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. CUGS meetings are held the FIRST WEDNESDAY of every month (unless otherwise noted) at Miller High School. The next meeting will be held: **January 8, 1992 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.

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Editorial by Jarrett Currie

Merry Christmas!

I can barely believe that this is the last meeting of 1991. The new year looks promising for the Monitor; we will have a new Assistant Editor. It's always a good idea to get fresh input when you are doing a project like a newsletter, and I am sure that the new Assistant Editor will add spice to the club's Monitor.

In this month's meeting, there will be a prize draw that will include only those people who have submitted articles to the Monitor. This draw is a way to thank those people who took a little bit of extra effort to help continue to make the Monitor an interesting part of the club. Each member who submitted an article will receive one chance per article for the draw. If your name is not being included in the draw, then you should make a New Year's resolution to be included in next year's draw.

Some of you members have paid the $5 fee to receive the Monitor through the mail. Because we have had the responsibilities for editing, copying, mailing, and storing the Monitor split among several of the executive, some of the mailings may not have been done properly. As a result, if you have not received a Monitor that you were entitled to, then please contact one of the executive, and we will arrange to correct the situation. Also, I will be assuming more of the responsibilities for distributing the Monitor, so

having one person do most of the work should help to eliminate any of the errors.

Another disk catalogue has been prepared for this meeting. The disk catalogue that was available for the October meeting contained all the disks that we currently have in the library. It was decided that the library should be split into two separate parts: disks that were created prior to September, 1991 and those after that date. As a result, disks that appeared in last year's catalogue will not be included in this year's. All new members will receive a copy of each catalogue, however, existing members should receive only the newest catalogue. Those of you who received the catalogue from the October meeting do not need the newest catalogue, because, as I mentioned, it contains all the disks. Because I was responsible for this confusion, I apologize to everyone for my misunderstanding.

I would like to wish everyone a festive holiday season, and I look forward to seeing your submissions in the New Year.

President's Message
by
Barry Bircher

Hello all and welcome again to the Commodore Computer Users Group general meeting. This month you will see Ross Parker doing a presentation on DigiPlayer 3.1. This is a neat program that has to be in everyone's library. It's one of those programs that is great to see run and is fun to use, like computer programs were supposed to be.

It is getting nearer to the deadline to renew your membership. Come January, 1992 all memberships are due. The membership fee is **still** $10.00 for the whole year. If you want your newsletter mailed to you there is a nominal $5.00 mailing fee to cover postage (handling is free thanks to your Executive officers). The club has always been able to get by without raising the membership dues and have always been $10.00 since 1982–83. If you think about it, the cost of living has risen approx 50% (based on 5%/year). Most other clubs are charging $30.00 and UP.

At the last Executive meeting, we brainstormed up some tentative plans for the coming meetings up to April, 1992. I'll review them here so you will know what is going to happen. In January, Garth Strawford will give a quick show on modems and BBS's (Bulletin Board Systems). In February, yours truly will give a show on a P/D program used to create crossword puzzles (hopefully I will use it and include one for that month's newsletter). In March, we have tentatively slated the Snap Shot 5.0 or 6.0. In April, a presentation on how to Unarc programs will show how to use .SDA, .SFX, LNX, .LIB and .ZIP files. These are tentative plans and can change if there is a demand (suggestions) for other programs. If there is a program or group of programs you would like to see presented, just write them on the door prize draw slip or let one of the executive members

know about it.

The new club disk catalogue should be out for this meeting so pick one up. There has been a little confusion about what the club is doing with the library catalogue lately so I'll mention it here for all to know. The 64 library is growing each week and it has been decided that the club will jump on the environmental band wagon to help save trees and paper (save money too, remember the membership dues?). In order to save paper, we have come to a decision to halt reproducing and recopying the old library each year.

A cut-off date of September, 1990 was set and is used to define what is the old library and what is the new. Prior to Sept 1990, all 64 programs are considered the 'OLD' library and all after that date is the 'NEW'. A master copy of the old 64 library has been produced and will not change from here on in. Since it will not change, there is no need to keep recopying it each year. One copy and ONLY one copy of the 'OLD' library will be made available to current members, so hang onto it and DO NOT THROW IT AWAY. New members signing up will get a copy of both the new and old catalogues. Here on after, only the new catalogue will be updated and reprinted.

