UGS

MONITOR

January 1989 Vol 4 No 1

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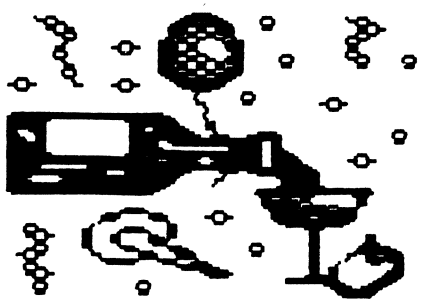
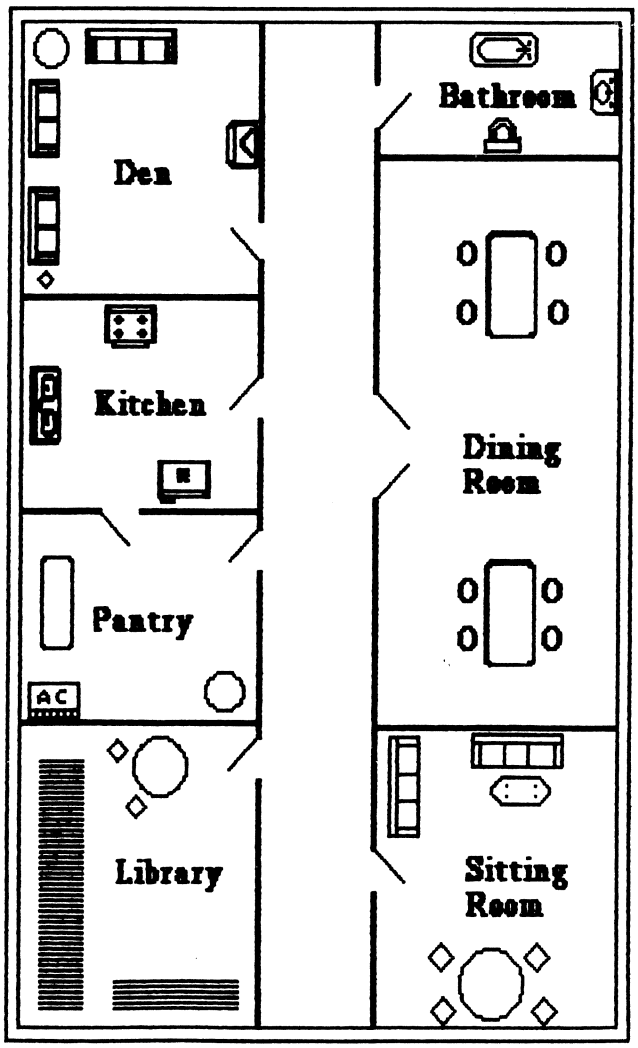
Happy New Year !



This Month



Commodore takes on CAD

OBLIGATORY STUFF

C U G S EXECUTIVE 1989

President	Richard Maze	586 3291
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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 USERS' GROUP OF SASKATCHEWAN (CUGS), Regina, Sask., Canada. CUGS meetings are held at 7 pm the SECOND WEDNESDAY of every month (unless otherwise noted) in the North-West Leisure Centre, corner of Rochdale Boulevard and Arnason Street.

Anyone interested in computing, especially on the C64, 128 or 64C, 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 software for inclusion in the CUGS DISK LIBRARY. These programs are made available to members. Any member is entitled to purchase DISKS from our public domain library for a nominal fee. Programs are 'freeware', from computer magazines, or the public domain. 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 a particular program was printed). To the best of our knowledge, all such programs are identified in their listings. Please let us know if you find otherwise. Contact Earl Brown, 737 Rink Ave.

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. The more members participate, the better the variety of benefits. Membership dues are pro-rated, based on a January to December year.

