Obligatory Stuff

CUGS MAILING ADDRESS:

CUGS
182 Coldwell Road, Regina, Sask. S4R 4K8

President	Barry Bircher	543 8848
Vice President	Gord Williams	543 8373
Secretary/Treasurer	Real Charron	586 1843
Editor	Jarrett Currie	757 2391
Asst Editor	Shaun Hase	584 3371
Librarian C128	Earl Brown	543 2068
Librarian C64	Keith Kasha	359 1748
Asst Librarians	Steve Bogues	949 1378
	Garth Strawford	924 1402
Members at Large	Ken Danylczuk	545 8644
	Harry Chong	789 2142
	Yves Desjardins	949 8526
	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. CUGS meetings are held the FIRST WEDNESDAY of every month (unless otherwise noted) at McDonald's on 6210 Rochdale Blvd. The next meeting will be held: **October 2, 1991** **from 7:30 – 9:30 p.m.**

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

Anyone interested in computing is welcome to attend any meeting. Out of town members are also welcome, but may be charged a small ($5.00) mailing fee for newsletters. Members are encouraged to submit public domain 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.

Table of Contents

EDITORIAL

by Jarrett Currie

Before I start, I want to apologize to all of you who were waiting to see the newest copy of the disk catalogue. I must admit that I worried about it most of the summer, and by the time I received all of the required files, work had begun to heat up, and I took up camp there. It didn't leave any time to finish the catalogue. I will do whatever I can to finish it for the October meeting.

It's hard today not to be tempted away from the Commodore computers in favor of something fast and more powerful. In fact, lately I was so tempted! My brother is attending medical school this fall, and he thought it would be wise to have a computer. He asked if I would help him shop for the ideal computer for him, and I have to admit, I found some that I thought would be perfect for me!

The most memorable was easily the IBM clone running -- GEOS! Yes, if you like GEOS on the 64, you should take a look at how it runs on an IBM. After clicking on its mouse for awhile, and my heartbeat returned to normal, I began to mentally make up reasons why I just HAD to have it:

. It has a word processor (Oops, I already have several)
. It has Lotus built in (Already have several spreadsheets)
. It has a terminal package (Got some of those too)
. It has a graphics interface (So does the 64 version)
. It looks GREAT (Beauty fades)
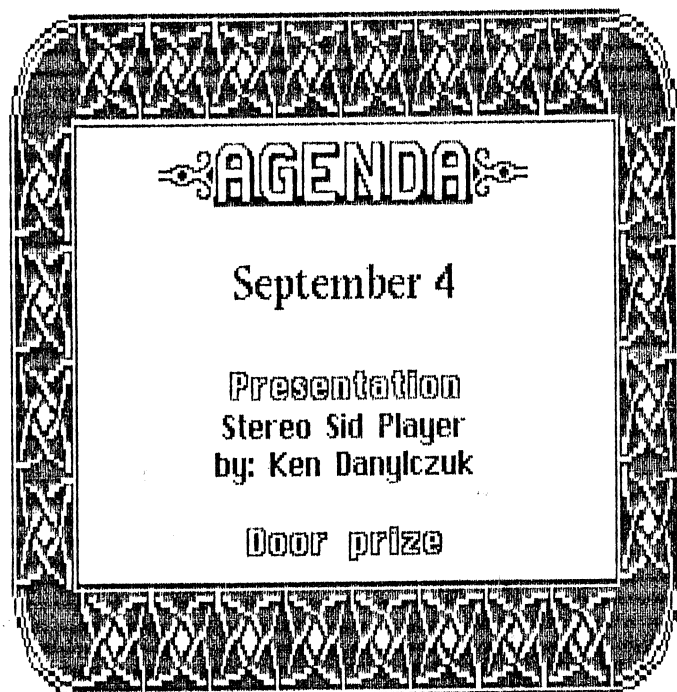. I could run programs from work at home (Yeah, right!)

. It has a hard drive (How much do diskettes cost?)
. It's fast (A perfect reason)

What I realized is that I would be getting much of what I already have, except it would be pretty and fast. For close to $2,000, I decided I could put the money to use elsewhere.

