

# DISPATCH DISK



**CONTENTS :-**

1. EDITORIAL 2-3. BOOK REVIEW 4. POKES AND PEEKS  
 5-6. TURBO MASTER CPU 7. PROBLEM PAGE  
 8-9. MONSTER COMPUTER PUZZLE  
 10. DISPATCH DISK NOTES

## EDITORIAL

Hello everyone,

In this issue of the DISPATCH DISK there is an excellent article on a 64 PROCESSOR ACCELERATOR. This article describes in detail what this peripheral does and it's suitability to the Commodore 64 / 128 's plus it's compatibility to the available software. In next months DISPATCH DISK there will be a more technical view on how the ACCELERATOR works. This item will available in the near future from HPD PTY LTD. Also in this edition is the BOOK REVIEW and a monster computer puzzle in which you solve the first half of the puzzle in this month's edition and the remaining half in next month's edition. Plus some selected POKES and PEEKS for 128 users also a few selected HINTS AND TIPS, for the 64 & 128s.

Tonight's meeting will have demonstrations about archival methods (eg. how to back up programs). This demonstration will show how to use different methods of backing up your programs so you won't lose them if some thing goes wrong. (Please refer to club rules about copyright material)

Next month's meeting (20TH March) will be a **COMPUTER MART** (eg. trading table). The idea is for members and visitors to bring in any hardware or original software plus peripherals they wish to sell or trade. A nominal fee (eg. 10% of the proceeds) will go to the club See R. Cloosterman for further details. Also there will be a printer demonstration, on the capabilities of the Commodore MPS 1230 printer. This is a dual interface printer which has four emulation modes, but more about this at the demonstration. See you there.

JAN VAN DE BELT EDITOR



**FEBRUARY 1991** VOL. 5 NO. 2  
**64 / 128 NEWSLETTER**



# FEBRUARY BOOK REVIEW

To start of with this month, I would like to thank Rod Gasson for the box of books and magazines that he has donated to the club last month. These have yet to be catalogued and when it is done I will supply you with an updated list. A point to mention is that when I wrote last months review I came to realise that if I reviewed one magazine per month, I would still be reviewing them well into the next century, so I will attempt to do two or more per month but in the process the articles will be a bit more brief than the previous edition to make up for more input, space permitting.

For this month the first random choice is the **May 1989** edition of **COMPUTER'S GAZETTE** and the articles are as follows :-

**The CARE and FEEDING of DOT-MATRIX PRINTERS** : The Do's and Don'ts in caring for your printer, Ribbon, Paper, etc. and anything involved with the printer.

**VERBATIM** : A word guessing game with a difference, done in basic.

**KNOCK 31** : 1 to 4 player card game similar to Blackjack, optional joystick control. Basic programming.

**HI-RES WINDOWS** : A program for the 64 to enable you to put high-resolution graphics and text on the same screen. Machine Language program and a Basic program for a demonstration.

**GAME REVIEWS** : On "Who Framed Roger Rabbit", "Ikari Warriors", "Victory Road", "Decisive Battles of the American Civil War Volume III", "Grand Prix Circuit" and "Mars Saga", with also a review on the 1581 Toolkit.

program for the 128 to perform extra commands and save time. Worth a read for 128 owners.

**SHADES** : Basic program for the 64. With this program, you can display standard text characters in four colors, creating color-fading effects. Turns an ordinary screen into a professional display.

**SUPER SLIDESHOW** : A very versatile program to display graphics from the 64 or 128. Can display pictures from Print Shop, Doodle, Koala and many others. Two parts of the program are written in Basic and one is written in Machine Language.

**DISSOLVE 128** : Ever seen on a title screen how the title disappears slowly? Watch Hi-res graphics "dissolve" into and out of view with this machine language program for the 128.

**PROGRAMMERS PAGE** : Hints and Tips for the 128.

**QUICK PRINT** : In the Power Basic column. A basic program to jot quick messages to the printer without interrupting your programming.

**MACHINE LANGUAGE PROGRAMMING** : As the title suggests.

**DIVERSIONS** : Tape your favorite game on your VCR and if you want to, give a commentary. Set up procedures and instructions provided.

