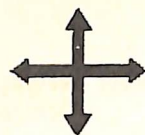# "CURSOR"

NEWSLETTER OF THE
COMMODORE COMPUTER USERS GROUP (QLD) INC.

APRIL 1985   VOL. 1   No. 9

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

CONTENTS

DIARY FOR MAY

Group meeting on Tuesday, 7th May 1985, at 7.30 pm in our club rooms. Visitors are welcome!

PUBLIC DOMAIN SOFTWARE: IS IT ANY GOOD?
A general discussion on our P.D. Disks and Tapes

Acceptance of Rules of Incorporation and By-Laws

One of our members will run a separate Beginners Corner session for new members.

Workshop meeting on Sunday, 19th May 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 Baillie at 203 5088 (after hours) for further details.

Wavell Heights Sub-Group meets on the 2nd Tuesday of the month at the Wavell Heights High School. Ring Robert Adamson at 266 8353 (after hours) for details on times etc.

Sherwood Sub-Group meets on the 2nd 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 meets on the 3rd Wednesday of the month at 7.30 pm at the Gap State School. Co-ordinator is John Johnston, who can be contacted at 30 5240 for details.

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 has formed a group in the Killarney district. Ring Roger at (076) 641370 for further details.

Roma Sub-Group: Charles Mac Pherson would like to start a sub-group in the Roma district. For more information phone Charles at (074) 222161

Maryborough Sub-Group: This sub-group is now up and running. Contact Terry Baade (16 Mouquet Lane, Maryborough, 4650) at 21 5059 (W) or 21 2271 (H).

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!
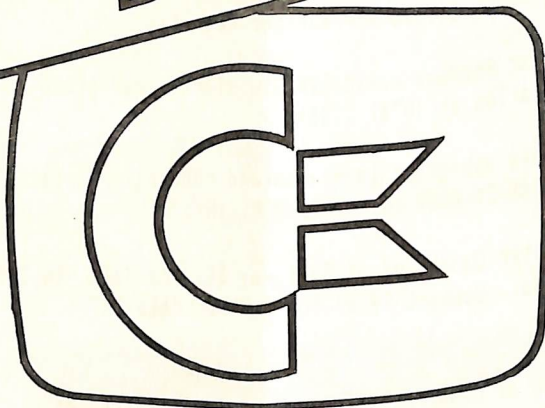
SPECIAL INTEREST GROUPS

Business Sub-Group meets at the West End State School on the 3rd Tuesday of the month at 7.30 pm. Contact Ken Charters at 808 1346 (a.hrs.) for further information.

Primary Education Sub-Group meets at the Milton State School on the third Tuesday of the month at 7.30 pm. Bring your own equipment. 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. Contact Trevor Mancktelow at 262 4602 (after hours) for further details.

EDITORIAL

For the benefit of those members who never read the penultimate page (our Directory) of this newsletter it is pointed out that the deadline for articles and member's advertisements (which are free) is the 2nd Tuesday of the month!

Last month I had several phonecalls from members who wished to place adverts after this cut-off date, and regrettably I had to refuse them. One of the callers got rather uptight about my refusal, apparently expecting me to re-design the lay-out for their benefit!

Please realize that all committee members are unpaid volunteers who do their computer club duties in their spare time. If at times our best is not good enough, then the solution is in your hands: *Offer your services to the committee!*

We are pleased to welcome our new Maryborough Sub-Group, and certainly hope to hear a lot from our members up there.

It is also gratifying to know that the newly formed Commodore Barcaldine Users Group, and the Cairns Commodore Users Group have affiliated with us. Elsewhere in this issue you will find details of their activities.

Currently we have a lot of articles for future issues of "CURSOR" on disk, but please let us have more, even though it may be several months before we can publish it. We particularly would like to hear from new contributors.

One of our members suggested a "Swap Corner", and a good idea it is too! But rather than starting a separate column we will incorporate this in the "Member's Adverts" column. So, if you have software or hardware which is surplus to your requirements, you can now offer it for sale, or try to swap it. Member's Adverts (computer equipment only!) are free, but remember our deadline!

To all members attending meetings and workshops:
<u>Carry your membership card at all times!</u>
This is the only way we can extend group services to our members!
With our very large membership base we do need this bureaucratic necessity to stop non-members from obtaining goods and services which are there for members only!

