

# Commodore Users Group of Saskatchewan

April, 1990

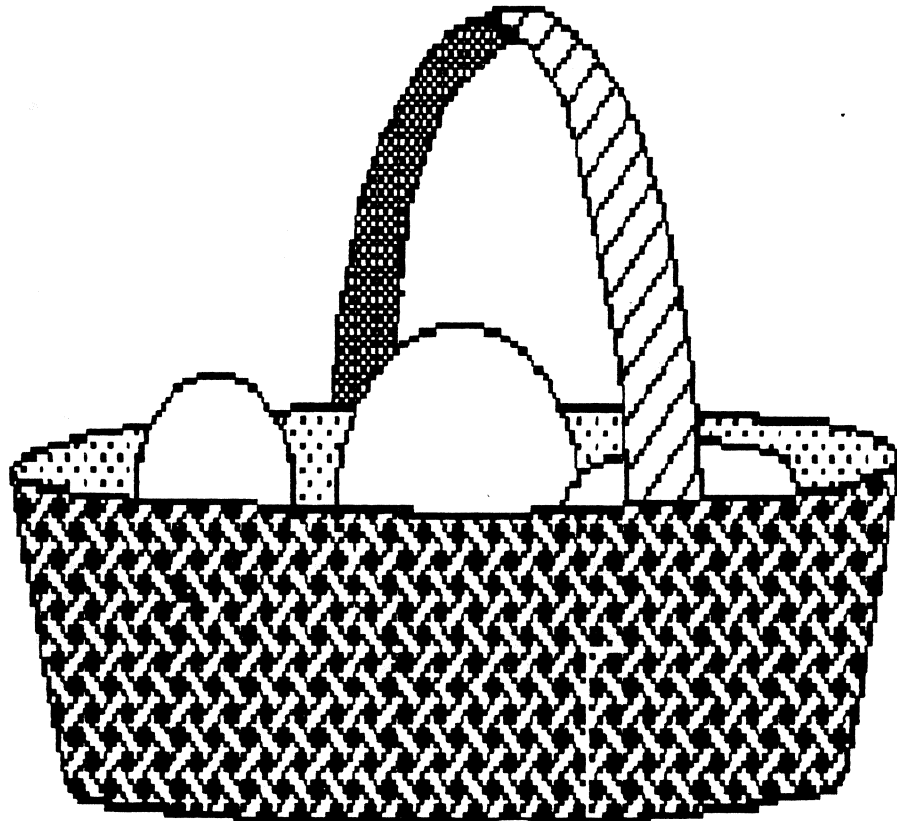
Vol 5. No. 4

**M  
O  
N  
I  
T  
O  
R**

## Table of Contents

<i>Obligatory Stuff</i>	1	<i>Editorial</i>	1
<i>April Agenda</i>	2	<i>President's message</i>	2
<i>The Commodore Supra</i>	3	<i>Kracker Jax</i>	4
<i>Executive Minutes</i>	5	<i>Experts List</i>	5
<i>Educational Games</i>	6	<i>Scratch 'n' Save</i>	7
<i>May Agenda</i>	7	<i>128 Hints &amp; Tips</i>	8
<i>New Club Discs</i>	8		

## Have a Happy Easter





# Bulletin Board Listing



Regina, Saskatchewan  
March 30, 1990

Name of System	Phone #	Baud	Code
<i>Bar Room</i>	584-7184	1200	
The Billionaire Boys	586-9571	1200	
Bit Bucket	352-3236	2400	
The Buccaneer's Den	352-2477	2400	
The Computer Way	757-1210	2400	
C.U.G.S. Bulletin Board	586-1189	1200	C,P
<i>Cyberlink</i>	789-4378	2400	M
Double Check	525-0807	2400	
Double Q Access	352-7184	1200	
Excalibur	949-8605	2400	C
Fernando's Retreat	585-0298	9600	G
The Fringe	543-7935	1200	
Gonshirt At Home	543-1949	1200	M
Impossible Mission	569-9705	1200	C,M
The Lab	525-8620	1200	G
Magic Fountain	586-2692	9600	
The Missing Link	522-4001	9600	G
Myth Drannor	569-3183	1200	C,G
Nether Worlds	586-4136	1200	M
The Pool Hall	586-8490	2400	G
RATT II	949-6105	1200	G
Regina FIDO	777-4493	9600	
Shadowland	789-8989	2400	G
Star Traders Inc.	545-0259	2400	G
Tee Wun Kay	779-1237	2400	
Turbo Plus	949-8880	2400	
University of Regina	585-5216	2400	
Welfare	586-3665	1200	C,G

