



SOUTHERN DISTRICTS



COMMODORE USERS CLUB INC.

May 88.

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Librarian : John Hancock - see above.
 Library open 7:00 pm - 7:30 pm each general
 meeting.

Newsletter : Rob Price 66 Bolton Court Flagstaff Hill
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Next meeting : MONDAY 27th June at 7:30 pm.

Location : Salvation Army Hall Elizabeth Rd. Morphett Vale.
 Subject : Modem Demonstration.

July: BB Writer.

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 those of the writer/writers, and are not necessarily of the
 Club's Committee members.
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 with any organisation bearing that name.
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AD. PAGE

FOR SALE

Coloured Disks \$17-00
Plain Disks \$12-00

See John Hancock at tonight's meeting.

FREE SOFTWARE

Yes that's right, the Club has free software from our Public Domain collection available to members. The range covers C64, C128 and CP/M.

See John Hancock at tonight's meeting.

FOR SALE

Vinyl covers for computers and disk drives. The range includes C128, 128D, C64 computers and 1541, 1571 drives. All \$5-00 except 128D \$10-00.

See Barry Fuss at tonight's meeting or phone him on 382 5098.

WANTED

A cheap Commodore Compatable printer.

Help from anyone who has played "Dungeon of Doom".

If you can help, please contact Deb Van Arend on Ph. 382-6588 or see her at 7 Christopher Road Christie Downs.

NOTES.

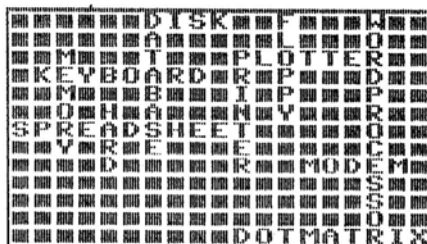
WORD LIST: CROSSWORD #2

DATABASE
DISK
DOTMATRIX
FLOPPY

HARD
KEYBOARD
MEMORY
MODEM

PLOTTER
PRINTER
SPREADSHEET
WORDPROCESSOR

ANSWERS: CROSSWORD #2



CARE OF THE PERSONAL COMPUTER

The Commodore computer owner who buys the computer, one disk drive, monitor and printer will spend about \$1,700 on their system. Even the outlay for the smallest system is of the order of \$500 including typical basic accessories. For many families this is no mean sum. On this basis it makes sense to take reasonable care of this investment. On the other hand how many of us are fully aware of all the dangers involved with computer care. Below are a few basic rules to help you to keep your computer in better condition longer.

THE COMPUTER KEYBOARD

The first rule that may seem to many quite obvious is, cleanliness. A computing lecturer once told me this story. He was at one time responsible for the maintenance of many of the computers on Adelaide college campuses. Many of his maintenance calls were due to foreign matter contaminating the computer. One computer had not had a breakdown to his knowledge until he was called out for a software problem. When he arrived to fix the problem he discovered the reason for this reliability. The woman in charge of the computer had laid down very strict rules for the use of the computer, none of which were allowed to be broken. These rules involved drinking, smoking and eating near the computer, maintenance of the air-conditioning system and general tidiness and cleanliness in the computer room. The principle is simple; Break these rules and the life and reliability of the computer will be considerably reduced, obey these rules and your \$500 to \$X,000 investment will be protected. It is a very good idea to protect the computer in some way by placing a cover over it to prevent contaminants from getting into it.

Now is as good a time as any to state the second rule. WATCH OUT FOR STATIC. While I was at the same college I saw a film in which the person who first discovered the problems that static can cause spoke about his discovery. He was at the time manager of an American firm which had a contract to make a number of high quality resistors for a German company. These resistors had to be individually tested before leaving the factory in America. When they were tested in Germany before assembly of the part receiving the resistors many were found to be faulty. After much investigation the following was discovered. The resistors were good out of the factory where they were packed into large plastic bags. They were good upon arrival at the factory in Germany. When the resistors arrived in the German factory they would be taken out of the bulk packaging and placed into individually labeled plastic bags. As the resistors were placed into these bags the static being generated was enough to destroy the resistors. Synthetics are the best static generators around the home. This includes clothes, carpets, plastics any of which may cause hundreds, yes HUNDREDS of dollars damage to your precious possession. Here are some very simple rules to obey to minimise the risk from static. Do not touch any ports on the computer

