Commodore Users Group

of Saskatchewan

September, 1990

Vol 5. No. 7

MONITOR

What's Inside

Obligatory Stuff

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 meeting dates:

October 3, 1990
November 7, 1990
December 5, 1990

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 our club Librarian, Keith Kasha.

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.

Editorial by Jarrett Currie

Welcome back! The summer seems to fly by faster each year, especially when I spent most of the warm months in front of a video screen.

The 2 summer months didn't seem to be quite long enough to complete the Club's disk catalogue, but, as promised, the catalogue has been finished for the September meeting. As a side note, it may not be obvious to everyone that our club disks are ordered through 2 different people: Earl Brown handles the Commodore 128, CP/M and GEOS disks, and Keith Kasha deals with the Commodore 64 and COMAL disks.

The September meeting focuses on GEOS, the alternate operating system for the Commodore machines. When it was first released, I imagined, like many of you, that it was no more than a utility program to handle your disk library. But, after many, many hours with GEOS - the disk catalogue and **Monitor** are prepared with it - I regret having to load anything else into my machine. I hope you all get a little more respect for this admirable system after this month's presentations.

Many of you have no doubt noticed that the **Monitor** has become increasingly harder to read because of the poor type quality on the pages. Unfortunately, the printers we were borrowing to print it have been replaced, and I was left with using my own, less than adequate, printer. But, the Club executive decided to purchase one for the club, and this newsletter has been produced with it. Although it is painfully slow - the disk catalogue took about 15 hours to print - I think you will agree that is was worth the money.

Recently I purchased an issue of the Omni magazine that contained within its pages a sampling of what the new Compute! magazine will be like. This magazine will be the one replacing the Compute!s Gazette that most of us buy every month. I look forward to it on the newsstands, even though I am quite sure it won't be for the Commodore section. Although it is splashy, I do think it will leave us 8-bitters remembering better times.

And remembering better times may be all that's left for us. Everywhere I look, I can see that slowly, but surely, the 8-bit machines are being replaced by bigger machines. Even QuantumLink, where I have spent many a hard-earned dollar, is allowing other computer systems. It has even spawned a new network for the recently announced IBM PS-1. Except for the Amiga's however, QLink still maintains a unique section for Commodore, allowing only C-64 and C-128 users. It is only to be guessed how long that will last.

A browse through the retail and computer stores in the city quickly shows how little support is left. The North Gate Bi-Rite drugs, who had many reduced-priced Commodore titles, have completely abandoned them. And even our friends at Software SuperMarket seem to have forgotten to order new programs! Interestingly enough, however, a new computer store opened in the North Gate mall, that along

along with Nintendo and Sega, are displaying Commodore games.

But, to be honest, I wonder how many of us really need any more software. I have several word processors, databases, and terminal packages. I have countless disks of public domain software, some containing the most obscure programs for very specific needs. And the commercial programs! I have always been a sucker for the next game, and my bank account can prove it. I really don't think I am going to miss buying any more games.

So, what kind of programs are left? Only very specialized software is really required. And specialized software is often written by members of computer clubs. Written by people very much like you.

And that's the only chance I can see of having the Commodore community staying alive. Learning to program is probably the most rewarding of all computer activities. When you watch the GEOS demonstrations tonight, remember that you can learn to program using GEOS. GeoBASIC has hit the markets, and GeoProgrammer has been available for assembler programmers for some time. With a little effort, you can help keep the Commodore afloat.

