
"CUASOR"

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

Registered by Australia Post - Publication No. QBG3958

AUGUST 1985

VOL.2 NO.2

CLUB ROOMS: Playground & Recreation Asscn. H.Q. Bldg.
Love Street, Spring Hill, Brisbane

CONTENTS

Diary for September	2
Regional Meetings	2
Editorial	5
New Public Domain Disks	6
Notes & Gossip	7
Reviews	10
Beginner's Corner	12
Easy Script Mail Merge	16
Error Messages	18
Price List	25
Members' Adverts	26
Directory	27

DIARY FOR SEPTEMBER

Group meeting on Tuesday, 3rd September 1985, at 7.30 pm in our Club Rooms in Love St. (near Water St.) Spring Hill.

ANNUAL GENERAL MEETING & ELECTION OF OFFICERS

A Comparison of Commodore Compatible Disk Drives

Workshop meeting on Sunday, 15th September 1985, from 1 pm till 5pm in the Guidance Officers Training Centre, Bayswater Street, Milton.

Bring your programming- or hardware problems, as well as your own computer equipment!

Opportunity to copy the group's Public Domain Disks.

PLEASE NOTE: Workshop Meetings are for MEMBERS ONLY!

=====

REGIONAL MEETINGS

Cannon Hill meets on the 4th Saturday of the month (7.30pm) in the Cannon Hill State School.

Contact: Barry Wilson - Ph.399 6204 or Augy Norman - Ph.399 2080, a.h.

Pine Rivers meets on the 2nd and 4th Sunday of the month (1pm - 5pm) in the Strathpine High School (rear entrance).

Contact: Hugh Gane - Ph.205 1196, a.h.

Redcliffe Peninsula meets on the 1st and 3rd Friday of the month (7pm) in the Redcliffe High School.

Contact: Geoff Baillie - Ph.203 5086, a.h.

Sherwood meets on the 2nd Friday of the month (7.30pm) in the Graceville State School.

Contact: Leigh Winsor - Ph.379 2405, a.h or Philip Parkin - Ph.378 5383, a.h.

Springwood meets on the 3rd Wednesday of the month (7.30pm) in the Springwood Central Primary School, Dennis Rd., Springwood.

Contact: Terry Steer - Ph.808 2424, a.h.

The Gap meets on the 3rd Wednesday of the month (7.30pm) in The Gap State School.

Contact: John Johnston - Ph.300 5240, a.h. or Julianne Fallen - Ph.300 2982, a.h.

Wavell Heights meets on the 2nd Tuesday of the month (7.30pm) in the Wavell Heights High School (library), Brae St.

Contact: Robert Adamson - Ph.266 8353, a.h.

Killarney meets on the 2nd Monday of the month in the Killarney State School.

Contact: Roger Frazer - Ph.(076) 64 1370.

Maryborough/Hervey Bay meets on the 3rd Monday in Hervey Bay.

Contact: Terry Baade (16 Mouquet Lane, M'borough, 4650) at 21 2271 (w) or 21 5059 (h).

Would you like to start a sub-group in your local suburb or district? If so, give Terry Steer, our Sub-Group Co-ordinator, a ring on 808 2424 (a.h.) for more information.

SPECIAL INTEREST GROUPS

Business Sub-Group meets on the 3rd Tuesday of the month (7.30pm) at 28 Vulture St., West End.

Contact: Max Bean - Ph.208 1225, a.h.

Primary Education Sub-Group meets on the 3rd Tuesday of the month (7.30pm) in the Aspley State School.

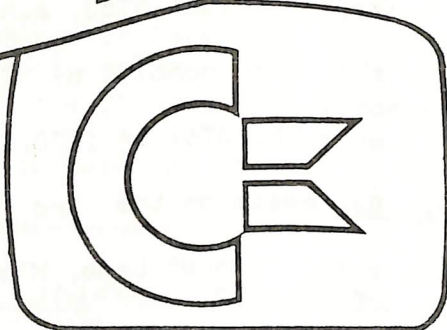
Contact: Bill Weeks - Ph.208 8620 (work) or 341 2823, a.h.

Adventure Games Sub-Group meets on the 1st Tuesday of the month, (during main meeting - in our club rooms).

Contact: Trevor Mancktelow - Ph.262 4602, a.h.

CW ELECTRONICS PTY LTD

**AUTHORISED
DEALER**



commodore COMPUTER

For professional service and support
call in to CW Electronics.

Commodore's longest established
Queensland Dealer.

Largest range of Commodore software
in Queensland.

*"Commodore Computer
and Communications"*

- VIATEL , ● "AUSTRALIAN BEGINNING"
- SMALL BUSINESS & EDUCATION SYSTEMS AVAILABLE

THE ONLY PLACE WORTH ITS SALT IN BRISBANE

416 LOGAN RD., STONES CORNER BRISBANE 397 0888

328 RUTHVEN STREET TOOWOOMBA (076) 384 2222

EDITORIAL

It is good to see Julianne Fallen's name once again amongst the contributors to this newsletter.

I was prompted to mention Julianne's contribution because of a membership count I did some days ago. Out of a total of some 450 members barely 5% are women! Yes, that's right: five percent. If there was ever a male-dominated group, then it must be the C.C.U.G.(Q).Inc.!

Reasons for this may be many and varied, but I have a horrible suspicion that this figure fairly accurately represents the actual proportion of women who are interested in computers, and that is a great pity.

I don't believe that women have less 'brain power' to cope with computer technology, but I do believe that many women have been brainwashed (by men!) into thinking that all this so-called high technology is beyond them.

This of course is utter nonsense, because if women decide to tackle these high technological fields they usually come up trumps.

If you are a regular reader of publications such as 'Compute!', 'TPUG', or 'Transactor' magazines, you will have read at some stage or another articles by Elizabeth Deal. This American lady is a real technical whiz when it comes to Commodore computers, and belongs in the same league as Butterfield, Strasma etc.