## Code Legend

L = Limited Hours	T = Temporarily Down
G = Online Games	P = Private BBS
M = Message Only BBS	C = Colour/Graphics

# OBLIGATORY STUFF

## CUGS MAILING ADDRESS:

CUGS  
143 Birchwood Cres.  
Regina, Sask.  
S4S 5S3

CUGS BBS - (306) 586-1189

President	Barry Bircher	359 1925
Vice President	Richard Maze	586 3291
Treasurer	Real Charron	545 7681
Editor	Jarrett Currie	757 2391
Asst Editor	Shaun Hase	584 3371
Librarian	Keith Kasha	359 1748
Asst Librarian	Steve Boques	949 1378
Members at Large	Ken Danylczuk	545 8644
	Harry Chong	789 2142
	Earl Brown	543 2868
	Gord Williams	543 8373
	Joe Gomes	789 8174

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 **FIRST WEDNESDAY** of every month (unless otherwise noted) in the North-West Leisure Centre, corner of Rochdale Boulevard and Arnason Street. Future CUGS meetings:

Wednesday, May 2  
Wednesday, June 6

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 (\$3.00) 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 our club Librarian, Keith Kasha.

CUGS is a non-profit organization comprised of C64, 64C, 128, and 1280 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.

# Editorial

by

Jarrett Currie

Since I have started computing with Commodore, I have bought and seen demo'd many dozens of software titles, and by far, the one that has most impressed me was GEOS. Now, I know you were expecting an editorial in this column, and not a product review, but what I have to say is not a buy-or-burn article. I want to share with you the wonders that I have seen in GEOS.

My hardware configuration is a Commodore 128 with a 1571 disk drive, 1750 Ram Expander with the Admate 100 printer. There is nothing very fancy that I have in terms of hardware, except for the ram expander. GEOS takes full use of it, but doesn't require it. In fact, I used GEOS for about a year before I purchased the ram expander, and although I was delighted with GEOS before the ram upgrade, I was delirious after. Incidentally, I purchased GEOS 64 V.2. I didn't realize at the time that the 128 version was to be on the market as quickly as it was, so my editorial focuses around the 64 version.

GEOS is a major upgrade to the Commodore operating system. Instead of the "READY" prompt when you turn on your system, when you load GEOS, you are presented with a desktop, containing pictures of the files you have on the disk. This desktop is where GEOS shines brilliantly. No longer do you have to remember long DOS commands to do such trivial tasks as looking at a directory or deleting a file. If you have a mouse or joystick, and a finger, doing all those disk house-keeping tasks is just a click away.

But, as easy it that sounds, this isn't GEOS' greatest asset. For the casual user, this is what they usually see. In fact, whenever GEOS is given in a presentation, the presenter (or salesman) will ask the spectator to marvel at this new desktop. As wonderful as it is, it is what people have added to GEOS that makes it the wonderful product that it is.

With Commodore's DOS, what you have now is pretty much what you will have as long as you own your machine. But with GEOS, and a great many great minds, GEOS is beginning a transformation.

I use geoPublish to produce this newsletter. Let me tell you how GEOS is changing. When I receive an article from one of the great literates in our membership, I usually download it off the club's bulletin board. We have put little restriction on the word processor the article can be written on, because GEOS can handle it all. With geoPublish, a wonderful utility called "TEXT GRABBER" is included that will transform the written word from virtually any word processor into a format that GEOS can recognize. Unfortunately, with its power, this little gem is painfully slow, even with my mighty ram expander. I was not the only one feeling this way, obviously, because a talented programmer wrote a utility called "WRITE IS WRONG" to speed things up to an eye blink.

# The President Ponders

by

Barry Bircher

Along with the text, sprucing up the newsletter with fonts is noticeably eye-pleasing. I recently downloaded a group of fonts to do just that. To my disappointment, the one I was most impressed with was damaged in the transmission. Not to be outdone, I whipped out "FONT EDITOR", another public domain creation I downloaded. Quickly, and almost effortlessly, I changed the font into its original beauty.

One of the annoying features of geoPublish is that you can't have a disk directory if you are not currently intending to copy a document into the newsletter. Last month, "Compute's! Gazette" published a utility allowing you to access your files from any application through the use of a pull-down menu. Problem solved.

While in geoPublish, it is extremely important to have graphics and text centered. Text is handled by the program, but you are left to your own devices as far as graphics are concerned. That is until "RULER" was written. Now, with a simple click on a pull down menu, a ruler appears on the screen. The ruler measures in printer inches and dots, and can be moved around anywhere on the screen. Because it is in a pull-down menu, you can even measure things on the famous desk top.

