the MONITOR

Vol. 1 No. 4 *Commodore Users Group of Saskatchewan* *November 1993*

Obligatory Stuff

CUGS
182 Coldwell Road, Regina, Sask.
S4R 4K8
BBS Number: 543-7683

President	**Barry Bircher**	**543-8840**
Vice President	**Tristan Miller**	**584-1736**
Secretary/Treasurer	**Ross Parker**	**565-0980**
Editor	**Tristan Miller**	**584-1736**
Assistant Editor	**Byron Purse**	**586-1601**
64 Librarian	**Stan Mustatia**	**789-8167**
128/SID Librarian	**Ken Danylczuk**	**545-0644**
GEOS Librarian	**Earl Brown**	**543-2068**

If you have any questions about CUGS, please feel free to contact any of the above executive members.

The Monitor is published monthly by the **Commodore User's Group of Saskatchewan** (CUGS). Meetings are held on the first Wednesday of every month in Miller High School's cafeteria annex, unless otherwise noted. The next meetings will be held on **October 6 and November 3, 1993 from 7:30 to 9:30 P.M.**

CUGS is a non-profit organization comprised of C64, 64C, C128, and 128D users interested in sharing ideas, programs, knowledge, problems, and solutions with each other. Membership dues are pro-rated, based on a January to December year.

Anyone interested in computing is welcome to attend any meeting. Out of town members are also welcome, but may be charged a small $5.00 mailing fee for newsletters. Members are encouraged to submit **public domain** and **shareware** software for inclusion in the **CUGS Disk Library**. These programs are made available to members at $3.00 each (discounted prices when buying bulk). Some programs on the disks are from computer magazines such as ***COMPUTE!'s Gazette*** and ***RUN***. Individual members are responsible for deleting any program that he/she is not entitled to by law (you must be the owner of the magazine in which the original program was printed). To the best of our knowledge, all such programs are identified in their listings. Please inform us if you find otherwise.

Another benefit of club membership includes access to our disk copying service, to make backups of copy-protected software (this service is intended for **backups only**).

Any members who own a modem and wish to call our bulletin board will receive increased access to the message and file areas. The board is run off a 128 and 40 megabyte CMD hard drive, and operates at 300, 1200, or 2400 baud, 24 hours a day, 365 days a year.

NOVEMBER 3: Election Night Software Auction (members only)

COMING IN DECEMBER: Public Software Auction "Meet the Experts" Night

editorial

Tristan Miller

Well, here we are again with another issue of the CUGS *Monitor*. It is only a mere two months I have been editor of this newsletter and already we are producing more material than ever before! I'd like to express my deepest thanks to all those who contributed to both this and last month's *Monitor*. They both seem to be immensely successful. Remember, all first-time submitters receive a free CUGS disk from the library, and every article written entitles you to one chance in the draw to win the Frequent Submitters Prize we always give out at the end of the year.

For this issue, as you've doubtless already noticed, I've been experimenting with some changes in the appearance of the *Monitor*. I've also made an attempt to add a few more graphics to this issue, but unfortunately, I haven't been able to find very many. If anyone has any graphics they'd wish to submit, they would be most welcome, whether they be on disk (*Koala*, *Doodle!*, or ASCII format only, please) or on paper, hand-drawn or computer-generated.

This issue, once again, starts off with some humour with "PC Procreation", a unique kind of joke I happened to see while browsing through the messages in the FidoNet Humor echo (It has been slightly edited to suit our G-rated readership.). The author seems to have found new meanings for all the computer jargon words that have been pumped into our vocabularies over the past ten years. We also have another fine article from Lyndon Soerensen on what is to become of ***COMPUTE!'s Gazette***. The revived series "Sir Richard's BASIC" will be continuing. We also had a couple more article submissions, but they will be held over until next month's issue due to the lack of space in this newsletter. Remember, try to get your articles to me as soon as possible!

In this November's meeting, we will be holding elections for the club executive positions. The available positions include president, vice president, secretary/treasurer, editor, assistant editor, 64 librarian, 128 librarian, SID librarian, and GEOS librarian. If we happen to have anyone interested, there are also the VIC/PET librarian and members at large positions. None of these positions are really very demanding or take up a great deal of time; as long as you can show up at the regular meetings and participate in the executive meetings, there should really be no problem.

Barry Bircher, our president, has indicated he will be stepping down as the leader of the club, along with Ross Parker, our secretary/treasurer, and Earl Brown, the GEOS librarian. On behalf of CUGS, I would like to congratulate them for their efforts throughout the years. Good work, guys!