This does prove that women can master high technology, but it does not answer the question why so few women are interested in computers.

I don't have the answers, but maybe some members of that 5% minority-grouping will give us their views.

Over to you ladies!

So many contributions were received this month that several good articles have to be held over till next month, but don't let that deter you from submitting your articles!

As from this month "CURSOR" will also go out to the Townsville Commodore Users Group. Welcome on board! We look forward to receiving your contributions as well!

Ralph De Vries

PUBLIC DOMAIN DISKS

C.C.U.G.Q. UB

MATH DUNGEON	Games from Compute's Gazette
TRAP'EM/64	
KABLAM/64	
CHOMPER/64	
CHOMPER	This is loaded by the previous program
CYPHER/64	
CRYPT/64	
NAMETHATNOTE/64	
ALPHA ANX/64	
DIGGER64	
DG	This is loaded by the previous program
HEAT SEEKER64	
NUMBER QUEST/64	
APPLE/64	
POOL/64	
PL	This is loaded by the previous program
LASER BOUNCE	More games
SNAKE ESCAPE	" "
HAPPY BIRTHDAY	" "
LOKO	Train Game
WORD PROGRAM	Find the hidden words. Printer required.
SCROLLER	Allows scrolling up, down, left, right.
CALENDARS	When was that date.
SOLAR SYSTEM	Information on our Solar System
HOME INVENTORY	Take stock of your house contents. Alter/add data statements to suit your requirements. Hard copy for 802 printer.
ADDRESS FILE	Stores names and addresses
ADDRESSES	Demo file for above program
METABASIC	Programmers Aid. Adds 32 debugging and testing commands to Commodore 64 BASIC
METABASIC INST.	SpeedScript file of Instructions for the above program.
SPEEDSCRIPT 3.0	SpeedScript Word Processor Version 3.
ARCHIVE	Copy disks from one 1541 drive to another
HOMELIB-64	Catalogue your home library. From Commodore Magazine May 85
COMPUTER	Demo file for above program.
CALENDAR 801	Prints calendars on 801 printer
INKER 801	Use with 801 printer to re-ink the ribbon. It causes the ribbon to pass over the ink pad without printing.

CP/M USERS

2 Disks of CP/M programs are now available

CP/M UTILITIES	CP/M Disk 1
CP/M DOCUMENTS	CP/M Disk 2

NOTES & GOSSIP

AUGUST MEETING

This meeting was again very well attended. Our treasurer was unable to be there, but the secretary and newsletter editor took over the task of collecting membership dues. We were also pleased to add quite a few new members to our ranks.

Our president stood in at short notice for Rob Adamson, who also had to work. He gave a talk on the latest news on our Bulletin Board and explained the many fine features of the updated version of the 'VIP Terminal' program, which was very well received.

Those 'Southsiders' Col Ramsay and Ken Charters, with assistance/interference (!) of Anthony Thyssen, conducted the session for beginners and new members.

SUMMER CONSUMER ELECTRONICS SHOW

The S.C.E.S. as it is called takes place during June in Chicago, and is one of those exhibitions where electronics manufacturers trot out their new wares.

On the home computer front it was very quiet though, as Commodore and Atari were the only U.S. companies exhibiting. From foreign quarters the English Amstrad intends to establish itself in the American market later this year, with their top of the line model CPC6128. There was no mention of the Japanese MSX computers. Certainly at this stage it seems that they have missed the boat in the USA.

Commodore concentrated on their new C-128, which is now being shipped to dealers in the States. They did exhibit a new dual drive for the C-128: model 1572. This is in effect two 1571 drives in a slimline case designed to sit on top of the C-128. Price not announced as yet.

They also showed a multi-mode dot matrix printer: model MPS1000 (and about time too!); again no price announced as yet.

From the non-American Commodore factories they put on show the C-128 D, a version of the C-128 with 1 inbuilt disk drive, the PC-10 and PC-20 (the IBM compatible business computers - not for sale in the USA, but available in Australia), as well as the model 900 business computer system.

In software Commodore had several packages for the C-128 on show. There was "Jane 2.0", an icon-based integrated package (word processor, spreadsheet, filing manager), for use in the 80-column mode of the C-128. Similarly for use in the CP/M mode they showed the PERFECT series of software, consisting of "Perfect Writer", "Perfect Calc", and "Perfect Filer".

Batteries Included had a C-128 version of the "Paper Clip" word processor on show as well, complete with spelling checker.

Broderbund showed a "Print Shop Graphics Library: Disk 2", as well as a "Print Shop Companion" for the C-64

Everybody was certain that Commodore would exhibit their new "Amiga" computer at S.C.E.S., but they did not. The official release has been held over till July, and some of the early reports from the USA show it to be an absolutely fantastic computer, which leaves the Apple Mackintosh and IBM PC's for dead as regards features. Prices quoted in the USA vary from \$1500.00 to \$2000.00, depending on memory configuration (256K or 512K) and colour monitors etc. When we see these machines here in Australia we will probably have to double these prices, thus making them rather too expensive for the average hobbyist.

This computer is far too good to try to describe in a few mere lines, thus you can expect to read a lot more about the Amiga in future issues of this newsletter.

Suffering from Power Surges?

If you live in an area where the power supply tends to surge well in excess of 240 volts it might pay you to investigate the FORTRON SURGE SAFE which is supplied by C.W. Electronics. As sudden power surges can cause damage to computer equipment, this small plug-in unit at a R.R.P. of \$39.95 could well be a very worthwhile investment.

If you purchase the Fortron Surge Safe at the same time as your Commodore Computer at a cost of \$49.95, C.W. Electronics will extend the guarantee period of your computer to 2 years! A guarantee extension of 21 months for \$10.00 seems to be very good value indeed.