Of course, the biggest reason to get another computer is that you are also buying support. I have to admit that I am one of the world's greatest software hounds - alot of my computing time is spent in stores and looking over the ads in magazines. A big part of my enjoyment with the Commodore will be gone when the commercial software support is gone.

But, I enjoy public domain software as well, and, I think that it is this area that could keep the Commodore alive into the '90s. When I read Earl's article and found that there were few C128 new programs for the library this month, I realized that I had several public domain programs that were not in the library, just sitting on my disks. Because I use some of the programs a great deal, I forgot that they didn't come with the machine! I wonder how many of you have great programs in your own disk collections that should be shared with the rest of the membership.

Naturally, the greatest support you can get for any computer is from being part of a users' group. Participating in the group can not only benefit you, but also can assist other users, and in the end, prolonging the usefulness of our computers.

geoBASIC Workarounds

(Editor's Note: the following was received from QLink. It has been editted for brevitiy. If anyone cares to see the full article, which includes additional information, it is available from me. jbc)

SUBJ: Work around (R) FROM GH Wells
04/28/91 S#: 809400

1) The most important bug concerns the use of the UPDATE command. **Never use it!** If you ever UPDATE a geoBASIC program, it gets corrupted in such a way that later on, the end of your program will disappear. "The Smee" has discovered that RUNning a program will effectively do the same thing that UPDATE should have done. His advice is to always RUN a program before QUITing or CLOSEing and never use UPDATE.

2) The BITMAP command does not work after using a disk command but you can overcome this problem by re-opening your geoBASIC program before using BITMAP. The following geoBASIC sample illustrates how:

```
10 CREATE "junk"
20 SYSINFO 14, name$
30 OPEN name$
40 BITMAP "pic",10,10
```

3) Don't close and re-open a VLIR file you are working on. This problem was just recently discovered and a fix has not been found.

4) GeoBASIC is incompatible with some auto-exec files such as Blackout which will make the screen go black in edit mode whenever you move the mouse.

5) If you are running geoBASIC on the 40 column screen of GEOS 128, do not have any desk accessories on your disk when you make your program into an application or when you are running it after making it an application.

6) Always RUN your program just before you make it into an application.

7) Never POKE or LOAD anything into the background screen memory. The only safe place to store machine code is in the foreground screen memory which extends from 40960 to 48959. It is usually easy to design your screens with a little blank area in them in which you can set both colors to white so the machine code will not show up.

❖AGENDA❖

September 4

Presentation
Stereo Sid Player
by: Ken Danylczuk

Door prize

8) Page 13) The sample application has been corrupted by the UPDATE command (strike the last sentence on page 13) and you cannot edit it although you can RUN and LIST it.

9) Page 17) Don't ever UPDATE. Always RUN a program (even if it doesn't work) before QUITing or CLOSEing.

10) Page 18, 3 lines from top) Change F7 to F5.

11) Page 19, RESIZE) The heap is how much memory is left over for variables after the size is set for the code of your program. If you get an "out of memory" error, resize the code to 2 or 3. You will have to do this every time you load your program to edit and run it but don't worry, if you forget, you'll just get the "out of memory" error to remind you. GeoBASIC only allows up to 7K for variables, so you have to be very frugal. There is an advantage to resizing the code to the largest possible value just before you finally make your program into a stand-alone application since it will run much faster on a real disk (as opposed to a RAM disk or shadowed disk).

12) Page 21, three lines from bottom) The most negative integer value allowed is -32767 which is really a bug because it makes the double-byte logic functions almost useless.

13) Page 23, end of last full paragraph) Don't leave the trailing quotes off of string constants, even if it sometimes works.

14) Page 26, four lines up from bottom) Integer arrays take four (not two) bytes per element although only two are used.

15) Page 29, near top) NOT 0 evaluates to -1 (instead of +1) and NOT 1 evaluates to -2 (instead of 0). The logic functions work on all 16 bits individually unless an input or intermediate value is -32768. You can get -32768 as a result (NOT 32767 correctly returns -32768) and it should be legal to PRINT NOT NOT A for any value for which you can PRINT NOT A but it won't work for A=32767. Either break your values into two 8-bit values or guarantee that the 16th bit can never be set all by itself.