These are the utilities. Even the great software writers occasionally write entertainment software. Recently I downloaded two such ones from QLink. geoWAR is a Risk-like game that can be played against either humans or the computer. It is in color, and uses the intuitive GEOS interface. I will be providing a copy of this program to the club.

The second, "ANIMATOR", takes a groups of pictures (an "album" in GEOS lingo) and page flips them to create astonishing Disney-like cartoons. The demos provided are astonishing. Look for this program on the club disks soon.

So, how has GEOS changed the way I compute? GEOS has taken even the most laborious task and turned it into a video game, with amazing results. Long live GEOS.

Well, here I sit broken hearted, looked at the screen and it only flurled. Well actually, no, I just wanted to get your attention. And now that I have it, for a few words from our sponsor. Film at eleven. Oh yeah, the write up. Now I remember. O.K. - O.K. answer the phone will ya! Now maybe a few quiet moments alone. Well... maybe a few seconds anyway. Wake up and smell the coffee will ya! eh! The bills in the mail (harump).

Am I O.K?... ah.... yup, I was the last time I checked. Am I on DRUGS, .... ah .... no! What is the matter with me you ask? I... ah..... um..... just started my car, I mean tax return, and it hasn't been done yet, and it doesn't bother or affect me (yet), really (laughter in the background). Please disregard the last paragraph, as it was irreversibly written on stone by a hard working tax (ugh) paying Canadian citizen who has since gone crazy.

Seriously now! I have had the opportunity now to have a look at what is owed by myself to our ol' buddy Mulrundy...More-ruining... I mean Murunty.. Mulruney.. oh what ever, as well as his cohort buddy, Grant C. (for cutting) Devine. It's this time of year that I have very little respect for the big 'G'. After 4 hours of penciling and figuring out my Income Tax return on Earl's income Tax program (ya, thanks Earl), I can honestly say that there HAS TO BE an EASIER way of figuring out your tax return. Something along the lines of:

What did you earn last year (add up all T4 slips, Box 'D')	Line 10	\$ □.
What amount deducted from information slips	Line 20	\$ □.
Amount not taxed yet (line 10 minus line 20)	Line 30	\$ □.

\* Please sent in 17% of line 30 (if minus, then forget it)  
Thank you.

---

---

## April Agenda

**Character sets and Ultrafont+**  
by Shaun Hase

**Word processors (Generic)**  
by Richard Hase

**Draw — \$30 gift certificate  
donated by THE DUNCANS**

---

---

It seems that all of the deductions I am able to claim does actually diddley squat to my measley taxable income. I'm convinced that some mathematics Ph.D. (Piled Higher and Deeper) had to invent the income tax forms after doing some one hundred and fifty million dollars worth of "out of mind studies" on how to confuse even the most discerning Canadian citizen. After all is said and done, there is usually more paid than done.

Enough of my ramblings. Since the club got it's name in print in the Compute's Gazette, we have now received three requests from other user groups to begin a newsletter and disk swap. To date, I have written to two of them (waiting a reply) stating that we will offer them a honorary club membership in return for the same. In a short while, I will be sending another such letter to W.B.U.G. (West Bank

Users Group) in New Orleans, Louisiana. Hopefully they, too, will become a regular information source to us Commodore users. I'm sure that they in turn will look forward to information that we have to offer.

It has been decided to drastically increase and update our disk library in all areas. At the last general meeting, I asked the membership how many had GEOS, and about 50% of you said you did. In response to that as well as to increase our library, it has been decided to buy several disks of P/D GEOS programs from GeoWorld. These will be made available to C.U.G.S. membership when they arrive. Also Jarrett will be looking around Quantum Link for any and all P/D programs that can be downloaded and added to the growing list. They will be posted in upcoming newsletters.

Speaking of newsletters, I am proud to say that we have a very original and sharp looking newsletter thanks to Jarrett, Shaun, Ken and contributors. On the note on contributors, it would be a good way to see your ideas and opinions in print (now read nation wide.) These articles can and will be used in the monitor ONLY if they are submitted:

1. in English
2. contain alphanumeric characters
3. are readable
4. contains some information
5. periodically end in periods.

Anything that is computer related/unrelated will not be refused. This is your chance to tell the world about that bummer of a educational game you bought last year and tell all of the juicy details why it sucks. Or, of a great program purchased in Zellers for minimum dollars that figures out the mathematical equation for life, space, time or whatever. Tell other programmers how you figured out how to make those little sprites move with your joystick movements. Or how you got Pocket planner/filer/writer to do that next trick. This is your stage, SO USE IT OR LOSE IT.