801 Printer Ribbons

The Commodore 801 printer uses a ribbon cartridge which contains a relatively short length of ribbon, which is pulled past a built-in felt pad which 'inks' the ribbon, thus giving you at all times (theoretically) a freshly inked bit of ribbon to print on.

But what happens when the ink-pad dries out? Do you throw the cartridge away and buy a new one? At appr. \$14.00 a time this becomes an expensive exercise, particularly as the ribbon itself is usually still in very good condition.

A lot of our members have been re-inking the felt pad, thus extending the life of the ribbon cartridge quite substantially. But here comes the rub! What type of ink to use? Some members have used an oil-based stamp pad ink, and in some cases they have diluted the ink with kerosene to make it run more smoothly.

Our friendly Commodore contact in Brisbane, Tony May, has advised us to buy a water-based ink (Faber-Castell - Black Pencil Ink), and not to use an oil-based ink, as this tends to gum up the pins in the print head! However, the argument of the opposite camp is that water-based inks cause the pins of the print-head to go rusty! So, who is right? Probably we need a spirit-based ink, to please all parties!

Those members who use their 801 printers fairly extensively are invited to let us have their views.

From Other User Groups

We have recently had copies of newsletters from the Albury-Wodonga Users Group, Vic-Ups Users Groups of Western Australia and the ACT VIC-20 Users Association.

We in turn send them copies of our newsletter of course, and hereby let it be known that we have no objection to other Commodore User Groups using material from our newsletter, although we would appreciate acknowledgement of the author and source.

REMEMBER!!!

ANNUAL GENERAL MEETING
3rd September 1985

REVIEWS

An Introduction to the Commodore 64

Adventures in Programming

by Nevin.B.Scrimshaw & James Vogel - R.R.F. #13.75

Our copy by courtesy of D.A. BOOK (Aust) P/L, Mitcham (V.)

This book takes the new programmer from the basic basics right through to doing his/her own programming.

The first chapter deals with a tour of the keyboard explaining the function of each key and introduces you to a very basic one line program which helps to explain one of the functions. Actually each chapter has at least one program to type in to demonstrate the point it is making.

The second chapter explains basically how numbers work on your computer and how to manipulate them.

Then we move on to practical examples of this and next how to edit your programs, ending with a game to type in to give you practice in manipulating the cursor keys.

We move on to loops, graphics and an explanation of how the binary code works. It is here that we are also introduced to sprites.

The next section deals with designing your own programs and goes through a step by step explanation of a program previously typed in and how subroutines work.

Moving on, we reach the section on music and the application of the SID chip. This section covers pretty well how this works and explains how to set waveform controls. There are also some songs to type in.

Graphics come next with details on turning on sprites and working with strings. The program to type in, in this section is done in units. The first produces a triangle in green, the second a tree trunk to add on in brown, and then the last unit turns the X-mas tree above into a 'hexmas' tree and suggests that you figure out how to put a star on top. I found this sort of program good, in that, for a beginner, it goes step by step and you can see what each section of the program does - a step towards better understanding of programming.

Then we move on to actually putting a shape to the sprites we had previously typed in as solid blocks by plotting them in the correct grid positions and poking them in. We go back to our sounds then and learn to do some sound effects.

To finish it all off , we return to a previous program and expand it from sprite blocks passing over one another step by step, to a rocket blasting off with flames licking from its tail with all the sound effects, until we reach hyperspace where the screen constantly changes colour, thus completing our first adventures in programming .

The book is well but simply written to enable the beginner to move at his/her own pace in an attempt to understand the workings of the machine and the procedures behind the programming. Recommended

Julianne Fallen

SUMMER GAMES II by Epyx Software - for C-64

Good news! No disk errors or loading problems on this excellent updated addition to the Olympic Sports simulations now on the market.

The game, for 1 to 8 players, challenges your competitive skills with a series of eight different events - Cycling, Equestrian, Fencing, High Jump, Javelin, Kayaking, Rowing and Triple Jump. It is compatible with Epyx's Fast Load Cartridge for very quick disk access between events. It also contains an option to include the events from Summer Games 1, should you have a copy, to make an extended competition.

Graphics are excellent, with the closing ceremony (complete with fireworks) especially pleasing to the eye. Playability very good, although keeping your horse balanced after jumping the fences is quite a difficult proposition!

A good value game at \$29.95, compared with most on the market.

Trevor Mancktelow

BEGINNERS' CORNER

So you own a Computer! The fool thing won't work just by switching it on! You've read the books and can't understand them! You've been to the User Group Meetings, several times, and been confused by the strange language being used by the "Intellectuals" who seem to run the show. Don't despair! Don't give up. Clean the dust off the thing and come with me to the

BEGINNERS' CORNER

Many people derive great enjoyment from using their computer to keep their family and/or small business records: helping their children with their school- and home studies: helping all members of the family understand the computer/space age we live in and children from six to a hundred and six do share many happy hours playing the large variety of games on their computer. I hope you will be able to share in this enjoyment through what you learn from this section of your Newsletter. If you have any specific beginners questions then write to Beginners Corner and we will try to answer them for you.

Computers are very obedient machines! They will always do what we tell them. Oh, I wish my kids were only as half obedient. Your computer will follow your instructions, exactly, without tiring, without making mistakes, (though it will faithfully reproduce any mistakes we feed into it!), and it can follow our instructions at a speed which can astound us.

Your computer cannot reason. It is just a box full of very small electric switches connected in banks of eight, by eight wires. In some types of home computers there can be as many as 250,000 of these little switches. These little switches are either on or off and during the time you work or play on the machine some or most of these switches are turned on and off many times. For instance, say you type your name on the keyboard of your machine and say that name effects ten of these little switches and flashes what you have typed on the screen. When you press the return key the computer takes the information (in banks of eight, which switch was on and which was off) along the wires to some place in its memory and stores it. That's all a computer does. When a switch is on it is represented by the number 1

and number 0 for off.