Ralph De Vries

NOTES & GOSSIP

1541 USERS' GUIDE - 2nd Edition

Did you know that Commodore are now issuing a revised Users Guide for the 1541 Disk Drive? Written by Jim and Ellen Strasma it is a vast improvement on the original users guide, particularly the new chapters on file-handling. Jim Strasma, an American minister of religion, has been involved with Commodore for quite a few years now and, like his Canadian friend Jim Butterfield, has written many books and articles on Commodore computers. Currently he has a regular column in "RUN" magazine where he answers readers' queries.
As well he edits the "Midnite Software Gazette", a magazine we hope to add to our library in the near future. (Question: I wonder if his parishioners see very much of their parson?)
When our president contacted Commodore in Sydney about the availability of this new Users Guide he was told that it will only be supplied with new 1541 drives.
We have managed to get hold of a photo copy of the guide, and have been given permission to make copies of this available to our members. Within the next few months or so our resident photo-copier (Terry Steer) should be in production. Between this guide and Paul Blair's booklet "Starting with Disk Drives" (available from Terry for $2.00, and still an indispensable adjunct to the Users' Guide) it should cover most 1541 users' needs.

REST IN PEACE

We had a phone call the other day from Drew at Chandlers in Adelaide Street, advising us that the STAR Gemini-10X is no more!
This very fine printer, built like a tank, and cheap to run, (it uses nylon ribbon on standard typewriter spools, which are appr. 75% cheaper than cartridge ribbons) will be replaced in the not to distant future by model no SG-10.
Not much known at this stage, but it is supposed to be 20% faster, offers a near-letter-quality mode, and (maybe?) comes in a Commodore-ready version, which means no more separate interfaces! Exact price and availability not known at this stage, but we will keep you posted.

MOVING

We believe that Commodore's head quarters in Sydney are about to be shifted. Their Sydney mailing address is now: Private Bag 21 Lane Cove NSW 2066.

EXPANDING

Brisbane's oldest Commodore dealers, C.W. Electronics have gone west! Brian Beamish has opened a branch in Toowoomba, at 326 Ruthven St. The branch is managed by Warwick Baxter, and their

phone no. is 384222. Commodore has never been very well represented in Toowoomba, so we can
expect a considerable upsurge in Commodore activity on the Downs.

HIDDEN TALENTS

While recently going through the group's membership listing our secretary checked through that
part of the listing which tells us about the particular interests and applications of our
members. (Computer-based interests that is!) We found at least four members who are interested
in astronomy and also some whose interests is genealogy (family trees etc.).   Promptly our
secretary picked up the phone and asked some of them if they would be prepared to give a talk or
write an article for this newsletter, which they have promised to do.
Do you use your computer for some interesting purpose? Please let us know. It does not matter
if you feel that you cannot give a speech or write lengthy articles. Talk to our secretary or
newsletter editor. We'd love to hear from you!

Sub-Group Contribution

Our Wavell Heights sub-group co-ordinator Rob Adamson has asked me to re-publish a listing of
all the Disk Wedge commands, and we are only too pleased to oblige. Bruce Wylie, another member
from this group, contributed a different method of resetting the computer after a program crash
(see 'Notes & Gossip' in the Feb. 85 issue of "CURSOR").
Rob has also supplied to our Disk Library copies of "TURBODISK" from the April 85 issue of
"Compute" and an improved version of "MAGFILE" (for keeping track of magazine articles) from the
Jan. 85 issue of "Compute's Gazette. Many thanks gentlemen!

New Address of Disk Librarian

Because of business pressure Ken Charters, our Disk Librarian, has been forced to resign his
post.
Our new Disk Librarian is Bill Bohlen.
Bill's address is:
          27 Wenlock Crescent, Springwood, QLD, 4127 [Phone: (07) 208 3729 (a.h.)]

From the Disk Librarian

At the last committee meeting a decision was taken to alleviate the rush on our disk librarians
during our regular meetings.
As from the May meeting, to purchase P.D. disks, you are requested to fill in an order form and
pass it on to the librarian, together with the fee ($6.00 incl. packaging and postage).
Your disks will then be posted to you within the next few days.