Sometime between the next tax break and the next new blue moon, I will be applying for our rooms for the coming fall season of club meetings. Hopefully we can keep our first Wednesday of the month as we have in the past. The dates will be posted when they are known.

Well, there is nothing as constant as change (and taxes).

C.U.G.S.

would like to thank

**THE DUNCANS**

for their generous gift of \$30 for the April door prize.

## The Commodore Supra (?)

by  
A. F. Day

The rumors that have been flying rampantly these past few months can now be put to rest. Commodore is indeed releasing a new 64-compatible computer. As this review is being put to press, this new computer is being stocked by all Commodore retailers in North America. This unit is nowhere close to anything reported upon to date. The unit, in fact, does have a 64 operating system built into it. The only difference to it, compared to the 64C, is that the shifted [RUN/STOP] key, and the LOAD and SAVE commands, access the disk drive rather than the tape drive. In fact, there is no jack available for a tape drive. It has been replaced by a jack usable for non-Commodore printers. There is an adapter already available for people to use their old interface into this new jack (or you can wire up your own if you know how to solder and read a simple schematic). The serial bus, of course, is also available for external disk drives and well as serial printers. It has room located for two 1581-type disk drives built in. It originally comes with just the one disk drive, but if you have the extra cash, you can purchase an extra plug-in disk drive, or a 20, 40, or 100 meg hard drive. The 64 part of this computer runs all existing software available to it in the 1581 format. Because of this, Commodore has contacted all software manufacturers who promise to re-release most of their software in this format. That is good news as well to people who already own 1581 drives.

Also built into this unit, is an updated version of the C-128 computer. The update corrects all the shortcomings of the original 128. This now makes it easy to access the 80 column screen for character sets as well as very high resolution pictures and animation in much the same manner as on the 40 column screen. However, the new definition for both the 40 and 80 column mode is outstanding. And you have only to press one key (on the computer) in order to switch between a 40 or 80 column screen. The unit comes with the 512K expansion (reu) built into it. Additional internal expansion modules can also be plugged into this new computer. You can purchase a 2400 baud modem that plugs into the unit internally as well. The built in ML monitor has been improved for hackers who program in machine language. As in the 64 mode, the 128 mode will run all previous 1581 formatted programs with ones now coming available with old and new programs. I forgot to mention, if you own a 1571 disk drive, it can be accessed in the 64 or 128 mode as well. The plug-in drive units that become part of the system can all be switched to an 8-9-10-11 I/O device in much the same manner as the 1571 or 1581 disk drives.

The CP/M is no longer available in this package as it was in the 128 computer. Instead, Commodore has come out with a most amazing undertaking. By purchasing additionally as the funds become available, you can obtain the proper cards to plug into this unit to make it either a 286 or 386 IBM compatible computer with memory

expansion capabilities. A great deal of engineering forethought has gone into this package so that future changes in CPU's can be incorporated into the system.

The bad news is this computer system cannot be plugged into a TV set to act as a monitor. There is no longer an RF generator built into the unit. The good news is, instead, that this unit is built into a portable suitcase-type of unit (laptop), a little larger than those presently available; with either a 14-inch LCD monochrome or a 14-inch LCD color monitor, with results that are absolutely remarkable in definition and brightness. It is the best I've ever seen on a Commodore monitor.

In Regina, some of the prices are:

1 disk drive and a mono-monitor the unit sells for \$700.00;  
1 disk drive and a color-monitor the unit sells for \$990.00;  
2 disk drives and a color-monitor the unit sells for \$1250.00;  
1 disk drive, 286 mods & mono-mon for \$1500.00  
1 disk drive, 286 mods & color-mon for \$1790.00

Additional drives - \$300.00  
20 meg hard drives - \$495.00  
40 meg hard drives - \$695.00  
100 meg hard drives - \$995.00

The 2400 baud modem-\$195.00

The prices of the expansion cards have not been released at press time, but should be known in a matter of weeks along with the 286 and 386 CPU cards, among other items.

These units will be in the stores on April 1st.

Gotcha!.....Earl

# KRACKER JAX

by

Richard Maze

Kracker Jax Revealed  
Kracker Jax Revealed vol. II  
Kracker Jax Revealed vol. III

Distributed by Software Support International currently at a price of \$14.95 U.S. for each volume (winter/spring 1990 catalog).

I have been considering purchasing this series for some time now and when I received the new catalog from SSI and found that they had reduced the price from \$23.50 to \$14.95, I decided to plunge in and purchase them. I already own the Kracker Jax parameters and have had a great deal of enjoyment exploring these parameters to discover how they have removed the protection from programs. I looked forward with anticipation for the explanations behind the

process as promised in the ads in the catalog.