So, what is a computer? It is a dumb machine which stores electrical signals which turns switches off and on and that, depending on the sequence of on and off, represents numbers. Some of these numbers are instructions telling the computer what to do with other numbers.

You do not have to know any of this to enjoy the benefits of owning a Commodore but a little snippet each month might help you interpret some of that foreign language the "intellectuals" seem to love mouthing.

WORDS FOR THIS MONTH:-

HARDWARE. Hardware is the term for gadgets that can be connected to your computer, i.e.: Diskdrive; cassette player; printer; TV or monitor; joysticks.

SOFTWARE. Software is the term given to programs for games, record keeping & handling etc., which you create or buy on disk or tape or cartridge and it seems to cover books and the like also.

THIS MONTHS TIP:-

Well, I hope it helps someone! Have you bought some Public Domain Disks and found a heap of stuff you didn't want or understand? Have you thought about saving the items you want onto a disk of your own?

Here is how to go about it. Put the Domain disk in your drive then press L key then hold down the shift key while you press the O key, (that's short for LOAD) then press "\$", & RETURN. When the screen flashes ready press the L key then hold the shift key down while pressing the I key (that's short for LIST). Now before pressing the RETURN key have your finger ready near the CTRL key. Press the RETURN key then hold down the CTRL key until you see the program you want near the centre of the screen then press the run/stop key (that stops the scrolling). If you miss it, or something happens and it went out of sight list it again until you get it where you want it.

(continued on page 16)

10% DISCOUNT TO USER GROUP MEMBERS (Credit Cards 7%)

You MUST present your membership card at the time of your purchase or your Club must have registered its membership list with us prior to your ordering. Discounts can NOT be back-dated.

COMMODORE HEAVEN

No games but, everything else stocked at discount prices. We directly import 100 different lines and also deal with all the usual warehouses. Let us show you how your 64 can become a powerful business machine.

We normally have about a dozen different printers, 15 or so word processors, 20 or more spreadsheets and databases and about the same number of accounting systems, but can only list some here. Ring (03) 700 2451 at any time.

C64, C128 and C128D

Because we have the latest versions all our C64 programs will also run on the new C128

WORD PROCESSORS	
FLEET SYSTEM 2, 40/60 cks	\$135
TOTL SPELLER words with EasySoft, Bank Street	\$45
TOTL KEYWORD CROSS REFERENCE	\$45
QUICK BROWN FOX	\$90
HESHWATER	Cartridge \$55
HESHWATER	Cartridge \$55
HOMEWARD	\$60
SOFTSMITH	\$80
EDITSCHNITZ	\$85
ONLINEWRITE/OWHISPELL	\$85
ESAYMAK by Commodore	\$85
TOTL MAILING LIST/LABEL	Tape \$45
THE MAILER	Tape \$45
LETTER WRITER	Tape \$25, Disk \$29
HOME DIARY	Tape \$25, Disk \$29

ACCOUNTING	
64 ACCOUNTING by Software Design Inc	\$125
TIME/MONEY MANAGER	\$80
TOTL Time Management rated 4 stars	(VIC \$45) \$20
TOTL Home Accounting	\$60
CONVENTIONAL Home Accounts	\$70
ARBITRARY HOME MANAGER +SPREADSHEET	\$134
PERSONAL ACCOUNTANT	\$34
CASH CONTROLLER Multi-function I \$35 D \$40
Comprehensive home finance and budget system. 16 budget headings, re-bank facility, loan, mortgage calculator, optional password.	
EXPENSE MANAGER	\$45
diag TRANSPARENT book keeping system	\$15
diag INDUSTAT invoices and statements	\$45
diag STOCK-AD stock control inventory	\$45

BUSINESS AIDS	
BUSICALC 1 64/VIC 20	Tape/Disk \$59
August 1985 version of the famous VisiCalc spreadsheet	
Fast machine language program. Comments include REPLACE and copying the contents of one area into another.	
All the BUSICALC programs can use virtually all printer options. Including our \$40 User Perf/Contronics interface.	

TAIHAHO Commodore/Apple DRIVES.

Top quality all metal disk drives that will run BOTH Apple and Commodore disks. Complete with all plugs and 20-line parallel cables to connect to all plugs to your C64 or C128. Switches to let you choose Device No. 8 or 9 and Normal, Write Protect or Override Write Protect. Single drive expandable to double with additional drive. Regulated 240 volt 50HZ power supply. Serviced Australia wide by Hills.

SFD1001 CBM 1,000,000 BYTE DRIVE with interface \$799
Commodore's famous IEEE drive, stores 1 megabyte on an ordinary 5 1/4" floppy. Loads and saves at six times the speed of a 1541. Complete with IEEE Controller interface that doesn't use up any computer memory and has cartridge port and cable with IEEE-488 connector.

QUASAR SUPER DRIVE (30% faster) \$375
New high speed all-metal drive for C64/C128. Stabilised power supply. Formats disks in 11 seconds! Runs all software. No read errors, no head knocks 6 months guarantee.

MSD DUAL DRIVE All metal, US made \$1295
MSD's newest lightning fast machine language version (new in May 1985) includes stock control and printing of invoices and statements. Dates, postcodes, etc. selectable for Australia or US. All programs load from a master menu. Balance-forward system. Invoices allow both taxable and non-taxable items and screen prompts and printed output headings can be customized to fit any business. This and the Taihah disk drive make you 64 the most powerful business machine available. All the new enhanced TOTL programs are exclusive to Chambers, now the ONLY authorised TOTL dealer in Australia.

64 TOTL GENERAL LEDGER \$99
Does the whole of your final accounts if you using the TOTL accounting package, it automatically draws data from there.

TOTL WRITER d/base + word processor + spell checker \$99
Integrated word processing plus database with 10 user defined fields plus expandable spelling checker. Live screen editing, auto word wrap, global search or search and replace, set tabs like a typewriter and many other features. HELP menus make it easy to use even though it's the most powerful C64/128 word processor.

