"CURSOR"

NEWSLETTER OF THE

COMMODORE COMPUTER USERS GROUP (QLD)

FEBRUARY 1985 VOL.1 NO.7

CLUB ROOMS *MILTON STATE SCHOOL, BAYSWATER ROAD, MILTON*

CONTENTS

Diary for March	2
Editorial	5
Notes & Gossip	6
Basic 3.5 - Disk Commands	8
64 Colour Card	12
Software Reviews	13
Letters to the Editor	17
Member's Advertisements	18
Directory	19

Registered by Australia Post - Publication No. QBG3958

Diary for March

Group meeting on Tuesday, 5th March 1985, at 7.30 pm in our club rooms. Visitors are welcome!

A Demonstration of the new Commodore 16 and Plus/4

During the business part of our meeting one of our members will run a separate Beginners Corner session for new members.

Workshop meeting on Sunday, 17th March 1985, from 1 pm till 5 pm in our club rooms. To get the maximum benefit from the workshop it is recommended that you bring your own computer equipment.

Please note that workshop meetings are for members only!

SMOKERS: Smoking is *NOT ALLOWED* in the class rooms! If you must smoke, go to the kitchen or the play ground.

Regional Meetings

Cannon Hill Sub-Group meets every 2nd and 4th Saturday of the month at 7.30 pm, in the Cannon Hill State School. For further information ring Barry Wilson (VIC-20) at 399 6204 or Augy Norman (C-64) at 399 2080, after hours.

Springwood Sub-Group meets on the 3rd Wednesday of the month at 7.30 pm, in the Springwood Central Primary School, Dennis Rd., Springwood. Contact Terry Steer at 200 5926 (after hours) for further details.

Pine Rivers Sub-Group meets on the 2nd and 4th Sunday of the month (1 pm - 5 pm) at the Strathpine High School (rear entrance). Ring Clayton Lancaster at 285 4157 (after hours) for further information.

Redcliffe Peninsula Sub-Group meets on the 1st Friday of the month (7 pm - 11 pm) at the Redcliffe High School. Contact Geoff Bailey at 203 5088 (after hours) for further details.

Wavell Heights Sub-Group meets (temporarily) at 17 Kywong St., Wavell Heights. Ring Robert Adamson at 266 8353 (after hours) for details on times etc.

Sherwood Sub-Group meets on the second Friday of the month at the Graceville State School. Leigh Winsor is co-ordinator and can be reached at 379 2405 (after hours) for more details.

The Gap Sub-Group: A local school has been made available for a Gap sub-group, but we do need the services of a co-ordinator. If you live in or around The Gap, and are prepared to open up the rooms etc., our newsletter editor would like to hear from you !!!

We are still looking for one or more of our members to start a Sub-Group in the Sunnybank or Mt.Gravatt area !!!

Killarney Sub-Group: Roger Fraser of Pine St. Killarney is prepared to form a group in the Killarney district. Ring Roger at 076 641370 for further details.

Maryborough Sub-Group: Some interest has been shown to form a group in Maryborough. Contact our secretary for more details.

Armidale Sub-Group: W. Peter Gadsby of 64 Galloway St. Armidale NSW 2350 would like to form a group in the Armidale Area. Contact Peter for further details.

IMPORTANT NOTICE: Copying of Commercial Software is ***not allowed*** at our meetings or workshops. Failure to comply with this regulation will result in loss of membership!

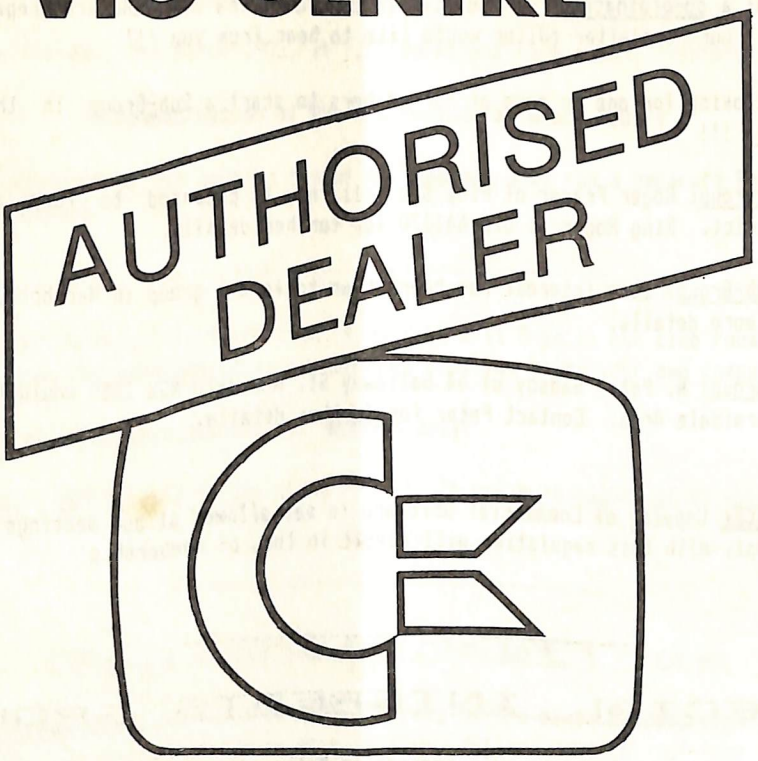
SPECIAL INTERESTS GROUPS

Business Sub-Group meets after the main meeting in Milton (first Tuesday in the month) and at the West End State School on the 3rd Tuesday of the month at 7.30 pm. Contact Ken Charters at 808 1346 after business hours for further information.

