

the MONITOR

February, 1992

Commodore Users Group of Saskatchewan

Vol. 7, No. 2

Obligatory Stuff

CUGS

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If you have any questions about CUGS please feel free to contact any of the above executive members.

The Monitor is published monthly by the COMMODORE USERS' GROUP OF SASKATCHEWAN (CUGS), Regina, Sask. CUGS meetings are held the FIRST WEDNESDAY of every month (unless otherwise noted) at Miller High School. The next meeting will be held: **March 4, 1992 from 7:30 - 9:30 p.m.**

CUGS is a non-profit organization comprised of C64, 64C, C128, and 1280 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.

This Month's Presentation

Crossword Creator
by
Barry Bircher

Editorial

by Jarrett Currie

As the Editor of the Monitor, I have been a little disappointed with the lack of articles that I have been receiving from our numerous members. This unsettling trend may indicate a much more serious problem for our club than simply rampant apathy.

It would seem that the Monitor's place in the club, at least in its present format, has diminished over time. As the Editor, I have attempted to include not only club news, but also tidbits about programming, software reviews, and whenever possible, newsworthy items I have found on QLink. But, I believe that the current trend is to reduce the Monitor to include only the most minimal club news, and the new club disks.

The Monitor is put together, and duplicated, at some expense in time and money to the club. If it is not benefitting the club's members, then perhaps we should examine why we are publishing it, and perhaps consider investing our money elsewhere.

If you have any thoughts about this, please don't hesitate to leave a message in the CUGS area of the BBS, or contact any of the Executives. Their phone numbers are listed on page 1 of the Monitor.

Recently, a friend purchased a used C64, and while she is a

Systems Analyst by day, her nighttime activities prevented her from becoming a proficient Commodore programmer. She has a huge personal telephone directory, and wanted to computerize it. I reviewed my 64 program library, and gave her Multifile, which is a small database program. After she entered over 100 names and addresses, she found it to be too limiting for her needs. To share the interest I have in the Commodore machines, I offered to write her a custom telephone/address book program.

But, as a C128 user and programmer, I had never really explored programming in the C64 environment, and I was hesitant to start a project without all the bells and whistles that I had grown accustomed to on the C128. Thus began my quest for the perfect programming extension for the C64.

I found many extensions on QLink. As space permits, I will review the ones that I found. And for any of you who are looking for public domain programming extensions, I will also upload the ones that I review to the club's BBS. The one that I decided to use was EUSBASIC. I have reviewed it in this month's newsletter, and by the time you read this, it should be available on the BBS. And yes, except for the 80 columns and extra speed, I found myself forgetting that I was using a 64.

President's Message by Barry Bircher

Hello again, naturally. Welcome to the CUGS newsletter, the Monitor. In the newsletter we usually try to keep people informed on what is happening in the club. This issue is not the exception. I was sitting down at my computer terminal one day last week and began to count the number of ways the club tries to help Commodore 64/128 users out there and I came up with several points that I feel is worth putting into everyone's mind, even if it is just a reminder.

The Club was initially started in an effort to help out and provide an avenue for Commodore 64/128 users to get help and/or get new programs. In the area of new programs, we have tried to keep our library growing and indeed our library is still growing by leaps and bounds each month. I have just copied over 27 1581-disks full of new programs, SIDS, demos and games. The executives are now starting to put these programs onto 1541 disks for submission to the club librarians for consideration. So expect to see several new disks coming into the library soon.

In the effort to help users out with problems, the club tries to answer them at the meetings or by phone. We have an Experts List posted in each Monitor with several people who have let their name stand as an expert on some area of computing. Just give a call to one of them listed relating to your problem. I think the club could be doing more in this

area. The main problems with helping out users are: 1) they are embarrassed to call for help and 2) the fact that we meet only one day a month. If you have a problem in between those times, the problem either gets forgotten, the user ignores whatever program is causing it or just plain gives up on using computers.