I would like to end on a more personal note. Our club remains one of the largest in the city, and sports one of the newsiest newsletters. The *Monitor* isn't written in a vacuum, however, so it is up to you as the members to submit articles for publication. Each article helps us in many ways - it helps bring the Commodore community closer together, and assists other users in making the best use of the best computer.
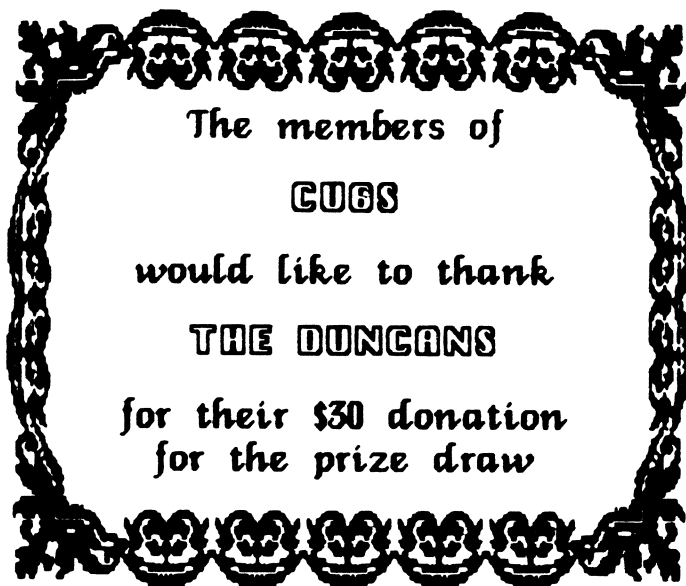
September Agenda

WHO NEEDS GEOS?

Presentations: Shaun - Desktop
Real - Workdisks
Barry - Application
Integration

Door Prize: $30 gift certificate
donated by
THE DUNCANS

President's Address

Well here I am again at the computer after a short summer. How was your summer? Alot has happened in the last couple of months, as some of you know. The major ones are that Compute!'s Gazette is no longer. You read correctly, the mag is folding up. It appears that it will be joined with Compute!, the one that tries to cover IBM's, Tandy's, Mac's, and Commodore all between two covers.

As some of you have heard at the last meeting, Commodore has made an effort to contact us. The letter is probably in response to our petition the club helped to push. The letter was really a joke as far as I'm concerned.

It started out saying that this was a response to "Our REQUEST" to become a "RECOGNIZED" Commodore users group. Nobody in our group has ever requested Commodore for this information. The whole thing about the letter that bugged me was the tone of it. They almost DEMANDED that we answer or we won't recognize you as an authorized user group. Just what are we anyway, an unauthorized user group? Our group was organized to become a source of help for new and seasoned Commodore users, as well as a source of P.D. software. I see no reason to be a 'RECOGNIZED' user group in Commodore's eyes. Our club needs to 'RECOGNIZE' the users' needs and wants. This is a far cry from what Commodore has done for it's long list of customers. They have discontinued the 128, then the 128D, and the 64 will not be far behind. They are not famous for their user support. So how is it that once Commodore knows of our group, that they will start supporting us by calling us a 'RECOGNIZED' User Group? The only recognition our club wants or needs is from you readers, our members of the club. We have survived well over the 6 years as a club and are doing extremely well in comparison to other groups in a city of our size. After having our club advertized in the Compute!'s Gazette, we were recognized by thousands of other user groups. We were recognized as a group of people supporting a common cause. We recognize them as a valuable source of information and have several groups on our mailing list as well as we on theirs.

Now that I have that off my chest, I can speak and rest a little easier. It would have been a little different if they had written to us and gave us some concrete information, support, commitment, group discounts, special group rates or at least a newsletter. But no, they request that we give them a long list of our members names and addresses. Thanks, but no thanks. Commodore will use this list as a hit list for sending propaganda letters and advertizing to get 64/128 users to buy Commodore Amiga and IBM clones. Do you think we were born yesterday Commodore! Give me a break. What's in it for our group?

In other news, CMD, the ones that make hard drives for 64/128, have now come out with a CMD 200. Two hundred megabytes of storage. Some sysops and small business users are going to like that. The cost is a bit much, but still alot less than buying 200 1581's.

In this meeting we will be discussing the GEOS operating system from the ground up. So if you are a new GEOS user, you will get a lot of information at this meeting. Geoworld magazine #24 is now out along with the #24 disk.