So far, the attitude towards the elections has been pretty good - likely one of the best responses we have ever had. Several people have expressed a desire to help out with the club as an executive member. Please feel free to add your name to the list - there's always room for more. Anyone who wishes to become an executive will be virtually guaranteed a position.

One final reminder, and that is that the end of the year is approaching fast, and many of you should be considering renewing your memberships for 1994. Next year promises to be full of more fun and learning opportunites from CUGS. Here is the current CUGS membership list:

Darryl Baskerville, Barry Bircher, Earl Brown, Patrick Caswell, Dave Coleman, Ken Danylczuk, Paul Doyle, Jeanette Eberts, Glen Hartnett, Keith Kasha, Stephen King, Marcel Lefebvre, Gary Lucyk, Malcolm McLeod, Tristan Miller, Stan Mustatia, Ross Parker, Colin Phillips, Byron Purse, Brian Shaffer, Gale Shafer, Shawn Shafer, Jim Slough, Lyndon Soerensen, Garth Strawford, and Herb Thompson.

sir richard's basic

Richard Maze

This article is the second in a series examining the different file types and the programming involved with each type. In the first article, I outlined the different file types and generally how a disk is set up to handle these file types. In this article I am going to examine program files.

The program file is the most common file type. Program files store BASIC or assembler language programs. On a diskette directory, the characters PRG after the file name indicate a program file. If you use a sector editor to examine a disk containing a program file you will find some very interesting things about the storage of this file type. First of all, on track 18 (the directory track) you will find that reference to the file contains first of all a hex $82 (decimal 130). This indicates a file is a program file type. If the file contains a hex $C2, the file is locked (unscratchable - has a **>** sign before PRG in directory). Programs that lock or unlock files simply make this change. If you want to try this change for yourself using a sector editor, try it first on an unneeded disk as some sector editor programs make errors in saving sectors back to the disk.

Following the file type, there are two bytes which give the location of the first block of the program file. The first program on a disk is generally stored on track 17 sector 0. This would show up as hex $11 00. Following these two bytes is the file name.

If you go to the first block of the file, you can trace the file through on disk. A program file has the first block containing a two byte link to the next block of program and then a two byte location. A machine language program could contain any values here depending on where the program is placed in memory. For example, a hex value of $C0 00 would indicate a machine language program whose first value is stored in decimal location 49152. Most BASIC programs would contain $08 01 which is the start of BASIC on a C64. (Note: this value is different for different computers which have the start of BASIC in a different location - a program stored on disk from a PET would have $04 01 as the load location - more about this later.) The following 252 bytes of this block contain the program. A machine language program would just consist of the bytes used to make up the program. A BASIC program consists of the lines of the program stored as they would be in the computer. The first two characters are a pointer (low-byte/high-byte order) to the location of the start of the next line IN THE COMPUTER'S MEMORY. Following this is the BASIC line number in low-byte/high-byte order. The characters of the line then appear with BASIC keywords TOKENIZED. The end of each BASIC line is marked by a kex $00. Successive blocks are identical to the first block except they contain a two-byte link to the next block and then 254 bytes of program (the load location is not required). The last block contains a two-byte count of the number of bytes used in this block. The end of a BASIC program is marked by $00 00 00. The first $00 is the marker of the end of the last line and the following 00 00 indicate the end of the program.

A BASIC or machine language program can be loaded using two very similar load commands. The first is **LOAD"***filename***",8**. This is a relocatable loader. It allows the C64 to be compatible with other Commodore computers. With this load, the program is loaded into the start of BASIC location ($0801 or 2049). The load location on the disk is ignored and for a BASIC program all line links are recalculated and changed as they are loaded to fit the C64's memory configuration. The second load command is the non-relocatable loader (**LOAD"***filename***",8,1**). This causes the program to be loaded into the location specified on the disk file's load location. This allows machine language programs to be placed in memory where they belong. Many games, for example, need a **LOAD"***filename***",8,1** and then a **SYS49152**. The

LOAD puts the game at location $C000 and the SYS is to access the machine language program at that location. If a BASIC program is loaded with **,8,1** and has something other than $08 01 in its load location in the disk file, some strange things can happen. A program saved with a PET, for example, will load the program into $0401, which just happens to be the start of screen memory on the C64. As a result, the lines of the program will appear on the screen and then run into the normal BASIC memory location. Such a program cannot be used and often results in the computer 'hanging up'. Some other computers will cause the program to be invisible - it is there but at a location other than the start of BASIC. On the CUGS disks, out loader uses **,8,1** for all loads. This meant we had to load many programs with just **8,**, scratch them off the disk, and then resave them so that a **,8,1** load would put them into the correct location.