16) Page 32, last sentence) Pay special attention to the statement that geoBASIC is the opposite of CBM BASIC when comparing strings. In your mind, always interchange "<" and ">" when used with strings or you will waste a lot of time debugging any program that uses them.

17) Page 39 and 104, APPEND) In the example of APPEND 2, the pointer will be at the new record which is 3. (The old 3 and above have all been moved up one.) The admission of a bug that prevents APPENDing to record 126 is in error. GEOS VLIR files can have only 127 records which are number 0 through 126.

18) Page 41, CALL) You can also PEEK the returned values of the A,X,Y, and status registers at locations 650 through 653 respectively. Unfortunately you cannot directly CALL any GEOS routines that pass parameters in the zero-page pseudo registers.

19) Page 41, near bottom) CHKPT has been left out but it is correctly described on page 97 as TESTPT. Change its name on page 97 to CHKPT and make a note on page 41 where it belongs.

20) Page 42, list of CHR$) CHR$(26) turns on outline printing and CHR$(27) turns off all effects.

21) Page 48, DELETE) This command can also be used in the editor to delete program lines following the same syntax as for LIST on page 66. Typing DELETE all by itself erases your entire program.

22) Page 53, FIND) I don't think this editor command is documented anywhere in the manual but it is extremely useful. It searches for every occurrence of a text string in your program or just within a range of lines. The syntax is FIND "string",10,20 where the start and stop line numbers are optional.

23) Page 66, bottom) Hitting the F5 key toggles the listing, don't hold it down.

24) Page 70, MOUSE) This command requires two more parameters and has the same syntax as PROMPT on page 81. Both commands do not take effect until the mainloop is entered.

25) Page 76, PATTERN) The patterns are the same as those displayed in geoPaint. To erase an area use 0. For a solid fill use 1.

26) Page 77, POINT) This command can turn off as well as turn on individual screen pixels as determined by the previous setting of SETCOL. Use 0 to turn pixels off and 1 to turn them on.

27) Page 82, PRSCREEN) If the expression is 1, the screen is printed double size, not rotated. Use MAINLOOP instead of RETURN when done with this command.

28) Page 87, RND) This function is hardly random, use with caution. Try this simple program which should place dots randomly on the screen:

```
10 CLS
20 SETCOL 1
30 POINT RND(319), RND(199)
40 GOTO 30
```

29) Page 88 & 89, SETCOL) Add a 4th use for the POINT command as described earlier.

30) Page 90, last paragraph) The first expression for voice must evaluate from 1 to 3 (not 0 to 3). For the second and third expressions, interchange the words "high" and "low".

31) Page 95, near bottom) Parameter # 13 determines how the geoBASIC program was "RUN" or called. If it was double-clicked on as a stand-alone application, the value is 0. If it was double-clicked on prior to being converted to an application, the value is 1. If geoBASIC itself was run and then the program was selected from the dialog box, the value is 2.

32) Page 96, TAB) The expression must be between 0 and 319. There is a tab at every pixel location, not every 40.

33) Page 97, TESTPT) Change to CHKPT.