It has been on everyones' mind for the last year or so: how will it affect us as a non-profit users group? That's the one question we all will be asking come January 1, 1991. Of course it's the almighty Goods and Services Tax (G.S.T.) As you know, everything from haircuts to bus fares will be taxed. As a group, we sell disks and memberships. As such we are providing both a product to sell as well as a service to our members. You would think that they too will be taxed. But not to worry, we have recently found out that the G.S.T. does not affect our sales nor our memberships. Prices will remain as is for the 1991 season until further notice.

Who needs GEOS?
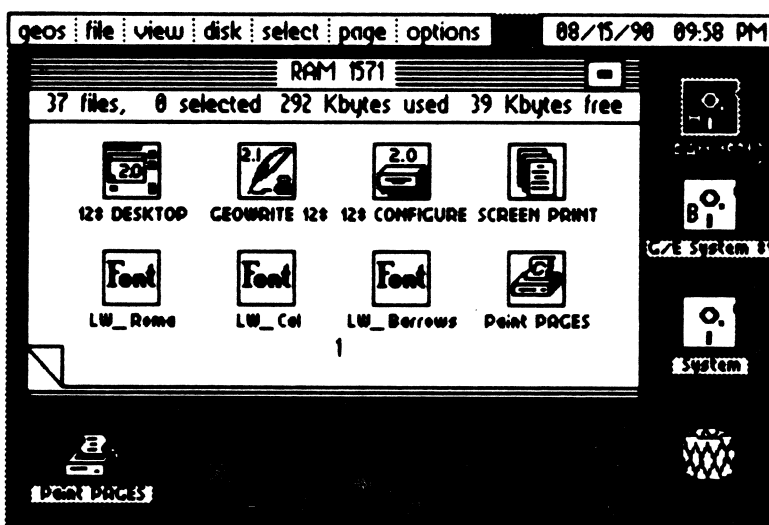<div align="right">by Barry Bircher</div>

This is the first of a series of articles I will be writing on the GEOS operating system. I have several more articles that will be of help to you.

I have been a user of GEOS for some time, something like 3 years now, and enjoy using it. You may or may not have heard of it, but if you haven't, then you may be missing something here. The question in your mind right now may be, "Who needs geos", or "What will it do for me?" I cannot just say

that it is an excellent program and you shouldn't be without it because if I did, you wouldn't get any inkling or one iota of an idea of what the system is all about. To answer the question, the answer must come from you, the end user. My job is to explain in plain terms and without bias. (Alright, stop laughing Ken)

Since the inception of the executive decision to do a demonstration of the GEOS system, I have come across six people who asked "What is GEOS". And being a GEOS "user", I volunteered my time to give the club a much needed and long overdue presentation and demonstration of the new operating system for the 64/128.

As I sit here writing on my favorite word processor I am thinking of ways to give an informative discussion on the

system and what it can do. In doing so, I think of several people who expressed opposition to the Graphic Operating System. There is one view held that because the system is only "point and click", it is too simple and thus cannot be useful. I tend to think that this short-sighted view is both a combination of ignorance of the system and a fear of change. I am not going to sit here and say that the GEOS system is for everyone, but it DOES provide an alternate system for those who do not, or will not learn Commodore DOS, nor learn to use their system using COMMODORE lingo.

The program is actually a new Graphic Environment Operating System (GEOS for short) for the 64/128. The program comes in the form of 3 floppy disks (formated in 1541 singled sided on both sides). Disk "1" side "A" is the system boot disk, and side "B" contains a demonstration. Disk "2" side "A" is a much appreciated backup boot system disk, and side "B" is the applications disk. Disk "3" side "A" contains the write utilities including GeoWrite 2.1, and side "B" has the Geospell program and GeoDictionary that you can add to or create your own dictionary of common words you often misspell. A fourth disk included with the package is a Quantumlink Terminal program for you to

connect up your modem to the service for a "Commodore only" computer service which would give you additional support (if you wish to connect to it for $$$).

