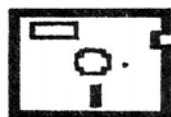


The Dispatch Disk

March 1990



FROM THE EDITOR

Welcome to the 4th edition of the "DISPATCH DISK" that I have written. As you may have already noticed, there have been more changes this month, the most notable being the different typestyle. This has occurred as a result of the use of G.E.O.S. instead of "THE NEWSROOM" as in the past. "THE NEWSROOM" had a big advantage when I first started putting the newsletter together as its Editor - SIMPLICITY. Using it was quite easy, but the more I used it, the more I became aware of its limitations. For example you can't line up columns because there are no tabs; You can't link panels when editing articles etc. I commented on these things in my first issue. (Nov 89)

These restrictions have now been lifted by the use of GEOS and Writers Workshop which includes geoWRITE U2.0, and we now have available to us a far more flexible wordprocessing package. Some of its features include :-

- * Adjustable margins on both sides
- * Up to 8 tab stops individually adjustable
- * Left, right, centre or full justification
- * A large selection of fonts which can be used anywhere in the document
- * A choice of styles for these fonts including

Bold, Italic, @SCLH@, Underline and Plain.

Also available but as yet unused (by me), is a GRAPHICS GRABBER, which will enable me to copy graphics from programs such as "THE PRINTSHOP", "PRINTMASTER" and "THE NEWSROOM" for use in articles. There is also a TEXT GRABBER for copying text from other wordprocessing packages.

In future issues, because time didn't allow it this issue, I intend to use another program in the GEOS range, geoPUBLISH, to produce the newsletter. This program will take text created in geoWRITE as well as pictures from geoPAINT and combine them into a complete newsletter in one run through the printer. Keep watching next month.

I would like to take this opportunity to thank Jeff Carey for his continued support of the "DISPATCH DISK" by way of his articles "LIBRARY NEWS". A lot of time is spent preparing this newsletter, and a prepared article such as Jeff submits can help to reduce the workload and is much appreciated. Apart from articles by myself, Jeff, Rob Cloosterman and Ross Edwards, there has been nothing else, so how about some other members of the club contributing something. It doesn't need to be much. With the change to GEOS, a program most people will have access to,

you should be able to contribute something in a compatible form which will not need retyping. Want some ideas? How about the following.

- 1) Letters to the editor, complimentary or otherwise.
- 2) A review of a game, book, cartridge, joystick, printer, modem, monitor etc. If it relates to C-64 or C-128 computers, send it in.
- 3) A photocopy of an article that you enjoyed, found interesting or useful etc. In the constitution of the club, one of our aims is to distribute information to members. Financially, I can't afford to buy every C-64 and C-128 magazine but between us all we probably do, so help us to share the knowledge around.
- 4) An easy one. A classified ad. At present our newsletter is only read by members, but you never know what is wanted or available out there until you try. The best part about these ads is that they are FREE!!
- 5) Questions about hardware or software problems that you may be having. Someone in the club will probably be able to help you out, but you have to ask first. We will also accept anonymous questions if you are too embarrassed to put your name to them.

In closing, I would appreciate any feedback, good or bad about the newsletter. Comments about layout, contents, over or underemphasis of any topics can all help to aim the newsletter where you want. Remember though, the best way to see an article on your favourite topic is to write it yourself and submit it for publication.

Regards Terry Pitt Editor

PS. When submitting material for inclusion in the newsletter, please put it on an empty disk with a second copy as backup, just in case. Call them "ARTICLE" and "ARTICLE B/UP" so that I know what they are. Send them to me, securely packed, at
19 TINDALL CRES.
SHEIDOW PARK
S. A. 5158

You may also leave them for me at Noarlunga M.R.D. with my name on them. Australic Post make suitable protective packages and both disk and package will be returned to you at the next club meeting.