One of the reasons the club was formed was it help all the members get together to share ideas, tricks and tips, and to help each other. The club needs users who need other users' help and ideas. One of the ways everyone can help is to put something into the club. Most people are shy and do not help because of it. Also they feel they don't know enough about the computer to be of help. I say HOGWASH. Everyone has SOME experience with the computer, good, bad, or indifferent. All one has to do is load up a word processor, get a piece of paper and pen, pencil, crayon and write about that program they have had nothing but problems/praise for and tell others what is so bad/good about it. How about that $2.99 special from Woolco that works fine and does the job? Tell others about it, and write a short blurb for the clubs newsletter.

I tell you, the information is there among us, hiding, lurking, avoiding us. It is there. We need to get it out so others can use it. One of the best things this club has to offer is the newsletter. We should be proud of our newsletter. Take a look at other computer newsletters and you will soon discover that most of the information comes from out of town or out of the country and NOT from the club itself. Take a look at some of our newsletters of years past. Most of our articles comes from the club members themselves. I'm darn proud of that and you should too. However, alot of the information from members is not getting to the newsletter due to the above mentioned reasons.

You have heard of the pyramid principle, right? If everyone in the club wrote ONE short paragraph or article a year (and that's not alot per individual). But that would mean we would have a mountain of an newsletter that everyone would enjoy reading and all would gain from it. Currently the newsletter is shrinking usually including only the normal monthly required articles from the executive officers. There is very little other information available. So I ask that every

member try to put something into the club and if that happens, I guarantee that you will get 20-30 other bits of info in return and a great 8-10 page newsletter that is a joy to read.

As an added incentive, all first time submitters will receive one free club disk. Each submission also enables your name to be added to a list of names eligible for a draw at the end of the year in December. If you submit 2 articles, your name is added twice. Last year we have a Monitor prize draw for a $50.00 gift certificate. This meeting will have such a draw (being December and all) and if you submitted nothing, you get nothing. Like reading the Monitor, you submit nothing, you get nothing.

"So I write a blurb on a program called 'The answer to life'. How do I go about getting it to the editor?"
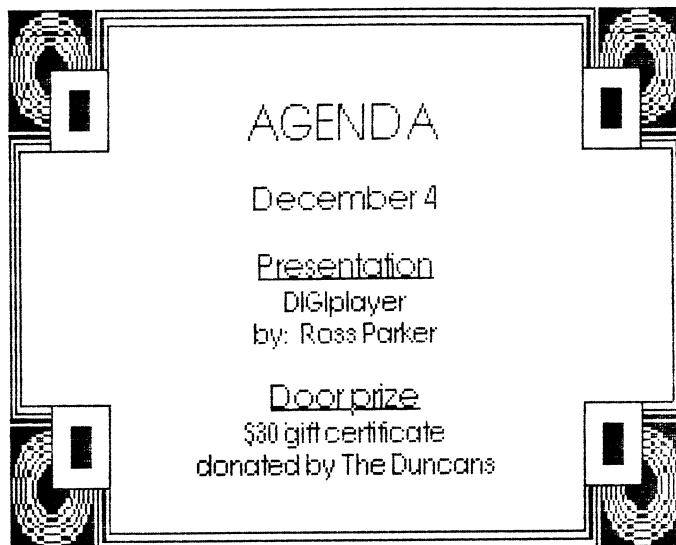
There are a couple of ways. First, write your article either on your computer or on paper. You can use whatever method you want. Then, you can give a copy to Jarrett at the meeting or mail it to the CUGS mailing address (182 Coldwell Road, S4R-4K8) or upload it to the clubs BBS (543-7683). Just remember to add the letters ".mon" to the filename if you want to upload it to the BBS.

Well, till next time, have a good one eh!

Executive Meeting Minutes

by J. Real Charron
Secretary/Treasurer

- Dave to put club ad in the Leader Post.

- Keith has a complete set of the GEOS library.

- SGI will be printing the Monitor.

- Garth to look after the old C64 library.

- Keith to look after the new C64 library.