Primary Education Sub-Group meets after the main meeting in Milton (first Tuesday of the month). Venue for intermediate meetings still to be decided upon. Contact Bill Weeks at 208 8620 (working hours) or at 341 2823 (after working hours).

Adventure Games Sub-Group meets during the main meeting at Milton. If you are into Adventure type games you should contact Trevor Mancktelow at 2624810 (after hours) for further details.

THE VIC CENTRE



commodore
COMPUTER

For professional service and support call in to CW Electronics.
Commodore's longest established Queensland Dealer.
Largest range of VIC & C64 software in Queensland.

THE ONLY PLACE WORTH ITS SALT IN BRISBANE

416 LOGAN RD., STONES CORNER BRISBANE 397 0888

EDITORIAL

An interesting "Letter to the Editor" appeared in a recent issue of the S.A. Commodore Users Group. The author, a regular contributor to their newsletter, was complaining about the lack of articles being contributed by their members.
As a result of this lack they have resorted to reprinting articles from commercial magazines (a very dubious practice indeed!).
One of his suggesions was to just print blank pages, to show the lack of articles being received!
Fortunately we have always had a core of regular contributors to our newsletter, but of course some new contributors with maybe some different viewpoints would be welcome.
The South Australian writer made several suggestions (some of which are regularly included in "CURSOR"), but some others may be worthwhile investigating. They include:

A monthly (condensed) Treasurers Report.
A " Report from our Sub-Groups.
A " Listing of New Mwmbers.

To these suggestions I would like to add the following:

Reports or stories from our Country Members.
(They and their problems are too easily forgotten)
A Programming Quiz - Possibly with prize winners?
(Sorry, Greg Perry has no time to write this!)

Dear Readers, what do you think? Yoy may consider some of these suggestions very good and others a waste of paper.
Drop me a few lines please, with *your* comments, both positive and negative. Only by your input can we get the sort of newsletter with something for everybody.

Ralph De Vries

NOTES & GOSSSIP

For the benefit of our new members here are the current prices of blank disks and public domain software:

Blank Disks (box of 10)	$25.00	(+$2.00 for postage & packing)
Public Domain Disks	$ 5.00	(+$0.75 p. & p. up to 5 disks)
Public Domain Cassettes	$ 2.00	(+$1.00 p. & p. up 3 cassettes)

The series of articles which we ran last year, entitled **"Starting With Disk Drives"** by Paul Blair are now available in booklet form for the small sum of $2.00. These articles are a must for newcomers to Commodore Disk Drives, as it clears up many points which are not properly explained in the 1541 manual.

Those members who have ordered the **club modem** at the pre-release price of $120.00, are requested to pay the balance prior to March 5th, as after this date the price will go up to $150.00 !!!

Cannon Hill State School Art Union: Any members still holding tickets in this raffle are requested to return them to Barry Wilson, or ring Barry (399 6204), and he will pick them up!

Disk Drive Users: Have you got an unused Datasette sitting in a corner gathering dust? If it is in <u>good working order</u> our group might be interested in purchasing your unit. Ring Terry Steer (200 5926 a.h.) for further details.

For our Sub-Groups we require some speakers (preferably our own members), who could give a talk on very basic Basic programming, or explain what the different programs on our public domain disks do, etc.
Are you interested? If so, contact the editor in the first instance for details. Who knows, we may even be able to refund your car expenses!

By the time you read this our president's long awaited book should have hit the bookshops. Called **Graphics and Sound on the Commodore 64**, we expect all our members to buy a copy or two!!!

Commodore's new **Plus/4** has now been released, at a R.R.P. of $599.00
See Paul Blair's article in this issue on the Disk Commands available in this machine.

Do you want to Load a disk based program and Run it automatically? Do the following: Type

Load "Program Name",8: (don't forget the colon), and press Shifted Run/Stop.

This will than load your program and run it as well.

Anthony Thyssen (now known as the Reset Switch King!) has supplied us with the following updated instructions for it's use:

Plug Reset Switch into Computer Serial Port.
When your program crashes press the Reset Switch.

To retrieve your program do the following:
C-64 and SX Users: Poke 2050,1
VIC 20 - Unexpanded : Poke 4098,1
VIC 20 - 3K Expansion: Poke 1026,1
VIC 20 - 8K or more Expansion: Poke 4610,1

Now type in an **unused** line number between '0' and '63999' followed by a 'Return', and presto there's your program again!
As line number 63999 is seldom used you may as well use that one.

Anthony is still selling his reset switches for $4.00 each.

A note from C.W. Electronics re last month's review of "Home Accounting" by Tot'l Software:
The built-in configuration file of this program has facilities for entering dates in the Australian format, rather than the American way. Another plus point for this program.