One of the areas that can be a great help that is already in place is the CUGS BBS. When Garth Strawford gave a brief presentation on BBSing and modems, a question of how many of you have modems and how many use them was asked on the door prize questionnaire slip. The information we received on the questionnaire was a great surprise. We knew ourselves that 9 out of 10 executive members had modems. What we didn't know was that 9 out of 10 members also had a modem. So we know now that most of you have modems. Another surprising thing was that, of the ones that had modems, they mentioned the fact that they didn't use them for one reason or another. The main reason given was either lack of interest (What can it do for me?) or lack of time. There is not much we can do about the lack of time (we all have busy schedules) but what I would like to change is that attitude of what can it do for me, what benefit is it to me. Well, let me suggest some ways it can benefit you.

1) When you have a problem and would like some help or ask someone how to go about solving it (of course this happens between meetings all too often) you COULD get that modem thingy out and call the BBS and leave a message for some help. I bet you will get at least one user out there who has already seen that problem and has solved it and would be more than happy to answer it (usually within 48 hours or less). This service is available 24 hours a day, 7 days a week, 30 days a month. No waiting till the next general meeting (usually I had forgotten what it was by then).

2) There are program files on the Board free for the asking. If you are too busy to come to the meeting to find out what's available for programs, you should be able to find time to give a short call to the BBS. Take a look at what's there and download a few.

3) If you work on an IBM at home or at work and would like to be able to use text files from your Commodore or use files already in your IBM wordprocessors, you can use the BBS to convert to/from one to the other. All you need to do is save the wordprocessor file in a standard ASCII format. Upload the file to the BBS, then call back on the other computer, and download it. Voila, you have converted a file from one computer's format to another.

4) Use the BBS to save foot steps and gas and upload an article or two to be used in the club's newsletter. I know I like to read someone else's words of using computers, but someone else has to write them in the first place! What benefit it is to you depends on your effort to use it.

I hope I have jogged some ideas on what to use the modem for.

The Evolution of Commodore BASIC

by Tristan Miller

The Club is currently an honorary member of several other user groups out there. We swap files and libraries with them in an effort to get as many 64/128 files as there are. We sometimes publish an article or two of interest that we come across when we read their newsletter.

The club membership card can get you 10% off of regularly priced software, hardware or sundry items from Software supermarket. Depending on what you buy, the cost of the 10.00 membership can pay for itself in one purchase.

The club newsletter tries to get as much information about the 64/128 as it can. But finding NEW stuff about the 64/128 is getting harder and harder to come by. We would like to see more members write a few words on a program they use or talk about programming the things or whatever. Your submission would be of great interest to all the members. Please don't think you don't know enough about the things in order to write about it; just writing about your experiences is good enough. If everyone of us wrote JUST ONE article, the newsletter editor job would be very easy and at least 2 new submission would be found in it that everyone would appreciate.

If your question right now is, How do I go about submitting it to the Editor?

- 1) If you have a modem, upload it to the CUGS BBS as mentioned above. This one really appeals to me (since I write so many of them). I can upload it whenever I want and Jarrett can download whenever he wants.
- 2) Save your article on a disk or print it out and bring it to the next meeting and give it to Jany of the Executive members.
- 3) Write it out/print it out/scratch it on a piece of paper and mail it to

C.U.G.S.
182 Coldwell Road
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Regina, Sask, Canada.

Each month we have a presentation on something, and rain or shine, there is something to show on the machines. Each month there are new disks made up. Each month there is something new.

The Apple user group has contacted me in regards to Computer Fest. For those of you not familiar with it, or are new to the 64/128, Computer Fest is a show put on by the Computer users group (organized by the Apple user group). It is a show where people can go and see what's out there in other users group, see new programs and see what and how other computers are used and run. It is a show worth going to see. The show is tentatively set up to be at the Travel Lodge on Albert St. (Old Vagabond Motel) sometime in late April. Keep tuned and watch out for more information in the March issue of the Monitor.