- Ken to look after the C128 library.

- Earl to have the library backup.

- Barry to contact Bart at Software Supermarket for December's Monitor prize and Door prize.

- New disk catalogue will be available at the December meeting.

- 10-15 megs of programs for the C64 and C128 discussed.

AGENDA

December 4

Presentation
DIGIplayer
by: Ross Parker

Door prize
$30 gift certificate
donated by The Duncans

TeleOpinion
from QLink

We've all heard it and maybe even considered it ourselves... "Boy, I want to upgrade to an MS-DOS machine! These 64 programs are just too old!"

There's certainly no denying that the 64 has been around for a long time, or that MS-DOS computers (also known as PC-compatibles) have far greater capabilities. The real question is - do you really NEED the extras MS-DOS can offer you?

Consider this. You CAN probably get a low-end, bare-bones PC for about the same price or even a little less than what a 64 with one disk drive and monitor would cost. But all you would have in that price range would be a generic-brand XT with one drive and a monochrome monitor. And if you're trying to avoid obsolescence - you've just failed miserably. More and more of today's PC-compatible software will NOT run on an XT; much will not even run - or will be so slow as to be almost "unrunnable" - on a 286. If your reason for upgrading to MS-DOS is to avoid owning a machine that's obsolete (or soon to become so), you'll probably want to buy at least a 386SX with two high-density floppy drives, an extra megabyte of RAM, and Super VGA card and monitor. Going mail order, you MIGHT be able to get a system like this for under $2000... if you want a good brand name with reliable product support, expect to pay a little more.

Now ask yourself the most important question - "What am I going to do with a PC-compatible that I can't do with my 64?" Not what you CAN do with it, or what your friends do with it... what YOU personally will ACTUALLY use it for. And when you're answering, keep in mind that, depending on just what it is you want to use a PC for, you may end up spending hundreds or even thousands of dollars beyond the cost of the computer itself to get the software and perhaps additional hardware required for that particular application.

There ARE times when an MS-DOS machine (or another high-end machine such as an Amiga, which has the added benefit of, with the right emulators, being able to run MS-DOS and Macintosh software) will be the only thing that will fill your needs; for example, if you'll be doing a lot of CAD (Computer-Aided Design); if you need to use very large spreadsheets, or if you use PC-compatibles at work and need to work on files at home.

BUT... what if you just want a PC so you can run WordPerfect because you've seen or used it elsewhere and were impressed by its many capabilities? When it comes to word processing, there's not a lot that WordPerfect can't do. However, most of its more advanced features are things the average user will never have need of. If you only need a word processor for writing letters, doing book reports, etc... don't spend a lot of money on an MS-DOS machine and another $275 or so to get WordPerfect. Keep your 64 and check out a program called Word Writer 6 by Timeworks (available for about $35-$40), or head for the software libraries right here on Q-Link. You can download an excellent word processor called writerswkshp.sda, uploaded by ZEMOG. There are dozens of others available as well with varying levels of features and ease of use.

If you're still in doubt as to whether or not a PC-compatible computer is right for you, remember this: "Obsolescence is relative." What this means is that if the computer you have does everything you need it to do, then for you, that computer is not obsolete, whether it be an old VIC-20 or a brand-new 486 with a 676-megabyte hard drive. For personal use, and even some small business use, the applications available for the 64 can handle your needs with amazing ease... and probably leave a lot more loose change in your pockets, too.

What's Ahead

January 6

Presentation
Modems and BBS
by: Garth Strawford

Door prize
Free membership

February 5

Presentation
Demo of CROSSWORD CREATOR
by: Barry Bircher

Scratch 'n' Save

128 Library by Earl Brown

Well after a couple of months without receiving any programs for the 128 mode of the Commodore 128 computer, we have managed to obtain four disks full of programs. I quickly filled a utility disk and an arcade game disk with enough programs to comprise two library disks. Unfortunately, the utility disk has a few programs on them that either don't work or I haven't managed to discover how they work, so the utility disk won't be released this month. I'll have to spend more time on the disk before I include it in our library. It should be ready for our January meeting.