If you have a PET computer and want to load a BASIC program made on a C64 into it, there is a way. Follow the sequence as follows:

-load the file normally
-enter **0 REM** and press return
-enter **POKE 1026,8** and press return
-enter **0** and press return
-enter **LIST** - the program should now appear.

This sequence creates a line 0 and changes the link so that it now points to the C64 program. Erasing line 0 causes the computer to pull everything down to replace the line and as a result the program now resides at $0401 - the load location for the PET.

A separate tidbit - in a **,8,1** load, the value **1** can be replaced with any other number and will work the same. **LOAD"***filename***",8,8** will work the same as **LOAD"***filename***",8,1**.

Program files are saved using the SAVE command. For a machine language program, this is often done through an assembler program or a monitor program. It may also be done through a BASIC loader but I will leave discussion of the process of doing this until after I have examined the statements needed which will be examined in sequential files. For BASIC programs, the save command consists of **SAVE"***filename***",8**. When a BASIC program file is saved on disk, the load location is put onto the first sector so it can be loaded back to the same location later. When you save a BASIC program, it is always a useful exercise to verify that the save was completed correctly. You don't want to lose a lot of programming just because you incorrectly named the file to the same as an existing file name. Unfortunately, with the C64, you won't know something didn't save properly until you try and use it the next time. To verify a save, enter the following when you save the file: **SAVE"***filename***",8:VERIFY"*",8** and press return. This will save the file and then immediately compare the file just saved with what is in the computer's memory. You will either get **OK** or **VERIFY ERROR** which will tell you if the save was done properly.

In the next article, I will examine SEQuential files and some of the special things that can be done with this file type. I will also look at some different ways data can be saved using a SEQuential file.

WANTED
Commodore-compatible joysticks
Stereo SID Cartridge
14.4K baud modem

FOR SALE/TRADE
Dragon Wars
Doodle!
Easyspell 64
MSD 2 dual drive (1 broken)
Quantum SCSI 105 MB hard drive
DPS-1101 LQ printer
Smith-Corona FastText 80 DM printer
chips: 6581R3, 6502, 90146-03 4182
Dongle

Call Tristan: 584-1736

pc procreation

Ben Fernandez

Micro was a real-time operator and a dedicated multi-user. His broad-band protocol made it easy for him to interface with numerous input/output devices, even if it meant time-sharing.

One evening he arrived home just as the sun was crashing, and had parked his Motorola 68000 in the main drive (he had missed the 5100 bus that morning), when he noticed an elegant piece of liveware admiring the daisy wheels in his garden. He thought to himself, "She looks user-friendly. I'll see if she'd like an update tonight."

Mini was her name, and she was delightfully engineered with eyes like COBOL and a prime mainframe architecture that set Micro's peripherals networking all over the place.

He browsed over to her casually, admiring the power of her twin 32-bit floating point processors and inquired, "How are you, Honeywell?"

"Yes, I am well", she responded, batting her optical fibres engagingly and smoothing her console over her curvilinear functions.

Micro settled for a straight line approximation. "I'm stand-alone tonight," he said. "How about computing a vector to my base address? I'll output a byte to eat, and maybe we could get offset later on."

Mini ran a priority process for 2.6 milliseconds, then transmitted 8K. "I've been dumped myself recently, and a new page is just what I need to refresh my disks. I'll park my machine cycle in your background and meet you inside." She walked off, leaving Micro admiring her solenoids and thinking, "Wow, what a global variable! I wonder if she'd like my firmware?"

They sat down at the process table to a top-of-form feed of fiche and chips and a bucket of baudot. Mini was in conversational mode and expanded on ambiguous arguments while Micro gave occasional acknowledgements although, in reality, he was analyzing the shortest and least critical path to her entry point. He finally settled on the old "would you like to see my benchmark?" subroutine, but Mini was again one step ahead.

Suddenly she was up and stripping off her parity bits to reveal the full functionality of her operating system software. "Let's get BASIC, you RAM," she said. Micro was loaded by this stage, but his hardware policing module had a processor of its own and was in danger of overflowing its output buffer, a hang-up that Micro had consulted his analyst about. He was just preparing to log her off when she attempted an escape sequence.