Bill Bohlen

Daisy Wheel Printers

Could I please add some comments to the review of the Commadore daisy wheel printer by Cliff Pottinger in CURSOR February 1985. I have a Juki 6100 daisy wheel printer which I beleive is the printer that sporned the Commodore printer. I have not as yet had the opportunity to examine the two machines side by side but the following compares the known characteristics:-

* A Centronics parallel interface is provided instead of a Commodore serial interface. An RS232C serial interface board is available. Because of the Juki is a general purpose Centronics printer device number and Commodore ASCII switches are not included.
* Tractor and a cut-sheet feed attatchments are available. I have a tractor feed which is driven from the platten drive gear and, when attached, disables the friction feed. It may be mechanically compatible with the Commodore printer.
* Though the Juki printer is made in Japen, its user's manual is written in California, USA. It is well written and includes some comic relief. The manual (160 pages) includes information on using the printer, interfacing and configuring several specific computers and word processors to work with the printer, control codes and technical aspects of interfacing. Still, however, I have found some difficulties with implementing some of the control and escape codes with my word processor. Also, this and other printers seem not to include a computer operated pause function; pause must be provided by the word processor stopping data transmission to the printer.
* The Juki operating noise masks the operation of its "bell".
* I operate the Juki with a CBM 4016 via a home made interface but have, as yet, had no trouble with incompatibility or order of switching on the equipment.

John Naumann

‡‡

"INTRODUCTION TO MACHINE CODE PROGRAMMING" COURSE

Starting on Thursday 25th April 1985 (6pm - 9pm) at the ITHACA T.A.F.E. COLLEGE
Duration appr. 6 weeks. Cost for the course is only $5.00

Students must be competent Basic programmers to be able to follow this course.

Contact Dr. G. Ferry (10am - 4pm) at 36 3295 for further details.

‡‡

TO SWITCH OR NOT TO SWITCH

USING A GEMINI-10X PRINTER with a CARD?/+G INTERFACE

Quite regularly I get calls from new (and sometimes old) users of the Gemini-10X printer, used in conjunction with the Card?/+G interface. Their main problem is the setting of the control (dip) switches, both in the interface and the printer.

After using this combination now for quite some time I have been able to rationalise the settings to such an extent that only <u>1</u> switch in the interface needs changing!

But let us start with the printer first. This has a bank of 8 switches internally, and an additional bank of 4 switches externally. The internal switches <u>should all be in the ON position.</u> The external switches should be set as follows:

    Switch No.1: <u>ON</u>
    Switches No.2-3-4: <u>OFF</u>

<u>NOTE</u>: Do not touch these dipswitches again, as all further conversions are either done by the interface or under program control!

The Card?/+G interface (also locally known as the "Tronix" interface) has a bank of 8 dip switches built in, and these have to be accessed by removing the four screws. The standard configuration is as follows:

Switch	1	2	3	4	5	6	7	8
	ON	OFF	ON	ON	ON	OFF	ON	ON

This is the standard configuration, which is used for:

Program Listings	Multi Plan
Koala Printer	Speed Script
Print Shop	Club Mailing List
Gemini Instruction Manual Programs*	

Re the Commodore programs in this book: Change the secondary addres to 4 instead of 5, otherwise you get no line feed!

Switch No.7 in the interface controls the conversion of Commodore (PET) ASCII to standard ASCII. For the following programs this switch (No.7) should be in the <u>OFF</u> position:

Paper Clip   Consultant
Doodle   Easy Script*

For Easy Script you choose the MX-80 printer option, and for output you choose SERIAL.

IMPORTANT!: Do not change dipswitch settings while all your equipment is switched on, as those changes have no effect! To make effective changes while your equipment is switched on, you have to disconnect the interface power supply from the cassette port before changing the dipswitch setting.

These settings work fine with the Gemini printer and the Card?/+G interface. If you own an Epson or Epson compatible printer they may work, or they may not.

Other interfaces may have different banks of dip switches built in, but usually there is a so-called Transparent Mode, which is usually equivalent to the Card?/+G Program Listing Mode. In this case you would only have to reset the ASCII control switch for programs such as Paper Clip or Easy Script.

Hopefully these few notes clarify the Dip Switch situation somewhat.