TOTL TEXT New Enhanced 64/20 \$59
All the usual features such as headers, footers, page numbering, block move and delete inserts up to 14 lines of footnotes on each page, which makes it popular with academics. Help menus and one of the best and easiest to understand manuals. RUN and Writer's Digest compared it's predecessor favorably with more than a dozen other programs. This is even better.

TOTL INFOMASTER database \$99
RUN magazine says: "best of all." Dynamic record and field definitions. 10 files per diskette.

HARDWARE

FLASH '85 with built-in ON/OFF switch \$175
FLASH S854 version \$175
NUMERIC KEYPAD 64/VIC-20 \$50
EXECUTIVE DE-LUXE dot matrix printer \$450
All the features of the famous Gemini PLUS8 languages and proportional spacing. It's 1,400 words per minute (almost 11% faster than the Gemini) which now sells for \$260 more).	
Commodore, Apple, IBM and lots more graphics. \$599
OLYMPIA ILO 160 cps \$475
EPSON ILO w/ Commodore interface \$475
DOT MATRIX PRINTER LISTER \$189
SMITH GORDON daisy wheel Printer \$495
INTERFACES for 64/128/VIC 12 different from \$49
RS232 DE-LUXE INTERFACE \$89
MSD Single Drive, all metal, 240 volt \$499
MSD Double Drive, 240 volt, US made \$1295
64 MOTHERBOARD (w/resp), 3-way \$85
VIC-20 4-way motherboard \$89
64K MEMORY EXPANSION for 64 and VIC 20 \$299
Speech synthesizer that uses your own voice. Your 64 can sing, grunt, make animal noises or talk in any language you like. Digitizer NOT required for playback, which is re-created by the 64's music synthesiser. Sophisticated editing feature makes it easy to use. Speech stored behind the operating system so memory is unaffected. Included are programs for talking calculator and talking alarm clock.	
SUPER VOICE MASTER with voice recognition \$169
New your 64 or 128 will do what you tell it! All of the above PLUS Word Recognition (your 64 responds to your spoken commands) and Voice Alert. \$69
CORNAI SPEECH 84, 100 tones \$79
CASSETTE INTERFACE and DUPLICATOR \$59
RARED SCREEN DUMP \$99
PRINTMATE Text holder \$39
DISKETTE SAFE, Incleable, 100 capacity \$29
COMPUCOVER Plastic protective cover \$29

EDUCATION	
STARTER KIT for programmers Disk \$25
10 Great programs, including word processor, mailing list, basic programming primer, G502 hour, sound and sprites. TRAINING KIT how to write programs. Disk \$29	

records up to 2500 characters long, fields up to 245 characters, up to 100 fields per record with repeating fields. You can define your own report format with sorted and selected records. Uses all makes of printers.

SUPERBASE 64 (Enhanced version)..... \$169
 Just arrived. The newest improvement to this popular British program. With audio learning cassette. Up to 1000 characters per record on up to four screens and up to 128 items per record in files of up to 16,000 characters.

STEPPING STONES FOR Superbase..... \$29 each
 Formats your Superbase, Accountants' Time Recording, Sales & Purchases Daybook, Cashbook Stock Records, Solicitors' Time Recording, Travel Agents, Estate Agents.

AUTOCALC 64 spreadsheet..... Disk \$65, Tape \$55
 Suitable for any application involving extensive manipulation of data and formulae, from financial planning to investment analysis, from market research to sales forecasting, from scientific or engineering calculations to technical analysis. Copies easily with trigonometrical functions, parabolic and Boolean logic as well as totalling and averaging and accepts complex conditional statements. You can choose column width or number of rows on the NUMERIC format, etc. to suit your purpose. 2,000 cells. Full replicate facility. Data can be SAVED or printed out. Comprehensive instructions plus practical demonstration program. Easily best value-for-money.

664-name GENEALOGICAL PROGRAM..... Disk \$65
 Produces 4, 5 or 6 generation family record charts to the printer or 4-generation charts to the screen plus ancestor search by name or number. Fully indexed and with easy screen editing. 664 names, plus notes on each person, fit on each disk and several disks may be used.

ANIMAL PEDIGREE PROGRAM..... Disk \$135
 Produces 4 or 5 generation pedigree charts, ownerships, mating, breeding, shows and awards records with full indexing and easy screen editing. Search function allows easy access (IBM and Apple versions available soon).

ASTROLOGY PROGRAM..... \$95
 Also for Apple II+ and IBM Pc. Based on program used world-wide by professional astrologers. Provides individual horoscopes for all times and places. Much deeper than the pop-style sun astrology you see in magazines. Basically geocentric but heliocentric is possible. Koch system of Houses and Tropical Zodiac but Western Siderial is an option. Student guide lets you ask the computer questions like: What does a Gemini rising sign mean?

1200/1200 and VIATEL acoustic coupler..... \$199
 With RS232 interface and software for Commodore, BBC, Amstrad or Spectrum included. Telecom approved both here and UK.

AUTO DIAL, AUTO ANSWER MODEM 300 baud..... \$199
 With V1P Terminal usually \$99 from Commodore included FREE! Not Viatel. Full half duplex. Plugs into User Port of your C64, C128 or VIC-20 and draws its power from there. Direct connect to the phone services 300 baud.

300/300 and 1200/715 modem ACME..... \$299
 Direct connect. Plugs into User Port of your 64 and draws its power from there. (Adaptors for other computers available). Includes 3 months sub to STARS encyclopedia and 6 weeks sub to MICRO 666 (Commodore database). Cartridge software (Australian made and best of all) gives instant access, \$79 when bought with modem.

diskette effectively, how to write your first BASIC prog \$25
 32 PROGRAMS..... Disk/Book \$25
 The book alone retails for \$29.95. 32 useful programs already on disk to save you the chore of punching them in. Book also gives you exercises in how to change them. Vital follow on to the above or to Commodore's Introduction to BASIC.