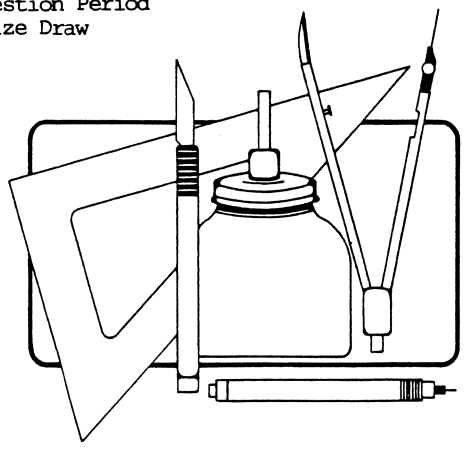
Meeting Place:

CUGS MEETING WEDNESDAY - JANUARY 11, 1989

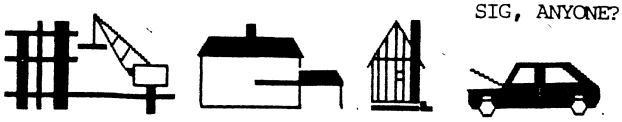
NorthWest Leisure Centre Room #1
7:00 pm

AGENDA

1. Club Business
2. CAD 64 (computer assisted design)
3. Break
4. Home Design (128)
5. Question Period
6. Prize Draw



EDITORIAL



SIG, ANYONE??

Happy New Year - and I hope it's happy for the 64/128 bunch in our club.

Speaking of which, I'd like to begin this year with some "thanku"s - everyone else did it last issue, and the paper got pretty thick, so I didn't think you'd miss my bouquets 'til the new year. And there's another reason ...

As you've probably heard me prattle before, my employment, background and avocation expose me to several of the current "home" computers on the market. I also belong to support groups for these OTHER machines. I think CUGS, in general, should start the year with a real sense of pride and accomplishment. We're (I'm guessing here, but it's a pretty good guess) the oldest or one of the two oldest operating computer support groups in this fair burg. Many people who now sit on executives of OTHER support groups began with CUGS. Our club had (at one time or another) most of the top persons in home computing in this city on its roster!!! And we're still here and G R O W I N G!

Now the aforementioned reason: CUGS people care - you can say we had to because Commodore never cared about us if youwant - but we DO care about our members and the club as a useful educational body. As the editor (retiring) of the MONITOR I have the best irrefutable evidence of the concern and interest of our members...

If EVER you DOUBT the vitality of our club, run down to your favourite computer store and load up your arms with the latest issues of newsletters by each of the local "home" computer user groups, including us! Go home, make a cup of tea, coffee or other favourite beverage and COUNT THE CONTRIBUTORS TO THE NEWSLETTERS!

NO CONTEST, but modesty forbids me to mention the consistent winner (in the last 18 months, anyway)!

So, you see, I have good reason to begin this year with THANKUs. Two years ago I (pardon the word) BEGGED you to make our mag and club the best. Richard Maze (always an article along with your obligatory monthly message), Earl Brown (even when I teased you about the name change, always an article), Steve Bogues (often something "unusual" - and always practical), Barry Bircher (always ready to pass on a twist of history or programming), Shaun Hase (our new young "Master of the 128", giving us something beyond the 64, graphically speaking), Real Charron (another 128'er, willing to share), Harry Chong (who keeps protesting that he doesn't know enough to contribute - but keeps contributing), Gord Williams (our resident user, with another unique view of our hobby), Jarrett Currie (also young and crazy enough to offer assistance to yours truly - even offering to one day take the reins!!!) - all responded and make each issue fascinating to put together and (I hope) interesting and informative for you, dear Commodore User.

My THANKUs were just for member contributions to the MONITOR. There's another list for those who present at meetings, and another list of always faithful attendees. Further on Richard talks about the good signs for our club in 1989. From the Editor and Assisant Editor of the MONITOR - HAPPY NEW YEAR - let us hear from YOU!

Presidential Parlez

by Richard Maze

Welcome to the New Year. I would like to take this opportunity to wish everyone a happy New Year. I'm looking forward to our 1989 CUGS meetings. To be successful, our club must involve the efforts of all the members. We are starting 1989 with 25 members already paid-up for this year. This is the highest paid-up membershipto ever start a new year. We ended 1988 with a total of 55 members, and it looks like we'll surpass that number this year! This interest shows that there is a definite need for a Commodore Users Group.