"No, No!" she cried. "You're not shielded."

"Reset, baby," he replied. "I've been debugged."

"But I haven't got my current loop enabled, and I can't support child processes," she protested.

"Don't run away," he said. "I'll generate an interrupt."

"No, that's too error prone, and I can't abort because of my design philosophy."

Micro was locked in by this stage though, and could not be turned off. But Mini soon stopped his thrashing by introducing a voltage spike into his main supply, whereupon he fell over with a head crash and went to sleep.

"Computers," she thought as she compiled herself. "All they ever think about is hex."

"addicted"

Anonymous at request of submitter

It all started with a friend of mine. He had a VIC-20 - at the time it was a replaceable machine and he wanted to get rid of it. Pawn it off on me was the likely case, however, I asked him what he was going to replace it with. Answer, a C=128. Apparently it was on the market for a few years already and he was interested in purchasing one. Well, not to be outdone, I went shopping.

You see, it was the Christmas season and I have two young children - what an excuse to purchase a computer! It didn't take much to convince the wife that they couldn't do without one. The only mistake I had made was not buying a C=128 - I settled for the 64C instead.

The addiction set in and I soon had a library of programs that could be used for entertainment, household budgeting - well, you know the story. Anyhow, feeling that the Commodore market was coming to a close, I waited and waited - well, now I have two (2) C=128's, and ?? 64's (and monitors). Would I trade them all for an IBM, or clone? Not likely. You see, the market is re-opening here in the way of used hard/software. All you gotta do is shop around; the deals are out there, take my word. How many clone owners can have stereo, video acquisition, and word processing at such a phenomenally low price?

Well, my addiction for Commodore products is still increasing and not yet on the decline as I had thought it would by now. And I am a relatively new comer to CUGS, and I wish I would have joined earlier. There is lots to be gained here and still a lot more to share, if you are inclined to do so.

My appreciation goes to the guy who got me addicted to this late-nite key poundin'...

-A late-nite slammer

EXPERTS LIST

Word Processing		
Paperclip (to version E)	Jarrett Currie	757-2391
Paperclip (any version)	Ken Danylczuk	545-0644
Pocket Writer	Barry Bircher	543-8840
Pocket Writer	Real Charron	586-1843
Pocket Writer	Tristan Miller	584-1736
Fontmaster II	Michael Rodgers	728-2595
Spreadsheets		
Pocket Planner	Barry Bircher	543-8840
Better Working SS	Ken Danylczuk	545-0644
Databases		
Pocket Filer	Barry Bircher	543-8840
Oracle (Consultant)	Ken Danylczuk	545-0644
Communication		
DesTerm 2.0	Barry Bircher	543-8840
(Most 64 terminals)	Tristan Miller	584-1736
Pro128Term	Jarrett Currie	757-2391
Library Files	Barry Bircher	543-8840
Music/Sound		
(Most)	Ken Danylczuk	545-0644
Stereo Sid Editor	Michael Rodgers	728-2595
Stereo Sid Editor	Tristan Miller	584-1736
Stereo Sid Player	Tristan Miller	584-1736
Enhanced Sid Editor	Tristan Miller	584-1736
Sids in BASIC programs	Tristan Miller	584-1736
Languages		
Forth	Ken Danylczuk	545-0644
Pascal	Ken Danylczuk	545-0644
ML (machine language)	Ken Danylczuk	545-0644
ML (machine language)	Barry Bircher	543-8840
BASIC (2.0-7.0, files)	Ken Danylczuk	545-0644
Graphics		
Print Shop/Master	Ken Danylczuk	545-0644
Koala Painter/Printer	Ken Danylczuk	545-0644
Doodle!	Tristan Miller	584-1736
Hardware		
Disk Drive Maintenance	Ken Danylczuk	545-0644
GEOS		
GEOS 64	Jarrett Currie	757-2391
GEOS 128	Barry Bircher	543-8840

the one-liner trading post: part two

Compiled by E. Carl Reilly

Over the past 14 years of Commodore programming and the frustrations because of it, I've managed to fill quite a few notebooks with the tricks of the trade. In the midst of my hysteria, I've compiled a listing of the most usable and efficient POKEs, PEEKs, and one-liners that my numb fingers could type. Some are computer-specific and others are not. If the description of the hack does not mention which computer it is for, then just try it out and hope for the best.

