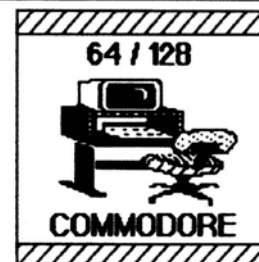


# DISPATCH DISK



## CONTENTS :-

1. EDITORIAL
2. LOADSTAR LIBRARY DISK
- 3-4. BOOK REVIEW
- 5-7. HANDYSCANNER
8. WHO SAID/FOR SALE
9. POKES & PEEKS
10. PROBLEM PAGE
11. COMPUTER PUZZLE
12. DISPATCH DISK NOTES

### EDITORIAL

Hello everybody,

This month we have an excellent demonstration, (**COMPUTER EYES DIGITISER** and the **64 HANDYSCANNER**) it could possibly be a first for our club, one of the first to see the Handyscanner in action. The committee is still working on what next month's demonstration or workshop might be. With any luck it will be announced at tonights meeting.

Since our club's details have been listed in the **COMMODORE AMIGA ANNUAL** and the **AUSTRALIAN COMMODORE AMIGA REVIEW** we have had numerous inquires, about the club and membership particulars. Due to some of the enquires the club has received, the committee has decided to increase our membership, by including **POSTAL MEMBERS**. This membership is for those members who can not attend our meetings due to travel (live in the country/interstate), health or other reasons. The usual joining fee of **\$5.00** for new members still applies, plus an annual membership fee of **\$15.00** to cover the cost of the monthly newsletter (**DISPATCH DISK**) and postage.

**H.P.D PTY LTD** has offered club members a ten percent discount on items (hardware and peripherals etc.) that we order through them, see R. Cloosterman for more details. It pays to be in a user group, doesn't it!. Here's another benefit. R. Gasson has kindly loaned to the club a **MODEM** for club members to try out telecommunications on the Commodore **64/128**. The modem will be lent out on monthly basis to give everyone a chance to try it out. The modem should be available from next month. See J. Van de Belt for further details.

In this month's Dispatch Disk we have the following articles, Handyscanner, Who said, Loadstar Library Disk, April Book Review plus the Crossword and Pokes & Peeks. There are still a few **QUESTIONAIRES** outstanding. If you are one of those you haven't handed in their completed questionnaires **PLEASE DO SO!**, in the very near future.

THE EDITOR \_\_\_\_\_ J. VAN DE BELT



**APRIL 1991**  
**64/128 NEWSLETTER**

**VOL. 5**  
**NO. 4**



# LOADSTAR DISK LIBRARY

By the time this edition of the Newsletter hits the streets, there will be THREE issues of the Loadstar Disk Magazine available for loan from the Disk Librarian. Each issue consists of TWO Doublesided Disks full of programmes. Each issue is available for a Loan Fee of \$2 for the month. To give everyone the opportunity to use the disks, loans are strictly limited to ONE month and a member can only borrow one issue each month. Of course to borrow, you must be a paid up member.

Now for some details of the goodies contained in the various issues.

**Issue No. 68:** PRINT SHOP SHOPPING BAG - Convert between "PrintMaster" and "Print Shop" formats with this valuable utility. DINOGRAPHICS - Add 28 new images of your favourite extinct dinosaur friends to your collection. CROSS QUOTE - A puzzle for you and your printer. Match syllables correctly and uncover words of wisdom. KINGS RANSOM - Cascading gold coins, molten lava pits and sliding platforms keep you scrambling in this arcade action game. GEOTRANSPORT - Impressive transportation clip art for your GeoPaint files. QUADRILATION - Match color coded shapes on changing grids and try to outscore your computer in this ingenious tile game. Plus PUZZLE PAGE - A compilation of crosswords, logic problems, Trivia Corner and a new head scratcher *<Switchboard>*.