Small items such as classified ads can be given to me over the phone on :-

381-3216 after 8:00 in the evenings



MAGAZINE LIBRARY RULES

There is no charge for borrowing magazines from the Club Magazine Library but borrowers must be paid up members for 1990. Check out the magazines held by the Librarian and if you want to borrow one, put your receipt number on the borrowing slip.

Because Library stock is extremely limited at this stage, only one magazine per family per month can be borrowed.

Loans are for a ONE month period and a \$1 fine will be imposed if the magazine is not returned at the next meeting. If you are unable to attend, please contact a Committee member to make alternative arrangements.

128 LIBRARY

Those of you who look tonight at the meeting will find that there is NO "128 Library". This is because there were no volunteers to carry out this small task. It is a personal protest by your overworked & overloaded '64 Disk & Magazine Librarian'. No volunteers - No Library!

If you would care to assist in overcoming my personal protest by becoming '128 Librarian', the tasks are really small. Your duties will involve bringing the 128 PD Disk Library to meetings so that disks can be copied. At your leisure, you run all the PD programs in the Library to ensure that they do run and prepare a brief description of what the programs do so that we can include it in the Library News.

Of course, we would welcome your attendance at Club Executive meetings, usually held in the week prior to the main meeting but this is not essential. Committee meetings are more fun than business because after the formal business is complete, we talk on about our computers and our problems - and after all isn't that what being a member of a computing club is all about!

The advantage of being '128 Disk Librarian' is that you get to try out all the new disks before anyone else.

Volunteers prepared to assist in this area should contact Jeff Carey at the meeting tonight or on 294-8447 (and don't be scared off by the answering machine - I do ring back!).

GEOS PD DISK

After last month's GEOS demo, you may be interested in the GEOS PD Disk which we have in the Library. Although I haven't had the chance to run it personally, I can note the following from the directory printout:

28 Font Files for use with GEOWRITE
'Graphics Grabber' & 'Merge Upgrades'
A screen dump utility
Two games for use under GEOS viz.
Yahtzee & Black Jack
'GEODIRPRINT' - which presents an excellent printout of your GEOS disk directories.
The disk is only \$2 from the Disk Librarian

LIBRARY NEWS - MARCH

Many thanks to John Wright who gave us the opportunity to add 27 sides of Educational PD Disks to our Library. Other than that, things have been pretty quiet this month - the Treasurer has applied a ban to new purchases of magazines, etc until the bank balance gets better - so join up or pay up soon please.

Jeff Carey - Librarian

1990 AGENDA

For all members interested in future club events, we present an outline of possible topics and events for 1990.

1) A Trading Table at which we all can buy and sell computer hardware, original software, monitors, leads, disk drives or anything that might be useful to someone else.

2) Printshop and Printmaster demonstration - The advantages and disadvantages of both programs can be compared, and any problems the members may be having can be looked at.

3) An introduction to Databases. A look Superbase and discussion of the operation and terminology involved.

4) How to play Adventure and Strategy Game
Member participation will be needed and gratefully be appreciated.

5) Bulletin Boarding and the use of a MODEM

6) Problem Workshop - This evening is for those who are having any problems with their computers. Group participation is encouraged so that we can rectify problems and learn something ourselves.

7) Machine Language - Show the advantages of Machine Language and what it can do for you once you learn how to use it.

8) Adults Game Night - A night for adults to have a go at some games without the Kids showing you how to do it. This is **NOT** an (R) Rated games evening!

If anyone can help with any of the above demonstrations PLEASE let one of us know. The more participation we have, the more enjoyable the evenings will be.

A suggestion has been made about the possibility of holding TWO meetings per month, possibly the Second Tuesday and Fourth Wednesday of each month. This could prove beneficial to those members who have other commitments on Wed. evenings. If you have any views on this matter, please let us know at tonight's meeting.