BASIC - Beginner's All-Purpose Symbolic Instruction Code - is likely the most widely-used high-level programming language ever developed. Considering it's been around for about thirty years, one wonders how such an ancient language has remained popular and in use. The answer is simple - BASIC, unlike many other programming languages, was originally designed for beginners. Its easy-to-learn style of writing and the fact that it uses common, everyday English words make it extremely facile and functional.

First, a little history on computers. Back in the 1950s and '60s, computers were exceedingly rare and expensive, and computer time was very valuable. Because of their cost, only large businesses and universities could afford computers. If you needed one to do a job for you, rather than sit down at the computer itself, you would go to a separate machine on which you would punch holes in computer cards to be fed into the computer.

Once you had your program ready, you would take it to the people who operated the computer. You would then wait for a few days while your cards moved up on the waiting list, then, after your program had been run, you would get the results back. The only problem was that if it turns out you had made a mistake in the program, you would have to type it out all over again, give it to the computer, and wait a few days before getting the results.

BASIC would not have worked on such a system; the people who ran the computer could not have had their time wasted by beginners testing out their programs. But that quickly changed as soon as the time-sharing system was invented. In such a system, several input and output devices, called terminals, are linked up to one main computer. The computer, instead of only working on one program at once, would first do a little of the program on the first terminal, then it would stop and work on the second terminal's program for a little while, and then it would go to the third terminal and work on that program, and so on. In this way, programs could be run alot faster,

... continued

The deadline
for Article Submissions
for the
March issue of the Monitor
is
February 21, 1992

and at the same time.

Computers continued to diminish in size as time went on. By 1975, computers had become both small enough and cheap enough for the general public. You could mail-order a "computer kit", which came with a crude output device, a similarly primitive input device, a couple hundred bytes of memory, and a small microprocessor. At that time there was no software available for such a machine, so the task of writing programs (in machine language, mind you) was left up to the owner.

Within a few years, a handful of computer companies began manufacturing simple software programs for these microcomputers. One such program was BASIC, which could be used only with memory expansion and a microcomputer called the Altair.

By the late 1970s, several computer-manufacturing companies had been formed. Among them were such companies as Radio Shack, Apple, and of course, Commodore. If you were to flip on any of those machines, you would be instantly catapulted into that company's version of Microsoft BASIC. One such computer was Commodore's PET, a computer so popular that supplies were limited during the first few years of its existence. The PET computer, priced at about \$1475, was one of the first of the micros to offer an 80-column screen, a faster microprocessor, more memory, a typewriter-style keyboard, and of course BASIC.

Originally, the PET was supposed to store its programs on cassette, the only affordable mass-storage device at the time. At that time, a single-density disk drive could only hold about 80K and cost upwards of \$500, but as the demand for more storage space increased, disk drives became cheaper, and the PET computers received 15 new BASIC commands: RENAME, SCRATCH, APPEND, COLLECT, BACKUP, COPY, CONCAT, RECORD, HEADER, DSAVE, DLOAD, DOPEN, DCLOSE, CATALOG, and DIRECTORY. As the hardware evolved, so did BASIC.



Best of Two (or Three) Worlds (formerly 128 Scratch 'n' Save)

by Ken Dwyer/ezak

New year... new persons in place in the executive... new plans... new hopes... but big shoes to fill! A special thank first time out to EARL BROWN for MANY faithful years as club librarian, both for the C64 and (more recently) our club's small (but slowly growing) 128 library. When I said big shoes to fill, I wasn't talkin' footwear by Bata. I've always been impressed by Earl's constant and dependable service as club librarian. I only hope I can find the time to keep our club's 128 set in the shape that Earl was able. He was always on the lookout for new material, typing much of it in from magazines if necessary! I know I won't manage that dedication, but I hope I can run second to his efforts, and I'll be more than proud of that!

So what's new besides a title?