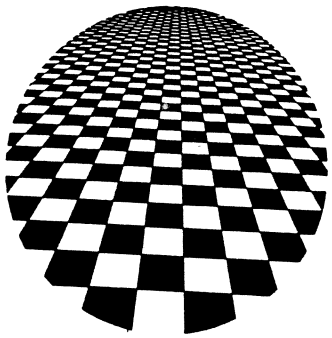
Even though we are starting on such an optomistic note, we must not become complacent. We must each contribute any way we can to make and keep our club as interesting and meaningful as we can. Lots of involvement from the membership means a constant supply of fresh ideas and approaches, which will mean a vibrant, thriving club.

Those of you who attended the December meeting were requested to answer a questionnaire about CUGS. The general results of this questionnaire are included elsewhere in this issue. The executive have discussed the results and will use your suggestions to help plan and prepare activities for 1989.

Coming up in February, the Apple II Users Group will be sponsoring the third annual COMPUTERFEST. This will be a great chance to see what other computer clubs are doing as well as see some specialty companies. This is also a good chance to sell/buy any computer equipment at their flea market. As we did last year, we will be asking for volunteers to help man our booth during Computerfest.

As your president for 1989, I welcome your suggestions, ideas, and help. Let us work together to make CUGS the best computer club possible.

128 Windows:
Graphic Corner



by Shaun Hase

```
100 GRAPHIC1,1
110 FAST
120 DIML$(127)
130 FORT=0TO127
140 :   CHAR1,0,0,CHR$(T)
150 :   FORY=0TO7
160 :       C=10
170 :       FORX=0TO7STEP2
180 :           LOCATEX,Y
190 :           DRAWRDOT(2),C,Y
200 :           C=C+1
210 :   NEXTX,Y
220 :   SSHAPEL$(T),10,0,13,7
230 :   SCNCLR
240 NEXTT
250 SLOW
260 P$="THIS IS A TEST OF 80-COLUMN"
270 P$=P$+" PRINTING ON THE GRAPHICS"
280 P$=P$+" SCREEN"
290 XP=1:YP=1
300 GOSUB330
310 END
320 REM ROUTINE FOR PRINTING
330 XP=XP*4:YP=YP*8
340 FORT=1TOLEN(P$)
350 :   C=ASC(MID$(P$,T,1))
360 :   GSHAPEL$(C),XP+T*4,YP
370 NEXTT
380 RETURN
```

This program was one of those things that you wish was built in [to the 128 operating system], but it isn't, so you have to create it yourself. When working with the hi-res screen, sometimes it is useful to add text. Of course this can be done with the CHAR command, but the 40-column size of characters sometimes looks a little tacky, taking away from the effect of your work.

Although set up time is lengthy (just less than a minute), the convenience of the smaller print makes up for it.

Line 100 selects the hi res (320 * 200) graphics screen and clears it.

Line 110 puts the computer into FAST mode, 2.04 MHz. The screen isn't required for set up and in FAST mode it takes less than a minute to run.

Line 120 sets up the new character array, L$(127). The value of 127 is larger than it needs to be DIMensioned for graphics printing, but is used anyway to cover the entire character set. A funny thing happens when you try to print lower case characters to the hi-res screen - it doesn't work! I don't know why, I just haven't been able to get it to work.

Lines 130-240 create the 80-column character set.

Line 130 starts the set-up by initiating a FOR/NEXT loop.

Line 140 uses the CHAR function to position each character to be redefined in the top lefthand corner of the screen.

Lines 150-210 comprise the scanning and redrawing routines. The character is scanned in this fashion: The row for scanning is set by the FOR/NEXT Y-loop in line 150. The column for scanning is set by the FOR/NEXT X-loop in line 170. The reason for the step value of 2 in the X-loop is to give the appearance of 80-columns on a 40-column hi-res screen. The character width must be reduced by half so, every second column is scanned. Some of the redefined characters are a tad sloppy, but we're not running Hewlett Packards with AutoCad, are we?