Ralph De Vries

REVIEWS

THE PRINT SHOP by BRODERBUND SOFTWARE
Disk for C-64 - R.R.P. $65.00
Our Copy from Chandlers - Adelaide St.

Do you own a 1525 or 801 printer, or a non-Commodore printer such as Gemini, Epson, C-Itoh, Okidata etc? If you do I can thoroughly recommend the above program, and indeed it is a long time ago since I have seen such an interesting software package.
Side A of the disk has the program for non-Commodore printers, and side B is to be used for the 1525 or 801. (But NOT the 1526 or 802 printer!)
The program allows you to design greeting cards, letterheads, logos, notices, banners etc. etc. This extremely well documented program also has a full range of on-screen menus which make it a joy to use it.

What does it offer?

    A: Eight type styles in multiple sizes. (see illustration)
    B: Type styles can be solid, outlined, or three-dimensional

C: Nine different border designs
D: Ten abstract patterns for backgrounds
E: Forty odd pictures and symbols
F: A graphics editor to design one's own pictures and logos
   (see Commodore- and Cursor Logo on the front page of this newsletter.)
G: Text automatically centered or left & right justified
H: Text can be superimposed over any picture or design
   I: A kaleidoscopic pattern generator can be stopped at any time - saved out to disk, and printed out on the printer in both positive or negative format, with or without text super-imposed.

FONTS:

ABCDEFGHIJKLMNOPQRSTUVWXYZ0123456789 RSVP

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789 ALEXIA

ABCDEFGHIJKLMNOPQRSTUVWXYZ0123456789 NEWS

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789 TECH

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789 PARTY

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789 BLOCK

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789 STENCIL

ABCDEFGHIJKLMNOPQRSTUVWXYZ 0123456789 TYPEWRITER

The eight different printer fonts of Print Shop

This is a formidable list, and every feature works, and works well. Already some of my experimenting can be seen in the layout of "CURSOR", and no doubt further changes will follow!

What are the snags?

The eight type styles come only in upper case - this is a pity, but I can live without this feature.
It is not possible to mix type styles or use more than one picture (logo) in any one design. This is a more serious restriction.
Depending on one's printer and interface combination, it can take up to 10 minutes to print a picture. This is not so much a complaint about the program, but rather due to equipment restrictions. With certain printer/interface combinations (particularly if the interface or printer has a buffer) printing could be considerably faster. If one has designed a good-looking letter head for example, you could get the program to print you a hundred copies if you have a weekend to spare! I would rather go to my local printer with the original and have it printed or photo-copied!

As an interesting side light I did print out a banner. The program prints banners side-ways across the paper, thus allowing you to make banners of several meters in length. Great for garage sales etc., but printing can take 20 minutes or more!

Despite these minor restrictions I would classify this as one of the very best graphics programs for the C-64, and can thoroughly recommend it.

Ralph De Vries

COMMODORE 64 SUBROUTINE COOKBOOK by DAVID D. BUSCH

Our review copy by courtesy of Prentice-Hall of Australia Pty Ltd - R.R.P. $12.95

This book is certainly a book full of little surprises, and most of them good ones. To the person who likes to write his own programs, this book is full of handy subroutines which can be typed out and copied into your own programs without using the old grey cells too much. You just look up the well presented index and pick which listing will fit, and away you go.
The first chapter even explains how to merge these routines with your own programs, and gives listings suitable for doing so.
There follow chapters on the use of joysticks, time, sounds, tricks with colours, function keys, basic tricks, game routines, data files, business and financial subroutines, and a chapter on communications for the modem users. There are also two rather interesting chapters on adding new functions to your basic and 'bits and bytes', a subject which I'm sure becomes rather confusing to amateurs like me.
Most of the programs can also be adapted for your own specific use by building on their basic program listing. One that I found interesting was a sort program, which sorts a list alphabetically, and which I adapted to send to my 1520 printer after typing in the list. All I need to do now is work out how to save the list before it prints, since you have to type the list all over again once you have the hard copy. The program is adaptable to a list of any length just by changing the number of units in the array to be sorted.
To the person writing his/her own programs this book would be invaluable, as there is sure to be a subroutine here to cover the topic they're looking for.
Highly recommended.