I hope to offer members everything I can find new or of interest for 128 owners. Significance for the new title? The 128 can boast many improvements over its C64 younger cousin, but the most significant to me has to be its completely fulfilled promise to be "three, three, three, yes - three machines in on". As a long-(long-long-long)-time C64 user, I have to admit I was becoming a little jaded. There really hadn't been "anything new under the sun" for me for some time. I even thought I might (shudder) give up CUGS in favour of one of the more "popular" user groups. Lolling around home last summer, I actually OPENED my 128 User Guide and Programmer's Reference. I was impressed, excited and interested all over again! I realize that I'd been using my "Cadillac" 128 as a "Mazda" C64 (yeck! The saints preserve us from silly similes.). Thus I've entered a voyage of discovery into the best of THREE worlds - the compatible (most of the time?) C64 inside the 128, the glory of BASIC 7 and the 128, and the somewhat arcane but still functioning world of C/PM and the Z80 chip. Hopefully, my voyage and the chronicle I keep beneath this new banner will be of interest to all (I can't IGNORE my 64!).

Oh, yes. My first contribution is a TWO-DISK WONDER! (Don't be too impressed; I cheated a bit.) Our first legit SOUND DISK for the 128 - UA hits the streets this week, thanks to a weekend of scouring our club and other PD disks. It contains an extensive collection of sound programs, music creators, sound shapers and just plain good music - almost EXCLUSIVELY in BASIC so you can rip it apart and see how it's done! Also available - 128 SOUND 2 - UB is available. This is the cheat part: this disk was compiled some 3 years ago and used as our club demo at a couple of Computer shows - it's got 47 great (mono) SID songs that play while the screen does a little window ad displaying. Again, the driver is in BASIC for anyone who needs a simple look at windows on the 128, and incorporating SIDPLAYER songs into a BASIC program. There's also a (disabled) routine for displaying hi-res pictures on the 128. You can probably figure out how to enable it yourself, but I'll save that for another column.

CROSSWORD CREATOR

by Barry Bircher

Crossword Puzzle Creator is a BASIC/MIL program written by Mike Roche. The original version was written for the PET series of computers including the Vic-20. It was later modified for the 64. The program was created to help out educators, parents and students to make crossword puzzles. This is a kind of program that is difficult to classify as to what section of the library it should go in. It is an educational tool, but is also one that makes a text game. It can also be thought of as a productivity tool and a business tool. It all depends on how you look at it.

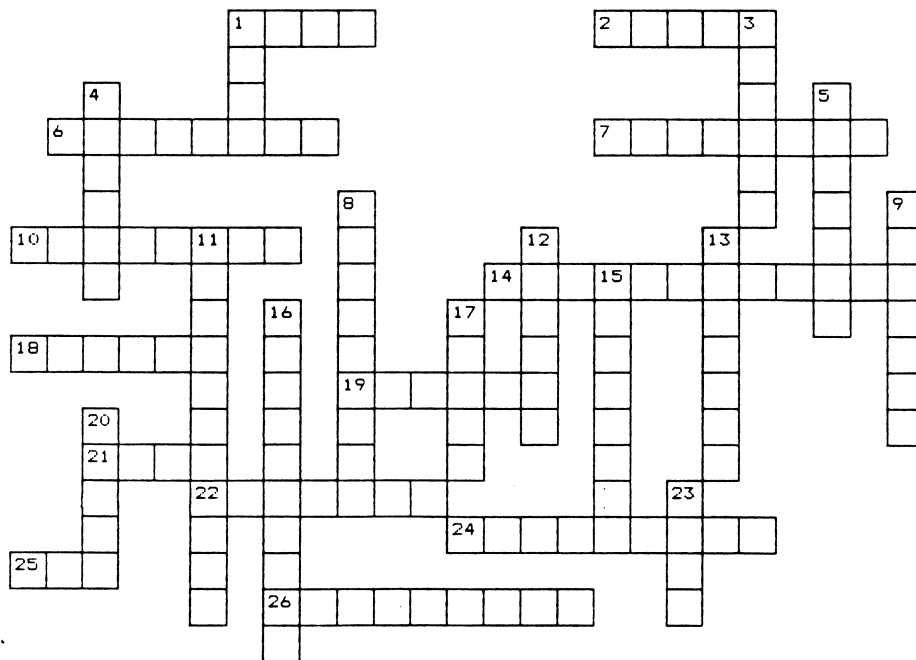
Crossword creator (CC) allows you to enter a series of words that you want to put into the puzzle and a clue to go with each one. After they are entered, the program works away and attempts several tries at fitting the words crossway using common letters in the words. Once it has finished, you can save the arrangement to disk for later retrieval or you can print it out on your printer. It prints out