BASIC 3.5-DISK COMMANDS

Paul Blair

The set of articles about effective use of the Commodore 1541 disk drive has had wide circulation. With the Commodore 16 (C=16) now available, and the Plus/4 due for release during 1985, many disk commands have been simplified in the Basic (BASIC 3.5) with which these computers are fitted. These pages are intended as a supplement to the earlier notes, extending help to disk users working in the environment of BASIC 3.5

As noted in the earlier series of notes, Commodore BASIC 4.0 provided built-in disk handling commands that were easily accessed directly from the keyboard without the tedium of opening and closing the channels needed to communicate with any disk drive. BASIC 2.0 left these out, but BASIC 3.5 reintroduces them, with a couple of sad omissions. The commands in BASIC 3.5 that were not directly available in BASIC 2.0 are:

BACKUP
COLLECT
COPY
DIRECTORY
DLOAD
DSAVE
HEADER
RENAME
SCRATCH
DS$

Commands from BASIC 4.0 NOT provided in BASIC 3.5 are:

APPEND
CONCAT
DCLOSE
DOPEN
RECORD#

These last five will not be discussed; they are given here as a matter of record. Perhaps their omission is why the new Basic is named BASIC 3.5 (the other 0.5 is missing!)

The new commands have direct equivalents in BASIC 2.0 The point of BASIC 3.5 is that the computer now has built-in parsing that takes your disk Basic command and performs all the file opening and closing that you had to provide in BASIC 2.0 The difference is in the computer - the disk drive actually receives the same command string from the computer as before.

Syntax for using these commands is made up of three parts - the command word, the mandatory syntax and the optional syntax. In these notes, optional syntax will be shown in square parentheses ("[" and "]"). I will explain the first example fully, and you may work from there with more confidence. Watch the commas!!

HEADER (BASIC 2.0 command was NEW)
Abbreviation HE sh-A (type HE then hold SHIFT and type A)

Purpose: prepare an unused disk, or purge a used disk.
SYNTAX: HEADER"diskname"[,Iid],Ddr[,ON Udv]

This introduces some variations from BASIC 2.0 "Ddr" is the drive number (0 with a 1541, and 0 or 1 on a dual drive). "Udv" is to specify the device (unit) number. Although this is usually "8" (remember LOAD"$",8 ?), you may have other drives connected with a soft or hard-wired device number change to 9 or whatever. The default is dv=8. As the brackets indicate, the "ON Udv" words are optional.

The disk ID (Iid) is also optional. If left out, a "short-header" is performed, which purges only the directory.

Now, putting it all together, a total scrub of the disk in device 8 would look like:

```
HEADER"TEST DISK",I66,D0
```

while a directory purge would look like this:

```
HEADER"ANOTHER DISK",D0
```

Before proceeding to the dirty deed, BASIC 3.5 gives you another chance. It will enquire politely ARE YOU SURE? If you tap the "Y" key, then the action continues. Tap any other key, and the action aborts. A favourite cartoon of mine is the computer that follows the first enquiry with "ARE YOU SURE YOU´RE SURE?´ then proceeds to abort with the comment "YOU HESITATED THERE, DIDN´T YOU"

BACKUP (none) B sh-A
Purpose: transfer the entire contents of one disk to another within the same disk drive.
SYNTAX: BACKUP Ddr TO Ddr[,ON Udv]

Obviously only for dual disk drives. The values for "dr" above must be different, of course (stating the obvious). BACKUP first HEADERs the destination ("TO") disk with the identical values used on the source disk, then replicates all other information, track by track, sector by sector. No polite questions here, so double check. Even better, put a write-protect sticker on the source disk.

COLLECT (Validate) COL sh-L
Purpose: disk tidier. Checks all files, rewrites the Block Allocation Map.
SYNTAX: COLLECT [Ddr][,ON Udv]

COLLECT on its own is OK for a single drive. Remember the "starred file" timebomb.

COPY (Copy) CO sh-P
Purpose: to transfer files on the same disk, or to another disk in another drive (duals only) or to another unit.
SYNTAX: COPY [Ddr,]"source file"TO[Ddr,]"destn file"[,ON Udv]

DIRECTORY (LOAD"$",8 + LIST) DI sh-R
Purpose: to show a disk directory on screen without disturbing any program in memory.
SYNTAX: DIRECTORY [Ddr][,Udv][,"string"]

At last. More flexible than the previous BASIC 4.0 command, by addition of pattern matching ("string").

For most users, DI sh-R will suffice. To pattern match, check with the earlier examples given when discussing the Wedge program. You may use wild-cards (*) and don´t cares (?) to good effect (DIR"TEST*" or DIR"DATA ???84"). Not available for producing hard copy, however. Use the old BASIC 2.0 syntax for this, but remember it wipes out any program in memory.

Pause screen display with CTRL-S, tap any key to restart. Use the Commodore key to slow listings to human pace.

DLOAD (LOAD"xxx",8) D sh-L
Purpose: to load a program from disk.
SYNTAX: DLOAD"filename"[,Ddr][,Udv]

No relocating loader (,8,1) provided. Another disappointment - you can´t type this in front of a Directory list and press RETURN.. you must still cursor across and plonk a colon (:) after the filename. As DLOAD is provided on a programmable key, a great chance has been missed here.