**THE GEOS COLUMN** : A close-up examination of GEOS 128-Version 2.0. Included is a review on Paint Drivers and Paint Overlay.

The second book Reviewed is the July edition of **COMPUTER'S GAZETTE 1988** and the reviews are as follows :-

**HARD DISK DRIVES** : A review article on Hard Disk Drives for the 64 & 128.

**THE CIVIL WAR ON DISK** : Review on this game(?)

**REVIEWS** : On games and programs as follows, "Apollo 18: Mission to the Moon", "Warp Speed", a utility cartridge for both 64 & 128. "Merlin 128" is a powerful assembler that comes on a 1571-formatted disk. "The Train" is a game along the lines of the movie of the same name. "Speed Buggy" is another game.

**BAGGER** : This is a 64 version game where you have to run four counter checkouts in a supermarket. Written in machine language and requires a joystick.

**BASIC FOR BEGINNERS** : Basic geometry info for beginners.

**D'IVERIONS** : A small article on 'WYSIWYG' and other things.

**HORIZONS** : Titled 'Viral Infections', talks about virus's in the 64 & 128.

**THE GEOS COLUMN** : "Super Printer Driver" is a basic and machine language programs to create a super printer driver for GEOS.

**POWER BASIC** : "Quick Save." Save your Basic programs to disk with a single keystroke. For the Commodore 128, 64, Plus/4, and 16.

**M.L. PROGRAMMING** : "Simple Counting Loops."

**HINTS & TIPS** : Articles sent in by readers

**SCRAMBLER** : You'll need a dictionary to settle arguments with this challenging word game. Written in basic.

**V-8** : Turbocharged graphics for the 64. Add enormous graphics power to, your 64 with this easy-to-use program. It adds the software equivalent of seven additional VIC-II chips to your computer. Programmed entirely in Basic with 5 demonstration programs.

**ERROR ANALYZER** : This short utility makes debugging BASIC programs easy by providing more information about errors. "SYNTAX ERROR" and others are better explained. Programmed in Basic and Machine Language.

**SYS STAMPER** : Ever forget the SYS address for a machine language program? The SYS address will be displayed in the disks directory so you won't forget it. Written in basic for the 64, 128, Plus/4 and 16.

**EMERGENCY BASIC** : View directories, perform calculations and even run short basic programs at any time with this utility for the 64. Written in machine language.

**MUSICAL ZIPPERS** : Two tunes are played at the same time, your job is to identify them, - there are also three variations. Written in Basic for the 64.

Till next month.....

Robert Cloosterman

# POKES and PEEKS (SELECTED POKES AND PEEKS FOR C128)

This month we have a selection of POKES and PEEKS for the C128, which because I myself don't have one of these machines, have neglected. If the people who have a 128 computer could supply me with POKES and PEEKS or useful hints and tips that could be of any use, I could publish them on a more regular basis. The following POKES and PEEKS disable and enable various functions, commands and keys, so try them out and let me know how you go.

TO DISABLE THE FUNCTION KEYS:-  
POKE 828,183

TO ENABLE THE FUNCTION KEYS:-  
POKE 828,178

TO DISABLE AND ENABLE THE LIST COMMAND:-  
(Either) POKE 774,189 TO DISABLE AND  
POKE 774,81 TO ENABLE

OR  
POKE 775,189 TO DISABLE AND  
POKE 775,81 TO ENABLE

TO DISABLE ROM:-  
POKE 217,4  
TO ENABLE ROM:-  
POKE 217,0

TO DISABLE  
THE THE KEYBOARD WITHIN A PROGRAM:-  
FIRST TURN OFF INTERRUPTS, THEN ENTER  
POKE 2592,0(buffer length 0)  
TO ENABLE  
THE KEYBOARD WITHIN A PROGRAM:-  
POKE 2592,10

TO GET THE KEYCODE FROM A PRESSED KEY:-  
PEEK (212)

TO ENABLE BIT MAP MODE:-  
POKE 216,PEEK(216) OR 82  
TO DISABLE BIT MAP MODE:-  
POKE 216,PEEK(216)AND 223

TO SET TEXT SCREEN CHARACTER MEMORY:-  
POKE 2604,PEEK(2604)AND240)OR 1  
TO RETURN TO TEXT SCREEN:-  
POKE 2604,(PEEK(2604)AND240)OR4