unless it is necessary. Before touching any of the ports touch a metallic object that is in contact with the floor. Although this is not a sure safeguard it is better than nothing. The screen of the TV or monitor carries a very large voltage and it is possible to collect enough static of the screen to destroy your computer. Do not place an untreated synthetic cover over your computer. Many plastics have been treated to eliminate the danger of static damage, and these are often used to protect electronic devices but using an untreated plastic is like playing russian roulette with your computer. A spray is obtainable that can be used to treat materials that generate static to reduce this risk. The best way to prevent static damage is to laminate the computer desk top with a special anti static material which should then be connected to a good earth, (not the household wiring earth). This is still not absolute protection but then I have not heard of anything, including special environmental rooms, that provide this. By the way, I am sure that you have heard the classic "I don't know what you are worried about, I have never had any problems!" because I have and I can assure you, I have spoken to numerous people who have destroyed their computers through apparently harmless actions.

Rule three is, ventilation. Electronic circuits are sensitive to heat. Overheating may not cause a circuit to fail but it will reduce the life of the components.

THE DISK DRIVE

The rules stated above also apply to the disk drive but there are additional rules when considering this device. The drive not only contains electronics but mechanics. Any physical shock will result in damage to these mechanics. If it is necessary to transport the disk drive place the card supplied with the drive in the drive and close the drive door. If this card has been lost then an old disk may suffice, but it will not push the head mechanism back. This card is used to protect the heads and mechanism from physical damage. In the commodore drives are a transformer and two motors all of which generate heat and cause a potential problem. Many people have placed four small stick on feet onto the drive to lift it off the table to improve the air flow through the drive. In addition it is not a good idea to place drives on top of one another.

DISKS

These are much abused little creatures. They are good for Frisbees, drink coasters, book marks and even props for uneven table legs. A few don'ts; Do not place a disk on any surface without it's cover, do not write on a disk with anything but a felt tipped marker, keep disks in a closed disk holder, do not leave disks in the sun or allow them to get too hot, do not touch the exposed surface of the disk and keep them away from eating, drinking, smoking, swearing and loose women. Also remember that

dust and disks and their drives are natural enemies. One less known problem is the damage that can be done by magnetic fields. These may be created by magnets, motors, transformers in electronic equipment and video screens. In fact it is a good practice not to place disks on any electronic equipment. One of the strongest magnetic fields, and one that may cause the greatest damage is around the display on the television or video monitor. Any magnetism remaining on the screen causes distortion of the picture so to reduce this problem a strong magnetic field is placed around the screen each time the appliance is turned on. Now if a disk is placed on the top of the display the damage may not be immediate but each time the display is turned on the magnetic information on the disk is weakened and the information will eventually be lost.

PRINTERS

Only a couple of precautions in addition to the above. The print head in a dot matrix printer gets very hot so it may be advisable to remove the cover over the print head to improve ventilation. And do not touch the head after it has been printing for some time. It can get very hot. Try to avoid using sticky labels in the printer since they may come off and adhere to the platter. Removing them can be a very messy business.

J. HANCOCK

C64 PUBLIC DOMAIN DISK 001
C64 PUBLIC DOMAIN DISK 001

SDCUCC64.001A SA 2A 0 BLOCKS FREE 15 ENTRIES

D-CHARGE.C2	1 SEQ	BOHR ATOM.C2	79 PRG
ACCELERATION.C2	35 PRG	BOYLE'S LAW.C2	56 PRG
ACTINIUM DECA.C2	45 PRG	BUOYANCY.C2	89 PRG
AVORM.C2	42 PRG	CAI MOMENTUM.C2	51 PRG
AZIMUTH & ALT.C2	47 PRG	CASCADE.C2	29 PRG
BALANCE CHEM.C2	64 PRG	CHARGE.C2	36 PRG
BALLISTICS.C2	30 PRG	D-CHARGE.C2	1 SEQ
BERNIE TOWER.C2	38 PRG		