Now that we have the X and Y positions set, we place the pixel cursor using the LOCATE command in line 180.

Line 190 does two things at once. It takes the colour source of the pixel cursor [RDOT(2)] and uses it as the colour source for drawing the new character in a new position.

Line 200 increments the new X drawing position and

Line 210 contains the NEXT's to the scanning/drawing loops.

Line 220 uses the SSHAPE command to save the newly drawn character, a 4 by 8 grid, as L$(T). This whole process is repeated 128 times, each time with a different character.

Line 250 SLOWs the machine back down to 1.02 MHz so we can see the screen.

Ok, so now what?

Well, say you want to print the phrase, "THIS IS A TEST OF 80-COLUMN PRINTING IN THE GRAPHICS SCREEN." Even if you don't want to print that, we will in this example. So there!

Lines 260-280 build the string to be printed.

Line 290 contains the variables XP and YP, which are the X positions and Y positions of the 80-column character(0-79 in the X direction, 0-24 in the Y direction.)

Line 300 calls a subroutine which does the printing of the new characters.

Line 330 contains screen scaling factors used to position the character: four pixels wide by eight pixels high.

Lines 340-370 print out the string, P$. It takes each character of the string, finds it's ASC value (line 350) and uses this value to select the correct character for the GSHAPE command to print the new character on the screen in the desired location.
Line 380 RETURNS subroutine to the main program.

Again, as always, the code can be shortened for speed and size. The subroutine can be combined into one line, as well as the initial set-up loop, since the 128 can have lines 160 characters long. It gives you a nice alternative to the rather bulky 40-column characters on your hi-res pictures.

A LA MODEM

CCGMS6.0

A REVIEW by R. Maze

This is another Color/Graphics (C/G) terminal program for the C64. The program was written by Craig Smith. It is released as Share-Ware by the author.

CCGMS is loaded with ,8 and RUN. The program first loads any data files and puts you right into terminal mode with a menu displayed. The menu is based on the function keys. Many of the menus have submenus which further increase the options available. There are a number of special features of the program which are explained in a section called "Author's message". Unfortunately the explanation can be viewed and read only until the first reference to the buffer at which time they disappear.

F7 gets you into the Dialer/Parameters section. This will give you a submenu in which you can set up the terminal to be compatible with your modem. You should note View Author's message and enter this first (it will be gone later). You may want to write some of these down. Other choices here include setting baud rate (up to 2400 baud), setting duplex, selecting modem type (7 listed - some include choice of tone or pulse), and selecting protocol (Punter or Xmodem). One other choice is to edit the macros. There are 4 macros available which can be set up however you want. These are available for use in terminal mode by pressing CTRL and F1, F3, F5, F7. You can also select an auto-dialer option (if your modem supports auto dialing). This allows you to set up, edit, and dial from a phone book of 30 different numbers. You can select any number to dial in order. Another option is to load/save the phone book and configuration which also includes any macros you setup.

F1 & F3 look after up and downloading. C= F1 & C= F3 permit the sending or receiving of multiple files. A disk directory appears and you can select the files you want to send or receive. F2 allows you to send or read a sequential file on disk.

F5 & F6 permit sending disk commands or getting the disk directory. The key combination C= F5 allows sending the disk directory.

Switching between Graphics and ASCII terminals is done by pressing F8.

The buffer is controlled by a submenu which is obtained by pressing F4. This gives a submenu of 8 choices - open, close, erase, transfer, load, save, print, and view. These cover most of what you might want to do with a buffer. In addition to the buffer there is the option of saving up to 4 screens in memory. These can be saved and recalled as you want. This is particularily useful if you are working with a graphics BBS. You can load your graphics screens, transfer them to the buffer and to the modem, or capture graphics screens, transfer them to the buffer and save them. The menu item C= F7 allows the screen to buffer transfer.