ALL THREE OF THE ABOVE..... \$69
COMMODORE'S INTRO TO BASIC..... 12 Tapes & Book \$29
MACHINE CODE TUTOR..... 2 tapes \$49
EDUCATION 1..... (Disk or Tape) \$25
EDUCATION 2..... (Tape or Disk) \$25
IBM BASIC EDUCATION SOFTWARE (ISC)..... Tape \$15
CSA EDUCATION TAPES 1 to 9 FOR \$200..... Tape \$29
Area Around The Block 7 to 10: Fiction, The Moon and Area 5 to 10: Young Reads 7 to 10: Non-Fiction, Fun 1 to 12: Amazeam Fun 2, 3, 4: Area 6 and near. Word File Master Spellstart 2, 3, 4: Area 6 and near. Word File Master Spelling, Multiplication, Add/Subtract/Numbers, Swearing Maths, Addition and Subtraction, Divisions, Multiplication, Signimals, Transparencies and Co-ordinates.

COMMODORE TYPE RIGHT..... Disk \$29
IBM TYPING TUTOR Australian Produced..... 07 \$25
TYPE ATTACK Learn to type while playing..... Disk \$39
TYPING TUTOR/WORD INVADERS (VIC-20)..... Disk \$39
X-REF 64..... Disk \$49

FOURTH 64..... \$99
PASCAL 64..... \$99
 Structured language compiler enhanced to take advantage of the many features of the 64. Support for sequential and relative files, procedures and function for easy string handling, sprite definition for animation, procedures for letters and multicolor graphics and for handling interrupts without machine language routines.

SARGON CHESS 2 plays at seven levels..... 0639, TS55
COLOSSUS CHESS 2.0..... Disk \$39, Tape \$35
GRANDMASTER..... Disk \$39
EPRGM Cartridge Cass..... \$39

OUT OF STOCK?
 Sometimes we are, but only briefly. 92% of orders are sent the same day. We aim at monthly stock turn on imported items and about 10 days on local supplies, where we pay spot cash for best prices and/or prompt delivery of scarce items. That means you always get the latest version of everything but sometimes the air freight is delayed and a gap of a day or so may occur between receipt of your order and its despatch. Your credit card is NOT charged, nor is your Money Order cashed until the goods are actually sent.

AD PREPARED 3/8/85

TO ORDER, SIMPLY PHONE
(03) 700 2451

APC 9/85

Chambers Computer Supplies
 48-52 Monkhouse Drive, Endeavour Hills, Melbourne. 3802.



USE BANKCARD, MASTERCARD OR VISA

SOFTWARE will be exchanged for the same title if faulty. Some of the newer programs may self-destruct if any attempt is made to copy them and NO exchange will be made in those circumstances. FREIGHT, PACKING, ETC, IS \$3 PER ORDER, IRRESPECTIVE OF WEIGHT OR DESTINATION.

When you achieve that, hold down the shift key and the CRSR up/down key until the flashing thing (cursor) covers the first number on the line with the program you want, then press the L key then hold down the shift key while you press the O key (thats short for load) then press the CRSR right/left key until the cursor goes one stop past the " after the programe name, then type ,8: RETURN (don't forget the colon). You will see amongst the jumble the words SEARCHING FOR then beneath LOADING. If it is not doing that then you've most likely forgotten the colon, or you have the wedge loaded. This will not work if you have the wedge loaded. If you don't know what the wedge is, don't worry; we'll come to that later.

When you see the ready flashing hold down the shift key and press the CLR/HOME key (this clears the screen so you can do some typing).

Remove the Domain disk from the drive and put one of your own in. It must be formatted. If you don't have a formatted disk you will find how to do that on page 15 under NEW of the 1541 disk drive manual. We'll explain that next month. After putting the formatted disk in the drive and closing the gate press the S key then hold down the shift key while you press the A key (thats short for save) then "PROGRAM NAME",8 followed by RETURN. It will then save the program to your own disk. You can do this to every program you want to save. We'll talk about program names next time. Have fun!

Reg. Campbell

[NOTE to new owners of 1541 Disk Drives:

The first edition of the 1541 Users Manual contains a fair sprinkling of errors and ambiguities. If you are confused buy a copy of "Starting with Disk Drives" by Paul Blair, available from the group.]

=====

EASY SCRIPT MAIL MERGE

The article on the following page has been reduced in type face to allow both columns to be printed on the same page.

The article was prepared by:

William T. Smith

COMMODORE 64 P.C.

"EASY SCRIPT" MAIL MERGE FORMAT

(# = RVS * (f3) --- < = Return)

[Load "EASY SCRIPT" ("0:*" ,8,1<) w/- 80 cols. & tabs.]
 [Load work disk/Load Namelist w/o headings/Load letter]