One of the first things I saw in the package is a very well written "Users manual" which far out does the earlier so called manuals. One thing 128 users will note is the fact that 128-specific information is on a separate stapled addendum. This gives a sense of Berkeley's lack of foresight to the main manual written only for GEOS 64. The addendum, however, is almost identical in layout to the 64 main manual and I feel that a little foresight would have saved the expense of writing out an addendum for the 128. I have seen other software outfits include 128 only information well meshed in with the 64 only information.

To effectively explain the system, a little history is in order. In the beginning of home computers, there were no such thing as an operating system or O/S. There were, more or less, just CPU kits made. And programming it was totally up to you. The term "Microcomputer" first appeared in print in reference to the "Micral" (Intel's 8008) introduced in non-kit form in 1973. At about the same time, a guy with the name of Gary Kildall built a computer in his basement and developed CP/M. As he was developing his operating system, these kits were selling well. Some manufacturers saw that there were curious hobbyists who would stop at nothing to get their hands on some kind of computer. So naturally they started to ship out "you build it" kits to satisfy these "hackers". The first massed produced one (1974) was the Scelbi 8H based on the Intel 8008 (first introduced in 1972) CPU which had a whopping 4K of RAM (Random Access Memory).

Before CP/M, I have heard that these "hackers" had to program in machine language out of necessity as there were no operating system to help you with the simplest operation. The programmer had to input his coding one step at a time. For example if he wanted to program the chip, he would set up 8 on/off switches to correspond to a binary code for the command or number and then toggle a read/write switch for the chip to store the command, then onto the next step, ad infinitum. That's quite a laborious way to program by today's standard. Writing and debugging was a very time consuming task to say the least.

So the CP/M operating system was a welcome addition to the microcomputing world. In effect CP/M was a new, easier (relatively) way to control your computer's memory and permanent storage devices (disk drives). If you wanted to run a program, say a word processor, you would type in a command at the " A> " prompt (equivalent to Commodore's "READY" prompt) the program name which would tell your computer to look for program called "Wordstar" and run it. It was entirely text driven and very unforgiving of spelling errors. To load the same program in COMMODORE DOS you would type LOAD "WORDSTAR",8 if you had a disk in the drive 8 with Wordstar on it.

As with all systems running a program is only one aspect of the DOS. You needed to organize your programs and files it produced on the disk. This required the familiar

"COPY" procedures. In CP/M, you had to have the program on disk called "PIP" or Peripheral Interchange Program. If it is not there then your are out of luck and cannot copy programs. You need to know the commands and the barrage of syntax variations of the command. In Commodore DOS you can load, change the diskette in the drive, and save the program for each file needed or load in a copy program that is written to copy files or whole disks. There are commands in Commodore DOS that copy files, but only work on dual drive systems or on the same disk. If you don't know the commands then you are S.O.L. (Shafted, Out of Luck). Each operating system has it's own personality, syntax and idiosyncracies.

With GEOS all you need to do is "point and click". It is an operating system that is more intuitive than most other operating systems. It's sort of like sitting at a desk and pointing or picking up things according to what things you want done.

That's enough rambling for this month. Next month I will continue my discussion on GEOS.

Executive Meeting Minutes

August 13, 1990

☞ The inventory list of all CUGS assets (hardware & software) is to be updated for the next meeting. The information is to be given to Real for compilation. Phone him the information or leave a message on the board. Still waiting for Keith's information.

☞ Hall rental for the fall as been confirmed and paid for.

☞ Executive individual photo's requested by Barry. They will be digitized for the Monitor. Still some missing.

☞ The September issue of the Monitor will be issued at the September meeting.

☞ Real to order the May-June-July and special summer ReRun disks.

☞ The next three meetings will have a $30 gift certificate draw.

☞ The December meeting will have an attendance draw with the Monitor contribution draw.

☞ The Cugs Disk Catalogue to be printed for the September meeting.

☞ Barry to look into the "GST" implication for the club.

☞ The SOFTWARE PREVIEW NIGHT will be held in November. Barry to look after the software required.

EXPERTS

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.