I do hope that you find these hacks useful. Some of them I've created myself and others have come from other programmers of which I cannot remember. So, if you do recognize a hack that's from another author, then please take a moment and bow to another Commodore guru who is out there. And onward we go....

To check the 1541 drive alignment:
PRINT#15,"M-W"CHR$(106)CHR$(0)CHR$(1)CHR$(193)
If drive light blinks, then your drive is out of alignment!

To obtain the current I/O device used (other than the monitor):
PEEK(186)

To view the contents of zero page on a C64:
POKE 53272,7
and
POKE 53272,23 to return back to normal

Garbage!
CLR:F=FRE(0):DIMA((-65536*(F<0)+F)/5-10): CLR

To save the current C64 screen to disk:
SYS57812"*filename***",***device#***:POKE193,0:POKE194,4:POKE174,231:POKE175,7:SYS63954**
NOTE: To bring the screen back just LOAD with a **LOAD"***filename***",***device#***,1**

Here's a nifty decimal to binary convertor:
Z$="":FORJ=0TO7:K=X/2:X=INT(K):Z$=MID(STR$(K<>X),Z)+Z$:NEXT:PRINTZ$

To clear any line from the screen:
POKE 781,*line***:SYS 59903** - C64
POKE 781,*line***:SYS 60045** - VIC 20

To have the C64 emulate a PET:
POKE56576,5:POKE53272,4:POKE648,128:POKE1024,0:POKE44,4:POKE56,128:PRINT"[SHIFT/CLR-HOME]**"**

To have the RESTORE key used as a 'MONITOR' key on the C128:
POKE DEC("0318"),PEEK(DEC("0316")):POKE DEC("0319"),PEEK(DEC("0317"))
NOTE: This is excellent for de-bugging a program because the RESTORE is not scanned as part of the keyboard matrix. If the system hangs up, then this key is usually the one that'll save ya!

The C128 80 column roundup:
BANK15:FOR I=6 TO 80:SYS 52648,I,1:NEXT

The C128 80 column character wipe:
BANK15:FOR I=0 TO 8:SYS 52684,I,23:FOR X=1 TO 100:NEXT X,I

The C128 80 column curtain:
BANK15:FOR I=0 TO 100:SYS52684,I,35:FOR X=1 TO 10:NEXT X,I

To format the second side of a disk on a 1571:
OPEN15,8,15,"U0>M0":PRINT#15,"U0>H1": PRINT#15,"N0:*diskname***,***id***"**
NOTE: This will leave side 1 of the disk completely untouched!!

C128 cursor hacks:
SYS 52254 - save current position
SYS 51506 - restore last saved position

To have a cursor appear during a GET command:
POKE 204,0:POKE 207,0
To disable: **POKE 204,1:POKE 207,1**

To increase the C128 chime time:
POKE 231,100:
PRINT"[CTRL-G][CTRL-G][CTRL-G]**"**

To LOAD the first program on disk, every time:
LOAD":*",8

To fill the C64 screen with characters:
1 PRINT"*";:POKE 122,0

To convert screen codes to ASCII:
S=*screen code value***:A=(S AND 127)OR((S AND 64)*2)OR((64-S AND 32)*2)**

To detect whether the C128 CAPS-LOCK key is down:
IF(PEEK(1)AND64)=0 THEN PRINT"CAPS-LOCK is on!"
NOTE: This will work if your C128 is in C64 mode as well!

Change the number pad's period key to a comma key:
FOR T=0 TO 88:POKE 7079+T,PEEK(64128+t): NEXT:POKE 7161,44:POKE 830,167:POKE 831,27

To have the C128 boot to C64 mode everytime the reset button is pressed (without having to press the C= key):
BANK1:POKE 65528,77:POKE 65529,255
NOTE: Press <RUN/STOP-RESTORE> after every reset or your drives will not be accessed correctly!

To have the C64 take advantage of FAST mode (if you have a C128 in C64 mode only!!!):
POKE 53296,1
To disable FAST mode: **POKE 53296,0**

This may not be a one-liner, but it is very handy to know. To have the C128 monitor to print the contents of a specified range of addresses to the printer:
OPEN 4,4,0:CMD4:MONITOR
Then enter:
D *starting address ending address*

To force the C128 into C64 mode from within a program and not have it ask you if you're sure you want to:
SYS 57931

To force the C128 into C64 without using the GO64 command, but this one will ask you if you're sure you want to:
SYS 65357
NOTE: This hack will obviously work in direct mode as well.