the box configuration matrix according to the fitted words, complete with a number corresponding to the two clue lists, one for across and one for down. It also will allow you to print out the answers in the same way.

To use the CC, load in and "RUN" the "CROSSWORD-7". It will then load in some MIL stuff from the disk "CROSSWORD-7/MIL" and pop you to the main menu. The main menu has several selections including: create a new puzzle, edit words and clues, retrieve a puzzle, print a puzzle, do another arrangement, select a printer and list puzzle names on disk. Once you use the CC, all the main menu commands are self explanatory. The Menu commands are selected by number and pressing Return.

We first must select a printer. There are several printer drivers on the disk and will cover up to 95% of the thousands of printers out there. The one I use, and most other will too, is for the 1525 printer. Most Commodore, compatible and interfaces out there are able to emulate a 1525 printer; that would be a good one to start out on. If your printer is listed, or you know from past experience that a particular driver works on your printer, then select it. If one of them does not work on your printer, there is a printer file (.P) editor/creator which I will talk about later

TELECOMMUNICATIONS



ACROSS

- 1 OFTEN FOUND WHEN CALLING CUGS
- 2 SYSTEM OPERATOR
- 6 TERMINAL FOR THE 64
- 7 A DUMB COMPUTER
- 10 A PREARRANGED SET UP
- 14 PROGRAMMABLE KEYS
- 18 TYPE OF PROTOCOL
- 19 AN ALIAS
- 21 IBM COLOR GRAPHICS TERMINAL
- 22 WHAT MODEMS DO ON ANSWER
- 24 WHAT A PROTOCOL TRIES TO DO
- 25 BULLETIN BOARD SYSTEM
- 26 TO IMITATE

DOWN

- 1 8 BITS
- 3 ODDLY OR EVEN NONE
- 4 TO GAIN ACCESS
- 5 WHAT THE DATA TRAVELS ON
- 8 MA BELL
- 9 TERMINAL FOR THE 128
- 11 WHAT IT'S ALL ABOUT
- 12 USEFUL STORAGE AREA
- 13 HOW WE SEE
- 15 WHAT WE NEED TO ISSUE
- 16 A FEATURE OF A MODEM
- 17 MODULATE/DEMODULATE
- 20 A STANDARD
- 23 SAME AS B.P.S.

on.

Once the printer has been selected, we can go ahead and start the puzzle. At the main menu, select "Create new puzzle". This will bring us to a couple of questions about the size of the puzzle itself, either 18 or 24 rows, I assume the width remains the same and the length of the printed page is longer. Next the length of the clues is requested; it is either short 28 character clues or long 48 characters or less. These two questions really determine how the puzzle will end up being printed out on the printer. If you select a small grid (18) and short clues, such as the one in the newsletter, both the puzzle grid and clues can be printed on one page. Selecting the large grid and long clue length requires that the puzzle grid be printed on one page and the clues on another. Other combinations of small grid, large clues will print either way depending on the ending size of the finished puzzle and the number of words in it.

Now we can start entering the words. In this newsletter you will find a puzzle that I had made and the theme has to do with last month's presentation on Telecommunications.

The words you use can be anything, maybe something to do with school, work, your kids spelling test, etc. The only limitation on the length of the word is the size of the grid. Using long words is acceptable, but using many long words (12 characters and up) may choke up as the program tries to fit the word to existing placed words. Long words may go off the page and the program tries another fit. At the start of the word fitting, long words are easy to fit in. As the words are used up and towards the end of the fitting, there usually is not enough space to fit in long words.