Wordprocessing

Paperclip III	Shaun Hase	584 3371
Paperclip (to version E)	Richard Maze	586 3291
Paperclip (to version E)	Jarrett Currie	757 2391
Paperclip (any version)	Ken Danylczuk	545 8644
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 8644

Databases

Pocket Filer	Barry Bircher	359 1925
Oracle (Consultant)	Ken Danylczuk	545 8644

Communication

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

Music/Sound

(Most)	Ken Danylczuk	545 8644

Languages

Forth	Ken Danylczuk	545 8644
Pascal	Ken Danylczuk	545 8644
ML (machine language)	Ken Danylczuk	545 8644
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 8644

Graphics

Print Shop/Master	Ken Danylczuk	545 8644
Koala Painter/Printer	Ken Danylczuk	545 8644

Hardware

Disk Drive Maintenance	Ken Danylczuk	545 8644

GEOS

GEOS 64	Jarrett Currie	757 2391
GEOS 128	Barry Bircher	359 1925

General

Super Snapshot (3, 4, 5)	Yves Desjardins	949 8526

Scratch 'n Save 128 Library
by Earl Brown

Another summer has come and gone, so to speak. Although I have the task of watering and cutting our lawn during this span of time, among other summer only tasks, it doesn't bother me. For me, it is the terrific tradeoff. I'd much rather do that than shovel snow or contend with the cold weather we receive the other half of the year. It was a quiet and relaxing summer this year. We didn't go anywhere, but the time seemed to be quickly consumed just the same.

Gone from existence is Gazette Magazine. The June 1990 disk issued at our last meeting, was the last. There is talk of this magazine being combined into another new magazine, but we'll have to wait and see the outcome. If it doesn't publish any 8 bit programs for Commodore Computers, then its interest to the club as a labour saver will be lost, as well as the collecting of some rather good programs. Suffice is to say, that program sales for these 8 bit machines that we enjoy so much will gradually dry up. Clubs will have to rely on each other for new sources of programs, and these will probably be limited.

Although good programmers are switching exclusively to 16 and 32 bit machines, there will certainly be an overflow of those that will love to continue programming in our medium. The amount of time devoted to programming will depend upon what remunerations they will receive for their efforts. If magazines dry up, programmers method of sale may only be through computer clubs such as ours. It is up to the executives and club members to carefully study the many changes that take place as a result of the 8 bit demise. As stores gradually lower their stocks in 8 bit

programs to the point of oblivion, distribution of these programs may well end up entirely in the hands of computer clubs and their newsletters. It will be up to the club member to support even more so, the efforts of programmers who continue to produce excellent programs for our use.

Since a user club is only a small percentage of the total amount of computer users, a programmer will need all the sales he can get through a club. More than likely, nicely printed documentation for programs will be impractical. In most cases, programmers will likely rely on disk files or copies of computer printouts. With a laser printer, some references could end up looking better than those now coming out in high priced software. Direct sales by order through a club, or shareware through club library distribution will be the order of the day. Authors who end up doing well may find it to their advantage to visit individual clubs throughout the country, and demonstrate their programs personally to its members. This would be great for both the members and the programmer alike. The members could learn in great detail all the built in advantages of the particular program from the best expert (the programmer) as well as hear feedback from the prospective customer as to what he likes or dislikes about the program. If the program is good, sales will mushroom. If the program is not received well, the author will get first hand information on how to improve his program so that it will sell, or conclude to waste no more time on it.

I hope Run Magazine receives enough support to continue publication for a long, long time in the future. With wishful thinking and only one magazine on the market, perhaps initially they might even be able to enlarge their now diminished size (another reason for failure). The club has not ordered other Rerun disks over the holidays, but Real is planning on doing so shortly.

In the meantime the only disks added to the library this month are the two GEOS disks (#EM and #EN) listed elsewhere in the Monitor. We have just received these programs, so no time has been spent on running any of them. Suffice to say, however, from past assessments, there's is bound to be some very good programs.