Julianne Fallen

CASTLE OF DOCTOR CREEP by Broderbund Software - Appr. Price $40.00

If you ever want a game that gives you puzzles to solve and problems to nut out, this is the
one, but be sure you have a couple of hours to spare to do it in.
In this game the idea is to escape from Doctor Creep's Castle. Sounds easy, except when you are
confronted by 'Frankenstein' monsters which follow you everywhere if you disturb them by walking
in front of their boxes, or mummies (Egyptian style) who walk back and forth in the same
direction as you do, after sliding out of their tombs when you inadvertently walk past. And
there's the sensor guns that run up and down on tracks at the side of the screen and fire as
soon as you get on their level. This is where quick thinking comes in handy as you try to get a
'Frankie' or mummy between the gun and yourself, thus eliminating one more obstacle in getting
out of the dreaded castle. There are also moving walkways which you will encounter, and must be
turned off by a switch before you are able to cross, or can be used to your advantage by
reversing their direction and trapping one of the nasties on the other side. It is quite
amusing in some screens to see five mummies all walking like mad against the steps and getting
nowhere, especially when you have crossed to safety and lured them there in the process. You
feel quite satisfied with yourself! Another good trick is to lure the Frankensteins down to the
end of a platform where the only way down is a pole, and you are on the opposite end on a
ladder, and can go up again, leaving the 'poor fellow' stranded and successfully beaten in his
pursuit of you.
You can also travel around the screen by putting yourself into a 'matter transfer chamber', the
colour of which you change by pushing on your joystick. Press your fire button (Beam 'er up,
Scotty) and you are transferred to a spot of the same colour elsewhere on the screen, usually in
a place unreachable otherwise. But beware! Sometimes that gun is just there waiting. There is a
choice of thirteen (what else) castles to choose from after completing a very informative
tutorial which gives you a very mild taste of things to come. If you don't start playing right
away there are seven nice pieces of music to listen to, should you have to answer the phone etc.
The graphics are quite good and the colours bright. The sound effects also add to the dimension
of the game.
One nice feature is the ability to save the game at any given position, and I must admit that I
use this to cheat a bit. If I'm entering a room that is particularly hard, I'll save where I am
before entering. Then, if I get zapped, I don't have to go back to the beginning again! You
also have a choice of limited/unlimited lives at the start. I recommend the unlimited lives
until you get used to the intricacies of the game or you will find that, just as you're getting
somewhere, that rotten "GAME OVER" message pops up on the screen, and it's back to scratch
again! The only thing I found a bit tedious was running the same gauntlet numerous times to
switch various traps off and on, in order to retrieve a key or traverse an area.
After I have spent several hours playing this game I still haven't gone through all 13 castles,
so I just keep on trying some more! Highly recommended.

Julianne Fallen

"THE WEDGE"

Robert Adamson has asked us, for the convenience of our many new members, to furnish a complete listing of all the Disk Wedge Commands, as he can never find his!

As mentioned in "Notes & Gossip" the latst 1541 diskdrives are supplied with a new users' manual. Strangely enough there are only a few lines devoted to the most important wedge commands; the rest is not even touched upon. A strange omission.

C-64 DISK WEDGE INSTRUCTIONS

N.B. @ = > (use either)

>$	List directory- pause with space bar- RETURN to exit
>$:FROG*	Lists dir programs beginning FROG
/PROG	Load FROG
↑PROG	Load and run
%PROG	Load PROG,8,1
←PROG	Save PROG
←@0:FROG	Save with replace FROG
>N:GAME,A2	Format disk
>S:FROG3	Scratch file
>S:MAG*	Scratch all files beginning MAG
>C:NEWNAME=OLDNAME	Backs up file to same disk (NEWNAME)
>R:FILE2=FILE1	Rename file
>I	Initialise drive ; switch disks
> (return)	Disk status
>V	Validate disk (e.g. if unclosed file *PRG). (N.B. Will erase random files.)
>UJ*	Reset drive (=turn off and on)
>Q	Disconnect wedge

* also >U; or >U: - after using this command check the error channel (>).

Rob Adamson

****

An improved sequence for retrieving a program after using the RESET SWITCH.

Type following sequence in Direct Mode: POKE 2050,1: SYS 42291: POKE46,PEEK(35): POKE45,PEEK(781) - Then RETURN.

