

# DISPATCH DISK



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### **EDITORIAL**

Hello everyone,

This months demonstration is another first for the club, possibly even in this state. It is RAMLINK, kindly demonstrated by R. Gasson. This should be an excellent demonstration, and hopefully showing the capabilities of the RAMLINK plus how GEORAM works with it. Next month we will hold a GEOS workshop and demonstration, so if you want to know more about GEOS, be there!

Last month a member from our club, the previous Treasurer, Tony Heard passed away. He will be missed by those members who knew him quite well. The club and it's members send their condolences to his family and friends. We wish them well and hope they manage over their sad loss.

Due to the club finances being at a low state, due to various reasons, such as the price of items required by the club going up. For example :- stationary, photo copying, donation for use of the hall, etc. Because of this state affairs the committee have decided with great reluctant, to raise the door fee from \$1 per family to \$2 per family. The new fee will begin from JUNE 1991. The committee also hope increase the sales of disks by dropping the price to \$6 per pack of ten. The club has obtained a limited number of coloured disks, they are available for \$1.50 ea. plus a plastic disk case for \$2, see R Cloosterman.

**J. VAN DE BELT    EDITOR**

# **MAY 1991**

**64/128 NEWS LETTER - VOL. 5 / NO. 5**

## MAY BOOK REVIEWS

Before I review some books, I would like to thank Jeff Carey for some more magazines which he has donated to the club's Library. An update on these later.

To start with I have chosen to review **COMPUTE!'s GAZETTE June 1985** edition. Here it is as follows-

**INSIDE THE 128** : A hands on look at the new ( then it was ) 128 computer. Worthwhile a read to find out the differences of the 64 - 128 if you do not know them already.

**HOW WRITERS SEE GAMES** : An article by Selby Bateman.

**THE FREEZE FACTORY** : A game where you try to leave the research plant where you work to only be confronted with 4 Robots gone amok. You have three lives or till the time runs out. Requires a joystick and programmed in Basic.

**SQUARES** : A strategy game for one to four players, against an opponent or computer. You connect the dots, but there is a difference. Also done in Basic.

**CHARACTER ASSASSINATION** : A short easy-to-type-in program for children and newcomers to learn their way around the keyboard.

**REVIEWS** : **Bank Street Music Writer...**  
**Allegro...**  
**Sky Travel...**  
**Raid over Moscow...**

**BASIC** : GOTO and GOSUB info etc. ....

**DYNAMIC SID EDITOR** : A Utility to allow you to select SID values and see and hear the changes.

**RELATIVE FILES** : A tutorial, step by step look into the topics on handling relative files with program examples.

**TAPE PROGRAM RESCUE** : From Power Basic section where a short machine language utility reads a program from tape into memory, allowing you to recover programs that have become unloadable.

Have you heard of the B128 with a dual 8050 disk drive? In QA column some one asks about it and it is also explained.

Book No.2 is **COMPUTE!'s GAZETTE August 1987** issue :-

**MARVELOUS MUSIC MACHINES** : For the Commodore 64 & 128, a review on the SID chip and MIDI music systems available.

**EXPLORING THE SID CHIP** : More on the music available.

**GIVE 'N' TAKE** : Challenge a friend or the computer to this novel and unusual way of piecing a puzzel together. Typed in in Basic and requires one or two joysticks.

**FRONT LINE** : A game that is written in both Basic and Machine Language, an addictive two-player combat game that combines high-speed graphics action with board game strategy.

**BOUNTY HUNTER** : An Educational as well as enjoyable game of learning US Geography. Riveting stuff for us Aussies.

**REVIEWS** : **Cadpak 128** - ( computer aided design package)....  
**FSD-2 Excelerator Plus Disk Drive**.....

**SPRITE MAGIC** : A revamped Sprite Editor from three years ago, but it still is a very powerfull utility program. Written in machine language and you can use a joystick or the cursor keys.