Every now and again, when time permits, I'll jot something down I like about a particular programs. It would be nice if some of you members could do the same. It would be even nicer if you could spend a little extra time and write a review about any program in our library. It could be worth about $30 to you. You see, at our December meeting each year, any person contributing an article to the Monitor will be offered a chance, for each article submitted, to a draw for a $30 cheque (or certificate) towards the purchase of any hardware or software for your computer. Take the plunge, and give yourself as many chances as you want. You'll be surprised how easy it can be, and can even be fun.

The One Sure Thing in Life
by Barry Bircher

Will the GST affect CUGS?

It was brought up at the last Executive Meeting about how the GST would affect the way the club was run. Will it cause us a headache in administering the GST? Will we have to charge 7% on disks that we sell as well as on the $10.00 membership? Will we have to get a Federal Tax number?

I have gone out and perused the information concerning our GST. According to the Revenue Canada GST brochure and such, we would have to collect the GST if we are a non-profit organization with revenues of over 30,000 dollars a year. I'm sure we don't even come close to that figure. Also, the club fees are for use of the meeting rooms and access to our club library as well as a discount at the stores. As such, we are providing a service that is exempt from the GST, because we are a service club with less that 30,000 dollars dealings.

Let me quote from the book:

"The GST will apply to the sale of goods and services by most commercial and professional enterprises. As a rule, non-profit organizations will also collect GST when they supply goods and services that compete with (or are similar to) those provided by business. This approach ensures that the GST applies fairly to everyone."

However, there are also a range of situations where an organization will NOT have to charge GST on its sales. These exemptions - many of which can apply to service clubs - will include:

-"Small Traders" Exemption

"Under the GST, when the annual taxable sales of a business or other organization - such as a non-profit service club - are under $30,000, it will not have to collect GST on it's sales. And where a service club is organized on the basis of local branches or chapters, it can apply to have each of it's branches treated separately in order to make them eligible for this exemption."

-"Membership fees"

"Many non-profit organizations - such as service clubs - are established for the sole purpose of promoting the common objectives or ideals of all members. In such cases, the members individually often do not receive any specific benefit other than the right to participate in and vote at meetings, and to receive a newsletter or other publication reporting the groups's activities."

New Product Release
Submitted by
Barry Bircher

The following is a software release announcement from Matthew Desmond, the author of Desterm. This was posted on the National Commodore Echo as seen on "The Bit Bucket".

NEW SOFTWARE RELEASE

Desmond Software Industries is proud to announce the release of:

--- DESTERM 128 V2.00 ---

The new version of Desterm is a major enhancement over V1.82 adding many features such as:

* Fully editable capture buffer
* Built in FAST ramdisk driver for 17xx REUs
* Fully compatible Commodore colour graphics mode
* Script language for easy logons/macro uses (special 'D' compiler included)
* Support for 1650 and 1660 modems (1670's work too!)
* Can use SwiftLink or HART cartridge to master speeds greater than 9600 baud
* Overlay manager for easy addition of features
* Easy to use drive lettering system (A:, B: etc)
* Chat mode for user to user conversations
* Upload multiple files from a list in the buffer (even from different drives)
* Short cut keys for very quick menu navigation
* More colourful menus and status lines (configurable)
* NTSC and PAL configuration (for timing)
* VDC mode switch option for different versions of the video chip
* More tolerant of BBSes that don't conform to transfer protocols exactly
* Screen dump to printer
* Ascii upload
* Incoming Xon/Xoff honoured at all times
* 'Are you sure' type prompt for scratch files and format disk
* You can turn the tune off

What DesTerm still does: (even though some people seem to think it didn't!)

* Built in high speed 9600 baud drivers
* Full ANSI, VT102 and VT52 emulation modes
* 23, 24, 25, 50, 51 and 52 line modes (does not need the 64k VDC RAM)
* Xmodem, Xmodem CRC, Xmodem 1-K and Ymodem protocols
* Punter protocol and two strains of multiple punter protocol
* Multiple redial automatic dialer
* Automatic loading of parameters after a connect
* And tons more...