Notes:-

#nb"??letter""??namelist"< (a)	(a) Name to identify letter/namelist
#cni:IPAGE HEADING#ln1< (b)	(b) "f1 [] shifted.
SUB PAGE HEADING#cno:ln1:lm60<	
Phone Number #ln1< (c)	(c) Writer's address (Qld? N.S.W? Vic?)
No.& Street< (c)	(d) Type in DATE with text
Suburb< (c)	(e) Block for Title, Initials and Name
CITY< (c)	(f) " " No. & Street
State,Postcode< (c)	(g) " " Suburb & Postcode
/ /1985.#lm2< (d)	(h) " " City & State
Block< (e)	
Block< (f)	
Block< (g)	
Block< (h)	
#ln2:lm10<	
Dear Block,#ln1<	
#lm2:rm78:p166:t1x:tju1<	(or p170 or p172 as required)
Text of letter / document#ln1< (j)	(j) ln1 at end of each paragraph
#ln2:lm20< (k)	(k) ln2 at end of LAST paragraph
Yours etc? #ln3<	
Hon.Secty.#ln1< (l)	(l) or other as required
(Type Name)	
To View Letter:- f1/o/v (la)	(la) To move letter:- Return<--->f5/f7
To Return to EDIT MODE:- RUN/STOP.	To raise Text C .
(Sample FILL FILE) (m)	(m) As many name BLOCKS as required
Mr.H.K.Jones<	
64 Chubb St<	
Inala 4077<	
BRISBANE Qld.<	
Mr.Jones < (n)	(n) or Harry (or other) as required
Mrs.J.N.Henry<	
22 Cliff St.<	
Toowong 4066<	
BRISBANE Qld.<	
Mrs.Henry< (o)	(o) or June (or other) as required
Mr.L.J.Griffiths<	
71 Long St.<	
Hornsby 2077<	
Sydney, N.S.W.<	
Mr.Griffiths< (p)	(p) or Leslie (or other) as required
and so on---<	
(Note:- NAMELIST is Filed at "Fill	"

To Print:- f1/o/f/c/p/Fill=(namelist-f2 twice)

If screen "locks-up" w/- OUT OF BLOCKS, it is necessary to switch Computer OFF to completely CLEAR the MEMORY of residue, then re-load EASY SCRIPT etc.

Notes:- There are 764 lines (w/- 40 col.screen; 382 lines w/- 80 col. screen) available on the screen for text, names, addresses, headings etc.

There must not be any spaces in the FILL FILE list.

All names and addresses MUST contain the same number of lines and they MUST equal the number of BLOCKS at (e),(f),(g),(h) and (i) combined.

The NAMELIST does not have comment lines. The LETTER and NAMELIST may be continued on further disks, but care must be taken to ensure that the appropriate disk is in the drive.

symbol is used here because RVS.* (f3) would not print on the PRINTER. Nor will "Return". Use SCREEN width 80 when using TABS beyond TEXT width 40

ERROR MESSAGES

One of the most difficult skills for the new user to acquire is the ability to enter a program correctly at the first attempt without creating any extra errors. Don't worry if this happens to you occasionally, it happens to even the most experienced programmers all the time. However the experienced programmer can generally look at the offending line and rapidly find and correct the problem. For the beginner, just finding the error can be a frustrating experience.

Most beginning programmers quickly fall into the trap of trying to make the program more complicated than it actually needs be. One can always add the smart tricks once the program has done the basic job for which it was written.

A good rule is that if the program is very complicated and difficult to comprehend, then it probably is badly written program and most likely will take longer to debug than it took to write in the first place. At best it will work only for the specific job and not be readily adaptable for future problems.

One of the most difficult things to teach programming students is to plan the program carefully then write it in a series of simple, well documented, logical steps. These can be combined to solve a complicated problem. There is no point in saving program lines or making the program run 10% faster if it simply makes more errors! Plan the program, get it working correctly, then add all the frills.

One energetic person I know wrote a nice program to run the accounts of a service station. Only one problem - the program was 35K long and ran out of memory after entering two days takings! After some thought, and a lot of hard work, the program was rewritten in a more logical manner, eventually reducing to only 9K and would now keep track of all the accounts for a year!

Let's look at some of the typical errors messages encountered with Commodore BASIC programs and attempt to provide an analysis of what to look for and when. A few simple rules are also included. These provide only a rough

guide and not an absolute truth! (In any case, most good programmers define their own set of guidelines with experience.)

One further complication arises if too many statements are placed on the one BASIC line. Often it can be difficult to decide which statement contains the error. In such cases, if all else fails, divide the line up into specific statements and put them all on separate lines to find out which is incorrect.

Some of the typical errors in programs are

SYNTAX ERROR IN XX

The most common error is often caused by a simple typing mistake when entering a line. It means that the BASIC statement is unacceptable to the computer. This may be due to several causes. First of all, one must remember and look for the normal structure of the BASIC statement.

That is

1. Line Number 0-63999
2. Command (Keyword)
3. Expression terminated by the end of a line or a colon ':'
4. A new Command keyword must immediately follow the colon ':'

This is the most common typing error. Some typical examples are

- . Incorrect spelling of a BASIC keyword (PRINY instead of PRINT, or leaving spaces between commands, for example GO SUB instead of GOSUB)

- . Line does not start with keyword or the equivalent LET command. For example forgetting PRINT as in 100 "HELLO FRED"

- . Mathematical expression with incorrect number of brackets (number should always be even). For example 100 A=(5*(X+9)*(Y+2)

- . Incorrect variable name. (Variables should be kept to a

maximum of two characters with first character A-Z and second character A-Z or 0-9, followed by variable type of integer '%' or string '#' if required. Variables TI, ST, ON, FN, IF, (and DS in BASIC 4 and BASIC 7 machines) are 'reserved words' (reserved for BASIC's own use) and cannot be used for user defined variable). Typical example

```
215 A#=12.6
or 150 FN=9
```

. Parenthesis (inverted commas) or commas missing, or commas and semicolons interchanged. For example

```
200 INPUT "NAME",A# (semicolon required, not
comma.)
```

. Incorrect matching of variable types in READ and DATA statements. If a READ command attempts to read a number and the corresponding DATA statement contains a string variable, the SYNTAX ERROR will be shown as in the DATA statement. In reality it may be in either the READ or DATA statements. For example

```
100 READ A
110 DATA HELLO
```

Where is the error? Should Line 100 contain A# or is there a number value missing from Line 110?

On the other hand, if a 'number' is read into a string variable, no syntax error results but the program may not work as advertised. (Difficult to find.)