**SPRITE FLIP** : From the Power Basic column. A handy utility to flip Sprites and can be used with Sprite Magic. A Basic program with a second program for a demo.

**SPRITE STAMP** : This one also works with Sprite Magic and allows you to stamp sprites onto a Hi-Resolution screen.

**MULTISPRITE** : And again an enhancement to Sprite Magic where you can use up to eight sprites from Sprite Magic.

**80-COLUMN DISK SECTOR EDITOR** : For the 128. Requiring an 80 column monitor for this machine language program to work on your 128 computer only.

**DYNAMUSIC** : This set of programs will help you create music that plays in the background while a program is running - music that sounds as good as the commercial games. A Basic program.

**COMMODORE RELATIVE FILES** : Defensive Programming. Relative files are a good way to store data for fast access. But many programmers have trouble using them, heres how to write defensive programs which are likely to give you trouble-free relative files.

**RAM USAGE ON THE COMMODORE 128** : Various tips and techniques for 128 programmers.

Some people might start to think that all I can do is review Computel's Gazette. It is not true, as I feel that currently C.G. has a lot of information, games and utilities to offer all wrapped up in one magazine, besides the club has a decent amount of them. So I feel it only fair to review most of them before I start on the less interesting ( in my opinion ) magazines.

Robert Cloosterman ... C.C.P.

# POKES AND PEEKS

This month we have the following pokes which were down loaded via a modem and then handed to me. There are some interesting pokes that can be used on the 64 & 128. Try them out and see how they go, let me know how you get on. These Pokes and Games Hints that I have been receiving I have accepted in good faith, that they have tested and work. The games Pokes might not work for various reasons for example :-

The Pokes are for the tape version only.

You need certain cartridges to enter and run them.

The versions of the games are not quite the same, so the Pokes don't match each version.

The Pokes only work from or in certain levels.

All in all most of the Pokes should work without much bother, if not let me know and I'll check with my sources.

To disable list on the 64  
POKE 775,191

To enable list on the 64  
POKE 775,167

To disable save on the 64  
POKE 819,246

To enable on the 64  
POKE 819,245

To disable load on the 64  
POKE 816,157

To enable load on the 64  
POKE 816,165

To disable keyboard on the 64  
POKE 649,0

To enable keyboard on the 64  
POKE 649,10

To disable list on the 128  
POKE 775,139

To enable list on the 128  
POKE 775,181

To disable save on the 128  
POKE 818,188

To enable save on the 128  
POKE 818,78

To disable load on the 128  
POKE 816,0

To enable load on the 128  
POKE 816,108

To disable keyboard on the 128  
POKE 252,0

To enable keyboard on the 128  
POKE 2592,10

Did you know that the C128 programmers have left their names in the Kernal ROM?

To see who they are type SYS 32800,123,45,6. A rather interesting tip for 128 owner's.

## HINTS AND TIPS

Here are some Pokes for a few games, load the games reset the computer and type in the following Pokes and Sys numbers and hit return.

DROPZONE  
POKE 3060,173

NEMESIS  
POKE 5868,255  
SYS 5678

FIRELORD  
POKE 5721,173  
POKE 62303,173

R-TYPE  
POKE 12865,173  
POKE 12957,173  
SYS 32768

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# **MODEM**

## **TELECOMMUNICATIONS ON THE 64/128**

As mentioned in the last newsletter the club has obtained the use of a modem (The First Nice Modem), loaned to the club by R. Gasson. The club will loan out the modem to members who are interested trying out the modem and telecommunications with the 64/128. The modem will be lent out a month at a time, in other words you would borrow it at this months meeting and return it the next meeting. This way other members will get a chance in using the modem.

The modem will come supplied with a extension telephone lead and a disk, with three telecommunication programs already set up for you to run, plus on side two an archiving program incase you need to decrease the size or combine a programs files into a single format for uploading purposes. To load the disks (either side) just type :- LOAD \*,8,1 Then pick the desired program by pressing corresponding number from the menu. Please do not save to this disk, use a formatted disk to save your downloaded files or work.