DISK CATALOGUE MANAGER / REPORTER

Written by RAY MARTIN

D.C.M./R. is a very versatile and powerful disk cataloguing program that still remains simple to use. Below are listed some of its more notable features:

- 1) A name file capacity of 2100 entries with each entry composed of a 16 position name and a 4 position ID code.
- 2) Dynamic recognition of 2 1541 or 1571 disk drives at program startup. The disk drive used to load this program will be established as the default device for the loading and saving of name files. If another disk drive with a different address between 08 and 11 is detected, then it will be established as the default device for DOS commands and the capturing of directory entries. These startup defaults may be overridden at any time.
- 3) Capturing of names from a disk directory is unique in that all names are read into a temporary memory area where you may review, modify, discard and re-instate names as many times as needed before appending to your name file in computer memory.
- 4) Full screen editing is perhaps the most notable feature of this program. 18 screen lines form a window during the editing process common to both capture of names and review of name file entries in computer memory. The cursor may be freely moved within the window area, allowing you to modify entries or signal their deletion. The cursor may also be used to scroll the window area up or down through the names. Function Keys F5 and F7 allow you to page up and down one window at a time. For convenience, scrolling and paging keys auto-repeat.
- 5) Names can be added from the keyboard although capture of names from directories will probably account for most of the entries in a name file.
- 6) The review of names in the window area can be restricted by the leading characters you enter for either the name or ID field. The ID field is 4 positions and by keying all 4 positions, only names with that ID will be shown in the window area.
- 7) A name file in computer memory can be sorted by name or ID.
- 8) A name file in computer memory can be printed in 3 column format, and if your printer supports condensed print (136 columns), you can print 6 columns of name and ID per page.
- 9) A DOS module is present so that you can issue disk and directory commands in the same format as the DOS 5.1 wedge.
- 10) Except for the documentation and printer setup programs, coding is 100% machine language for faster execution.

GETTING STARTED

D.C.M./R. is : LOAD "DCMR".8 (RETURN)
initiated by : RUN (RETURN)

When presented with the initial screen, press 'C' to continue loading, 'P' for printer setup or 'D' for instructions.

USING D.C.M./R.

Listed below are the main menu items as they appear on the screen:-

- A) TYPE NEW NAMES FROM KEYBOARD
- B) ADD NEW NAMES FROM DISKETTE
- C) DISPLAY ALL/SELECTIVE (WITH FULL SCREEN EDITING & DELETING)
- D) SORT BY NAME OR ID
- E) PRINT WITH 3 OR 6 COLUMNS
- F) LOAD A FILE/START A NEW FILE
- G) SAVE A FILE TO DISK
- H) CHANGE AN ID
- I) DISK DIRECTORY & DOS COMMANDS
- J) QUIT

Options A & B are the main means of entering program names into the name file:- from the keyboard or from the disk directories.

Option C allows you to review the name file on the screen in a variety of different ways :-

- 1 SHOW ALL ENTRIES STARTING AT TOP
- 2 SHOW ALL ENTRIES STARTING AT BOTTOM
- 3 SHOW ALL ENTRIES STARTING AT NAME YOU ENTER
- 4 RESTRICT SHOW OF ENTRIES BY NAME
- 5 RESTRICT SHOW OF ENTRIES BY ID

When supplying a name or ID, you may key in all or as many leading positions as you like.

Option D is the sort routine and you are prompted to enter either 'N' for name sort or 'I' for ID code sort.

Option E is the print option and you will be prompted to supply a number of details such as lines in a full page, print lines per page, columns per page, pause at end of each page, date and title of this update.

Option F is used to load an old file or change files. If changes have been made, you will be prompted to save your updated version.

Option G first prompts you to enter the title and date to be saved with the file. You are then requested to enter a file name and a target disk drive number, after which the file will be saved.

Option H allows you to alter the 4 position ID code. Upon completion, you will be shown a count of the IDs changed.

Option I allows you to send DOS commands to the disk drives, eg. @1 = directory, @5 = scratch @U = validate etc. It also allows you to change device numbers by software.