Two weeks after I sent my order I received them. I feel I must digress a little to mention how pleased I am with the service I have received from SSI both in promptness of their filling and shipping my order and in the support I received from them when I called with a question to their service department. This is my fourth order to their company and I have never waited longer than two weeks from the time I mailed my order until I received my materials. I have received one faulty disk which I returned and received a replacement immediately with no questions asked. I don't think there are many mail-order companies that can boast that level of service. Anyway, I digressed - back to the review.

Kracker Jax Revealed is exactly as advertised and more. Each volume consists of a manual and a disk of utilities. Included with Volume One is a reset switch that works off the user port. Included with Volume Two is the HESMON 64 machine language cartridge. The third volume disk contains a number of special utilities to help examine and edit the disk. Most of us already have these programs in one form or another, but it is nice to have them together on one disk. The disk doctor program that is included on each disk deserves special mention as one of the best and easiest to use I have seen.

Each volume is set up as a tutorial. Different types of copy protection are described in detail and step-by-step methods of breaking this protection are described in detail. Often, if different methods can be used, they are described with preference levels for each method given and explained.

Volume One contains 21 different programs collected into five major types of protection. Each description tells how it is protected, how to find this protection, and how to overcome the protection used. Most of the programs covered in this volume were around prior to 1986 and thus some of the protection methods were quite simple, but interesting to follow anyway. My only disappointment with this volume is they didn't tell how the protection was put on the disk in the first place.

Volume two contains descriptions on another 20 programs. Some of these are extensions of the types covered in Volume One. Some are examples of another 5 types of protection. This volume also includes an examination of the Rapidlok copier system. Because of the difficulty of this system, they explain how the protection works and how to copy them without going into how to break this protection system. This volume also gives a complete set of instructions for Hesmon, a very good C64 machine language monitor in a cartridge. Volume Two covers programs made during 1986 and 1987 and shows a greatly increased level of complexity in copy protection.

Volume Three makes the statement that "Protection has progressed to the point of excellence ... and is often better than the programs that it protects! Most programs today are protected in very individual styles." The authors go on to explain that they have been forced to drop the

# EXPERTS LIST

groupings from the previous volumes and in this volume they try to hit the highlights to give examples of the types of protections now being used. Volume Three contains descriptions of 14 different programs including GEOS U2 and also U-Max protection types. This volume also explains in detail two methods of creating protection schemes, one of which they guarantee will "...defeat my non-hardware-assisted nubbler on the market; including Fast Hack'em and our very own set of comprehensive nubbliers." I can't wait to try this out.

I have read a number of the schemes outlined and tried a couple of them. Both that I tried were exactly as described. I bought Kracker Jax Revealed to help learn more about my computer system. I got far more than I expected. If you are just interested in copying programs, this is not for you; I would suggest you get Maverick or some other good parameter copier to backup your programs. If you like to examine how programs are put together and stored on your disk and you want to learn more about the operation of programs and protection schemes, then rush your order away today. You won't be disappointed.

## C.U.G.S. Executive Meeting March 12, 1990

- ✓ A letter and newsletter from ACUG, Alaska, was received by the club.
- ✓ The Executive approved duplication of the other club's newsletters for the executive and the purchase of a binder for them.
- ✓ Honorary memberships will be given to user groups corresponding with CUGS. Barry to provide names and addressed to Real.
- ✓ Their newsletter generated some ideas for our own **MONITOR**:
  - ✓ A questions and answers section.
  - ✓ Membership application form and mailback printed as part of the newsletter.
- ✓ The 64 library was discussed:
  - ✓ Lack of current disk for sale.
  - ✓ Library catalogue (update and printing)
  - ✓ Barry to talk with Keith.
- ✓ GEOWORLD disks 1-5 and issue #23 to be purchased for the club by Barry. Also he will check and subscribe to GEOWORLD issues disks.

The people below have agreed to let their names be listed as "experts" in some aspect of C64/128 computing. If you've a question, these brave volunteers can likely answer it, or help you find an answer that works. If you have a skill at some computing process, consider listing yourself with our other volunteers. We're all in this together!