SDCUCC64.001B SB 2A 33 BLOCKS FREE 12 ENTRIES

ELECTRO MAG 2.C2	75 PRG	COMPOUNDS 1.C2	37 PRG
ELECTRICAL PR.C2	71 PRG	CIRCUITS.C2	63 PRG
E.M.T.C2	68 PRG	CHEMIST.C2	37 PRG
DEFECT.C2	33 PRG	CHEMIST QUIZ.C2	39 PRG
CYLINDERS.C2	57 PRG	CHEM EQUA.C2	59 PRG
COMPOUNDS 2.C2	39 PRG	CHEM 12.C2	53 PRG

C64 PUBLIC DOMAIN DISK 002
C64 PUBLIC DOMAIN DISK 002

SDCUCC64.02A SC 2A 37 BLOCKS FREE 14 ENTRIES

GEIGERCOUNTER.C2	38 PRG	EQUIVALENTS.C2	90 PRG
GAS EQUATIONS.C2	36 PRG	EQUATIONS.C2	56 PRG
FUSE.C2	31 PRG	ENZYME.C2	36 PRG
FOURIER PLOT.C2	48 PRG	ENV. PROFILE.C2	46 PRG
FORCE CONV.C2	33 PRG	ENERGY.C2	30 PRG
FISHERY.C2	48 PRG	ELEMENTS.C2	46 PRG
FAMILY.C2	45 PRG	ELEMENT.C2	43 PRG

SDCUCC64.02B SD 2A 41 BLOCKS FREE 14 ENTRIES

METRIC VOLUME.C2	55 PRG	ION.C2	36 PRG
METER READ.C2	53 PRG	INTERFERENCE.C2	51 PRG
METER READING.C2	50 PRG	INORG CHEM.C2	68 PRG
MARBLE STAT.C2	43 PRG	HEAT SOLVER.C2	48 PRG
MALARIA.C2	50 PRG	HARMONICDSPLY.C2	30 PRG
LOCKEY.C2	39 PRG	HALF LIFE.C2	28 PRG
KINEMATICS.C2	36 PRG	GRAVITY QUIZ.C2	36 PRG

C64 PUBLIC DOMAIN DISK 003
C64 PUBLIC DOMAIN DISK 003

SDCUCC64.03A SE 2A 45 BLOCKS FREE 11 ENTRIES

MUTANT.C2	37 PRG	MOLECULES 2.C2	82 PRG
MULTIMICRO.C2	53 PRG	MOLECULE RACE.C2	51 PRG
MOTORCYJUMP.C2	41 PRG	MOLAR.C2	34 PRG
MOTION PROB.C2	64 PRG	MITOSIS.C2	67 PRG
MOMENTUM II.C2	44 PRG	MICROSCOPY.C2	63 PRG
MOLECULES.C2	83 PRG		

SDCUCC64.03B SF 2A 34 BLOCKS FREE 12 ENTRIES

PHOTOSYNTHES.C2	40 PRG	PERCENT.C2	34 PRG
PHOTEL.C2	39 PRG	PEND 2.C2	40 PRG
PH PROBLEMS.C2	94 PRG	PEND 1.C2	49 PRG
PET NCL REACT.C2	87 PRG	OHM2.C2	31 PRG
PERIODIC TABL.C2	35 PRG	NOMENCLATURE.C2	61 PRG
PERIODIC PROB.C2	50 PRG	NICHE.C2	70 PRG

C64 PUBLIC DOMAIN DISK 004
C64 PUBLIC DOMAIN DISK 004

SDCUCC64.004A B1 2A 135 BLOCKS FREE 12 ENTRIES

LIFE TABLES.C2	36 PRG	DEPRECIATION.C2	29 PRG
SCHOOL-MARM.C2	34 PRG	DATES.C2	34 PRG
INVESTMENTS.C2	63 PRG	CREDIT UNION.C2	39 PRG
ICE CREAM.C2	47 PRG	BUDGETACCOUNT.C2	52 PRG
MARKET.C2	43 PRG	BONDS.C2	33 PRG
GROSS PAY.C2	37 PRG	ACCOUNTING.C2	76 PRG