DSAVE (SAVE"xxx",8) D sh-S
Purpose: to save a program to disk.
SYNTAX: DSAVE"filename"[,Ddr][,Udv]

For 1541 users, DSAVE"CCCCC" will be the usual syntax. The other varieties are for more exotic use.

** Note that both LOAD and SAVE are still available, as they are needed for cassette and RS232 users.

RENAME (Rename) RE sh-N
Purpose: to rename a file on disk.
SYNTAX: RENAME"present"TO"new name"[,Ddr][,Udv]

The only point here is to take careful note of the order of appearance. It´s logical, so should not present problems.

SCRATCH (Scratch) SC sh-R
Purpose: to erase a file from disk.
SYNTAX: SCRATCH"filename"[,Ddr][,Udv]

Again, the polite (and thoughtful) ARE YOU SURE? This has saved my bacon more times than I care to contemplate. Again, "Y" continues the action.

DS$ (none) None
Purpose: to read the disk error channel.
SYNTAX: ?DS$ (or PRINT DS$)

With the Wedge program in BASIC 2.0, we typed the wedge (>) or "at" (@) to check the channel. Now, check any operation with this simple command.

The nett result of these additions (or re-admissions) will please just about everyone. The bugbear of the VIC and C=64 was the complex syntax needed for even simple jobs.

The omissions, particularly RECORD#, mean that the clumsy BASIC 2.0 syntax for relative file handling will continue for the present - rather a backward step in a range of computers otherwise "designed for productivity". Similarly, data file handling without CONCAT and APPEND (which join together or attach data to sequential files) is difficult to comprehend. Maybe Commodore just ran out of space.

Some of these commands are presets for the programmable function keys now offered. DIRECTORY, DLOAD, DSAVE are provided for, and as the keys can be altered to suit your needs, other often-used commands could be added if needed.

Lastly, a word or two about write-protection, and a potential problem. When you paste a sticker over the notch in the disk sleeve, you will signal to the disk drive that this disk is not to be written to. In this way, you will protect material on the disk.

The potential problem can arise when you forget about the sticker, and try to write or save something to the disk. The sticker will prevent the operation, of course, for which you may be very grateful. But if you had merely inserted the wrong disk, your next action may be to haul the offending disk from the drive, then insert the correct disk and try again. At this stage, it is odds on that you will cause yourself some future problems.

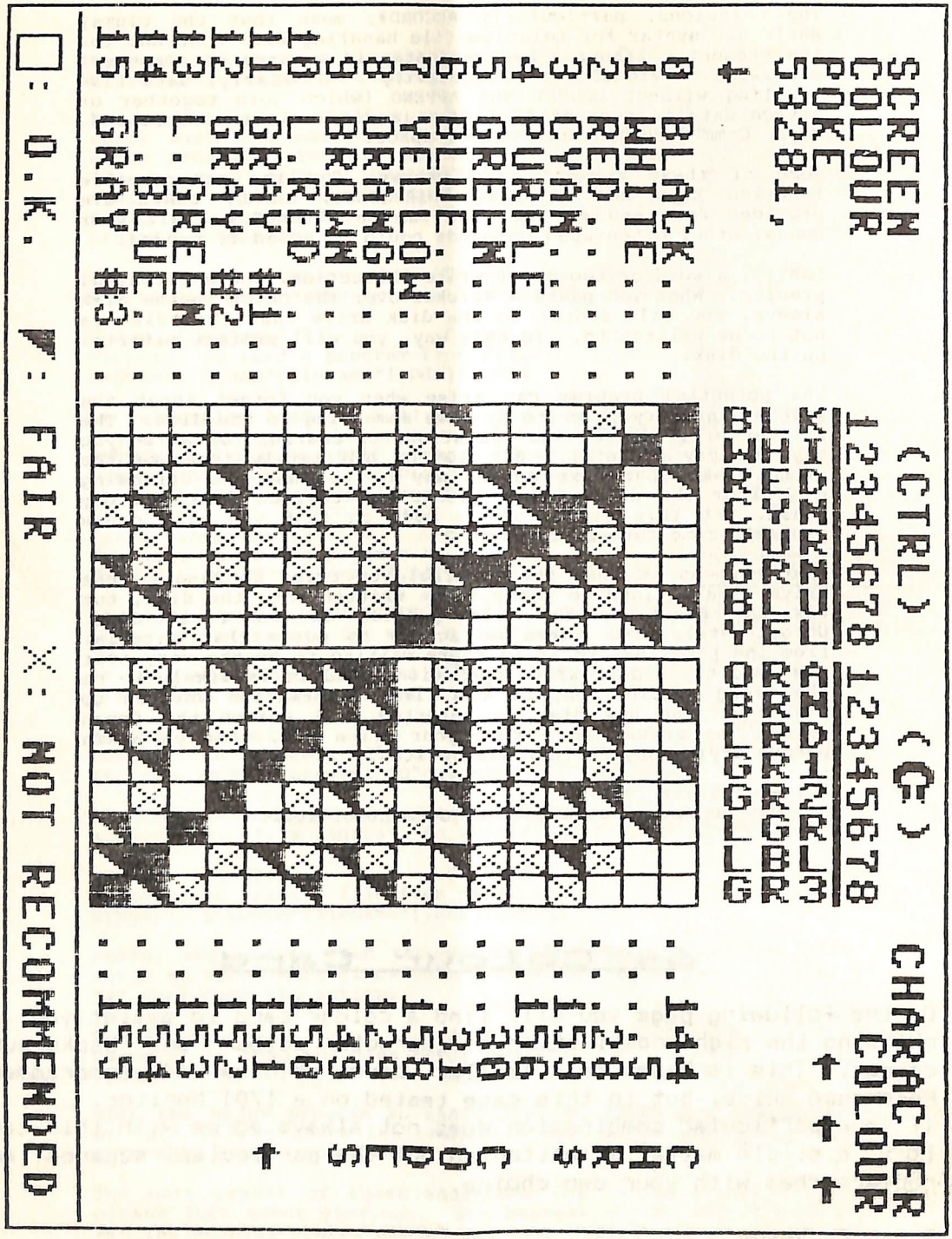
What happens is that the material you tried to send to the drive is all lined up ready to be written onto the disk, but was cut short by the write-protect on the first disk. Unfortunately, DOS takes no action to purge that material from the pipeline, so it is there waiting to go the very next time you try a disk write operation. And it is likely to be the wrong information, so the first information written to disk when the new disk is inserted will poison the fresh data. The answer is - turn your drive off, then on again before trying any further disk writes.