The CCGMS terminal program is very easy to use. Because it is menu driven all you have to know is which function key to press. I find it would make it easier to make a function key template to use with this terminal. The macros are very disappointing. With only 4 macros, it is very difficult to cover the variety of bulletin boards you may want macros for. I would rather see more choice here. I find I prefer the buffer commands in CCGMS to MULTI TERM. They are more complete and give much more freedom of operation.

Overall, I prefer MULTI TERM for ease of use both in getting back & forth to the menu and selecting items from the menu. I also like the function keys in MULTI TERM (except I would like them for the Graphics terminal also). I do like CCGMS's buffer commands better, though.

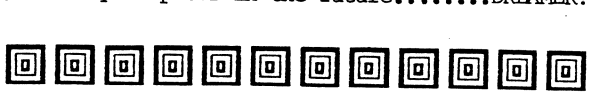
SCRATCH 'N' SAVE

by Earl Brown

I hope everyone had as nice a holiday as I had. It was great to get almost two weeks in which to do anything you wished.....within reason. It was just such a time for me. But I must admit, it left my chores as CUGS librarian down to the last minute. I haven't even used my computers at all during this period of time but I do hope to have CUGS disks 'ARCADE GAMES 16' and 'GENERAL 15' ready in time for this meeting.

I had a copy of COMMODORE MAGAZINE October 1987 laying around loose in my computer room as a reminder to write away for an ICON-TROLLER that was written about in that issue, but I never got around to it. Much to my surprise near Christmas Bart got these units into his store, as a Christmas gift item I guess. However, I spent all my money on other Christmas gifts and I couldn't afford to pick one up for myself at that time. I did mentioned to my wife that, after we catch up in the new year, I intended to pick one up. She nodded in agreement and we proceeded to pick up the balance of our groceries for Christmas dinner.

On Christmas day, all our family was over to our house for the mentioned Christmas dinner. After dinner, we all go down to the family room to open presents. The big surprise came to me as I opened a gift from my son (he's 27). I have never got a gift from any member of my family that had anything to do with my computer unless I was asked to buy it myself. But, lo and behold, under the pretty Christmas wrapping was the Icon-Troller I was planning to buy in the new year. I must have given my wife enough information to pass on to my son for him to buy it. Was I surprised!...And happy! I plugged the Icon-Troller into the 128 today, loaded up Pocket Writer 2, and am now using it as I write this article. It works great. And it takes up no extra room on my crowded computer desk like a mouse or a standard joystick would. I wonder if this is a start of more things for my Computer in the future.....DREAMER!!!



...and the Answers are...

by Jarrett Currie

[Ed. Note: This is a summary of the results of last month's "surprise quiz" (also known as a questionnaire) which 18 members took the time to complete and submit - thank you very much! The results can lead to some exciting changes for the MONITOR and for the club, if we all put an effort into bringing them about. The MONITOR has lots of room for software reviews, so, don't hesitate to get 'em in - I promise to print every one! Remember - a review can be positive OR negative - if you've tried a real "dog" lately, warn your fellow CUGSmen! A buyer/seller column on a regular basis might look pretty thin, but I'll try anything...once! If you're a club member and you've got anything you'd like to buy or sell, I'll run your ad FREE in the next issue of the MONITOR. Ads must be submitted by the end of the month for publication the following month.

One more personal comment - I think the moderate interest in SIGs could be the "sleeper of the year" for our club. A SIG (Special Interest Group) allows a small number of people with a special, specific interest to meet "under the wing" of CUGS, with all the benefits we offer, and pursue their special interest in luxurious detail with others of the same turn of mind! All it takes is someone to offer their services as organizer for any of the special groups! A SIG offers more possibilities for computing "activity" as opposed to our club's general emphasis on education. If you've got a special interest and would like to organize a few equally crazy people for fun, action and education, contact Richard Maze or any CUGS executive for help in getting started. The MONITOR will offer your SIG a print forum for your use as you need it! A little energy and effort will help the club achieve many of the goals we've listed below!]