The '128 ARCADE GAMES 4' (#ZD) is listed elsewhere in the Monitor and comprises of 9 variety games that should hold the interest of a variety of age groups. The first game (called 'FAN SOLITAIRE') is an 80-column game that deals a deck of cards on the monitor in piles of three, face up. The object of the game, like all solitaires, is to place the four suits in piles of thirteen cards starting with the Ace. If you haven't played this game before, read the instructions very carefully, as it manages to tell you what to look out for. The odds of winning this solitaire game is higher than most, but is alot of fun. You have to carefully plan a majority of your moves.

From Run magazine, I typed in the game called 'YOOT'. I actually haven't spent enough time with the game to get skilled at it, but it is based on a very popular classic Korean board game.

The game called 'TETRIS' was downloaded from the CUGS bulletin board. I've been told that it is based from the Russian game of the same name. This too is an 80-column program. What I missed in this version that was in one of the 64 versions of this game is the ability to rotate the piece while it was dropping.

'BURGERTIME' is the last 80-column program on this disk. This program was originally written as a commercial game, but has been placed into public domain for one reason or another. The graphics could have been better but what the heck, the game is for free.

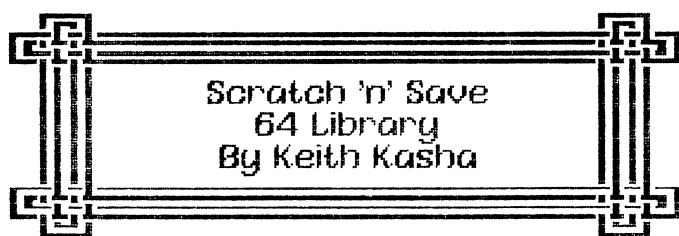The program called 'VIDEO POKER' cannot be loaded with the

128 CUGS LOADER. The starting location of this program is different than any BASIC program I have seen for the 128. I tried to relocate it to 7169, but the program wouldn't work after that. Perhaps a clever ML programmer could do something with the program so the loader would work, but I couldn't. You start the program with $50.00 and play until you lose it all or until you want to quit. Very good graphics of the cards.

'EARTH FIGHTER' is a simple hi-res graphic with simple manipulation game that failed to hold my interest. Perhaps this program would be good for the starting arcade player and then again maybe not.

I really don't know how to play 'BACK GAMMON' so I can't evaluate this program. It is based on the board game so I imagine that it will be good. You have the option of choosing manual play in which case you play against the computer or automatic play where the computer plays all by itself.

'CHECKERS' is a one or two joystick game depending on whether you decide to play with the computer or a friend. I found the game frustrating to play because the 'play square' location would always return to the bottom left area of the screen each time you selected a piece and then decided its moved location. Too slow. I never played much of the game so I can't offer any conclusion as to its merits. There is a 64 game in our library that uses the cursor keys to move the pieces that is very nice to play, but much to easy to win.

The last program on this disk is called 'TIC TAC TOE'. This game is exactly the one you learned to play when you were young. Its a two player game. If you have never played it, it is very easy to learn.

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|  _____    |
| |  Scratch 'n' Save           |   |
| |    64 Library               |   |
| |   By Keith Kasha            |   |
| |_____|   |
|_____|
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This month we have a special presentation for our general meeting of the Digiplayer program by Vice-President-Elect Ross Parker -- his first, a whole month before taking the reigns from existing Vice-President Gordon Williams! I understand Ross has even come up with a method by which you can create your own data files for use with Digiplayer! I'm not even going to start to explain the process behind that! I'm looking forward to seeing his demonstration.

TREKKIES BEWARE!!! In keeping with that theme, this month's disk-of-the-month features DigiPlayer v3.1 and sports some pretty fine data files (called "raws" due to the ".raw" suffix on each file) which helps DigiPlayer to really "strut it's stuff"! Including some really great ST files (like Bones', "He's dead,

Jim." line).

Since DigiPlayer is a "sound" program, I though it only fair to include Stereo SIDPlayer, since there was no DOM in September (of course!).

This month also hails the arrival of two new sections to the library! (It just keeps getting better and better!) Introducing the DigiPlayer section (and what, exactly, did you expect?) and the Print Shop section. That's right! For all you graphic bloodhounds drooling for more since last month, here 28 disks chock-full of graphics files, jes' for you! (Thanks, C128-librarian-elect Ken Danylczuk for the files!)