**ISSUE No. 69:** Photo Safari - Snap pics of wild animals in this catchy graphic game - without letting the monkeys steal your camera. SUPERBIKE - Put your reflexes to the test as you race your motorcycle across four tough arcade tracks. SOUSA & FRIEND - Eight rousing tunes from the March King. TOOLIN' AROUND - Learn how to use GEOS as more than just a desktop publishing tool. Includes an American Sign Language Alphabet Font. THE GEOLOGIST - Learn all about many common and rare minerals and then test your knowledge. BUG SCOUT - Track down the most elusive errors in your BASIC code with this memory resident routine. VALENTINE CLIP ART - A collection of GeoPaint hearts, ribbons and love messages. FULL FONT - Customise fonts in a number of creative ways including the designing of 5 x 5 characters for large graphics. As well as PUZZLE PAGE and CROSS FILL (where you use your printer to figure out tough crossword puzzles).

**ISSUE No. 70:** MAIL BAG - Build your personalised address book then sort and print mailing labels easily. MOVE GRAM - Re-assemble scrambled syllables to create and solve a mystery movie anagram. ANIMAL FARE - Test your speed and skill in remembering shapes & colors. 12 fun tests developed by a psychologist. **GEODELOREAN** - A modern, stylish 18 & 24 point **GEOS** font. ALPHABET ART - A slide show of illuminated letters of the alphabet that will dazzle you as well as help your children to learn their ABC's. CORSAIR - Fight, trade your way through the futuristic cities of Planet Alkanar IV.

## APRIL BOOK REVIEW

Once again it is time to review some more magazines and books, so without further delays, here they are

### COMPUTE!'S GAZETTE SEPTEMBER 1986

**JUJITSU** - A type of card game originally for the 64, now modified also for the 128, Plus/4 and the 16. A game played against the computer with a standard deck of cards, the winner is the one with the most points when the deck is exhausted or when a player reaches 46 points.

**CELL RUNNER** - The object of this game is to get out of a subterranean city ruins but the cells or passages keep changing. Machine language program and also requires a joystick.

**EAGLES & GATORS** - An intense two player action game, requires 1 or 2 joysticks and is written in machine language. This program has made it possible to have 16 Sprites on the screen at one time.

**SOUND OFF** - In POWER BASIC, is a short program to give a bell sound and message when an error message occurs, especially when in high resolution mode when these messages do not appear.

**WINDOW WIZARD** - A powerful utility program which adds 19 new commands and windows to your programs without the loss of data or information. Machine language program for Disk or Tape.

**VIDEO JIGSAW** - Create a JigSaw puzzle from High Resolution screens from Koala of Doodle, with with a multiple choice of complexity levels. Basic program requires a joystick.

**FAST FILE COPIER** - A Utility program for the 64 & 128 - 1541/1571, very helpful when you are reorganizing your disks. Scratches, Validates, Formates, Renames as well as back-up. Machine language program.

**80-COLUMN CHARACTER EDITOR** - Create a complete custom character set for the 128's 80-column screen with extra facilities included.

**DOS WINDOW** - A program which displays a window with 11 disk commands, with only a keypress selection. It does not interfere with the program currently in memory. ML program and Basic.

**DATA TRANSFORMER FOR LADS** - This handy utility converts BASIC DATA statements into a format usable by the LADS assembler from COMPUTE!'s *The Second Book of Machine Language*. *Data Transformer* can be useful with "Ultrafont +," found elsewhere in this issue.

**AUTO RUN** - A short Utility program which Loads & Runs from the Directory.

**C= 128 HI-RES TEXT MANIPULATION** - Several interesting techniques for adding text to your hi-res artwork.

**PERSONALIZING THE 128** - This ML program Boots up a personalized program everytime you switch on the computer. You can set your own screen colours, tab sets, and many other key functions.

## COMPUTER'S GAZETTE OCTOBER 1988

**SCORPION II** - An updated, challenging and tricky version of the card game Solitaire. Written in machine language and also requires a joystick.

**MAZE MASTER** - Arcade-style game where you have to consume as many dots as you can before your apponent (the computer) does. Joystick required for this Machine Language program.

**COMPUTAG** - A game of Tag Your It on the computer, for two players. Basic program.

**64 COMPRESSOR** - A small machine language program which compresses Basic programs on disk or tape allowing you more storage space and as a bonus loads faster.