TO SET VIDEO BANK  
POKE 56576,PEEK(56756)AND240)OR  
X(X=0 TO 255)

TO CHANGE THE LOOK OF THE C128's 80  
COLUMN CHARACTERS ON A 1902A  
MONITOR SCREEN:-  
POKE 54784,9 : POKE 54785,232

TO CLEAR KEYBOARD BUFFER:-  
POKE 208,0

---

## HINTS AND TIPS (FOR GAMES FANATICS)

THIS MONTHS GAMES HINTS ARE FOR THE FOLLOWING GAMES:- RICK DANGEROUS, INDIANA JONES AND THE LAST CRUSADE, RED HEAT and RENEGADE. It would be appreciated if more members could supply me with more hints and tips that you have come across and use regularly. Type in the following POKES and SYS numbers and have a go.

**RICK DANGEROUS**  
POKE 27981,178  
POKE 11193,178  
POKE10886,178  
SYS 2071

**RED HEAT**  
POKE 8108,165  
SYS 11883

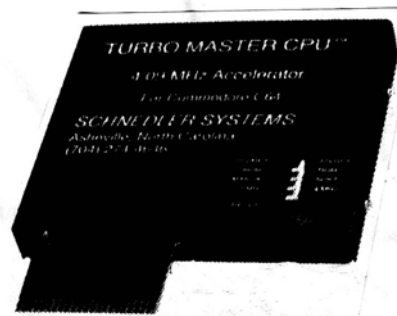
**INDIANA JONES AND THE LAST CRUSADE**  
POKE 82552,178  
POKE 87855,178  
POKE 85756,128  
SYS 32092

**RENEGADE**  
POKE 42187,165  
SYS87263

---

# Turbo Master CPU - 4.09 Mhz Accelerator cartridge

**Supplier :- HPD Pty Ltd**  
**5-7 Railway Tce**  
**Dry Creek**  
**SA 5094**  
**ph (08) 3494667**



First of all I should make it quite clear that Turbo Master CPU is NOT just another disk speed up utility, this little beastly actually speeds up the C64's operating system by approximately 4 times. What this means is that programs actually RUN 4 times faster, this is amazing stuff, but how is it done, and what is it like in practice ? that was something I was about to find out.

The "heart" of the Turbo Master CPU is a 65C02 microprocessor. The 65C02 is an enhanced version of the 6502/6510 processor that is used in the C64. While the 65C02 has several additional instruction and addressing modes it is fully downwardly compatible with the 6502. In addition to the 65C02 microprocessor, the Turbo Master CPU cartridge includes its own 64K of fast static RAM, a 32K EPROM and numerous support chips. In fact, Turbo Master CPU is practically a complete 64K microcomputer, lacking only a keyboard and screen. The Turbo Master CPU cartridge plugs into the cartridge expansion port. There are no special jumpers or connections to be made. During operation of the Turbo Master CPU the 6510 microprocessor in the C64 is completely bypassed. The VIC (video) chip, SID (sound) chip, keyboard and serial bus port all operate normally.

There are a few Hardware limitations when using the Turbo Master CPU, These are outlined in the users manual but I shall repeat them here. The main thing to remember is that since the Turbo Master CPU is virtually a complete computer in itself the C64's standard power supply is being pushed to its limits when the cartridge is in place, it is recommended that you obtain a "beefier" power supply if you intend to use it.

**The SX-64.** The Turbo Master CPU Will work with the SX64 but the makers do not recommend it because "we do not know the rated capacity of the power supply built into it.

**C128.** The Turbo Master CPU does work with the C128 (in 64 mode only), but it does require a slightly different start-up routine. When used on a C64 the Turbo Master CPU can be enabled at all times, however when used on a C128 the Turbo Master CPU must be disabled first, then the computer switched to 64 mode using any of the usual methods, and only then can the accelerator be enabled.

**1571 Disk drives.** The Turbo Master CPU doesn't work with the 1571 disk-drive in 1571 mode, however there is no problem with it in 1541 mode.