And if that isn't all! The C64 Business section of the new library gets off to a fine start this month with C64 BU01.01. This new disks adds some useful utilities for all you teachers out there and some other miscellaneous "business-type" files. Also out is C64 CO01.04. This Communications disk has a good terminal demo and an o.k. BBS program. Well, it's good for a look see, I guess. But the program of the month is an updated CCGMS program with the error in v13.1 corrected! (I think that's the buggy version.) That program you'll find on the DOM this month. So check it out!

Until next time this is the one and still reigning C-64 Librarian (Cheer! Ya-ay! Boo! Hiss! ;->) Keith Kasha reminding you to get into the CUGS library and let the CUGS library get into you!
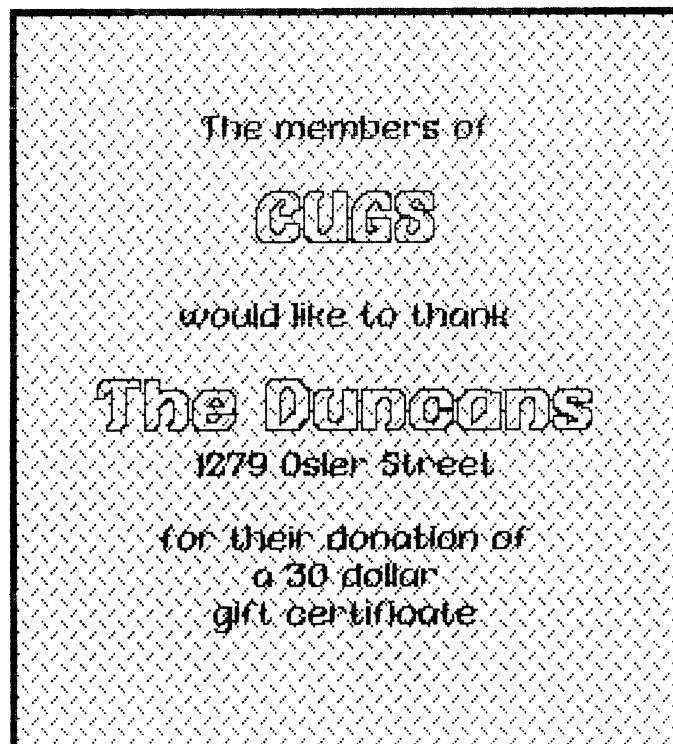
New C64 Disks

cugs c64 bu01,01

dbase.s30
req'd supply.c
gas 64
interest
objective1.1.c3
portfolio.c3
stock market2.c3
mrk
can.mortgage
compound intrest
datafile
homework.c
attendance.c
reporter.c
gradebook.c
speed file
handy filer
ez bar charter

cugs c64 co01,04

intro
mlm
ccgms.chp
bellterm.v4
infoquick v1.0
infoquick v3.0

cugs dp01,01

digiplayerv3.1
raws:

arrow	bedoo
bar	bang
bonk!	clap
bayoop	churchlady
bluup	car
boing	crash
boing2	deadjim
boing3	drip
boingity	excellent
bogus	explode
floop	

cugs dp01,02

raws:

greatshotkid	look at size
illbeback	meep
im a doctor	makemyday
justwhat	neverwill
laugh	open pod
logic	red5standing
slip	

cugs dp01,03

raws:

neil	stretch
ratherdiffic	staralert
space	scottyhere
sproing	scream
sorry dave	theforces

New C128 Disks

128 Arcade Games 4 2D

fan solitaire-80	1 pl. the solitaire game 'la belle lucie'	
yoot	-40	1 pl. a classic korean board game from run
tetris	-80	1 pl. based on the russian game
burgertime	-80	1 pl. based on arcade game from data east
video poker	based on the popular card game	
earth fighter-40	1 pl. simple airship arcade game	
back gammon	-40	1 pl. similar to board game
checkers	-40	1-2p. based on the board game
tic tac toe	-40	2 pl. the popular well known game

EXPERTS LIST

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