My experience with this program has been in using the small grid with small clues. This month's crossword uses several long words and a few very short words. At first, not knowing how many words were too many, I entered in 16. The program fitted them all in on the second try (about 3 minutes) and the grid looked a bit bare.

Pressing the left arrow key exits the arrangement window and goes back to the main menu. After selecting the edit words and clues option, the program will ask again for the grid size and word length; even though you may have preselected the size of the grid and clue length at the start, the program allows you to change your mind. It was nice for the program to default to what I selected in the first place. You are then allowed to edit the words and clues and/or add more. I opted for more words so I thought up a few more and let the program go at it again. This time with 24 words. Ha! The program fitted them in the third try (about 8 minutes). Each time the puzzle was saved. Determined to see what the program could do, I entered 28 words with a few long ones for good measure.

The program worked on it all night and was able to fit in (best fit) of 27 out of the 28. The puzzle looked good so I saved it. But something went wrong with my drive and the

program aborted with an illegal quantity error on a error reading channel #15? I assume it was due to the fact that I was using a 1571 in 1571 mode on a 64 program. Anyways, I was able to get 26 words of various lengths on the small grid. My guess would be that you could get up to maybe 36 words on the large grid. Just remember that it all depends on the words you select. I was going to try the puzzle out on 3 letter words for my sons grade one spelling test. However, 3 letter words all with the letter "E" in the middle was too much for the program; the best fit on those was 5 out of 10. So you could say there is also a short word limit as well. The best combination of words are ones that are of varying length and letters, more so than the length.

The printer file creator supplied with the program allows you to create a printer driver for your particular make/model/year/revision of printer. There are instructions for the P creator on the disk as well and are fairly complete, so I will not repeat them here. I will mention some things about what the driver is suppose to do. A printer driver is a fancy name for a file that the main

"Crossword creator (CC) allows you to enter a series of words that you want to put into the puzzle and a clue to go with each one."

puzzle maker uses in order to figure out how to make use of the features on your printer. As each printer on the market today varies as much as there are printer owners, each one seems to be a bit different. Programs that use printers in order to print out graphics are a good example or users of printer drivers. GEOS has a slew of them. But unfortunately, one driver from another program are not compatible. Since the CC uses the printers graphic feature, the program needs to know what codes to send to the printer to print out a particular graphic character. Commodore compatible printers have boxing type graphics and their codes correspond to the computers codes. If you have an IBM printer, the codes are very different for the same character. Epson again is different. Even if you have an Epson, there are different features that are on some printers and not others. If you want to use those features within the program you would need to blow the dust off of your printer user handbook and start looking up the codes needed to use those features. For example, if your printer has a NLQ mode on it, you may want to use it to print out the clues and words in NLQ. There are places in the .P creator to enter those codes. If you are really interested in using the crossword creator and see a regular use for it, it may pay off to edit a driver or start from scratch and create one. Otherwise, if one of the premade drivers works, it would be wiser to use one of them.

Well, I see I have overstepped my bounds on the length of this article by a page or two so I'll end it here, have fun with Crossword Creator and use it for custom made party puzzles, spelling test exercises, club newsletter puzzles or just for the fun of making them.

Commodore 64 Blowout

Many used C64's available for sale.
Complete with disk drive, monitor
& printer interface
\$350 each, or 3 for \$1,000
(a.b.o.)