**Cassette tape.** The Turbo Master CPU doesn't work with a datasette, any attempt to open the tape channel results in an illegal device number.

**Cartridges.** In general the Turbo Master CPU cannot be used with other cartridges (even when connected with an expansion board), it cannot be used with the 17xx REU's it CAN however be used with GEORAM (I was unable to try this out since I don't have one).

The Turbo Master CPU is about the same size as the 17xxREU, measuring about 5"x5"x1". It is housed in a metal case with the PCB protruding about 1.5" for insertion to the expansion port.

There are 4 switches and a reset button mounted on the unit. The switches are :-

**1. enable/disable.** This turns the unit on/off. If switched while a program is running causes the computer to lock up. (C64 users should leave this on, 128 uses must continually switch this when they reset their computer)

**2. Rom 1/ Rom 2.** This switch selects between the normal kernal Rom (for compatibility), or the "feature" ROM. The feature ROM comes in two forms (specify when ordering), The "stock" feature ROM contains a DOS wedge and 4-5 times faster disk access (similar to the EPYX fast load cartridge), or you can have a "Jiffy Dos" compatible ROM. This (obviously) allows full JiffyDos compatibility. This Choice of ROMS is rather important because it can cause a few problems if you get the "wrong" one when switched to the "feature" position. If you get the JiffyDos ROM and your drive doesn't have the JiffyDos chips installed then you get no speed increase when loading files. However if your Drives are equipped with Jiffy Dos and you have the normal feature ROM then some programs will not load and other times the drive will just lock up

**3. 1Mhz/4Mhz.** This is the "magic" switch that allows you to select the processor's speed. It can safely be switched either way while a program is running so that you can easily compare the difference in operating speed.

**4. Manual/soft.** This switch when placed in the manual position causes the Turbo Master CPU to run at the speed set by the speed switch. When in the soft position the speed can be controlled by software (by setting/clearing bit 7 at \$00). Switches 3+4 are usually used in conjunction with each other and in most cases should be set to soft/4megs. The reason is that when accessing the serial port the CPU MUST be running at 1Mhz, this is usually automatically done via the cartridge, however if you set the Turbo Master CPU to 4Mhz/manual the computer will actually try to access the serial port at 4Mhz, and fails miserably.

## Turbo Master CPU - 4.09 Mhz Accelerator cartridge

### **Software/compatibility.**

Out of the 40-50 programs that I tried there were only 3 that wouldn't load, these all had their own disk load routines so there was a definite conflict somewhere. I found that when the programs did load, almost all of them performed flawlessly at the 4Mhz speed, there are of course exceptions. These are programs that place bitmap colours behind basic ROM at \$D000. Two programs mentioned in the manual are "pocket writer 64" and "screen 80". I also found that Mini Office 11 has the same problem. (GEOS works fine because it doesn't use these locations for bitmapping) Geos however does use the \$D000 memory location for code, and this works fine. In general this "limitation" isn't a problem because there is a utility program supplied that presets this area of RAM to a fixed colour so that the aforementioned programs CAN be used. The "trade off" though is that if using Pocket writer BOLD text will be displayed as normal text. Well I think I have just about covered all of Turbo Master CPU's bad points. Now for the good news.

As already mentioned Turbo Master CPU works flawlessly with most programs, and the difference it makes is sometimes amazing. I tried several arcade type games such as Ghosts & Goblins, Ghostbusters, Batman, R-type etc and was surprised to find that there was no discernible difference at 4 megs, the reason being is that the animation/sound on these programs are controlled by the C64's jiffy clock which still runs at the correct speed, (therefore any programs that uses clockdisplays/timers etc will still keep "accurate" time). I found that the music on most programs also ran at the correct speed, however there are some programs such as S.A.M that do not rely on the jiffy clock and the sound from these was as expected quite terrible (I couldn't understand SAM at all). Due to timing differences I was unable to use my "Computer eyes" digitiser. The several terminal programs I ran performed flawlessly, also with no discernible difference.

**GEOS** performed quite well, and the "sluggish" feel that I always associate with it had completely disappeared. When scrolling across the page with GEOWRITE the screen was updated almost instantaneously. GEOPAINT was given a tremendous boost with its paint fill options, unfortunately though GEOS is still hampered more by its disk access rather than its processing time, however the 4Mhz speed is definitely noticeable and desirable with most functions especially with screen updates etc.