Bruce Wylie

MODEM CORNER

The Terminal Program.

Once you have finally got your modem, the next requirement is a good terminal program. What type of program you choose will depend on your needs. No one program will cover all situations. For example, a program which is good for Commodore-Commodore communications will most likely be useless when it comes to talking to a large mainframe computer.

If you think that there are such things as absolute standards in computing you are about to be rudely awakened. There are two main problems.

Most computers encode characters with the American Standard Code for Information Interchange known as ASCII. Unfortunately, Commodore's version of ASCII (known as CBM-ASCII or PET-ASCII) is not the same as 'standard' ASCII. (Other manufacturers do it as well!) There are no problems when talking Commodore-Commodore, but when talking to some other system, our CBM-ASCII must be converted to the standard form before sending the data and incoming data must be converted back into CBM-ASCII. If not, only garbage will appear on the screen. Most terminal programs invisibly perform these conversions. The simplest programs do no conversions at all while some allow you to select whether conversion is used or not.

When transferring programs or sequential text files between computers, some method must be adopted to ensure that the data is not corrupted by noise on the line. Most methods involve sending the data in 'packets' containing 64, 128, or 256 characters followed by some form of checksum. The checksum is a unique code generated mathematically from the packet characters. If the receiving computer calculates the same checksum as that sent then it can be assumed (not always true!) that the packet of characters has been received correctly, and the next packet can be sent. If the checksums do not match, the same packet is sent again.

A number of different protocols are used. The main three you will encounter are the XMODEM (Ward/Christensen), the Punter methods, and KERMIT. These are incompatible with each other.

Before talking about the different methods, it must be established that, usually, the only requirement for Commodore-Commodore file transfers is that both terminal programs use the same method irrespective of what that actually is.

Probably the most common method is the XMODEM (Ward/Christensen) protocol (sometimes known as YAM or XYAM - Yet Another Modem program). This is commonly used in systems using the CP/M

operating system as with many of our local BBSs. A few C64 terminal programs which use this protocol are available but some do not work correctly when used with the CP/M systems. (Most also download text files as program files causing problems for many wordprocessors). There is a public domain Commodore CP/M compatible terminal program which has just appeared for those users with a CP/M cartridge.

The most commonly used protocol for transfer of Commodore files was developed by Steve Punter in the U.S. in the late '70s. Unfortunately, since we do not have many (any?) Commodore specific bulletin boards or data bases using this protocol in Australia, this system is virtually useless for anything but Commodore-Commodore communications. Which is a pity because most of the public domain terminal programs (from US and Canada) use this method.

KERMIT is a protocol specifically designed for micro-mainframe communication as often required by universities and the like. Developed by Columbia University in the U.S, a public domain version is available for just about every micro except Commodore! I have a written a fledgeling version but it still has a few problems. (Anyone interested in taking up the challenge?)

Types of Terminal Programs.

It is easy to write a simple terminal program (Reference Guide page 356) but most people prefer to use one of the range of public domain or commercial versions. Terminal programs are often described in terms of their 'smartness'. A 'dump' terminal is a simple program which will allow you to just talk to another system. Such programs usually allow you to set the baud rate and other parameters but will not up or download programs, print the incoming data, or allow you to log the on-line session.

'Smart' and 'ultra-smart' programs provide many extra, almost indespensible, features. These include at least one method of transferring programs and text files, adjustable screen widths of 40/80 or more columns, efficient disk access, built-in text processing facilities, screen dumps and other hardcopy facilities, an in-built buffer to capture all or part of the on-line session (called a 'log') including complete documents and view, edit, and save the buffer when off-line, and other advanced features including touch tone dialing, auto dial and auto answer. Further, if you wish to access a large mainframe computer such as a VAX or PDP-11 etc., the terminal program may have to emulate one of the standard terminals used on mainframe computers. A number of programs will emulate the DEC VT52 or VT100 terminals and provide the correct set of characters (known as escape sequences) required by the mainframe. Students enrolled in university or technical college courses may need such a program to allow them to full access to the mainframe from home.

A number of terminal programs are available in Australia. Several quite good public domain programs to suit most of your need should be available from your local user group. (If not tell them to drop me a line.) A few commercial 'ultra smart' programs are also available for those

who are seriously into telecomputing. The following is a list of the more useful terminal programs.