Contact Jerry Plumz
at 726-2207
for details

EVS Basic - a Command List

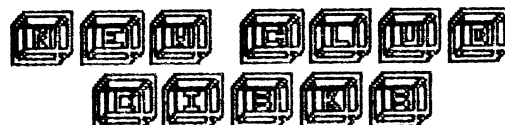
by Jarrett Currie

EVS Basic, by Anton Treunenfels, is available on QLink. Rather than describing each of the 47 different commands that this powerful utility provides in detail, I will merely present an overview of some of the most interesting:

- DS and DS\$** - these are two pseudo-variables relating to the error status of the disk device.
- INPUT#** - returns a string of characters, with a specified length, from the keyboard or a logical file.
- RECORD#** - positions the record pointer to a particular record in a relative file.
- CUR** - after passing the appropriate parameter, the command will return the cursor's 'x' or 'y' position, or will return the character that is under the cursor. Writing a text screen dump has never been easier!
- DRAW** - followed by a parameter, this command allows you to change the pen shape, move the cursor, plot points and various other graphic commands..
- ERASE** - clears a rectangular block on the screen, and can be used in all graphic modes.
- IMAGE** - this command is used to define either sprite or character images. The parameter for this command is the binary equivalent of the image to be produced.
- LINE** - draws a straight line on the bitmap screen
- LOCATE** - sets the current cursor position in all graphic modes.
- PAGE** - clears the screen in all graphic modes.
- PEN** - defines the type of pen to be used in the different graphic modes.
- POINT** - plots a single point using the current pen.
- SCALE** - sets the logical coordinate system of the bitmap screen.
- WRITE** - puts text on the physical screen in the bitmap modes.
- DO WHILE/UNTIL** - sorely missed from BASIC 2.0 are these powerful structured loops.
- IF THEN ELSE** - EVSBASIC provides an ELSE statement, something which should have been in Commodore's BASIC all along.
- EVELOPE** - defines an attack, decay, sustain, release envelope for one or more voices.
- FILTER** - controls the filtering capabilities of the SID chip. Its effect is to diminish or remove selected frequencies from one or more voices.
- SD** - is a pseudo-variable that returns the activity status of

the 3 sound voices.

- TONE** - sets the fundamental frequency of one or more voices, turns them on or off, and sets the length of time voices will be active.
- BIN\$** - combines pairs of ASCII hex characters to produce an equivalent binary string. This command is used to redefine characters and sprites.
- FMT\$** - returns a string representing a formatted number, similar to PRINT USING in BASIC 2.0.
- INFIX\$** - replaces parts of the target string with the source string.
- INSTR** - searches the source string for occurrences of characters in the pattern string
- MAK\$** - returns a string consisting of the specified character repeated the required number of times.
- SPRCOL** - sets the color of one or more sprites.
- SPRITE** - controls all the aspects of the appearance of one or more sprites
- SPRLOC** - positions one or more sprites on the logical screen.
- SPRPIC** - assigns a sprite image block to a sprite.
- FRE** - this function returns the amount of RAM available represented only in a positive number
- RESTORE** - similar to the RESTORE command in BASIC 2.0, this command now allows an optional line number.
- SWAP** - exchanges the values of 2 variables.



128 SOUND 1 UB

C128-SOUNDMAKER
MUSIC.128
MELODIES
128 SOUND
128 SOUNDII
128 SOUNDIII
CLARINET DUETS
MELODIES II
SUPER MELODY I
128 COMPOSER PLA
128 COMPOSERMAIN
128COMPOSER.DOC
SIDMASTER 128
SID.OBJ.128
SIDPLAYER 128
RHYTHM ARRANGER
NEW SID 128
SID-FONT
SID-ML2 (GHOSTS)
PRO2
C/SYNTHESIZER
128 PLAYER PIANO
TAP
ASSEMBLE
SPRIG
ANT
TURK
BALL
SONGS PROGRAM

MUSS ICH
SOLDATEN
HORCH
HYMNE
LILI
BACH JESU
BACH HEART
WINTER
MOOR
ROCKET
AULD LANG SONG
AMERICA
JUKEBOX U1.1
MOONLIGHT SONATA
CHANTILLY LACE
TROUBLED WATER
WHITE SHADE PALE

128 SOUND 2 UB

DISPLAYER.92
DISPLAYER.92.BU
SID.OBJ.128
PIC A.BMP
PIC A.CMM
PIC B.BMP
PIC B.CMM
SIDPLAYER MUSIC