SDCUCC64.004B GB 2A 376 BLOCKS FREE 6 ENTRIES

KOPPEN.C2	56 PRG	MILEAGE .C2	35 PRG
LAKES-ENG.C2	53 PRG	OCEAN QUIZ.C2	63 PRG
MILEAGE.C2	36 PRG	STATES & CAP.C2	45 PRG

C64 PUBLIC DOMAIN DISK 005
 C64 PUBLIC DOMAIN DISK 005

SDCUCC64.05A U1 2A 43 BLOCKS FREE 15 ENTRIES

128 DISK CONV	5 PRG	FEATURES QUIZ.C2	56 PRG
ANALYSIS 1.C2	36 PRG	GRAPH PRINT.C2	37 PRG
ANALYSIS 2.C2	40 PRG	GRAPH SUBRTN.C2	30 PRG
BAIRSTOW NTH.C2	35 PRG	HOME ENERGY.C2	73 PRG
CHECK DISK.C2	29 PRG	PLOT.C2	37 PRG
COPY D FILES.C2	44 PRG	PRGM. LISTER.C2	28 PRG
DISK LISTER.C2	44 PRG	AUTOBOOT	2 PRG
DUM 5.0.C2	66 PRG		

SDCUCC64.005B ES AN 2A 200 BLOCKS FREE 45 ENTRIES

MINUTE WALTZ	36 SEQ	THERE IS FOUNTAI	5 SEQ
I WILL PRAISE	9 SEQ	FATHER I THANK	5 SEQ
I LIVE	7 SEQ	FATHER I THANK1	5 SEQ
INVENTION XIV	20 SEQ	LONDONDERRY AIR	9 SEQ
HALLELUJAH CHORU	24 SEQ	SONG OF OFFERING	9 SEQ
THE SERVANT SONG	5 SEQ	ERRANTRY	24 SEQ
DOXOLOGY	5 SEQ	BREAD OF LIFE	5 SEQ
SONATA IN G	20 SEQ	I SIT BESIDE	19 SEQ
RUSTLE	3 SEQ	INVENTION 1	15 SEQ
MORNING GLOW	5 SEQ	SONATA OP101	3 SEQ
ANITRAS DANCE	7 SEQ	SONATA OP101 1	5 SEQ
THE ENTERTAINER	11 SEQ	INVENTION 2	28 SEQ
THE ENTERTAINER2	11 SEQ	GLORIA	7 SEQ
THE WISE MEN	11 SEQ	THE ENTERTAINER3	15 SEQ
SLEEP HOLY CHILD	17 SEQ	MUSIC BOX DANCER	13 SEQ
FIRST MINUET-MOZ	5 SEQ	THE GREATEST THI	13 SEQ
O SACRED HEAD	5 SEQ	STEEPLES	7 SEQ
ABIDE WITH ME	3 SEQ	GLORIA	7 SEQ
LOVED WITH EVRLS	5 SEQ	HAPPY BIRTHDAY	3 SEQ
MASTER THE TEMPE	7 SEQ	INVENTION 3	22 SEQ
WERE YOU THERE	5 SEQ	INFANT HOLY	5 SEQ
HUSHED WAS THE E	3 SEQ	IT CAME UPON	5 SEQ
LET THY MANTLE F	11 SEQ		

C64 PUBLIC DOMAIN DISK 006
C64 PUBLIC DOMAIN DISK 006

SDCUCC64.06A 12 2A 49 BLOCKS FREE 18 ENTRIES

QD	2 PRG	FRACT.REDUCTION	39 PRG
MATHS DARTS	44 PRG	MIXED NUMBERS	36 PRG
FAST ADD	45 PRG	MONSTER MULT	45 PRG
FUNCTION MACHINE	56 PRG	MUNCHKINS MULT	47 PRG
IQ TEST	52 PRG	POWERS	46 PRG
LADDER MULT	35 PRG	OPERATIONS	47 PRG
ALL DRILLS II	35 PRG	QDSYS	6 PRG
LAZER MATHS	35 PRG	MENU	6 PRG
MULT. QUIZ	38 PRG	DIRECTORY	1 SEQ