Thank you to everyone who completed last month's questionnaire concerning future activities of our club. The executive hope that, using the ideas and opinions given in the questionnaire, we will make and keep our club the most exciting and interesting computer users' group in Regina.

18 members who completed the questionnaire. Seventeen felt that meeting once a month, using our current meeting format, satisfied their needs. Most (nine) felt that they had no desire to meet more often.

Fifteen members like to meet at the North West Leisure Centre and fourteen felt that the meeting time met their schedule.

The presentations appear to be a big hit, with the vast majority of users enjoying all types of presentations. Those areas that pleased the membership most included: program demos (14), BASIC language (12), and graphics (12). The least popular areas included: machine language (9), education (8), and sound/music (8).

Members enjoyed the Software Preview Night (17) and the Public Domain Swap Night (15) that was held last year. Fourteen members thought we should have a night for members to buy and sell commercial software and hardware, but only seven thought they would have something to sell.

A majority felt that our participation at Computerfest should continue (15).

Our club's newsletter, the MONITOR, satisfied 17 peoples' needs. Suggested topics you would like to see included in the MONITOR are: software reviews, hardware quick fixes, a buyers/sellers column and more C-128 coverage. Members thought they could write some articles to contribute to the MONITOR in the areas of software reviews, graphics, BASIC programming, and hardware.

Our club software library met 13 members' needs. Some members felt that we should update our library with more current titles, from more sources such as other computer clubs, U.S. public domain mail order, RERUN disks and QuantumLink. (See this issue of the MONITOR for an overview of QuantumLink services).

Eleven of the members who answered the questionnaire own a modem, of whom nine had called the CUGS bulletin board. Seven members felt strongly that the board met their expectations, and two felt that it had satisfied them only moderately. Some improvements that members would like to see include improved message areas, more users, faster access, and possibly opening the board to the general public.

Nine members thought that creating SIG'S (Special Interest Groups) would appeal to them, two thought they wouldn't, and six didn't show any interest. The SIG's that showed the most interest include: machine language (6), graphics (6), BASIC, communications, spreadsheets and database (all with 5). The least interest was shown in: sound/music (4), wordprocessing (4) and education (3). On the average, the members felt that about 5 people should make up a SIG. Seven felt that the SIG should meet separately from the CUGS meetings, two felt it should meet with CUGS, and two didn't care.

Eight members thought that CUGS should provide access to QuantunLink, one thought it shouldn't and eight didn't care. Nine members would be willing to pay for downloading programs off QLink.

Eight members didn't care if CUGS joined other computer clubs, three were for the idea, and four were against it.

The most valuable aspects of belonging to CUGS included advice on software and hardware, the software library, and meeting with other people with similar interests.

The CUGS executive hope to incorporate some of the ideas given in the questionnaire into the running of our computer club. Look for some exciting changes in the upcoming year.

REAL HARDWARE SUPPORT

by Steve Bogues

This is the second design in a series of computer desk aimed at the home user. this design has several features that you may want to use. It allows the user to LOCK the front panel to secure the computer. It allows you to put the monitor on top of the stand to conserve table-top space, and has 2 slide-out shelves. The bottom shelf allows room for a C64/128 while the second has room for 2 1541/1571 drives. A plan for a matching printer stand is included. This also has a slide-out paper shelf that should make loading your printer a bit easier. Both items can be moved to another location if necessary (try to keep the keyboard 28" from the floor).