**THE GEOS COLUMN** - A closer look at GeoProgrammer.

**SPEEDPRINT** - To be used with SpeedScript and your MPS Commodore printer. Features include *Italic*, *Superscripting*, *Subscripting* and *Underlining*, plus 3 custom fonts or create your own fonts.

**RAM SAVE** - The Commodore 64 has more memory available than you may realize. This powerful utility shows you how to tap that RAM for use as a spare storage area or a substitute for the 64's built-in ROM's. In effect you can change the complexion of your computer.

**SPEED COLUMNS** - Add professional look to your printed SpeedScript documents with this utility. Speed Columns adds an excellent new feature... multiple column printing and other features.

**SCREENIUS** - Design, Save, Load colourful text screens with this utility for the 64. Two programs to type in - first one is machine language and the second is in basic.

**128 TEXT SORTER** - This program works only with Sequential files and sorts them how you want them very quickly without disturbing the original placement.

So much for this month. Till next months review.

Robert Cloosterman

# THE HANDYSCANNER

from DATEL

reviewed by JEFF JONES, Associate Editor, LOADSTAR

Hooooooweee! Where do I start? The HANDYSCANNER is probably the ONLY hand scanner for the C-64. A hand scanner is kind of like a hand-held xerox machine. You run it over a flat image and it DIGITIZES what it sees by translating the image into dots. LOADSTAR owns other digitizers that require video cameras or VCRs as sources of input, and I can tell you that HANDYSCANNER by FAR outshines them. We haven't even used our other digitizer since #60. That's how un-impressed we were with it.

If you've been disappointed by other digitizers, you will find HANDYSCANNER a rock-solid breath of fresh air. The output from the HANDYSCANNER is superb as far as I'm concerned. You may have to adjust the brightness and contrast (built into the unit) before you get correct exposure. Once you do, the output becomes consistently good. our cover pic was captured with HANDYSCANNER, from ad clip art that our in-house artists use.

Line art and the like are digitized extremely well. Cartoons and schematics are hauntingly reminiscent of the image on your desk. More than that, if you can sketch with a pencil better than you can with a joystick, HANDYSCANNER can take your sketches and get them online for you. From there you can begin embellishing.

The unit look like a gamma irradiated hulking 1351 mouse. The emerald glow that it emits illuminates the document to be scanned. It has real-life buttons on it that control its mode, contrast, dither mode, brightness, and DPM (dots per millimeter) setting. You have two levels of zoom with this system -- a variable zoom, from 33% to 300%, and a mechanical zoom that switches from 16 dots per mm to 8 dots per mm.

Your images can be rather large, larger than your screen can show at once. You can scroll through the large pic to view/edit. There's a trade off: The smaller the image, the less detail you have. The larger the image, the more intricate you can get. You would expect that a bitmap as large as four DOODLE! hi-res screens would take up 120+ blocks on your disk. It doesn't. The images are stored in a packed format, which saves room on your disks, and SHOULD theoretically save on loading time. But the loading of the images seem to be READ, not LOADED. I imagine Jiffy Dos users would still experience a read/write speed increase, but fast LOADers will only be fast while booting up the scanning software.

The editing software that comes with HANDYSCANNER is well thought out and reasonably bugless. The only bug I noted was that sometimes I wasn't allowed to select the region to be zoomed in on when in the zoom mode. But the bug seems to fix itself if you click on another feature.

I had a few problems with the graphic interface. A little TOO friendly. In an effort to eradicate a language barrier, and jump on the icon bandwagon, the graphic interface shows you NO WORDS, only cutsey graphics. In some cases word icons are better than graphic ones. For instance, if you click on the down arrow, it takes you to BASIC. OKAY! So you should read the docs first, but regardless, I expect a menu to be intuitive -- especially a graphic one.

Once I got the hang of the menu system, I was whizzing around, scanning, editing, saving, merging. The system IS sound, and most importantly, an IBM, Mac or Amiga hand scanner COULDN'T scan any better. I hope that DATEL releases a 128 version that works with the 640x200 graphics mode.