SDCUCC64.06B 00 2A 18 BLOCKS FREE 20 ENTRIES

QD	2 PRG	TIMES TIMER.40	27 PRG
SIG-DIGITS II	30 PRG	TREASURE ADD.40	28 PRG
PERIMETERS	35 PRG	HOW MANY	31 PRG
SNOOPY NUMB. LIN	53 PRG	BRAIN CRANE +	48 PRG
POLICE SUBTRACTI	40 PRG	BRAIN CRANE -	48 PRG
GREAT TABLES	31 PRG	MISSING NUMBER	44 PRG
TIC-TAC-64	48 PRG	LEMONADE	51 PRG
INTEG. ADD	34 PRG	TABLES.40	24 PRG
JEEP	20 PRG	QDSYS	6 PRG
SIG-DIGITS	40 PRG	MENU	6 PRG

C64 PUBLIC DOMAIN DISK 008 A
 C64 PUBLIC DOMAIN DISK 008 A

SDCUCC64.08A	U1 2A	47 BLOCKS FREE	61 ENTRIES
LIST-ME (C)U1.L	43 PRG	JOY 2.C	3 PRG
1541 BACKUP.C	28 PRG	LISTER.C	13 PRG
64 MEM CHART.C	10 PRG	LISTER 2.C	12 PRG
64 RENUMBER.C	2 PRG	LOCKDISK64	9 PRG
B-MONITOR.C	22 PRG	LOTTERY DRAWER.C	8 PRG
BASE.C	3 PRG	MENU.C	5 PRG
C-64 WEDGE.C	1 PRG	MOVING SIGN.C	9 PRG
C64 PET SCREEN.C	5 PRG	PCB PRINTER.C	2 PRG
CHECK DISK.C	4 PRG	PERFORM TEST.C	9 PRG
COLOUR BAR 2.C	4 PRG	PET EM.C	1 PRG
COLOUR COMBO.C	6 PRG	PET EMU BOOT.C	1 PRG
COPY FILE.C	2 PRG	PET EMULATOR.C	18 PRG
COPY FILES.C	13 PRG	PETLOAD PRGM.P	4 PRG
COPY-ALL.C	10 PRG	PRINTER TEST.C	9 PRG
DEC DUMP.C	3 PRG	PROG CONVERT.C	3 PRG
DEMO JOYSTICK.C	2 PRG	PRG FUNCTION.C	6 PRG
DIALER.C	6 PRG	RANDOM FILE.C	13 PRG
DIR.C	4 PRG	RND COLR BARS.C	4 PRG
DISK ADD CHNGE.C	4 PRG	SCREEN.C	2 PRG
DISK LOG.C	8 PRG	SEQ FILE.C	5 PRG
DISKVIEW 2.C	64 PRG	SPARKLE.C	1 PRG
DISPLAY T&S.C	14 PRG	SUPERMON INST.C	24 PRG
DISSAMBLER.C	15 PRG	SUPERMON V2.C	10 PRG
DOS 5.1	4 PRG	TIMER.C	10 PRG
DUMP.C	2 PRG	VICLIST.C	18 PRG
EMULATOR	17 PRG	VIEW BAM.C	6 PRG
FORMAT.C	4 PRG	WEDGE-64-\$9000.C	17 PRG
HOW PART TWO	5 PRG	WEDGE-64-\$C000.C	17 PRG
HOW TO USE.C	13 PRG	WEDGE-64-\$7000.C	17 PRG
INTERMOD.C	14 PRG	WEDGE-64-\$8000.C	17 PRG
J/20 MORSE R/T.C	12 PRG		

