
Great Valley Products
Impulse, Inc.
Interactive Microsystems
Logical Design/California Access
Microway
Mimetics Corp.
Newtek
Pacific Peripherals
Spirit Technology Group

COMMODORE BUSINESS MACHINES SIGNS RESALE AGREEMENT WITH SMS DATA PRODUCTS GROUP, INC.

WASHINGTON, D.C. -- Nov. 9, 1989 -- Commodore Federal Systems Group Director Randall Griffin today announced that SMS Data Products Group has signed a two=year agreement with Commodore to distribute the company's MS-DOS and Amiga product lines to U.S. government agencies worldwide. SMS will begin marketing the Commodore products immediately in the federal market and will negotiate with GSA to carry them on their 1990/91 GSA Schedule.

"This agreement is the first step in a three-part strategy to expand Commodore's access and exposure in the federal market," Griffin said. "In addition to the GSA Schedule sales, Commodore plans to work with systems integrators and other prime bidders and pursue targeted government opportunities directly. This will provide cost-effective Intel- and 68000-based desktop systems to government users."

"With over 13 years experience and more than 200 major government contracts, SMS has a proven track record in the federal marketplace," Griffin said. "The company's expert sales force and support organization will give our products important early visibility."

SMS President Bert Rosecan said the strategic agreement with Commodore is based on a belief that there will be a high demand for Commodore products in the federal marketplace.

"Commodore is a well-established computer manufacturer with a full line of high-performance, competitively-priced computers that offer excellent value to budget-conscious federal customers," Rosecan said. "We anticipate strong demand in the federal market, particularly for the Amiga, because of the machine's superior graphics, video and multimedia capabilities."

As part of the agreement, SMS will develop and manage a worldwide product support program to expand the reach of the company's Washington-based sales and support force.

"Through this program, SMS will work with and provide an incentive for Commodore-authorized dealers worldwide to assist SMS with the sale and support of Commodore products at U.S. government facilities," said Monty Deel, SMS Vice President.

The Washington-based Commodore Federal Systems Group is a newly-formed business unit of Commodore Business Machines, Inc., established to provide PC and workstation computing solutions to the federal government.
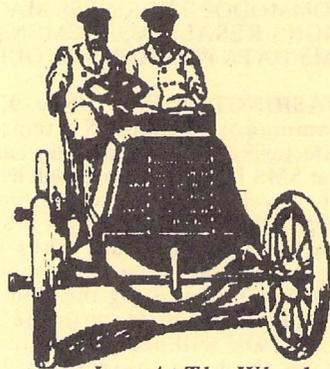
Joey At The Wheel

Nest of Viruses

by D. F. Doell, CCCC

I came out of the crouch when I got to the back door of Bozotronix, and I drew my 3.5"-caliber Antivirus 5.0 from the shoulder holster. Its blue sides and silver shutter-gate glittered in the sun. I held it with both hands over my head and with my elbows slightly bent. I was going to do it by the numbers, and my old training came back to help me. Always be ready; always be right, they used to tell us.

I bumped my hip gently against the door, and it popped open. It didn't make much noise, so I figured no one inside had heard me. I peeked around the door jamb. No one was in sight in the corridor. Somewhere a phone was ringing, but nobody was answering it. With the disk still over my head and my elbows still bent, I snaked inside and flattened my back against the wall. Still there was no one.

I sidled silently down the corridor, dodging the expensively-framed oil portraits of computers on the walls, until I got to the showroom. Right there was a portrait of the Vic 20 on black velvet. It was draped with black cloth on the top and sides. I looked inside the showroom. The place was empty, except for one salesman sitting at an Amiga 2000. His profile was towards me, and a green field which seemed to be from Concorde Stimulation III was reflected off his face. He was lost at high altitude. I snapped around to face him fully, brought my arms down parallel to the floor, pointed my Antivirus 5.0 at him, and hollered, "Freeze." His head whipped around, and when his eyes unglazed, he saw me and his jaw dropped. His tongue was as green as his face.

I had achieved the element of surprise, something I had planned for ever since I was tipped about the place. The call had come in just as I was leaving for the day. Selma had gone home early, my gift to her for National Secretary's Day, so I had answered it. It was an anonymous tipster, a good samaritan, a concerned citizen, and he sounded urgent.

"Listen carefully," he said, "and don't ask who this is. I heard that you trade at Bozotronix now, and I thought you'd like to hear this piece of irony. I was in there last week and found out they've got the virus. Their disks are riddled with it. It's everywhere. Even their head-cleaning disks and fluorescent lights have it. And, they're not virus-checking, either. Too busy making money to waste their time, I figure they think. Do something about it, and we'll all be better off." He hung up before I could thank him.