**Word processors**, I tried several and MOST of the time the effect of the Turbo Master CPU was un-noticeable, however once again the "sluggish" feel that comes with some of them had completely disappeared, the characters appeared on the screen almost before I pressed the keys. The search/find functions were amazingly fast, as were the "preview" options.

**Text/graphics** games were given an entirely new lease on life, and some of them that I never considered worth playing because screen updates were too slow were more than acceptable.

**LeaderBoard (golf)**, was also given a tremendous boost since the screen update between shots was almost immediate.

**Spreadsheets**, well all of the ones I tried were so quick that I couldn't believe my eyes, superb.

**Skytravel**, another amazing improvement, it took only a few seconds to calculate the different star positions, and moving around the screen had an almost fluid feel to it (I had to keep switching back to 1Mhz to convince myself how slow it usually is).

**Life**, there are several versions of this program and by its very nature involves a lot of calculations, all versions ran at amazing speed.

**Sublogic's flight simulator**, this was also more "fluid", in fact it ran as smoothly as its IBM counterparts.

**Chess games**, a lot more enjoyable, it only takes a quarter of the time for the computer to calculate its moves.

**Outrun**. Unlike most of the other arcade games this already fast game ran at breakneck speed, almost to the point that the roadside trees/huts became a blur, the "strange" thing was though that the music maintained its correct speed, it was only the graphics that were speeded up.

**Stuntcar**. Now this one has to be played to be believed. This program relies heavily on vector graphics (ie each screen is re-drawn in relation to the last one and your position), this takes a lot of processing time, however when run at 4Mhz the boost that its given is almost magical, the action is smooth, the car FEELS powerful (sort of like upgrading from a mini to a V8 turbo). When you come off the track you can literally feel the falling sensation, and again the graphics are so smooth. I think its worth getting this cartridge for this game alone. I did try several (quite a few) more programs, and all gave similar results to the ones mentioned.

In summary the Turbo Master CPU does exactly what it says it does. Most of the time it is almost transparent to the user. It handles BASIC and M/C programs with equal ease. There is very little conflict with most of the software that I tried. In some cases it made very little apparent difference, but in other cases the difference really has to be seen to be appreciated. This is one piece of hardware that I wouldn't mind having permanently connected to my system.

A good product that works well. Congratulations to Steven Schnedler for developing this amazing add-on

**Sysop - Thistle Dome BBS. 24hrs/7 days.**

**Rod Gasson**

**300/1 200/1 275/2400 bps**

**Dedicated to C64/1 28 users**

**Ph. (08) 3222716**

\*\*\*\*\* PROBLEM PAGE \*\*\*\*\*  
WHERE PROBLEMS ARE SOLVED

Are you having any problems?, such as Software, EG:- Programs, Processors, Games, Art, etc. Plus getting the programs to run or how they work and any problems you may have using the programs.

HARDWARE, EG:- Printers, Disk Drive, Keyboards, Mouse, etc, plus any enquires on what goes better with what and how does it work.

PROGRAMING, EG:- Basic, Machine Language and programing problems. Or any other problems you might be experiencing with the C64/128; plus suggestions for future WORKSHOP and DEMONSTRATION.

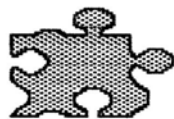
---

PROBLEMS/QUESTIONS

(1)

(2)

(3)



**COMPUTER PUZZLE**  
**FEBRUARY MONSTER PUZZLE**  
**TRIPLE CROSSWORD**



**PART ONE**

WHAT IS EXPRESSED AS A PERCENTAGE OF ERROR?  
 SOLVE THIS PUZZLE, NEXT MONTH FIND THE WORDS IN THE WORD SEARCH.  
 THE REMAINING LETTERS WILL GIVE YOU THE ANSWER TO THE QUESTION.