Scratch 'n' Save

128 Library by Earl Brown

There has been some talk of late about transferring our CUGS Newsletter (the Monitor) over from printed copy to disk. Before this happens, I hope every one of the members gets a chance to vote on whether they approve of this change. I for one will vote for the printed version unless someone writes a special program that will allow you to load each file from a menu in much the same manner as LoadStar does. I'm not looking forward to having to load files into a word processor in order to read it. Nor do I look forward to missing the HIRES pictures and graphics that are now mixed in a well thought out manner in our newsletter. The entire job of the newsletter editor would be switched to one that is similar to the disk librarian, including making many disk copies of the newsletter. Or worse yet, it would require preparing the newsletter on disk in advance in order that the disk librarians can make copies ready for each club meeting. I have a strong feeling that that would be quite a task, more so than the hardcopy version that we are all used to receiving. Getting the hardcopy version to press on time is hard enough. Changing it to softcopy would make it even
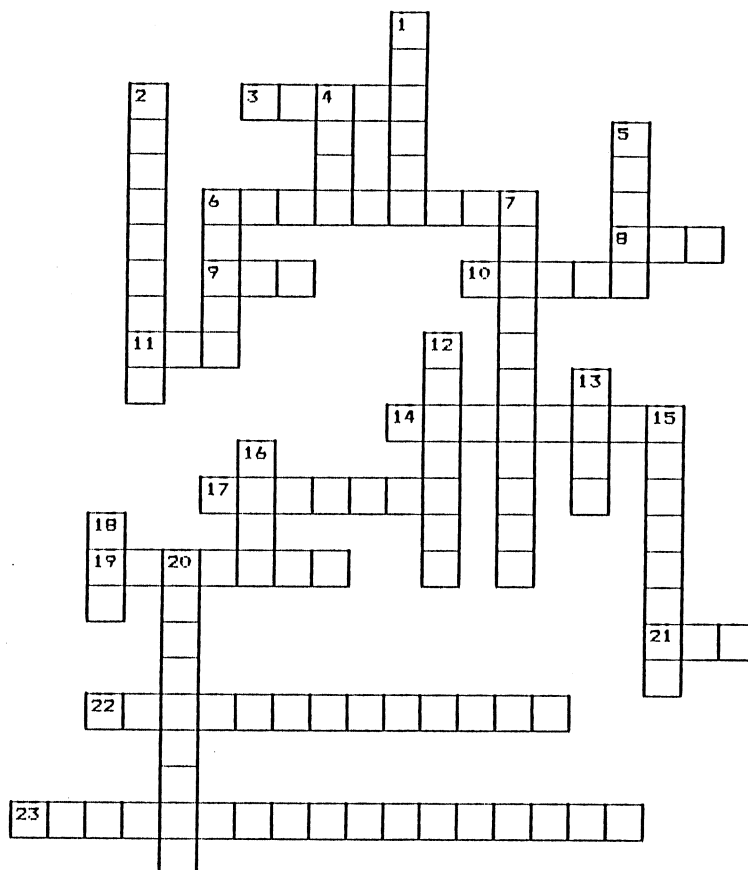
ACROSS

3. WHAT A TV SCREEN IS CALLED AT TIMES
6. AMOUNT AN IBM NEEDS
8. SOUND INTERFACE DEVICE
9. DISK OPERATING SYSTEM
10. WHAT A DISK IS PUT INTO
11. READ BUT NOT WRITE
14. WHAT YOU PLAY WITH
17. AN OUTPUT DEVICE
19. HARDCOPY OUTPUT DEVICE
21. WHAT MEMORIES ARE MADE OF
22. A KIND OF PROGRAM TO WRITE
23. WHAT MODEMS ARE USED FOR

DOWN

1. A KIND OF DISK
2. NAME OF A COMPUTER MANUFACTURER
4. WHAT IS PUT ON A DISK
5. RODENT
6. MODULATE/DEMODULATE
7. A NUMBER CRUNCHER
12. A SET OF INSTRUCTIONS
13. WHAT IS PUT INTO A DRIVE
15. AN INUT DEVICE
16. WHAT WIRES AND PLUGS GO INTO
18. THE HEART OF IT ALL
20. ANOTHER WORD FOR CONNECT

COMPUTER TERMS

harder, and certainly not as convenient to read for our members. What do you think?

The Great Canadian Superstore is now stocking 5 1/4 inch blank disks in bulk quantities of fifty to a box for under $20.00 plus PST and GST. That's a pretty good price for a guaranteed product that can only be matched or beaten to date by The Duncan's.

Sorry, but the 128 librarian never received any programs during the summer months to be added to our disk library, so no additional disk has been added to our library for this meeting. I did manage to type a couple of programs from Compute's Gazette and Run magazine that are now ready to be added to our library when there are enough programs to fill a disk, perhaps maybe by our next meeting. Did any of you type any programs in that the library can use?

Scratch 'n' Save

64 Library

by Keith Kasha

Hi, there! Hope you had a great summer. But, here it is fall again. Time for summer holidays to end and back to the old routine of school, work, etc., etc., etc., . . .