To find out which display the C128 is using from with a program:
CD=PEEK(215)
NOTE: 0 is 40 columns and 128 is 80 columns.

To transmit the RS-232 buffer and then close the channel:
SYS 61604:CLOSE*channel#* - C64
SYS 59372:CLOSE*channel#* - C128

This one isn't exactly a one-liner, either. But again, it is worthwhile noting:
```
100 T=492662/baud-101
110 TH=INT(T/256):TL=T-TH*256
120 OPEN1,2,0,CHR$(128)+CHR$(224)
    +CHR$(TL)+ CHR$(TH)
```

To have check for the STOP key on the C128 in ML:
JSR $FFE1
BEQ *address*
NOTE: Routine will branch if STOP key is pressed.

If you have EASYSCRIPT for the C64, then try this out, press F1 and the CTRL-3! Let's disco!!!

And that's not all of them, but I hope that I've supplied you with enough to keep you going for a little while. I've tried to supply you with some hacks that you've never seen before and I hope that I've succeeded in doing so. If you find that one or more of these hacks do not work for you, then please leave me e-mail here on CUGS [BBS]. I'd appreciate the feedback on these tips, and I'd like to know if you'd like more of them.

-Carl

no more paper Gazette?

Lyndon Soerensen

Last month I told you about the demise of Amiga coverage in ***COMPUTE!*** magazine. This month, I bring you news of ***COMPUTE!'s Gazette***, the magazine which is focused on the Commodore 8-bits.

It seems that according to the people at ***COMPUTE!***, the ***Gazette*** will undergo a significant change after the December issue. Starting with the January issue and continuing on after for every other month, the Gazette will become a magazine on a disk.

The decision to convert entirely to disk was made when the editors considered the cost of a paper magazine versus putting everything on one disk. The cost for the publisher would be significantly reduced and in the words of Tom Netsel, editor of the Gazette:

"...[the ***Gazette***] will have the same number of articles and features, and the same columns that you are familiar with, but they will be on a double-sided floppy. You can read the text onscreen or send it to a printer."

...With the change-over to a disk-only format, the programs may get larger or there may be more in an issue....

There will still be programs also, complete with documentation. With the change-over to a disk-only format, the programs may get larger or there may be more in an issue. Interestingly, the disk may also include advertisements and low-cost classified ads. There is no firm indication as to what sort of interface will be used on the disks, but it probably won't be too different from what we've seen in the past.

Also of interest is the situation for those who already subscribe to the old disk: If you now get the old format ***Gazette*** disk, you can upgrade your subscription and get 12 monthly disks for $29.95. The price will be going up very soon following the introduction of the new format to $49.95. Those who do not take advantage of this offer will continue to get ***COMPUTE!*** magazine minus the ***Gazette***.

It also seems that not everyone at the magazine subscription office has been told much about the change-over. When the office was contacted by an independent source, the office had told them only that the old "paper" subscription would be converted to the new disk with no change. When the individual contacted the subscription office the next day with a question about those who had both the disk and paper subscriptions currently, the office had no idea what would happen to those who had both paper and disk. They also denied what they had told this person the day before. When ***Gazette*** editor Netsel was finally contacted, he informed the caller that everything is *still* undecided and that current subscribers will be getting a letter, with options. It will also be covered in the December editorial and a message has been left in the "User Group" area of Q-Link as well.

So it seems that at the time of this article written, that if you currently subscribe, it would be best to wait for the official letter before deciding what to do.

For those who wold like more information on this subject, Tom Netsel will be available for questions at (919)275-9809.

NOTE: Also unconfirmed as of this writing is the rumour that LoadStar, another magazine, is considering the option of including paper along with the disks. Stay tuned for more info!!

president's message

Barry Bircher

Hello, Commodore 8-bitters. Welcome to the CUGS ***Monitor***. This article probably will be the last I will write as president of CUGS. This meeting is the official date for the CUGS election - seems fitting that this election falls closely to the federal election. Like the federal election, the CUGS members will be electing new people to run the club and should bring new faces and ideas and breathe new life into the club.