DIAGRAM #1 - CABINET

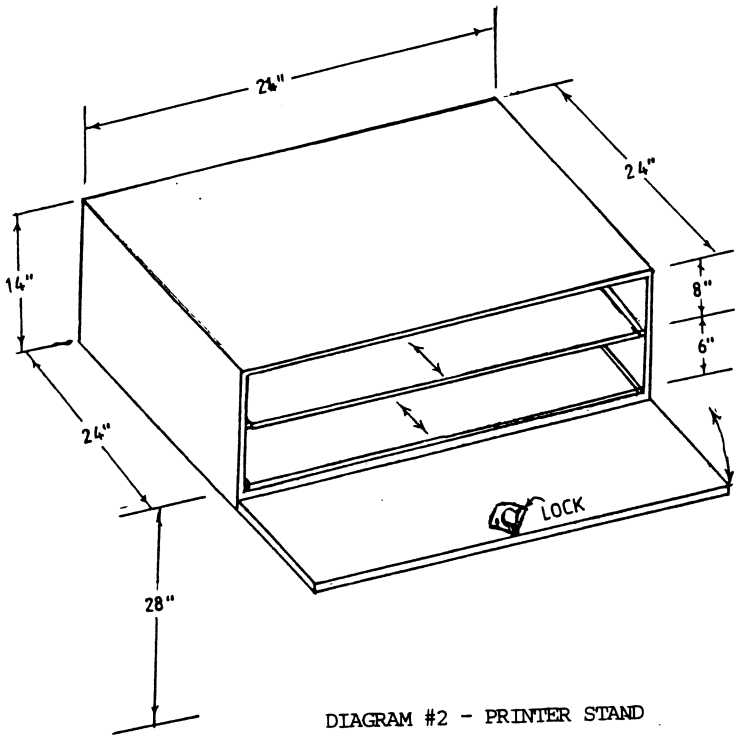
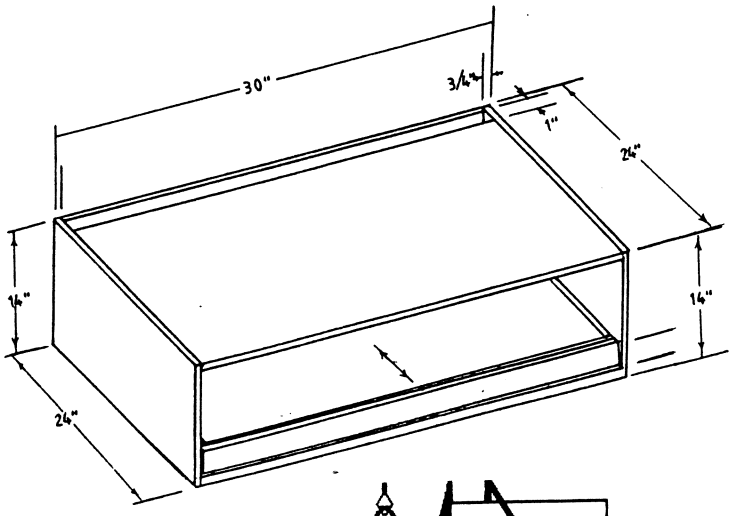


DIAGRAM #2 - PRINTER STAND



NOTEWORTHIES

Membership

Memberships in CUGS are now due.

$10.00 Jan. - Dec. 1989

Benefits:
- meet with other C64/128 users
  - discuss common concerns
  - presentations
  - software previews
- monthly newsletter "The Monitor"
- access to disk library
- access to bulletin board
- discounts - Software Supermarket
  - TTL Computer Concepts
- eligibility for monthly draw.

Because of a conflict with our booking of the NW Leisure Centre, we have had to move our meeting dates to the SECOND Wednesday of each month. I hope this does not create any inconveniences for you.

The meeting dates to June are listed below. Please write these on your calendar.

CUGS MEETINGS FEBRUARY - JUNE 1989

February 8
March 8
April 12
May 10
June 14

Meeting times are 7:00 - 9:00 pm

All meetings are held at the NorthWest Leisure Centre (Room #1)

COMPUTERFEST - FEB. 12, 1989
(sponsored by - Apple II users group)

Travelodge - Spanish Ballroom
4177 Albert Street
(formerly Vagabond Motor Inn)

Noon - 5:00 pm

Displays by major retailers of computer hardware and software.

User groups will each have their own display.

A "flea market" of computer items.