But now for some good news! The C64 library has a whole new look! Yep! I finally got around to redoing the library (with the executive's blessing!). New sections, new format, and even **new GRAPHIC LABELS!!!!**

The new sections are "Education", "PrintMaster", and "Archives" with more to follow, I'm sure. I've also redone the SID Player section to take into account the disks of SIDs put together around a central theme (thanx for the input, Ken!).

While we're on the topic of SID Player, I'd like to take the opportunity to introduce another new feature of the new and improved library (well, I hope improved!). Are you ready? TADAH!! Our new SID Player catalogue! That's right! A separate catalogue for the SID PLayer section. You might remember back in the April 1991 Monitor a chart I constructed to display the SID Player files available in the then new SID Player section. Well, I edited and added to that chart and, VOILA! There you have it! If you have any further questions regarding this catalogue refer to the inside page of said catalogue or feel free to ask me! I'm approachable, really! I don't bite (at least I haven't bitten anybody yet, I mean recently, I mean, . . .).

EXPERTS LIST

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)	Jarrett Currie	757 2391
Paperclip (any version)	Ken Danylczuk	545 0644
Pocket Writer 2 & 3	Yves Desjardins	949 8526
Pocket Writer	Barry Bircher	543 8840
Pocket Writer	Real Charron	586 1843
Fontmaster II	Michael Rodgers	728 2595

Spreadsheets

Pocket Planner	Barry Bircher	543 8840
Better Working SS	Ken Danylczuk	545 0644

Databases

Pocket Filer	Barry Bircher	543 8840
Oracle (Consultant)	Ken Danylczuk	545 0644

Communication

Desterm 2.0	Barry Bircher	543 8840
Pro128Term	Jarrett Currie	757 2391
Library files	Barry Bircher	543 8840

Music/Sound

(Most)	Ken Danylczuk	545 0644
Stereo Sid Editor	Michael Rodgers	728 2595
Enhanced Sid Player	Michael Rodgers	728 2595

Languages

Forth	Ken Danylczuk	545 0644
Pascal	Ken Danylczuk	545 0644
ML (machine language)	Ken Danylczuk	545 0644
ML (machine language)	Barry Bircher	543 8840
BASIC 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	Jarrett Currie	757 2391
GEOS 128	Barry Bircher	543 8840

General

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

PRESIDENTS MESSAGE

Welcome to the first Commodore Users group meeting for the fall season. I hope your summer was a pleasant one and any holidays went as planned. Summer is usually a time when computing for pleasure slows down. As for myself, I spent a fair bit of time looking after the club's BBS.

Activity on the board was above my expectations as several people used the board to upload and download many files. Keith has downloaded several files that were new and is including them in our library. The BBS saw an average of 2-3 activities on files a day with several days where up to 15 files were added or picked up. It saw an average of 18 calls a day and the message area had at least 3 new messages a day with up to 20 messages written on some days. That's what the board is set up to do. Allow Commodore users to communicate and use their computers to the fullest.

One program uploaded to the board that may be of interest to you is called Digiplayer. This program is used to play .RAW files. These file are digitized sound files that the player uses to play back. The .RAW files are numerous and are a plenty. Most of them are sound samples of popular people saying well know cliches. Like Spock of Star Trek saying things like "Logic dictates that the needs of the many out weigh the needs of the few" among other sayings. This program may be presented at one of the meetings if there is enough interest in it.

Another program called Ripyarns is a neat program that was uploaded that has several songs on it as well as some neat sound effects. A crossword puzzle creator was uploaded by Fred Speary. This is a good crossword creator that I have tried out and works very well. You just enter the words and some clues and it works on making a puzzle out of it. I'll try and see if I can get one made up and get it included in either this issue or the next. Keep an eye out for it.

This meeting marks the first day for our new meeting place at Miller High school. I hope the place works out and allows our club to prosper. This meeting is dedicated to the SID music player and files. The club now has over 38 disks full of sids with more being picked up each week.

The fall meeting is precariously close to the club's election time. At this meeting and the next in October, I ask ANY club member to seriously consider running for one of the many positions available on the executive. Being an executive basically means you play a very important part in the club in that you keep the club going and are part of what happens to the club and direct it to where you want it to go.