**FOR THE BRIGHT SPARKS**  
 \*\*\*\*\*

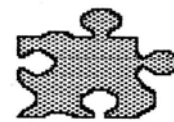
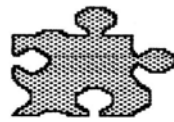
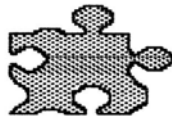
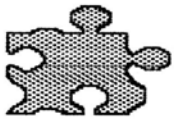
**across**

1. an indicator
3. a program design to translate high level language into machine language
6. binary 0
9. associated with on-line debugging
10. mouse ---
11. it is also a genre
13. an input device
15. duplication of a program
19. a program can contain many of these
20. disk operating system
21. also radix
25. random access memory
26. to connect one system to another
27. nonvolatile high speed storage that consists of tiny magnetic 'donuts'
28. a processing action
29. to print the contents of the computers memory
31. same as directory
34. a printed circuit board
36. contrast with software
40. the ability to increase memory capacity
41. a cursor control device
42. hardcopy produced by a printer
43. a program procedure
44. an organized and connected set of characters

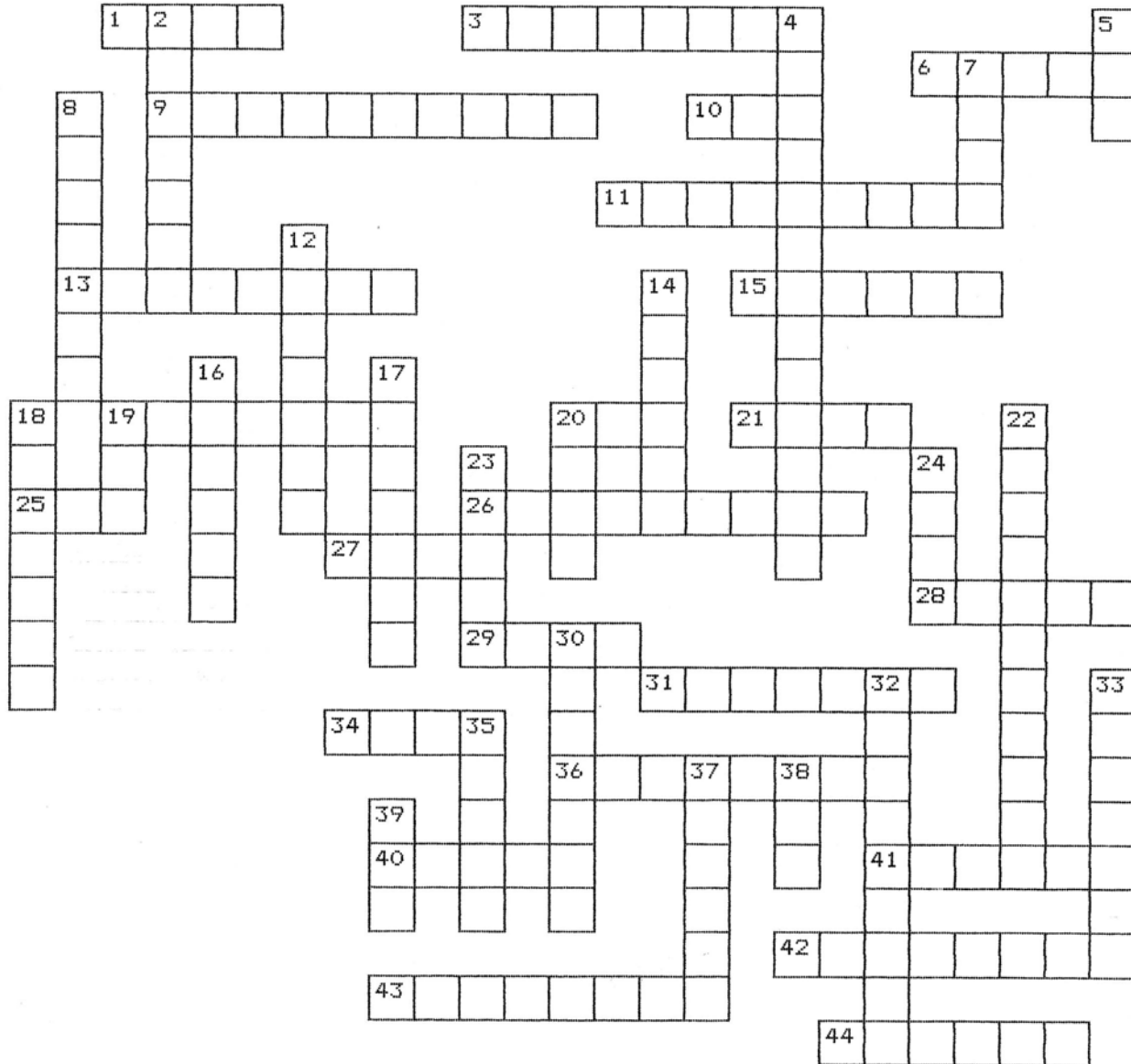
**down**

2. a collection of programs
4. areas or devices that overlap or are repetitious
5. an individual button
7. a screenful of information
8. found on keyboard
12. transforming one set of information to another set
14. a special character on video display
16. an assigned part of memory used as a holding area
17. a series of interconnected computers
18. an accumulation of unwanted data
19. read only memory
20. information
22. known as a backplane in an i.b.m.
23. an area within a record
24. to draw a ----
30. an industry vernacular
32. overstrike
33. a division of a file in memory
35. an electronic device
37. data base retrieval service
38. the process of increasing
39. overwritten a file unintentionally





triple crossword

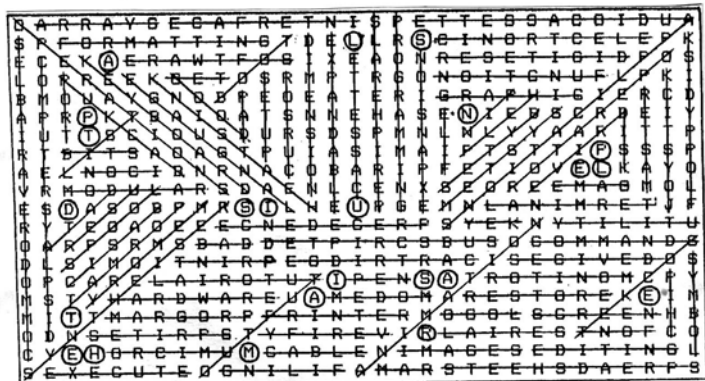


JANUARY PUZZLE 1991

WORD SEARCH NO.2

ANSWER

MULTI-PLAN IS A SPREADSHEET



# DISPATCH DISK NOTES

## COMMITTEE 1990-91

President R. Cloosterman 382-0781  