The modem is a 1200/75 - 300 Baud rate modem. In other words in 1200/75 baud the modem receives at 1200 bits per second and sends at 75 bits per second. The 300 baud will receive and send at 300 bits per second. In our case it is best use the 1200/75 Baud to receive downloads and 300 Baud send uploads since the 75 Baud is far too slow and is rarely used.

The three terminal programs supplied on disk are :- Thirdterm, CCGMS 5.5 and Multiterm. Third term is a text only terminal program (no graphics on screen), it runs either 1200/75 or 300 baud which you select from parameters. (Select 1275 setup or 300 setup). CCGMS 5.5 can toggle between a text and graphics terminal but it only runs on 300 baud on this modem. Multiterm also toggles between text and graphics terminals, this programs automatically loads up a 1275 baud. To use 300 baud go to configuration menu and change the baud rate. All three programs should preferably be set up in the punter protocol.

When you log on a BBS (bulletin boards) you'll be asked 'IS THIS TEXT LOWER OR UPPER CASE (Y/N)'. If you answer yes, you are in text mode, if you answer no, you are in graphics mode. It is important to answer this correctly or you get a screen full of garbled garbage. I will give you a BBS phone number (THISTLEDDOME R. Gasson's BBS), which is still running at present. The number is 322 2716, for other BBS numbers check your Commodore computer magazines. Try it out, experiment and find out what telecommunications is all about. Contact me if you run into any difficulties. See me at tonight's meeting if you are interested in borrowing the modem for a month.

JAN VAN DE BELT

?????? 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.

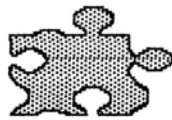
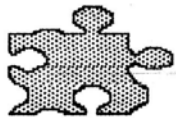
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PROBLEMS/QUESTIONS

(1)

(2)

(3)