C64 PUBLIC DOMAIN DISK 008 B
 C64 PUBLIC DOMAIN DISK 008 B

SDCUCC64.08B	U2 2A	48 BLOCKS FREE	46 ENTRIES
LIST-ME (C)U2.L	24 PRG	R2 1	4 PRG
C64.MENU	8 PRG	R2 2	4 PRG
AUTO BOOT.C	8 PRG	R2 3	33 PRG
MENU.C	8 PRG	R2 4	33 PRG
AUTOBOOT.C	9 PRG	R3 1	4 PRG
DOS IN BASIC.C	11 PRG	R3 2	4 PRG
DOS.C	9 PRG	R3 3	33 PRG
4040 COMMANDS.C	19 PRG	R3 4	33 PRG
USING 64 WEDGE.C	40 PRG	DIRECTORY	2 SEQ
C-64 WEDGE.C	1 PRG	PROGRAM INFO.C	6 PRG
DOS 5.1	4 PRG	CHANGE TITLE.C	6 PRG
BOOT DOS 5.2.C	1 PRG	DISK PRINTER.C	7 PRG
DOS5.2.D	4 PRG	BAM.C	15 PRG
DOS COMMANDS.C	26 PRG	BLOCK FREE.C	2 PRG
ROM EMULATOR.C	3 PRG	DIR READ.C	8 PRG
SX 1	4 PRG	DIR READ ML.D	1 PRG
SX 2	4 PRG	FAST BAM.C	10 PRG
SX 3	33 PRG	BAMGET.D	1 PRG
SX 4	33 PRG	TINY DIRECTORY.C	8 PRG
R1 1	4 PRG	DISKPRINT.C	7 PRG
R1 2	4 PRG	GEMINI CHAR.C	25 PRG
R1 3	33 PRG	COMPUTER FONT.D	24 SEQ
R1 4	33 PRG	NORMAL FONT.D	23 SEQ

C128 PUBLIC DOMAIN DISK 001
 C128 PUBLIC DOMAIN DISK 001

128 PUBLIC DOMAN 00 2A		0 BLOCKS FREE	58 ENTRIES
BETTER DEFAULTS	4 PRG	128 SOUND	3 PRG
128-64 KEYPAD	4 PRG	128 3D ISOMETRIC	26 PRG
C-64 KEYPAD BL	4 PRG	128.ISO.PIC	32 PRG
KEYPAD.V2	6 PRG	C128.WINDOWS	3 PRG
JHF FILE READER	33 PRG	SPIRO.C128	1 PRG
C-128 MEMORYMAP	36 SEQ	C128 KEYSROLL	2 PRG
128TIPS % TRICKS	31 SEQ	C-128GR PATTERN	1 PRG
128 ROM MAP	24 SEQ	SPRITE DEMO	5 PRG
128 RAM MAP	46 SEQ	SPRITE DEMO.B	3 PRG
MAPPING 128 V-1	51 SEQ	OOPS	2 PRG
MAPPING 128 V-2	21 SEQ	TWO POINT 2	4 PRG
MEMORY MGT C-128	63 SEQ	STAR WARS	5 PRG
UPDATE MAP C-128	20 SEQ	S.W.B	37 PRG
64 TO 128 CONV C	21 SEQ	ROOM	5 PRG
C-128 BASIC 7.0	27 SEQ	ARCH	2 PRG
80 COL CABLE	10 SEQ	AMIGA EMULATOR	3 PRG
RANDOM 128 NOTES	9 SEQ	BALLSPR	3 PRG
128 TIPS & STUFF	1 SEQ	GRAPHIC DEMO	3 PRG
64 TO 128	20 SEQ	GRAPHICS.ML	2 PRG
C128-ARCCENTER	3 PRG	XMAS SONGS 128	32 PRG
FKEY.TEMPLATE	20 PRG	3 TIER 8	6 PRG
KEY SET	1 PRG	SPRITES	1 PRG
MONBOCOL	9 PRG	HIRES.O	4 PRG
USA 128	3 PRG	SWISH.O	5 PRG
DOGGIE.MUSIC	3 PRG	SWISH	1 PRG
BACH 13	6 PRG	S.D.C.U.G.INC.	2 PRG
LIBRARY	24 PRG	DISKCONV128	2 PRG
128 GODSEYE	1 PRG	SDCUC	2 PRG
C128 SPHEREDEMO	2 PRG	C128 KEYSROLL 1	2 PRG