Option J allows you to return to basic. If you have made changes to your file, you will be prompted to resave an updated version.

EDITING

When editing, the top of the screen will show the following :-

REVERSE NAMES ARE DISCARDED. . . TOGGLE
USING CTRL-D (1 NAME), CTRL-S (SCREEN),
CTRL-F WHEN FINISHED; CTRL-A TO ABORT
CTRL-H FOR HELP; 0000 ENTRIES (2100)MAX

Note that the deletion of reverse video names does not occur until the name is scrolled off the screen. Single entries are toggled using CTRL-D while the screen is toggled using CTRL-S. The <HOME> key has the same effect also.

CTRL-A and CTRL-F both return you to the main menu, the difference being that CTRL-A leaves any ON-SCREEN alterations incomplete whereas CTRL-F completes them..

Terry Pitt

SUPERCAT by CORNUCOPIA SOFTWARE



Supercat is a menu driven disk cataloging program that has the capacity to catalog up to 640 disks.

First you must create a Master Directory Disk. This must be done using Supercat. Once the directory disk has been created you are ready to catalog your disks. Select Build Master Directory and after the program has loaded place your first disk to be cataloged into the drive. The directory of that disk is then loaded into the computer memory and displayed onto the screen. Using the cursor keys move the cursor to the first program that you wish to place into your directory and then press the space bar. This action highlights that program for placing on your directory disk. If the program isn't the correct name then press F7. A new screen appears with the name of the program in a [] and a similar blank area below with a flashing cursor. Type in the name that you wish to call the program and press return. The original name has now gone and the new one has taken its place. Please note your own disk is still untouched. When all the programs have been highlighted the remove your disk and place the Master Directory Disk in the drive and press F1. You will be asked for the disk number. If you cannot remember what is the next number press + (return) and the next available number will appear on the screen.

After you have put several disk into your Directory you will want a hard copy of it. This requires the creation of a Catsort disk. At the main menu press F5 to create your Catsort disk. This can be any disk that has nothing of value on it. The disk will be reformatted but after you have printed your directory it can be formatted again used for anything that you wish. When the Catsort disk is ready the program will transfer required information from the Master Directory Disk to the Catsort Disk. When all this is done you are ready to print your directory. Return to the main menu and press F7 Print Reports. This enables you to print directory in 3 columns per page.

From this menu you will be able to print other predefined reports including the ability to print labels for your disks. The other main area of use in Supercat is the Utilities function. This allows you to view the programs listed under a particular disk number and then add or delete a particular program or delete a disk from the directory. In all cases except the total deletion of a disk you need to press F1 to update the directory. Whilst in the Utilities press F4 at any time will give you the help screen.

I have been using Supercat now for about 4 years and am working on my third directory disk and find it very simple to use and very effective for my requirements.

To produce this report I have used Geos V2 and Geowrite V2.1. The printer file is Epson MX80 (modified) to produce 240 dpi. The graphic is the opening screen of SUPERCAT captured using the COCHROACH GRAPHICS UTILITY and then reduced to 1/4 size in DOOLE.

Ross Edwards
11.3.90

AN INTRODUCTION TO BASIC PROGRAMMING

by Terry Pitt

FOR . . . NEXT LOOPS

You don't have to look very deeply into any program to find a loop somewhere. Loops are so common and so important that the BASIC language gives you a shorthand method of writing down the essential details. There are four important parts to the control of any loop :-

- * The choice of control variable.
- * The starting value of the control variable.
- * The last or final value of the control variable.
- * The increment or amount by which the control variable grows every time around the loop.