(C) Paul Blair 1985
May be copied with acknowledgement of source.

64 Colour Card

On the following page you will find a colour card to assist you in choosing the right combination of character colour and background colour. This is based on a similar card in the 64 Programmers Reference Guide, but in this case tested on a 1701 Monitor.
If your particular combination does not always agree with this card it it a simple matter of whitening out the particular squares and replace them with your own choice.

Ralph De Vries


SCREEN COLOUR POKE 53281,
0 BLACK
1 WHITE
2 RED
3 CYAN
4 PURPLE
5 GREEN
6 BLUE
7 YELLOW
8 ORANGE
9 BROWN
10 L.RED
11 GRAY #1
12 GRAY #2
13 L.GREEN
14 L.BLUE
15 GRAY #3
(CTRL)
12345678
KIDNRNUL
BLHEYURLE
WRCPGBY
(C)
12345678
AND12RL3
ORBLGGLLG
CHARACTER COLOUR
CHR$ CODES
144
.5
.28
159
156
.30
.31
158
129
149
150
151
152
153
154
155
: O.K.
: FAIR
: NOT RECOMMENDED

REVIEWS

The Business Man from Southern Solutions, and General Ledger from M64 Business Software

Both programs were loaned to me for evaluation by Chandlers, 43 Adelaide St., Brisbane.

After accepting the position of Club Treasurer in August last year I decided that I should follow in John Egan's footsteps and keep the computer group's accounts on a computer. Despite the fact that it probably takes me longer than if I did them manually!
John kept the accounts on a PET using a program written for him by Greg Perry. It could possibly have been modified by Greg to run on the C-64 but it would have taken time, a commodity neither Greg or myself had at the time. I therefore decided to investigate the commercially available software to determine it's suitability and tried both of the programs reviewed here.
These are by no means the only General Ledger programs available but at the time were the only ones available from Chandlers and none of the other dealers I visited were able to give me any information on or a demonstration of their programs.
The first program I tried was 'The Business Man' from Southern Solutions an American company, which I suspect may be owned by a church as its logo incorporates a cross and the manual suggests that if you are unsure about anything the solution is in the Bible and they offer a free copy on request.
To give the program a fair trial I entered the July and August accounts. This took quite some time as I had to familiarise myself with the program first then set up a chart of accounts and report formats. Although the program does all it is supposed to I found it very user-unfriendly and had to start from scratch a number of times after making only a simple mistake.

The 'General Ledger' from M-64 Business Software on the other hand is very simple to use. Again the chart of accounts to suit the user have to be set up as do the report formats. However, mistakes can be corrected without having to start from scratch.
As the M-64 program suited us best the club has purchased this for keeping our accounts. If any member wishes to view the printouts from this program our accounts are always available at the Milton meetings for members perusal.

Lester Bennett.

THE ADVANCED MACHINE LANGUAGE BOOK FOR THE COMMODORE-64, and IDEAS FOR USE ON YOUR COMMODORE both published by Abacus Software.

Both books were kindly loaned for review by C.W. Electronics, 416 Logan Road, Stones Corner.