Your image is page width, about the size of a GEOPAINT document, but apparently not as deep. My STAR SG-10 doesn't have quite enough dots per inch to handle a full page. That gives you an idea of how wide this pic can be. Our cover pic could easily have been scanned LARGER, and it wouldn't have suffered for it. In fact it would have had more detail. No blocky PRINT SHOP graphics here. Your printer dumps will be dot for dot, not enlarged. You may never have seen such quality come from your printer.

For those interested, we converted the HANDYSCANNER image to OCP using SUPER SNAPSHOT, which seems to work fine with the scanning software. We had to play around with the zoom setting before the image fitted squarely on the C-64's screen

If you're into graphics, buy the HANDYSCANNER. Though it's a little more expensive than scanners for other computers, the low-cost of the C-64 offsets the cost of a computer system with this power. After all, your 1541/71 and 1581 cost more than their IBM counterparts (but of course NO ONE beats the MAC for high-priced computers, software, and peripherals). Your Commodore drives are "smart" and free up your C-64 to the command level instead of base operations level. In the end you STILL spend less on a Commodore system.

Imagine 32K of your 64K machine devoted to operating your 1541 -- besides the 16K the C-64 already uses in order to serve you faithfully! You'd have very little room left. That's why your 1541 is a self-contained command-obeying robot -- and so is the HANDYSCANNER. It has its own RAM and interface. I get the impression that the scanning is all done in external RAM and then "delivered" (downloaded) to the C-64 in one pass. Can't be sure from the docs.

Speaking of the docs, they were translated from a foreign language, and a few malpropisms shine through. You're told in the manual to type "J" for yes. I assure you "Y" is the proper response in this English version of HANDYSCANNER.

I'm mentioning the following quirk because I suppose it may stump some short-tempered users: The contrast and brightness buttons seem reversed. Turn the brightness up and you get a darker scan. Easy enough to think backwards though.



All in all, I found HANDYSCANNER a powerful tool, well worth the money. It's **SERIOUS**, right down to the way it integrates text into your scanned images. Right down to **PAGEFOX**, the desktop publishing program which we will review soon. **HANDYSCANNER** (Scanfox) interfaces with **PAGEFOX**, allowing for truly awesome output.

---

## WHAT I WANT TO SEE

---

I want to see a **GEOPAINT** converter -- which we may do ourselves. Other than that, I find the **HANDYSCANNER** excellent.

Again, if you need it, you **WON'T** be disappointed in it. It's worth it's price. Some people complain about it, but the type of "brainless" scanners used on **IBM's** really aren't suited for the **C-64**. **C-64** users have to pay a little more for a scanner, but the overall price of a powerful computer system is **STILL** very reasonable. And the scanner's output just isn't going to be beat.

This article has been reproduced by Ross Edwards from **LOADSTAR #78**. The **HANDYSCANNER** appears to be a very good product especially for those like me who are interested in graphics. The **HANDYSCANNER** is hard to obtain at present in **Australia** as one person I know of who has had to wait some six months for his order from **Queensland**. The price I understand is approx. **\$(A)400.00**.

Appearing below is the opening picture from **LOADSTAR #78** that was mentioned in the article as having been captured by the **HANDYSCANNER**.



## **WHO SAID THE COMMODORE 64 WAS DEAD?**

The following is an extract from the December issue of a recent Australian computer (not Commodore oriented) Magazine :

"China has purchased ten thousand Commodore C64 computers from Commodore Australia in a \$20million deal. Managing director, Paul Byrne, told Newsbytes that until he was told otherwise, he was claiming this as the largest single purchase of PCs by volume. He said that the company was preparing for future orders and was investigating the possibility of preparing customised software for the mainland China market".

**Enough said!**

Submitted by Jeff Carey. Prepared using GeoWrite V2.1 Using Harmon, Durant and California fonts.

\*\*\*\*\*

### **FOR SALE**

One C64 computer, 1541 Disk Drive, Commodore 1526 Printer plus various programs and disks. For further details see J. Van De Belt or ring 3828660  
**PRICE :- \$400.**

Also there are available back issues of the **DISPATCH DISK**, some even as far back as 1987. They are reasonably priced at 50 cents each.

See R. Cloosterman for further details.