Want a copy? Well...

There are several ways to get your copy of DesTerm V2.00:

Direct download from the support BBS (The Spanish Inquisition): Call (519) 747-5322. 300/1200/2400 24hrs a day. File area 4. Leave comments in message area 7. Read latest DesTerm news in area 6. You do not have to be validated.

File request: You may file request DesTerm in two formats. Since there are 5 files to the Desterm distribution you may file request it as a big .ZIP file (which your sysop can break up for you) or as the individual files. Ask your sysop to attach a message to the file request that is to "Matthew Desmond" stating the BBS that did the request and who it was for. I will read these messages on each system.

The magic filenames are:
```
DESTERM         for the .ZIP file
                   or
DESTERM1  \
DESTERM2  \
DESTERM3  ' > You need ALL of these!!!
DESTERM4  /
DESNOTES  /
```

Ask your sysop to file request the files (give him all the information here) from one of the following systems:

```
9600 baud HST 1:221/177  (HST ONLY PLEASE!!!)
2400 baud     1:221/171  (300/1200/2400)
2400 baud     1:221/203  (300/1200/2400)
```

Matthew E. Desmond, Author of DesTerm 128 V2.00

New Club Disks

CUGS Geos 13 UEM	move80col
paintview1.2	preferences
scantastic	
computereyes	CUGS Geos 14 UEM
raquel	geomimic
picshow 3.4	geocomix docs
macattack ii+	geocomix
mlabelv2.5	the orb
mlabel2.5docs	the orb.t
graphic labels	the orb.g
screendumper.2	font dump iii
printit1.2	font dump 3.doc
screenphoto	tabled
ruler1.5	bricks
iconget 1.1	twisted
icongetdbl	waferesque
graphicview128	lowery
color128	raceway
color128doc	t m n t

Please mail orders for disks on this page to:

Keith Kasha
#3 2348 Osler Street
Regina, Saskatchewan

42 Krauss Stret

C64 disks

Commodore 64 Disks

Business

Business 1	BA	☐
Business 2	BB	☐
Business 3	BC	☐
Business 4	BD	☐
Business 5	BE	☐
Business 6	BF	☐
Business 7	BG	☐
Business 8	BH	☐
Business 9	BI	☐
Business 10	BJ	☐
Business 11	BK	☐
Business 12	BL	☐
Business 13	BM	☐
Business 14	BN	☐

Communications

Communications 1	XA	☐
Communications 2	XB	☐
Communications 3	XC	☐
Communications 4	XD	☐
Communications 5	XE	☐
Communications 6	XF	☐
Communications 7	XG	☐
Communications 8	XH	☐
Communications 9	XI	☐
Communications 10	XJ	☐

Graphic Games

Graphic Games 1	AA	☐
Graphic Games 2	AB	☐
Graphic Games 3	AC	☐
Graphic Games 4	AD	☐
Graphic Games 5	AE	☐
Graphic Games 6	AF	☐
Graphic Games 7	AG	☐
Graphic Games 8	AH	☐
Graphic Games 9	AI	☐
Graphic Games 10	AJ	☐
Graphic Games 11	AK	☐
Graphic Games 12	AL	☐
Graphic Games 13	AM	☐
Graphic Games 14	AN	☐
Graphic Games 15	AO	☐
Graphic Games 16	AP	☐
Graphic Games 17	AQ	☐

Text Games

Text Games 1	TA	☐
Text Games 2	TB	☐
Text Games 3	TC	☐
Text Games 4	TD	☐
Text Games 5	TE	☐
Text Games 6	TF	☐
Text Games 7	TG	☐
Text Games 8	TH	☐
Text Games 9	TI	☐
Text Games 10	TJ	☐

General

General 1	MA	☐
General 2	MB	☐
General 3	MC	☐
General 4	MD	☐
General 5	ME	☐
General 6	MF	☐
General 7	MG	☐
General 8	MH	☐
General 9	MI	☐
General 10	MJ	☐
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