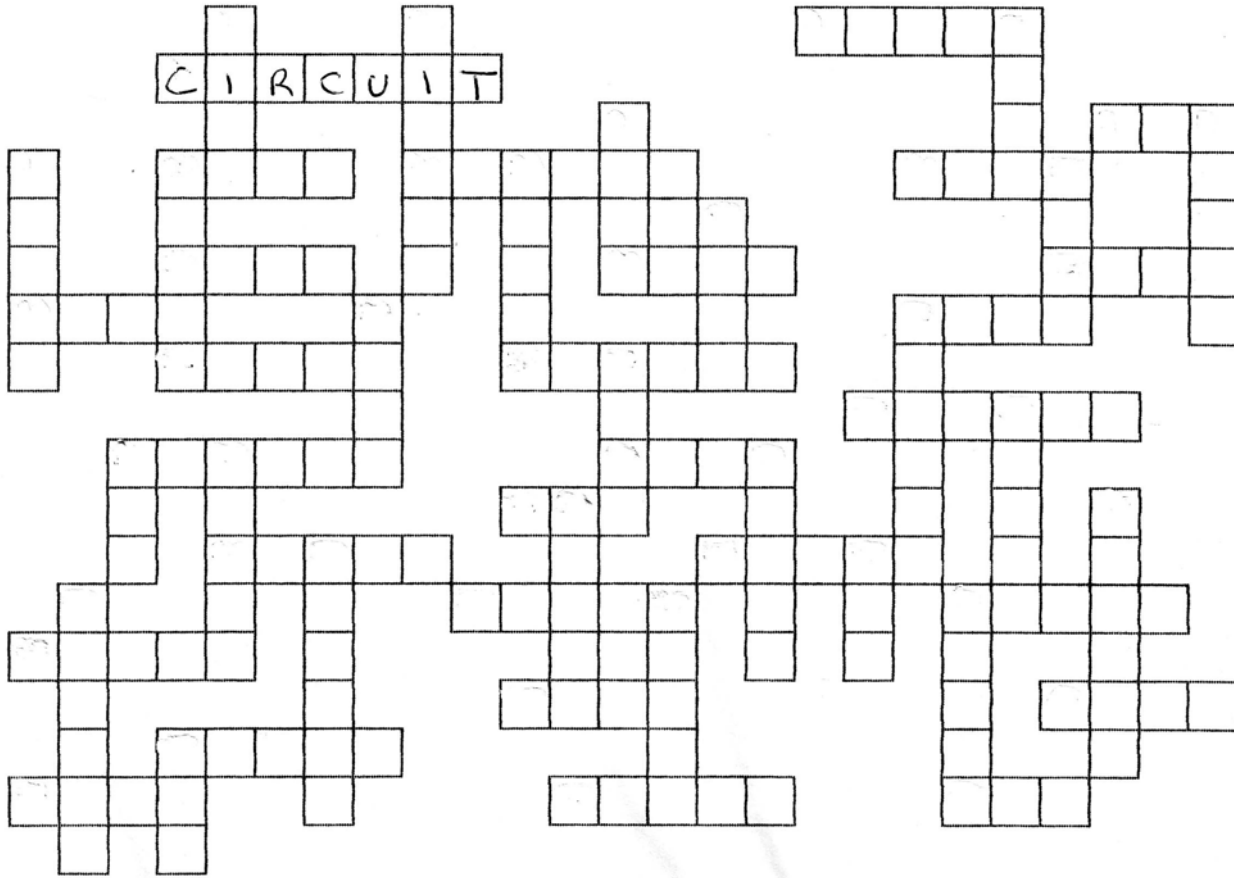


# COMPUTER PUZZLE MAY PUZZLE



## FILL IN NO. 2

fill in 2



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### APRIL CROSSWORD

#### ANSWER

- 3 LETTERS
- ADA
- ADD
- BUG
- DOS
- KEY
- MAP

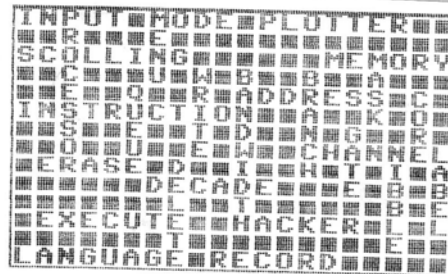
- FONT
- GULP
- HELP
- ICON
- LOGO
- LOOP
- MENU
- NODE

- ENTER
- FETCH
- FIELD
- FORTH
- GATES
- MERGE
- MODEM
- MOUSE
- NOISE

- 4 LETTERS
- BYTE
- CARD
- CELL
- CHIP
- CORE
- DATA
- DISK
- DUMP
- FILE
- FLAG

- 5 LETTERS
- ABEND
- ADDON
- ALGOL
- ARRAY
- ASCII
- BLOCK
- BREAK
- CRASH
- DIODE

- 6 LETTERS
- BACKUP
- BUFFER
- CURSOR
- DECODE
- DIALOG
- FORMAT
- HACKER
- NIBBLE



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# DISPATCH DISK NOTES



## COMMITTEE 1990-91

PRESIDENT-	R.Cloosterman	382-0781
SECRETARY-	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 19th JUNE 1991 7:30pm.

**SUBJECT-** GEOS Workshop and 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 organization bearing that name.

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## WANTED

**ASSISTANCE REQUIRED-** THE CLUB STILL NEEDS THE ASSISTANCE OF SEVERAL MEMBER 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 now. 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 Delicatessen.

## FOR SALE

**PUBLIC DOMAIN SOFTWARE** - We have a large range of PUBLIC DOMAIN Software for sale through library. Prices represents very good value. Catalogue disks are also available for only \$1.00. See Jeff or Michael (for 128), at tonight's meeting for any enquires.

**CHEAP DISKS** - How much do you pay for your blank disk? The club is making bulk purchase of disks to help members save some money. The price of these disks is 60c per disk, which works out to be \$6.00 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 members	\$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.

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