Having read a number of books published by Abacus Software I must say how impressed I am with the standard of information provided. Some of my favourites are 'The Anatomy of the C-64', 'The

Anatomy of the 1541 Disk Drive' and 'Tricks and Tips for the C-64', all of which provide information not available in the general run of books for Commodore Computers.
'Advanced Machine Language' covers three main topics, namely Numbers and Arithmetic, Interrupts and Beyond Basic. The first section covers the methods used to carry out mathematical calculations in machine language. A very important topic for any one writing ML programs involving mathematics of any description. The second section explains what interrupts are and how they are used, particularly for timing and screen effects (a topic which is well covered in 'Tricks & Tips' but not to the depth it is covered here). In the third section it covers the use of Kernal routines from within Basic programs, the addition of new Basic keywords, Basic and Kernal vectors and finally Printer spooling (i.e. the operation of the printer in the 'background' while the computer continues it's tasks).
I found this to be a very informative book which should suit those with a general knowledge of 6502 Machine Language who wish to delve deeper into the C-64.

'Ideas for Use' I felt did not come up to the same standard of information I have come to expect from Abacus after those books mentioned above. This of course is a personal opinion based on my own level of understanding of the C-64. Someone who is just getting tired of playing games and is looking for something practical to do with their C-64 would probably find this book very worthwhile. Unlike my well used copy of 'Anatomy of the C-64' I would not refer to this book as often.
Topics covered in 'Ideas for Use' are; Data Sorting and Storing, Word Processing and Accounting all supported by a number of well documented programs.

Lester Bennett.

BASIC IS CHILD'S PLAY

Presented by Prentice-Hall of Australia Pty.Ltd. R.R.Price $27.50.

This book is a wonderful idea for those parents who have children just starting with computers. It is written very simply, and any child who can read can follow the simple exercises with a minimum amount of fuss. There are 12 chapters in all, which progress from a look at the keyboard in the first chapter through all the basics of programming, to some educational programs for the children to type in for themselves in the last chapter.
The lessons are conducted very ably by the computer twins, Particular Peter Programmer and Patient Patty Programmer who look like they are dressed in some sort of uniforms. Each chapter starts out with a Stop, Look, Learn section which tells you what you will learn in that section. Numerous Workout sections provide hands on exercises for the student in each section and the chapter finishes with a list of Accomplishments for that chapter.
The text is very well illustrated with pictures of the Computer Twins and their User Friendly computer who always wears a hat the same as the twins. Should keep a child interested for ages without bothering you with too many questions.
Highly recommended for children aged about 7 years onwards or for someone who just wants a simple way to brush up on some basics.
Julianne Fallen

GHOSTBUSTERS (price around $29.00)

I bought this game for Christmas for my son who is a Ghostbusters Movie Fan. Naturally enough it is based on the theme of the movie and gives a good rendition of the theme song . While the game is loading the Ghostbusters music plays and you can sing along with the bouncing ball which displays the words to the song on the screen. When you get to the line that says Ghostbusters you press the space bar and the computer says it. From here the game goes into a buyers section where you are given an amount of money and have to purchase your car, ghost traps, bait, sensors etc. From here you go to GHQ (Ghost Headquarters) and wait for an alarm. You hop in your car and head to the building by the shortest route sucking up any ghosts that you may happen to pass over with your vacuum. On arriving at the building you set out your traps, fire up your backpacks and proceed to trap the ghosts.

The object of the game is to make more money than you start with and sneak two men into the Temple of Zuul past the gatekeepers.

As yet we have not succeeded. Still the game is a lot of fun with good graphics ,and as long as you don't get too sick of the music you should find it enjoyable.

Julianne Fallen

Machine Language for the Commodore 64 and other Commodore Computers

Review of a book written by Jim Butterfield.

Review copy courtesy of Prentice-Hall Publishers. R.R.P. $25.50.

This book is written for beginners in Machine Language and is based on Jim Butterfield's two day Machine Language Course which he has taught for five years. It contains in excess of 300 pages, more than half of which however, consists of appendices detailing information which is generally available elsewhere. This book places all this type of information in the one place and saves the reader having to search through three or four other books in order to find it.

Butterfield is an acknowledged master of Commodore Computing and I found his book very readable and easy to understand, with questions and projects following each section to test the student's progress.

The book is by no means exhaustive on the subject of Machine Language and is only intended to give the beginner a start, albeit a very good start. Reading this book and completing the projects, using a simple machine language monitor, seems to me to be an excellent pre-requisite to the eventual use of a Symbolic Assembler for writing your own Machine Language Programs.

Recommendation:

Extremely useful to the beginner in Machine Language Programming who has a working knowledge of one of the higher level languages.

Cliff Pottinger

Commodore DPS 1101 Daisy Wheel Printer

A Review

Commodore have recently released their DPS 1101 Daisy Wheel Printer on the Australian market (r.r.p. $749) and I am happy to say that after using it for several weeks, I am very pleased with it. So pleased in fact, that I am selling my old dot matrix printer and keeping the Daisy Wheel.

I was slightly apprehensive at first because this printer is slow (17 cps) and will not print graphics, but these are only minor detractions compared to the desirable features that this printer offers, such as - proportional spacing, adjustable pitch (10,12, or 15 cpi), bi-directional paper feed (allows super and sub-script), 13 inch paper width, and easily replaceable print wheel - to name just a few.