### Wordprocessing

Paperclip III	Shaun Hase	584 3371
Paperclip (to version E)	Richard Maze	586 3291
Paperclip (to version E)	Jaxrett Currie	757 2391
Paperclip (any version)	Ken Danylczuk	545 0644
Pocket Writer 2 & 3	Yves Desjardins	949 8526

### Spreadsheets

Multiplan	Richard Maze	586 3291
Pocket Planner	Barry Bircher	359 1925
Better Working SS	Ken Danylczuk	545 0644

### Databases

Pocket Filer	Barry Bircher	359 1925
Oracle (Consultant)	Ken Danylczuk	545 0644

### Communication

Pro128Term	Barry Bircher	359 1925
Pro128Term	Jaxrett Currie	757 2391
Library files	Barry Bircher	359 1925

### Music/Sound

(Most)	Ken Danylczuk	545 0644
--------	---------------	----------

### Languages

Forth	Ken Danylczuk	545 0644
Pascal	Ken Danylczuk	545 0644
ML (machine language)	Ken Danylczuk	545 0644
ML (machine language)	Barry Bircher	359 1925
BASIC (general)	Richard Maze	586 3291
BASIC 7.0 (graphics)	Shaun Hase	584 3371
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

### Hardware

Disk Drive Maintenance	Ken Danylczuk	545 0644
------------------------	---------------	----------

### GEOS

GEOS 64	Jaxrett Currie	757 2391
---------	----------------	----------

### General

Super Snapshot (v3, 4, 5)	Yves Desjardins	949 8526
---------------------------	-----------------	----------

# Educational Games

by  
Barry Bircher

When my 4-year old boy started asking about things and wanting to play games on the computer, I didn't get in his way. Most of the games in my library were more for adults. He found them interesting, but, you could see the frustration in his eyes when he couldn't figure out how to do some things. It was then that my library had to grow to include him.

It was not long afterwards that the lack of any support for kid-type games in Regina soon showed up. While on a trip to the USA last February, I came across three educational games that would hopefully do the trick. Also, when I came back, a Donald Duck Playground game showed up at the 1990 Computer Fest flea market for \$10.00. The other three that I picked up in the US were: Grandma's House (Spinnaker) for \$8.65 US, CandyLand (GameTek) for \$6.65 US and Sesame Street (HiTek Exp.) for \$9.95 US.

Candy Land is a program I figured would be the best one out of all of them. On the package it read "A child's first computer game" for ages 3 to 6. In the pictures and description it read that it was a board-type game (similar to snakes and ladders) and was easy to learn. Well, absolutely nothing could be further from the truth. I had trouble understanding the instructions and following them. The game starts out with several screens of rather poorly done up graphics with too much written text to be read, that, in my opinion, would be suited for a 3rd or 4th grader not a 4-year old who had just learned the alphabet. The text was very hard to read as the font that the game uses is rather blocky. After pushing through the opening screens (boring even on the first time through) you need to flip the disk over to start the game. Once the game starts, you are asked for your name and age of all players. From this point on, I lost the point of the game. Suffice it to say, I recommend that you spend your money on other programs.

The second one we put in the drive was Grandma's House. Here is a game for a 4-year old (rated for 4-8 years). This game has very little text and lots of graphics that are reasonable. The object of the game is for the player to use the joystick and select a character figure to represent the player. From here the player finds himself in a doll house reminiscent of Grandma's day.

The player selects one of 8 areas of things he wants. One area is furniture, the next trees, toys, cars, and people. The player simply picks up what he wants and puts it into Grandma's House where he wants it. He can then get more or just play around on the screen with his grandma or the thing he just brought in. I was actually amazed at the use of imagination and the enjoyment this boy had with his imaginary house of things. He got a big kick out of jumping off of a lamp shade on top of Grandma. Also, he finds it great to get a present from Grandma when he brings her something from one of the 8 areas. It kept him occupied for a couple of hours and I feel the money is worth the

excitement.

The third was a little disappointing. It was meant for preschoolers, I found the instructions a little confusing. It is very similar to "Print Master". The object is to create a screen much like a coloring book page, print it out and then color it, fold it, or play with it. All you need to do is select a border type, style, select a character size, the placement of it, then select a character to appear in the areas. You may add text if you wish in several sizes. All was O.K. except all that got printed was the border!

The idea is O.K. and ease of use was cumbersome but adequate. Documentation is good. It's just that the program doesn't work. Period. Too bad, it would have been a coloring book that the child can have a say in how it will finally end up.

The one he liked the most is Donald Duck's Playground. Of all the games here, this one has the greatest potential to teach as well as to entertain and give the child enough interest to come back to it again and again. The basic plot to the game is relatively simple. Donald Duck's nephews, Huey, Dewey, and Louie have no playground in the area and are bored. So, Donald Duck decides to build them one.

As with any project, one must come up with the cash. Donald is no different. The player uses the joystick to control Donald at various jobs. The better he does, the more he gets paid and the more things he can get for the playground.