For once I tried the legal route and reported the infection to Gomf, the D. A. When he told me he would get to it right after the departmental picnic and then told me to bug off, I knew I was on my own. My gorge was up, and I was mad. Someone had to take the fall on this one. I brought in Joey the Mechanic, and we planned it together. Joey would keep lookout and be the wheel man, and I would go in from the back. I was the assault team; he was the support. So, that was how I got there.

The salesman had his hands in the air now. They shook a little, and one of them still held the mouse. Over his shoulder I could see the green ground rushing up on his monitor. There was a crashing sound, and he winced. I couldn't have cared less. I motioned to him to get up and told him to collect all the disks in the place. He went from workstation to workstation. He put the disks in a large box and on his hands and knees pushed the box toward me. It was satisfying to hear him grunt and see him grovel. Then, I locked him in the supplies cabinet. I sat down at his machine and tipped back my hat.

There was a lot to do, and I had that same good and quiet feeling I had had when I had found that secluded glen on Catalina Island. It was a place where the hand of man had never set foot. One could solve one's cases there without kibitzers around, dip one's hand in the water to see which way the wind blows, one might say. In the trees around the glen the mockingbirds were singing.

The green monitor screen looked up at me, frozen in mid-program and in guilt, as though it had something to hide, and waited for the stroke. In went Antivirus 5.0 with its powerful antivirals. Up came the red, white, and blue screen. The computer beeped that it was ready, an altogether different attitude. I was going to find out what it felt guilty about.

Two hours later I had checked all the disks and erased all the viruses. I had never seen so many. It had been a hotbed of SCAs, IRQs, and AEKs. A nest of them. My caller had been right. They had been everywhere, climbing all over everything. Some viruses had even overwritten other viruses in their urgent, panic-stricken need to infect and reproduce. I had strummed that humming 2000 like a Segovia or a Van Cliburn or a piano tuner with knowing, deft hands and had unravelled it all. It had been, indeed, a tangled web of viruses, but they'd never bother anyone again. Somewhere there was an entire, craven coven of viral creeps who would never know their moriartyan efforts at crime had come to naught.

I duplicated my antiviral disk, and let the salesman out of the cabinet. He was struggling for air. After what I had seen, I really wanted to leave him there.

"Here," I said and bounced the disk off his chest, "use it, or I'll be back." Eyes wide and mouth gasping, he just nodded.

I backed out the way I came, disk once more at the ready, saw Joey up the alley at the wheel of my Plymouth, and ran for it.

KEY TELEPHONE NUMBERS

(AREA CODE 602)

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

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President......Board....Ron Gray............881-6821
Vice President..Board....Leila Joiner.........327-0540
Secretary......Board....Bob Holdcraft.....747-3163
Treasurer......Board....Steve Witkowski...573-0650
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Member at Large.Board....Tom D'Angelo.......296-5076
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Past President..........Doug Davis.........790-4162
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AMIGA SIG..(Editor).....Leila Joiner.......327-0540
AMIGA SIG Info.........Dennis McCormick...292-2275
BASIC Programming......Ron Gray..........881-6821
128 SIG...............Bob Holdcraft......747-3163
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MS-DOS SIG............NEEDED...........xxx-xxxx
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Green Valley President...Audrey Schneider..1-625-5672
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Rental Librarian........Olie Plimpton......888-0425
MEMBERSHIP CHAIRMAN.....Frank Prievo.......574-0145
Club Buyer............Ken Weaver.........299-0506
CHIEF SYSOP...........Phil Pugliese......unlisted
EDITOR...............Leila Joiner.......327-0540
   (Copy to 3527 E. Fort Lowell, 85716 or CCCC BBS)
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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!

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.

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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.
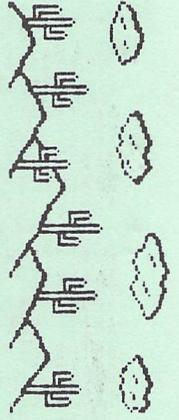
** IMPORTANT **

* GENERAL MEETING - February 6, 1990
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 17, 1990
St. Peter & Paul Catholic Church
Madonna Hall
10 a.m. - 2 p.m.

* EXECUTIVE BOARD MEETING
(All Members Welcome)
February 13, 1990 -- 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.

NAME:..
STREET:......................................
CITY:..............STATE:......ZIP:..........
PHONE:(.....)................MEMBER #:........

REMIT CHECK PAYABLE TO CCCC, Inc. FOR $15.00 FOR MEMBERSHIP RENEWAL.
($21 if out of town, $27 if out of country).
New members please also remit $10 Initiation fee.

Catalina Commodore Computer Club
P.O. Box 32548
TUCSON, ARIZONA 85751-2548

Notify Membership Chairman of any
address change. The Post Office
does NOT forward Bulk Mail.
CALL FRANK PRIEVO, 574-0145