\*\*\*\*\*



# POKES AND PEEKS

This month I have managed to obtain various POKES from a friend, plus a short routine that you could use to control and relocate your scroll functions to different RAM locations. I have not tried any of these POKES, so let me know what they are like.

POKE 775,200	Disables List	POKE 650,255	Repeat Graphics
POKE 775,130	Enables List	SYS 63478	Auto Load
POKE 778,52	Enables List	SYS 64739	Disable Keyboard

To save any loader first type in:-	POKE 808,239	Disable Stop
POKE 43,0	POKE 788,49	Disable Stop
POKE 44,9	POKE 808,237	Enable Stop
POKE 2303,0 : NEW	POKE 808,225	Enable Stop

Then load "loader" and run

The following routine will allow you to place the scroll functions, such as scroll (left, right, up and down), to a different RAM location. Also it will let you manually set the amount of scroll you require.

```
10 FOR I = 40960 TO 49150
15 POKE I, PEEK(I) : NEXT
20 POKE I, PEEK(I) AND 254
25 INPUT "START ADDRESS" ; S
30 INPUT "VALUE" ; A
35 IF A = 0 THEN END
40 PRINT "POKE" S+X ", " : A POKE S+X, A
45 X = X+1
50 GOTO 30
```

You need to load the routine before the program you are using or working on. In line 25 you would place one of the following START ADDRESSES :-

```
SYS 49152 SCROLL LEFT
SYS 49255 SCROLL RIGHT
SYS 49373 SCROLL DOWN
SYS 59626 SCROLL UP
```

In line 30 the VALUE is set at the default of 0, but you can change it to any value up to 80. For example if you set the value at 5 and the start address at SYS49152 you will scroll left five times.

## HINTS AND TIPS

(FOR GAMES FANATICS)

Here are a couple of pokes for PHOBIA, XENON, BATMAN THE MOVIE, and SALAMANDER. Just reset your computer and type in the following, enjoy!

<b>PHOBIA</b>	<b>XENON</b>	<b>BATMAN THE MOVIE</b>	<b>SALAMANDER</b>
POKE 5235,189	POKE 26356,173	POKE 4866,173	POKE 23575,173
SYS 2175	SYS 20048	SYS 2128	SYS 24019

-----

?????? 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.

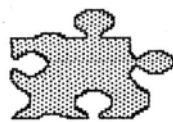
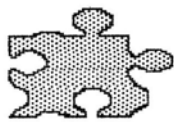
---

PROBLEMS/QUESTIONS

(1)

(2)

(3)