The first thing about the DPS printer that caught my eye was its size - its slightly over 2 feet wide - and I had to rearrange the computer table to accomodate the monster, but it looks very nice in its dark grey case. One of the things that I don't like about it is that the paper feed is friction only and when printing labels they tend to slip sideways sometimes. The User's Guide does not mention any extras such as pin feed or cut sheet feeder attachments so they are probably not available.

While on the subject of the User's Guide I must mention that as the printer is manufactured in Japan, the manual is written in Jinglish (Japanese English) but is, for the most part, understandable.

The feature that I like best about this printer, (which applies to all daisy wheel printers) is the ability to change print styles simply by replacing the print wheel. Thus the type font is limited only by the number of print wheels that you can afford to buy ($24 each). This article was printed using the standard wheel that comes with the machine to print the heading and then swapping to a smaller type for the main body of the article. The printer will accept either Juki or Triumph Adler wheels and uses IBM type carbon film ribbon cartridges that are obtainable from most large stationers for $3.50 each. The ribbons are non continuous and cheap enough to throw away when expended - I doubt that they could be refilled for less than the cost of a new cartridge. After using several different brands of ribbon cartridge I found that some are rather messier than others and tend to flake off large quantities of carbon dust which needs to be cleaned out of the machine regularly.

Another desirable feature of this printer is that by the use of DIP switches you can switch from Commodore ASCII to true ASCII, which means that it could be used with a different brand of computer if required.

I have used the printer in conjunction with a C64 and 1541 disk drive and have had no compatability problems but found that occasionally when used with the C64 and 4040 disk drive, switching the printer on or off seemed to reset the computer. I could not get the problem to occur often enough to detail the exact circumstances.

Despite the large amount of sound deadening material used inside the printer it is fairly noisy and my family quite often have to turn up the sound on the T.V. when I am using the printer.

Summary- For the person who does not want to print graphics, does not mind a bit of noise, but does require true letter quality printing at an affordable price I can recommend this printer.

Cliff Pottinger

LETTERS TO THE EDITOR

Dear Ed,

I am truly impressed by the depth of the delving into the innards of that funny typewriter-thing called a Commodore 64.
Each month I eagerly anticipate the arrival of "CURSOR". Each month I tear my way into the nifty envelope, unashamedly digging-into the output of a distant Messiah! Searching. Ever searching! Searching for some magical thought that will enable me to fly with my 64 - to swoop through the intricate cobwebs of thoughts and ooze clean programs to satisfy my every whim.
...What's this? No magic! Oh. Hell...so I'll start at the front and work my way slowly through again.
"..conspicuous absence of the 'Letters to the Editor' column.." - who wants to write to a fallen Messiah anyway!
Hmm..a new disk..'Unscratch' could be useful, and look at all those programs out of Compute's Gazette! I won't have to worry about those interminable DATA statements and the kids love those games. What's next?
..I like those Reviews. More trustworthy than the salesman's spiel.
..What's this? The T.O.D. clock! GREAT FLYING 64's!! But wait! I thought so. There's a PEEK in a POKE on the page in front of me! OH HORROR! They want me to try a PEEK in a POKE! .. I was warned about this back in school days. And to think that I nearly believed.
How did I ever get the idea there was a Messiah anyway?

Roger Fraser
Pine Street, Killarney, 4373

Dear Roger,

I cannot begin to explain what your letter did to me! Tears of delight welled up in my eyes. A genuine 'Letter to the Editor', and from one of our genuine country members no less! Thank you and thank you again!
As for the actual contents of your letter, I have to admit that I was completely bowled over!
In the first place there is the small matter of the salutation: "Dear Ed". I puzzled for a long time over this, and then a light dawned! It was not a contraction of 'Edward', but of 'Editor'!!! Phew, that's got that one out of the way!
Then there's the matter of wanting to fly with your 64. That really worried me, but of course the answer to that one is really quite simple - you obviously need one of the many flight simulators available for our beloved 64! (See last year's "CURSOR" issues for some of those expert reviews!)
Which brings me to those DATA statements. It pains me to read that you are another one of our growing number of members who don't like to type in DATA statements. Shame on you! Think what it does for your typing skills! After several years of typing in DATA statements I have as yet not worked out what the best fingering combinations are for typing in those DATA statements, but if we all give up how are we ever going to find out?
Of course I have had words with the Pres. (That's a contraction of the word 'President', as if you didn't know!)

G.P. (that stands for Greg Perry, our Pres!) is of course terribly concerned about those Peeks and Pokes. In fact he has spent several sleepless nights worrying about your comments, but he has now come up with an answer! All future program routines dreamed up by our beloved leader will be written in machine language, but as most of our members are not conversant with machine language he will convert those programs into Basic loaders with DATA statements, so there!!!

Editor

MEMBER'S ADVERTISEMENTS

FOR SALE:

TOTL. INFOMASTER 3.6 C-64 Database Program
Cost $89.00. Sell $35.00
Phone Mike Levine at (07) 3709598 a.h.

Easy Script	(C-64)	$50.00
Easy Mail	,,	$20.00
The Manager	(Data Base for C-64)	$40.00
Introd. to Basic - Pt.1	(C-64)	$15.00

Phone Terry Steer at (07) 200 5926 a.h.