The opening screen shows Donald Duck standing in the middle of Duckville main street. On the right side are four buildings where one can get a job rather easily just by walking in them. There are, therefore, four jobs that Donald can decide to do. One is stacking toys onto a shelf at the Toy Shop. Another is working at a railroad station where one must control where the train goes to drop off mail. Another is catching fruits being thrown off at the back of a truck and separate them into three boxes. The last is at the Airport where one must pick boxes off of a conveyor belt and separate them onto a luggage truck with four separate destination codes. Each job requires different recognition abilities and manual dexterity. Before the games begins, you may select one of three difficulty levels. Each level makes things harder, pays a little better, but also makes the prices go up making it harder for you to make proper change.

On the left side of the main street, are three stores where Donald can buy different things for the playground. Once Donald has earned enough to purchase several things for the playground, he can waddle off to the north side of main street to the train tracks. To the north of the train tracks, just past the wooded area, is the playground. Once there, the next screen pops up with one of the nephews waddling on screen. The player can have his character climb up ladders, ropes, slide down slides, rock on spring horses, swing on swings, tires, jump on trampolines, and jump over boxes. The graphics are very good, but just short of state of the art. Animation and music are well done and amusing. This one gets top marks.



# Scratch 'n' Save

64 Library

by Keith Kasha

128 Library

by Earl Brown

Music Lovers, rejoice! New in the library this month: Sound 21 & 22! That's right, more great sound files that sound as good as they... uh... sound!

Sound 21 contains more music files for Sidplayer and a new program called Music Reader 64 which comes with some great song files, too! Sound 22 contains a great sound with graphics demo called Telstar (just sit back and enjoy!) Mini Player is a small Sidplayer file player with stereo sound capabilities! Just read the accompanying document files for details.

Don't Worry bh/men is a neat sound/graphics program that plays the music to this hilarious song and scrolls a message from the author of the program at the bottom of the screen. There's another new sidpic file on here, as well.

Bach fugue.c, Entertainment.c, Yesterday.c, and Birthday are all simple music programs, just load and run. Dealing cards.c, Shuffle one.c and Shuffle two.c are small BASIC subroutines that can be added to card game programs that you program yourself. Dealing cards.c imitates the sound of dealing seven cards. Shuffle one.c imitates the sound of an expert card player shuffling a deck of cards. Shuffle two.c imitates the same sound, but as though an amateur card player (like me!) was shuffling the deck.

Right now I am busy sorting through disks donated to the library and adding any other files we don't have. So, who knows just what I'll turn up with! Until next time, catch 'ya on the flip side!

## May Agenda

Disk and disk drive,  
A physical aspect  
by Barry Bircher

Publishing (Generic)  
by Ken Danyszuk

Draw -- 5 1/4 diskette cleaner kit  
donated by Software Supermarket

Although we are coming close to filling up a couple of disks for our 128 library, we still do not have one ready for this month's club release. I guess we are going to have to find some new sources for additions to this part of our library. I'll bring it up at our next executive meeting.

This month, we do have the March and April, 1990 programs from Gazette Magazine for all of us that purchase this fine magazine. They are included under two listings in this month's MONITOR. All the programs appear to work, perhaps, but one; the one entitled "APPLE WILLIE". This program has a basic loader that loads up a machine language program that prompts one to wait one minute while the program addresses a "creating scenery frames". I did wait the one minute posted, and then some, without success. I left the program on the disk just the same, as somewhere down the line, perhaps in BUGS-SWATTER, a solution to the problem will evolve.

On the March disk of Gazette is a program entitled, "GEOCONVERTER 2.0". This program converts special program files to work with a GEOS desk accessory disk version 2.0 (I do believe). On the April disk is a program called, "GEO CONVERTER" which allows you to transform a GEOWRITE file into either a true ASCII, a pet ASCII, or a SPEEDSCRIPT file. It is menu driven and is somewhat more convenient than preceding programs of this type. Also for SPEEDSCRIPT on this disk is a program called, "SPEED COLUMN 2.0" which will allow your printer to print up to four columns, among other things. Another program worth mentioning is "DISK FULL". This program will allow you make any disk that has one or more blocks free left onto the disk into one that has "0 free blocks" on it. Just the thing if you want to avoid writing to the disk anymore.

The Jan/Feb Run disk has a 128 database program that allows up to 2000 entries and appears to be easy to use. Also a program called, "MONEY MANAGER" that will allow one to keep track of all your household expenses. This program will work in the 128 or 64 mode of your computer. Another program worth identifying is the one called, "SUPER FONTS". This program file entitled "RPU.CONVERT16" works within the popular RUN program called "RUNPAINT". It should be copied over to your RUNPAINT work disk. It allows you to define the program fonts four times larger for some really nice special effects.