The executive people are the ones who keep the CUGS club flowing and moving along. We have several people who have volunteered to fill in some of the available positions. Some are moving up and some are maintaining their positions. I, for one, as I mentioned last month, will be stepping down as President of CUGS after four years of service. Tristan Miller has indicated he is willing to fill that position as well as looking after the CUGS BBS. Ross Parker, the secretary/treasurer, has indicated he is stepping down as well. Any and all positions should be filled in order that the CUGS activities will continue smoothly to help the Commodore 8-bit computers to survive and be fun. The executive positions that are available are:

President
Vice President
Secretary/Treasurer
Editor
Assistant Editor
64 Librarian
128 Librarian
Members at large

If you wish to fill any of these positions, please let the election officer nominated at the meeting know about it so your name can be placed in the election for your chosen position. These positions do not require you to be a expert in any given field, just the desire to aid, to learn, to teach, and to help the 8-bit machines.

The remaining CUGS General meeting dates till the end of 1993 are November 3 and December 1. The next executive meeting is tentatively scheduled for Wednesday, November 10..

See you at the meetings!

executive meeting minutes

- Opportunities to invest in Commodore software were discussed will be approved only if certain conditons are met. Details at next meeting.
- The inventory list of all CUGS assets (hardware & software) is to be updated for the next meeting.
- The next executive meeting is tentatively scheduled for Wednesday, November 10.
- Television, radio, and newspaper advertisement for the club was discussed.
- Stan is to take some club hardware for library use.
- The December issue of the ***Monitor*** may go out a week early. Articles should be submitted as soon as possible, no later than November 19.
- Both the November and December general meeting agendas have been set.
- CUGS involvement in ComputerFest was discussed. ComputerFest coordinators are to call Tristan.

-Ed.

addendum

Tristan Miller

Actually, "Editorial #2" wouldn't have been a bad title for this section. You see, I wrote the article you see on page two about a week after the October general meeting, not expecting I'd be able to make it to the next executive meeting, so I didn't have a lot to say. As it turns out, the executive meeting was delayed until Wednesday, October 27, and I was able to attend. The meeting turned out to be full of "late-breaking news", which I am obliged to include in this newsletter.

First off, CUGS has purchased a large quantity of unopened commercial software (over three hundred titles) that will be sold by silent auction in the next two general meetings. Also tentatively scheduled for the December meeting is a "Meet the Experts" night. Members may openly discuss problems and solutions with others whilst placing bids on the software packages. In addition, there will be coffee and snacks available, and all members attending will get a free CUGS Christmas Gift.

Secondly, Ross Parker brought up the idea of advertising our club in the **Computer Shopper** magazine. The magazine offers free advertising to any user groups and bulletin boards in North America. I have recently called their bulletin board system and have submitted our club for their listing - the entry should show up within an issue or two.

Taking advantage of this new-found feature, we browsed the magazine for other Commodore users groups, and will soon be mailing a letter asking for information from each of the following clubs: the Twin Lakes Computer Users Group in Norfolk, Arkansas, the Fort Collins Commodore Computer Club in Fort Collins, Colorado, the Commodore Club of Colorado in Colorado Springs, the Queens Commodore Users Group in New York City, the Hancock Users Group in Findlay, Ohio, the Amiga Computer Enthusiasts in Virginia Beach, Virginia, the Fort Walton Beach Commodore Users Group in Shalimar, Florida, the Mountain Home Commodore Users Group in Mountain Home, Idaho, the Kokomo Commodore Computer Club in Kokomo, Indiana, the Island Commodore Users Group in Oak Harbor, Washington, the Port Coquitlan Computer Club in Port Coquitlan, British Columbia, and COM-NET, a mail Commodore computer club. Hopefully the contact with the other clubs may bring new ideas into our organization, as well as some more quality articles for the newsletter.

Speaking of the newsletter, I'd just like to briefly mention that if you feel there is anything in particular you'd like to see in future editions of the ***Monitor***, please do not hesitate to tell me. I was thinking that perhaps we could have some sort of an advice column, similar to the *Feedback* department in **COMPUTE!'s *Gazette***. If anyone out there has any questions of any kind, submit them, and I'm sure there would be more than a few people happy to write you a response. By asking your programming and other questions through the ***Monitor***, not only you but all our readers will have the benefit of the answer.

Well, that should wrap up all that's needed to be said in the postscript. See you at the meetings!

Don't forget - November 3 & December 1 are *Auction Nights*!!