All of these can be fitted into one special command which uses the keyword FOR. This is all that is needed to set up a loop except for a NEXT command to mark the end of the loop body. FOR . . . NEXT performs a loop through all of the program between the FOR and NEXT statements and its syntax is as follows :-

```
FOR (variable) = (start) TO (limit)
STEP (step) . . . NEXT (variable)
```

Other points to remember are :-

- * (variable) must be floating point.
- * (start), (limit) and (step) may be positive, negative, constants, variables or expressions.
- * STEP may be omitted in which case it is assumed to be one (1)
- * (variable) (after NEXT) may be omitted.
- * The loop terminates when the variable is greater than the limit for positive steps and less than the limit for negative steps.

It is allowable to nest up to **TEN** (10) FOR . . . NEXT loops inside each other, but care must be taken to ensure that the loops terminate from the **INSIDE** to the **OUTSIDE**. If the loops terminate at the same point, the NEXT statement may contain more than one variable name Eg. NEXT J, K, L, but you must ensure the above rule is followed or a SYNTAX ERROR will result.

What follows are two simple BASIC programs that count from 1 to 10, PRINTing each number as they go and ending when complete.

```
100 L=1          100 FOR L = 1 TO 10
110 PRINT L      110 PRINT L
120 L=L+1        120 NEXT L
130 IF L <= 10 THEN 110 130 END
140 END
```

Together they demonstrate the simplicity and ease of a FOR . . . NEXT loop. As you can see, the program is shorter and easier to understand. The (2nd) program works as follows. The (start) value is placed in the (variable) being used in the counter ie. 1 is placed in L. When the NEXT statement is reached, the (increment) value is added to the (variable). If a step is not included the (increment) is set to +1. The first time the program reaches line 120, 1 is added to L and so L becomes 2. The value of the (variable) is then compared to the (limit). If the (limit) has not yet been reached, the program goes to the line after the original FOR statement, which in our case is line 110.

Eventually, the value of the (limit) is exceeded by the (variable). At that time, the loop is concluded and the program continues with the

line following the NEXT statement which in our example is line 130.

Note that in C-64 and C-128 BASIC, a FOR . . . NEXT loop is always executed at least once, since the (variable) is compared to the (limit) at the end of the loop. You also need to remember that the value of the (variable), after the loop has been completed, will be in excess of the (limit) by the value of the (step) because it is incremented BEFORE it is checked. This is a very important point to remember if the (variable) is reused elsewhere in the program.

An IF . . . THEN or a GOTO statement may be used to jump out of a FOR . . . NEXT loop, before it has been completed, but this is not really recommended as this is not a clear exit from the loop and hence is a poor programming technique. However, I have used this technique on occasions in the past without encountering any real problems.

One thing which **MUST** be avoided though, is jumping into a FOR . . . NEXT loop from outside the FOR and NEXT statements. This will result in a NEXT WITHOUT FOR error when the NEXT statement is reached. Jumping while inside the FOR and NEXT statements is acceptable though.

DO/LOOP/WHILE/UNTIL/EXIT

BASIC 7 on the C-128 includes a more powerful set of commands for defining and controlling loops than the C-64. The syntax for this set is :-

```
DO [UNTIL condition/WHILE condition]
statements [EXIT]
```

```
LOOP [UNTIL condition/WHILE condition]
```

This loop structure performs the statements between the DO statement and the LOOP statement. If no UNTIL or WHILE modifies either the DO or LOOP statement, execution of the statements in between continues indefinitely. If an EXIT is encountered in the body of a DO loop, execution is transferred to the first statement following the rules defined by the FOR . . . NEXT structure as previously described.

If the UNTIL parameter is specified, the program continues looping until the condition is satisfied (becomes TRUE). The WHILE parameter is basically the opposite of the UNTIL parameter: the program continues looping as long as the condition is true. As soon as the condition is no longer true, program control resumes with the statement immediately following the LOOP statement. An example of a condition is A=1, or G>65. Some sample programs with explanations follow :-

```
10 X = 25          This example performs
20 DO UNTIL X = 0  the statements in lines
30 X = X-1        20-40 until X=0 when
40 PRINT "X =" ; X program resumes with
50 LOOP          PRINT "END OF LOOP"
60 PRINT "END OF LOOP" statement after LINE 50
```

```
10 DOWHILE A3<>CHR$(13):GETKEYA3:PRINTA3:LOOP
20 PRINT "THE RETURN KEY HAS BEEN PRESSED"
```

This DO loop waits until a key has been pressed, receives input from the keyboard one character at a time and prints the letter of the key that was pressed. If the RETURN key was pressed, control is transferred out of the loop and line 20 is executed.