Commercial

VIP TERM : Commercial program ($100?). Almost everything but the kitchen sink but uses Punter protocols for file transfer. Does not support XMODEM file transfer. (Although I haven't seen it, the latest version apparently has an XMODEM program to download files but one must first exit VIP and load the new program to download anything. Not realy very good.)

Public Domain (I hope!!)

FRONT25 : Good simple program, allows program and sequential file transfer. (also send directory!) Uses half duplex, 300baud, 3 line connection. A popular one for C64-C64 sessions. Uses CBM-ASCII. (p.d ??)

MODEM64 : Good general terminal program written in G-PASCAL and donated to public domain by Nick Gammon (at least two versions available. Contact Gambit Games, for latest version). 300 baud, selectable half/full duplex, clock, capture buffer for session log(latest version), printer option, view saved files, program transfer using XMODEM protocol. Equally good for local BBS access or C64-C64. [Further tests have shown that the original version runs under a slightly different protocol. The new version on our Terminal Disk is modified to run under the normal Christensen protocol.]

PLUS/TERM: from COMPUTE! magazine Feb 1985. Many features. Punter up/download.(also from compute G/C term and S/C BBS for running small local BBS.)

64-64a: simple BASIC program for upload/download between C64s

64 TERMa from Commodore good general dump terminal, selectable terminal parameters, word wrap, selectable CBM-ASCII (VIC version available)

TERM64a Comprehensive suite of 3 progs., selectable terminal parameters, 42K capture buffer, printer options, local editing, definable function keys, (autodial feature), file (program and sequential) upload/download using Punter protocol. One of my favourites.

DISK TERM64 : Latest version of Commodore's terminal 64 by Punter et al. selectable terminal parameters, Logging to disk, up/download (Punter), disk access, autodial/answer,clock. (VIC version available under name terminal vic)

TELEPORT : Australian (?) good general purpose terminal, up/download of programs only using XMODEM protocol, clock, capture buffer, printer option.

[N.B. The download part of this program does not seem to work too well, as it adds four bytes to the front of the program.]

VT52 40/80TERM.C : Emulates a DEC VT52 terminal of course!. 40/80 columns selectable. Can be used as stand-alone or patched into other programs.

VIDTEX   : Commodore Vidtex (?) for use on US Compuserve network (great eh?). Works quite well as general purpose 'smart' terminal for 300 baud BBS access. 22K capture buffer, will print at same time as receiving data, screen dump, local editing, meta key functions, (autodial)

XMODEM.C A Simple basic program providing dumb terminal and up/download program or sequential files with XMODEM protocol. Good one to see how the process works.

A disk of all the public domain terminal programs should be available from your local user group or if not from CCUGQ Inc. PO BOX 274 Springwood Qld 4127 (non-members $7.50 + $2.50 p&p).

Greg Ferry

Additional Modem Owners (see listing in last month's "CURSOR")

Crimp	Olwyn	892 2869
Howe	Greg	281 0706
Kanowski	Mark	341 7611
Shephard	John	30 3507

Over the past few months I have received many photocopies of technical data which has been most useful in the development of the club modem. As you are aware it is not possible to review all magazines for the various articles appropriate to club activities, and I would like to encourage members to carry on the practice of sending to the committee any related material which is suitable for club use. If it's not used immediately it is on file for future reference.
As this particular phase of the modem is nearly finished I would like to express my appreciation to those members who assisted in the development and assembly of the project.