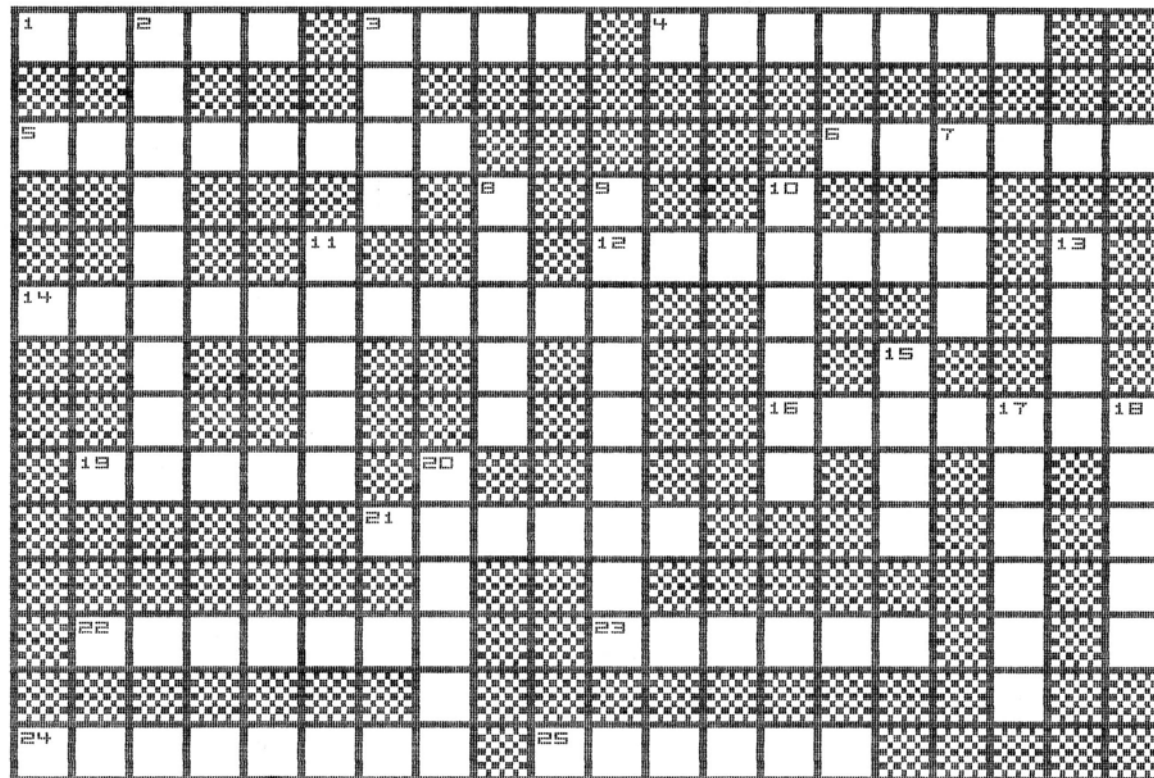
# COMPUTER PUZZLE

## APRIL PUZZLE

### CROSSWORD NO. 2



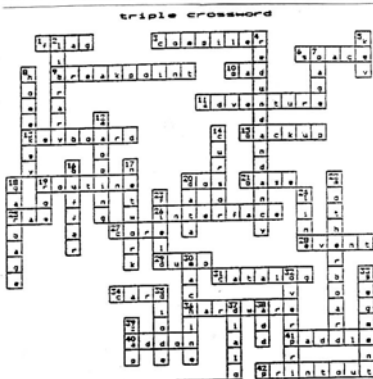
COMPUTERWORDS B



ACROSS CLUES

DOWN CLUES

- |   |  |
|---|--|
| <ol style="list-style-type: none"> <li>1. INFORMATION GOING TO THE COMPUTER</li> <li>3. A METHOD</li> <li>4. A DEVICE TO DRAW PICTURES</li> <li>5. A COMMAND FEATURE OF WORD PROCESSOR</li> <li>6. CONSISTS OF ROWS OF CHIPS</li> <li>12. SIGNIFIES A SPECIFIC LOCATION</li> <li>14. A SINGLE ORDER</li> <li>16. A CONNECTION BETWEEN THE COMPUTER AND A TERMINAL</li> <li>19. WIPE CLEAN</li> <li>21. A GROUP OF 10 STORAGE LOCATIONS</li> <li>22. PERFORM AN OPERATION</li> <li>23. A COMPUTER FANATIC</li> <li>24. PASAL IS ONE</li> <li>25. A PART OF A FILE</li> </ol> | <ol style="list-style-type: none"> <li>2. ANOTHER NAME FOR CENTRAL PROCESSING UNIT</li> <li>3. GIVES CHOICES IN A PROGRAM</li> <li>7. CAN BE USED TO SELECT BIT PATTERNS</li> <li>8. TO STORE INFORMATION</li> <li>9. MEASURED BY BITS PER SECOND</li> <li>10. ALSO CALLED JUMP</li> <li>11. LINE OF PROGRAMS WAITING TO BE RUN</li> <li>13. USED TO STORE A SINGLE BIT</li> <li>15. AN ELECTRONIC CIRCUIT THAT PERFORMS A LOGICAL OPERATION</li> <li>17. A PIECE OF INFORMATION</li> <li>18. USED TO IDENTIFY LINES IN A PROGRAM</li> <li>20. TO CROSS OUT OR REMOVE</li> </ol> |
|---|--|



TRIPLE  
CROSSWORD  
FEBRUARY  
AND  
MARCH

ANSWER      REPEATABILITY

## 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 15th MAY at 7.30 PM.

SUBJECT :- TO BE ANNOUNCED.

LOCATION :- Mtngs 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	\$10.00
Postal Membership	\$15.00

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.