# 128 HINTS AND TIPS

by  
Shaun Hase

One of the nice things about the 128 is that it has programmable functions as part of ROM. There are actually 18 function keys present on the 128: F1 through F8 and the HELP and <SHIFT RUN> key. Although the HELP and <SHIFT RUN> keys can be reprogrammed, I won't be talking about those here. The best way to keep a record of your favourite function keys set-up is to create a binary disk file of them. First, you reprogram your function keys the way you usually do. I like to reprogram F4, by using the KEY command, to "CATALOG U9" as I have a second drive and to reprogram F5 and F6 to be "OPEN4,CMD4:LIST" and "PRINT#4:CLOSE4", respectively, to do quick 'n' easy print-outs. After the function keys are to your liking, save the information by typing: BSAVE "filename", B0, P4096 TO P4352. This saves a copy of the memory where the function keys are stored. Then, the next time you turn on your computer, type BLOAD "filename", B0. The function keys will be just as you had programmed them.

This next hint might be a little difficult to understand, but once you've gotten the handle of it, it all becomes automatic. This hint involves directories on the 128. When you call up a directory, one way to pause the display is to hold down the Commodore key, the key on the bottom left-hand corner of the keyboard. Another way to stop the directory from scrolling is to press the NO SCROLL key. To start the directory scrolling again, press NO SCROLL again. Once you've found the program you want to load, press RUN/STOP and the directory stops scrolling. Now cursor up to the file you want to load. At this point, you can type one of three things, depending on the program to be loaded: RUN, DLOAD or BLOAD. After typing this, press the TAB key three times. The cursor will now be moved onto the first letter of the filetype. Now, press ESC (for ESCAPE) and then press the "@" key. This erases everything from the cursor to the end of the screen. Now you can type the remaining of your load sequence, like ",U9" or ",B0". Then just press RETURN and the program will load without a hassle. I know it sounds confusing, but when you get it figured out, it becomes second nature.

[Editor's note: the following tip has been taken from "The Town Crier", September, 1989, the newsletter produced from our honorary members in Heartland, U.S.A.]

## 1571 Disk Tips

by Lee Pasborg

One of the nice things about owning a 1571 drive is the extra room you have on a disk. But, most C-128 programs come on 1541-formatted disks. With non-copy-protected software this poses no problem. Simply format a new disk in '71 mode and copy over your application. With copy-protected software this is more difficult. Assuming that you have a copy program that will copy your disk,

you'll find that it always seems to do so in '41 mode.

The key to solving the problem is the disk ID - those two letters or numbers that appear after the filename. If you can discover the disk ID, simply format a blank disk in 1571 mode using the original's ID. Then use your nibbler to make a copy of the original onto your newly formatted disk. Of course, the nibbler will reformat the disk as it's making the copy, but only the first side of it.

You should now have a disk with the program on one side and tracks 36-70 on the back side. But, both sides now have the same disk ID. Your new disk still thinks it's only a single sided disk - you'll need a disk editor program to set it straight. The fourth byte (or byte 3 if you start counting at zero as computers do) on your disk directory (track 18, sector 0) needs to be changed from \$00 to \$08. This lets your disk know that it is double sided. "Collect" the disk to straighten out its two BAM's (Block Availability Maps) and you should be all set.

Please note that the disk ID you see on your directory may or may not be the real ID. The real ID is written to every sector when the disk is formatted. The ID found on track 18, sector 0 may be merely cosmetic, as is the disk name. You may need to use an error editing program to find the real ID. "Di-sector", an older copy program, has such a program.

## NEW CLUB DISKS

### SOUND 21

music reader 64  
sidplayer 64

### SOUND 22

play telstar  
mini player  
dont worry bh/mm  
sidpic v3.4  
bach fugue.c  
entertainer.c  
yesterday.c  
birthday  
denial cards.c

### CUGS GAZETTE MAR

basic labels.ml  
geoconverter 2.0  
i b hunter/128  
planet raider  
dipole  
partnr 1581/128  
screendesign/128  
alias  
raster master  
dec to hex print

### CUGS GAZETTE APR

geo converter  
disk full  
more  
apple willie  
think tank  
synth player  
bassem  
ex analyzer  
execution demo  
speed column 2.0

### CUGS JAN/FEB 90

runbase/128  
money manager  
buttons/128  
soccer 64  
duo  
super fonts  
fast 40/128/64  
nick/128