TOTL. TEXT 2.5 for VIC-20
(cassette version) $20.00
Phone Lester Bennett at (07) 200 1243 a.h.

VIC-20 MOTHERBOARDS are still available at $39.00
These boards have 3 slots, Memory Block Selector
Write Protection and a Reset Switch.
Phone Clayton Lancaster at (07) 285 4157 a.h.

Wanted To Buy
Disk Drive - To suit Commodore 64
Any Model (4040 format)
Phone C.P. Mac Pherson at (074) 222161
(124 Charles St. Roma QLD 4455)

COMMODORE COMPUTER USERS GROUP (QLD) DIRECTORY

President:	GREG PERRY	Ph. 38 3295
Secretary:	NORM CHAMBERS	Ph.341 5651
Minute Secretary:	*Position Vacant*	
Treasurer:	LESTER BENNETT	Ph.200 1243
Education Officer:	DEREK FARRELL	Ph.359 8559
Technical Officer:	ROGER HAIGH	Ph.399 8037
Chief Librarian:	CLIFF POTTINGER	Ph.277 4520
Librarian - Books:	CLIFF YULE	Ph.356 7571
Librarians - Disks:	KEN CHARTERS	Ph.808 1346
	MAX BEAN	Ph.208 1225
Librarian - VIC:	JULIANNE FALLEN	Ph. 30 2982
Newsletter Editor:	RALPH DE VRIES	Ph. 30 3477

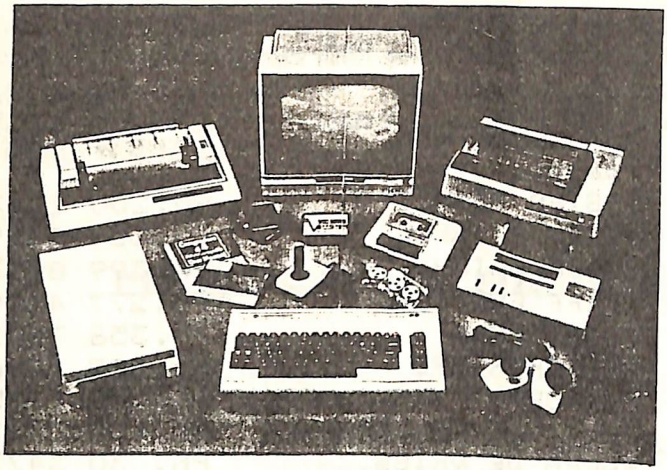
VIC-20 Sub-Committee Chairman:	BARRY WILSON	Ph.399 6204
CBM-64 Sub-Committee Chairman	TERRY STEER	Ph.200 5926
PET Sub-Committee Chairman	GREG PERRY	Ph. 38 3295

For specific computer problems contact members of the relevant Sub-Committee.
Please enclose a stamped self-addressed envelope, when contacting committee members by mail.

Please address all editorial matter to:
24 Kaloma Rd. The Gap, Brisbane, QLD 4061. (Not to P.O. Box 274, Springwood please!)
Deadline for any particular month is the second Tuesday of that month.

The opinions expressed herein are those of the Author(s), and not necessarily those of the C.C.U.G.(Q) or the Editor.

Published by C.C.U.G.(Q), P.O.BOX 274, SPRINGWOOD Q 4127
Printed by GAP PRINTING, Lahore Street, THE GAP Q 4061



FOR ALL YOUR

COMMODORE

HARDWARE & SOFTWARE

REQUIREMENTS

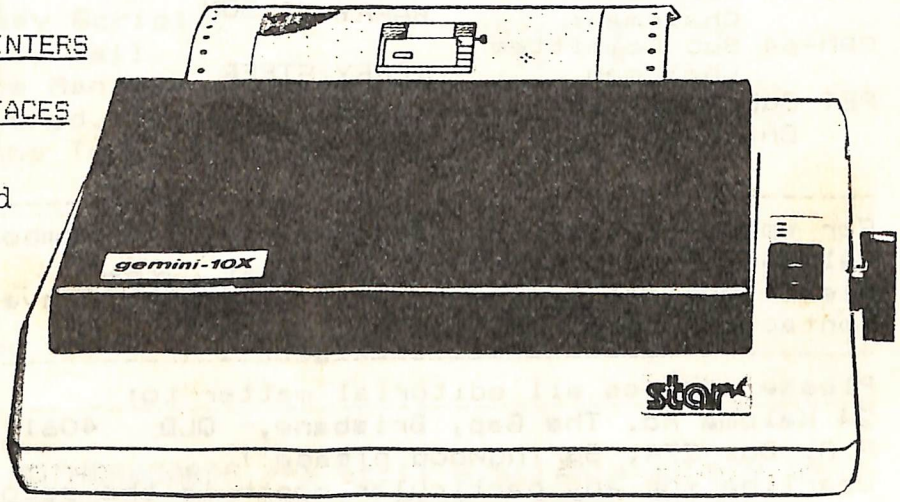
and

GEMINI-10X PRINTERS

&

CARD?+G INTERFACES

At Reduced Prices!!



CONTACT: LES VAN TOVIER - PH: 221 7822

43 ADELAIDE STREET BRISBANE

CHANDLERS