Secretary Ms. C. Van De Belt 382-8660  
Treasurer A. Morrison 085 56-5013  
Newsletter ED. J. Van De Belt 382-8660  
64 Librarian J. Carey 294-8447  
128 Librarian M. Tippins 381-3181

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

If you have any contributions for the newsletter, see Rob, Jeff or Jan.

## NEXT MEETING

Our next general meeting will be held on the 20th MARCH 1991 7:30pm.

SUBJECT :- **COMPUTER MART AND PRINTER DEMONSTRATION.**

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

## 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 can not control what people do away from our club meetings, Piracy of copyright material can not 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.

## WANTED

ASSISTANCE REQUIRED -THE CLUB STILL NEEDS THE ASSISTANCE OF SEVERAL MEMBERS IN THE FOLLOWING AREAS:-

- 1) Newsletter contributions
- 2) Expert Register. PLEASE help us to help others with their problems.

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.

FUTURE MEETINGS - Help us to spread the word of our existence. Write out some small notices and place them where people will see them. Your local supermarket usually has a notice board as do some Newsagencies and Delis.

## FOR SALE

PUBLIC DOMAIN SOFTWARE - We have a large range of PUBLIC DOMAIN Software for sale through our library. Prices represents very good value. Catalogue disks are also available for only \$1.00. See Jeff at tonight's meeting for any enquires.

CHEAP DISKS -How much do you pay for your blank disks?. The club is making bulk purchase of disks to help members save some money. The price of these disks is 70c per disk, which works out to be \$7.00 for a packet of 10. If you are interested in some, see Rob 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 (to A.G.M)	\$10.00

All previous members who have not renewed their membership are unfinancial and will have to rejoin 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.