Exercise 2 :- Write a program which will print the TIMES TABLE on the screen for any number chosen by the operator.

Terry Pitt

WANTED

ASSISTANCE REQUIRED

The CLUB still needs the assistance of several members in the following areas :-

- 1) 128 Disk and Book Librarian. See Jeff's comments in "LIBRARY NEWS" if you haven't already.
- 2) Newsletter contributions. See the front page.
- 3) Expert Register. Please help us to help others with problems.

CHEAP DISKS

How much do you pay for your blank disks? The best price I could find in the Christies beach area last Thursday was \$8.50 for a box of ten at Computer Connection. If you know of any other sources, let us know at tonight's meeting.

G.E.O.S.

I would like to hear from anyone who knows anything about using a proportional joystick in conjunction with G.E.O.S. Terry Pitt

DEMONSTRATION TOPICS

If you have any requests for topics you would like to see demonstrated, speak up. Even if it has already been done and you missed it, let us know. If there is reasonable interest, it can probably be repeated.

CHEAP FILING CABINETS

In order to re-organise my computing area, I would like to purchase some old filing cabinets. If anyone knows of any, please let me know.

FOR SALE

We have a large range of PUBLIC DOMAIN software for sale through our library. Prices start at \$2.00 per disk which represents very good value. Catalogue disks are also available for only \$1.00. See Jeff at tonight's meeting.

MEMBERSHIP FEES

The scale of membership fees for this year will be as follows

Joining Fee for NEW members	\$5.00
Membership Fee (new members) (to A. G. M.)	\$6.00
Membership Fee (old members).	\$10.00

All previous members who have not renewed their membership by TONIGHT'S meeting will be declared non-financial and will have to join the club and pay the joining fee again. In order to add items to the club's disk and magazine libraries, we need MONEY, so please pay up promptly.

COMMITTEE 1989 - 90

President	Robert Cloosterman	:-	382-8781
Secretary	Jenny Easton	:-	326-8834
Treasurer	Terry Pitt	:-	381-3216
Assistants	Still no-one.		Anyone interested?
Newsletter Editor	Terry Pitt	:-	381-3216
Librarian	Jeff Carey	:-	294-8447

Our Disk and Magazine Libraries are open at each general meeting from 7:30 pm.

NEXT MEETING

Our next General meeting will be held on the 18th of April at 7:30 pm.

SUBJECT :- G.E.O.S. Workshop. G.E.O.S. is a very versatile but daunting program for beginners. If you have ever struck problems (who hasn't?) or if you have any questions, come along to our next meeting and we'll try to help you out.

LOCATION :- Meetings are held in the house behind the Salvation Army Hall at 186 Elizabeth Rd. in Morphett Vale, just in from Beach Road.

MEETING RULES

- 1) NO SMOKING
- 2) NO DRINKING
- 3) NO SWEARING

Through the generosity of the Salvation Army, we are allowed to use the facilities in this house, in return for which we give them a relatively small donation. We ask for your co-operation in respect to the above.

While we cannot control what people do away from our club meetings, Piracy of copyright material cannot be condoned at our meetings.

DISCLAIMER

The views expressed in this newsletter are those of the writers, and are not necessarily those of the club's committee or members.

The use of the word "COMMODORE" in no way implies any connection with any organisation bearing that name.

No part of "THE DISPATCH DISK" may be copied or reproduced in any way without the written permission of the committee and the author.

Frank and Ernest

by Bob Thaves