Several senior members have been club officers for several years. It is about time that these members are relieved of their duties and allow new people to take over and inject new ideas. Currently the club desperately needs an Assistant Editor, and a Secretary Treasurer to look after the bank accounts. If you can look after your own personal account, you are more than able to look after the club's. Real Charron, the current Secretary can show you how he looks after it and you can take it from there. And also we need a Vice President. The Vice President's role is to keep up on the club news, write the odd article and take over the President's duties in case the President is unable to attend the meetings. The basic idea in having a Vice President, Assistant Editor, and Assistant Librarian is to familiarize the person with the respective duties with the idea of taking over that position after a year or two, or when the position becomes open.

The club officers usually meet a week after a general meeting at someone's house to discuss the next meeting's agenda and to have some very interesting convos.

See you next time.

★NEW GADGETS★

Nothing cools off these dog days of summer better than an ice-cold glass of tea.

But making great tea is more difficult and time-consuming than most of us realize. Yes, you can use an instant tea, but most of the powdered mixes are blended to be convenient, rather than great tasting.

Or, you can prepare it the old-fashioned way by boiling water, dropping in a handful of teabags and letting the pot steep until it reaches desired strength. However, you have to wait for it to slowly cool before pouring over ice. Otherwise, it will become cloudy, or the heat will crack the ice-filled glass-- and nobody enjoys cloudy tea from a broken glass.

There is, however, a new breed of appliances that takes the work out of tea preparation and that is also quick and safe to use. They are creatively called "Iced Tea Makers" and are available in a variety of configurations.

The newest entry into this category is the microwave iced tea maker. Two manufacturers, Farberware and Mr. Coffee, currently have units available.

The positive aspect to microwave tea makers is that they make fresh iced tea in less than four minutes. The negative is that most of the available units only make two to three glasses at one time.

To use a microwave iced tea maker, just place two to four teabags (depending on the model and desired strength) and 12 ounces of water in the brewing basket. Some units allow the usage of loose tea, but you will need to add a paper filter to keep the mechanism from clogging. Then, fill the plastic carafe with ice (about 14 cubes) and place the unit in the microwave oven (full-power setting) for three to four minutes. As the water in the brewing basket boils, it steeps the teabags. Finally, it drips the hot tea over the ice to chill.

The Farberware Ice Tea Express sells for $20 and is available from Service Merchandise. For more information, call 1-800-251-1212, Item No. 5000AFW. The Mr. Coffee version sells for $15 and is available from various department and discount stores.

For true instant brewed tea, there is Mr. Coffee's Iced Tea Pot. This unit allows for the brewing of larger quantities of tea in about 10 minutes.

The Iced Tea Pot consist of three components, a pitcher, brew basket and main unit. You begin by pouring up to three quarts of water (depending on the model) in the main unit. Next, you fill the pitcher half full with ice cubes and place the brew basket with paper filter on top.

Then you add six to eight teabags (and sugar and lemon if desired), adjoin the main unit to the pitcher and turn the power on. In less than 10 minutes, you have freshly brewed, cloudless iced tea.

Mr. Coffee officials advise that the unit is economical too. Their teapot's method costs about half of what you would spend making iced tea with conventional instant mixes. Other than tea, it is ideal for iced coffee.

Mr. Coffee's Iced Tea Pot is available in a number of models ranging in price from $25 to $45. For more information, call 1-800-321-0370.

Another new iced tea making product is Gemco's Infini-Tea. This unit takes the old method of making tea and simplifies it to be about as easy as boiling water.

The Infini-Tea includes a glass carafe and a steeping basket. Just fill the carafe with up to two quarts of water and place two to four tea bags in the steeping basket and place it in the carafe.

Then, bring the water to a boil, turn off the heat, and when the tea is at the desired strength, just add ice to cool and pour in a glass. Because the carafe is made of heat resistant glass, it will not crack when the ice is placed inside the unit. The entire process takes less than 10 minutes and provides for clear, cloudless iced tea.

Gemco's Infini-Tea is currently available and sells for $18. For more information, call 1-800-473-4362.

COMPUTER TERMS