Regina, Sask, Canada — BULLETIN BOARD LIST (Area Code 306) — October 29, 1993

System Name		Number	BPS	Protocol	SW	CPU	Nets	Flags
Adult Superboard		789-8682	14.4	3b,4b	PB	P	F	1$
Alpha Colony II		545-8342	14.4	3b,4b	Su	P	F	
Atmospheric Environ.		780-6049	9600	3,M	WC	P		$
Beach House		729-4185	2400	None	Vi	P	FV	Q
Crystal Visions		586-6790	2400	None	RA	P	F	
C.U.G.S.		543-7683	2400	None	EB	C		
DataForce		585-1958	14.4	H,4b	RA	P	F	Q1
DLC-West (Hi Speed)		352-9390	16.8	H,3b,4b	--	P	F	$
DLC-West		352-9378	2400	None	--	P	F	L$
Double Check		525-0807	16.8	H,3b,4b	SN	A	F	Q1
Extreme Outer Limits		545-0417	19.2	Z,3b,4b	WC	P	FI	Q
FACT		924-8776	2400	None	WC	P	F	LQ$
Fernando's Retreat		585-0298	9600	H	Op	P	F	B
Fourth Floor		352-0472	14.4	3b,4b	Sy	P	F	Q
Grand Ole Opry		924-2983	2400	None	RA	P		
Green Zone		789-7652	14.4	H,3b,4b	Mx	O	F	Q2
Holistic		789-9909	14.4	3b,4b	TB	P	F	Q
IEEE South Sask.		586-1939	9600	3	RA	P	F	B
Impossible Missions		569-9705	2400	None	Tr	P	FW	
Intimate Encounters 1		789-3854	2400	None	RA	P		
Intimate Encounters 2		789-3856	2400	None	RA	P		
Micro City (Hi Speed)		791-3388	14.4	3b,4b	Ma	P	JR	$
Micro City		757-0088	2400	None	Ma	P	JR	$
MEBBS II		775-1437	14.4	3b,4b	TA	A	F	Q
Missing Link I		775-1511	14.4	H,3,4b	PB	P		
Missing Link II		775-1512	14.4	H,3,4b	PB	P		
No Quarter		584-7428	14.4	3b,4b	TR	P	F	Q
Pool Hall I		586-8490	9600	H,4b	PB	P		1
Pool Hall II		586-0922	14.4	H,4b	PB	P		1
Q-COMM Data Services		584-2916	2400	None	LN	P		
Regina_FIDO		777-4493	9600	3,4b	TB	P	F	LQ
Ronchy's Pleasure Dome		949-8486	16.8	H,3b,4b	*RA*	P	BF	B1$
Sage's Desk		545-2943	14.4	3b,4b	DL	A	F	Q
Scout's Own		777-2998	9600	3	RA	P	F	B
Shadowland		789-1899	14.4	3b,4b	RA	P	F	
Shareware Superboard		789-8690	14.4	3b,4b	PB	P	F	1
Short Circuit	*	751-0604	14.4	3b,4b	RA	P		
Snake Pit		924-0773	14.4	3b,4b	Su	P	FIR	B
TeeWunKay		779-1237	14.4	H,3	Mx	O	F	Q
TimeLine	*	543-9979	2400	None	Mx	P	F	
Titan's Realm		949-8692	16.8	Z,3b,4b	Mx	P	F	Q
Tower of High Sorcery		545-0801	14.4	3b,4b	Vi	P	FI	
TTL Computer Concepts		522-3233	16.8	H,3b,4b	RA	P		B
Unibase		789-0709	9600	3,4b	--	U	U	$
USS Galifrey		949-6032	14.4	H,3b,4b	RA	P	FT	BQ1
VorteX		584-7062	2400	None	RA	P		1
Wedge Net		352-3434	14.4	3b,4b	RF	P	F	Q1$
Wyvern's Lair	*	761-5046	2400	None	RA	P		

Total Systems: 41

Systems with a * before phone number are NEW entries

*DL-DLG Mx-Maximus SN-Star*Net TR-TriBBS EB-EBBS Op-Opus Su-SuperBBS Tr-Turboard LN-LNA PB-PCBoard Sy-SynchroNet Vi-VirtualNet Ma-MajorBBS RA-RemoteAccess TA-TransAmiga WC-Wildcat RF-RoboBoard/FX TB-TBBS ❉A-Amiga C-C64/128 O-OS/2 P-MS-DOS U-Unix ❉A-AdultNet I-INTERWARnet T-TrekNet B-RoboNet J-MajorNet U-UseNet/InterNet F-FidoNet R-RIME V-VirtualNet ❉$-Payment for use L-Rotary Switch Lines B-Blue Wave offline mail 1-1200 bps minimum Q-QWK offline mail 2-2400 bps minimum 9-9600 bps minimum*