No admission charge

COME AND VISIT OUR CUGS BOOTH AT COMPUTERFEST.

If you want to sell something at the "flea market" (computer hardware, original software, books etc.), it must be registered before noon. The Apple II user group will take 10% or $1.00 (whichever is more) of the sale price. Money or unsold items can be picked up between 5:00 and 6:00 pm.

EVERYTHING YOU EVER WANTED TO KNOW ABOUT QLink

but couldn't AFFORD to find out !

by Jarrett Currie

QuantumLink, or QLink, is the most exciting service available today for Commodore computer users. Over the next few months, I plan to provide you with an overview of some of the great features QLink has to offer. Also, our disk library will begin featuring quality public domain software downloaded from QLink.

QLink is an electronic bulletin board service that caters strictly to Commodore users. Although geared towards the Commodore 64 user, the C-128 enjoys a great deal of attention in the number and quality of public domain programs offered, and the user group areas available. There is a special forum for the C-128 called "Twin Cities", that is an offshoot of the magazine by the same name.

So, what do you need to get started? QLink demands that you purchase their terminal software package in order to log on to the system. The software is used only for QLink access - it will not replace any other telecommunications package you may have. Once all the parameters are set up properly, the software will autodial your modem, connect to Datapac, provide Datapac with all the necessary parameters, and log you on to QLink - all automatically. On the QLink disk are a variety of graphic screens that introduce the various areas that are available on QLink.

Apart from the software, of course, you must have a modem. A 1200-baud modem is the best choice for QLink, because they have no surcharge for a faster modem. Also, the QLink software keeps track of several pages of text, so if the screen is filling faster than you can read it, you can scroll backwards to review what it has received. You are billed on a per minute basis, so a 1200-baud modem is four times more economical on QLink that a 300-baud modem.

There are eight different areas in QLink:

1) Commodore Software Showcase: This area is probably the single most important reason why Canadians would join QLink. In Showcase, you have access to over 15,000 public domain programs. For the GEOS lover, there is the "GEOS Arena", where fonts, pictures, applications and GeoWrite files can be downloaded. For the wary among us, there is a software preview section, where you can download commercial program samplers, so that you can "try before you buy".

2) People Connection: This area is very much like a computerized CB. There are many QLinkers on the system at the same time, and it is here that you can discuss all sorts of things. Unlike Compuserve, this area is well thought out - the screens are formatted, your text is not mixed in with what other people are typing, and there is a QLink staff in every "room" that you can visit. In addition, you can create your own "room", private of public, where you can invite others to meet with you.

3) Commodore Information Network: This area provides direct access to the Commodore Headquarters. Also, the sysops from the various SIG's each have their own area here.

4) Learning Center: In this area is the Grollier's Academic American Encyclopedia containing thousands of articles to browse. You simply enter a keyword for the subject you are searching for, and, within a moment, it will list all the articles pertaining to your search. There is also a "Tutoring Center" where you can learn everything from Physics to English.

5) News and Information: This area provides access to the leading services in national, international, and business news. With StockLink, you can buy and sell stocks online and check prices.

6) The Mall: Although Comp-u-store looked very interesting, selling appliances, stereo equipment and other items, it would not let me access it. You must apply to the store, using your name and address. It insisted on my postal code, but would only accept a 5-digit code (American Zip Code format).

7) Customer Service Center: here you can find your billing information, change your name, and ask QLink staff questions.

8) Just for Fun: this area is full of clubs that meet to discuss things such as science fiction, trivia, fantasy and many other special interests.

Each of these special areas provide much more than what is listed here. In the MONITOR, I will be highlighting some of the more interesting downloading possibilities. If I run across anything particularly interesting that is happening on QLink, I will be sure to let you know.

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SNAKE JOY
CHIP AWAY
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100 METER
STARSHIP II
GOLF.C
MARBLES.C
MARBLES.INSTR.C
AIR HOCKEY.C
+AIR HOCKEY MAIN
LAB RAT.C
TIGER TANKS.C
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