Roger Haigh

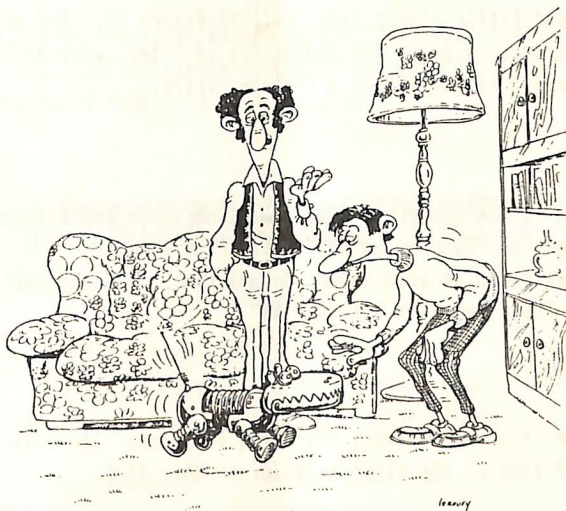---

Considerable effort is now being made to get the club BBS on line. Apart from waiting for Telecom to install a special phone line there are a few "bugs" to be ironed out of the system. By the time you get this newsletter all that should be in hand, so a practical demonstration will be of great interest to newcommers to the world of modems and BBS'S, including myself. I am prepared to organise a pactical workshop some time next month, and if a suitable venue cannot be arranged I'll have it at my home. So give the matter some thought and the final details can be arranged at the MAY monthly meeting. If someone can offer a suitable hall with a phone for local calls (for which the club will pay), please let me know.

Roger Haigh

Anybody else who wishes to set up a B.B.S. can contact Greg Ferry for more details.

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I've programmed it to fetch my slippers and paper, but I can't get it to stop wetting the rug.

From "Computer Crazy" by Daniel Le Noury - a Sybex book.

LETTERS

Hon'labul Editor
Illustrious Cursor Ink
UPINJOH COUNTRY

Oh Sir,

Your most worthless reader begs to offer his unworthy gratitude to gents who write about file relationships, and thank them for their gems of inspiration.

About CH#96, this is called belt and braces approach by us southern devils who no-understandee why. If Serious User would try:

    OPEN2,8,2,"0:TEST,S,W":PRINT PEEK (185)

maybe they will see that little plasic bytes tell of Number 96. And because father plastic box of bytes sends this strange value to son plasic box of bytes, wise men figure to do likewise, otherwise all up the major stream wthout a fortune cookie.

Paul San

This, beloved readers, is how Canberra-based public servants express themselves!
Many thanks O honolubel Paul San for your valuable tip.
(The abovementioned gentleman is also known as Paul Blair, a reasonably well known Commodore scribe, and author of "Starting with Disk Drives".)

Dear Sir,

It was good to receive from you recently the CCUSG U-7 disk. The kids have enjoyed the games, and I have appreciated some of the other material on this disk.
Just a few comments:

1. According to "Bug-swatter" in Compute's Gazette (Oct.84) the program "Change Disk ID" does not work as intended. The header ID is changed, but not the ID of the individual sectors.

2. In the "Time Clock/64" program an additional statement should be added to line 110:
        POKE 56334, PEEK (56334) OR 128
Without this addition the clock will run about 17% slow, due to the fact that when the computer

initialises, the TOD clock is set to run on the US 60Hz power supply. The above modification adjusts for our Australian 50Hz supply.
(See Greg Perry's article in CURSOR for Jan.84, page 10, para.4.)

3. Finally a question: I would like to use the "Easy Card File" program. However, every time I try to do a SEARCH, and then attempt to RECOVER the MAIN INDEX, the program crashes. Perhaps you could provide some documentation on using this program, which I would find quite useful - if I could make it work!

P.S. Whatever happened to "CURSOR" Vol.1 No.6?

W. Peter Gadsby - Armidale

Dear Peter,

Many thanks for your comments. You quite rightly pointed out the problem with the "Change Disk ID" program. As it stands it is worse than useless, and I would recommend to our members not to use it, as it can cause severe problems.

Greg Perry is the author of the "Easy Card File" program, and should by now have contacted you.

Congratulations! You have been the first member to spot the wrong numbering of "CURSOR". The last issue for 1984 was no.5, and in transferring this file to the first issue of 1985 I omitted to alter the issue number, so it really is no.6 after all!

Ralph De Vries

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    SECRETARY: Mrs. Christina Frioni - Tel. (074) 511 327

CAIRNS COMMODORE USER GROUP:
    ADDRESS: P.O. Box 209, North Cairns, QLD, 4870
    SECRETARY: Mr. Walter Kindt
    MEETINGS on the first & third Tuesday of the month.

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COMMODORE COMPUTER USERS GROUP (QLD) INC.

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For specific computer problems contact members of the relevant Sub-Committee.
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Please address all editorial matter to: **P.O. Box 384, Ashgrove, Brisbane, QLD 4060.** (Not to P.O. Box 274, Springwood please!)
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