?TYPE MISMATCH IN XX

A very specific error and easy to spot. Hopefully caused by typing errors and not a misunderstanding of variable types. Typical examples occur when trying to assign a string variable to a number and vice versa. As with

```
100 A="HELLO" (should be A#)
or 110 X#=25.697 (should be X or "25.679")
```

? UNDEF'D STATEMENT ERROR IN XX

Caused by a GOTO, GOSUB, or RUN to a line number which does not exist. Easy to find by simply listing the program to check if the offending line is there or not. This can be difficult to correct if entering a program from a book or magazine since one has to simply make the best guess as to which line number was actually intended. In your own program, this should be easily fixed by finding the correct line number.

?REDIM'D ARRAY IN **

An attempt has been made to re-DIMension an array that has already been DIMensioned. One trap is that an array can be DIMensioned automatically, almost without your knowledge. If, for example, the variable Q(5) is used, then the array Q is automatically DIMensioned as if you performed a DIM Q(10). Any attempt to DIMension Q at a latter date will be in error.

All arrays should be only DIMensioned once and preferably at the beginning of the program.

? BAD SUBSCRIPT ERROR IN **

Occurs when the value of the subscript for an array variable is negative, greater than the DIM statement allows, or uses the wrong number of subscripts. Or, an array variable larger than 10 is used without being DIMensioned at all!

Examples 10 PRINT Z(25) Array Z() not DIMensioned first.
20 INPUT S\$(2,5) Array DIMensioned as S\$(10)

often this error will occur in a statement such as

```
10 PRINT D(J)
```

In such cases the value of J must be determined at this point to check if it is within the limits defined by the DIM statement. (Ask the computer with PRINT J and check if within the allowed limits.)

One other trap for beginners is the following

10 PRINT TAB (30)"HELLO"

The 'space' left between the TAB and '(' means that the line is not interpreted as a 'TAB(30)' statement at all but as the floating point array variable 'TA(30)'. Do not leave any spaces within keywords like TAB(or GOSUB etc.

? ILLEGAL QUANTITY ERROR IN **

This is caused by the expression used in a function or BASIC command being outside the legal range. Typical examples are

. attempting to equate an integer variable to a value less than -32767 or greater than +32767.

as 100 AX=254

or 100 X%=A*B*C which gives a value greater than 32767

. A POKE to memory location NOT between 0 or 65535, or with a value greater than 255 or negative. This often happens when using variables.

as POKE 12654, A

where A turns out to be 1256 or similar because of an earlier error.

. A CHR# value outside 0-255.

as PRINT CHR\$(259)

or PRINT CHR\$(A) where a is <0 or >255

. Attempting to find the ASCII value of a null string.

as A#="": PRINT ASC(A#)

This can often happen when getting information from the disk or tape. When read from disk or tape, a zero byte (a CHR\$(0)) is actually returned as a null string, that is A#="". Therefore always use the expression

PRINT ASC(A#+CHR\$(0))

? NEXT WITHOUT FOR ERROR IN **

Hopefully this shouldn't happen in a well planned program. (Happened in one of mine recently!) In simple terms it may possibly be the result of bad nesting of FOR/NEXT loops or misspelling of the variable name. An example of bad nesting is

```
100 FOR X=1 TO 10
110 FOR J=1 TO 50
120 PRINT J*X
130 NEXT X
140 NEXT J ** error
```

This type of problem can be avoided by not using the variable name in the NEXT statement. But, you should only do this once you are sure that you are writing the program correctly in the first place.

There are other causes of this error which may be quite involved. One example is when the program jumps to within a FOR/NEXT loop. For example

```
100 FOR X=1 TO 20
110 PRINT "COUNT=";X
120 NEXT
130 GOTO 110
```

? OUT OF DATA ERROR IN **

Results from an insufficient number of items in a DATA statement when a READ statement is used. For example

```
10 READ A,B,C,D,E
20 DATA 5,6,8,9
```

This often occurs in programs from magazines which contain a machine code, sound, or sprite routine where values are read and FOKED into memory. If the program contains a few hundred DATA lines it can be very difficult not to make a typing error. All you can do is check each line carefully. One small check is to compare the end of the previous DATA line with the end of the one currently being typed and how they

appear in the original listing. For example, in the following

```
100 DATA 22,55,125,89,236,125,15
110 DATA 2,9,22,66,3,33,66,54,4
```

check if in the magazine listing that the '4' at end of line 110 is under the '1' of line 100.

Another simple cause of this error is pressing the RETURN key on the READY line. This attempts to READ Y.

? DIVISION BY ZERO ERROR IN xx

Not always an easy one to find. As stated in the error message an attempt has been made to divide by zero. This is not allowed in BASIC. A typical case might be

```
100 X=A/Q where Q=0
```

or 100 PRINT A*(B-C)/(X-Y) where X-Y equals 0.

In such cases, the value of each variable must be determined to find which is causing the problem. However the actual cause of the problem may occur far earlier in the program.

? CAN'T CONTINUE ERROR

Occurs only when the CONT statement has been used to continue a program which was stopped by use of a STOP or END statement or by pressing the RUN/STOP key. There are five simple causes for this error.

- . The program has never been RUN in the first place.
- . The program has stopped due to a ?SYNTAX ERROR or similar and not as above.
- . The variables have been cleared by using a CLR statement after program stopped.
or more likely
- . The program lines have been edited after stopping. This clears all variable.
- . Or a SYNTAX or other error has occurred in the direct mode

after the program stopped. Typically you accidentally pressed RETURN on the READY or similar.

? EXTRA IGNORED

One main cause is attempting to use a comma or colon in an input statement.

For example, assume the program contains a line

```
100 INPUT "ENTER ADDRESS";N#
```

Any attempt to enter something like- 12 GREY ST, ELMORE -will generate this error and everything after the comma will be ignored. (N# will contain 12 GREY ST.)

Don't use commas or colons with the INPUT statement. Or, uses a leading quote "" if absolutely vital.

Greg Ferry

=====

PRICE LIST [Members Only]

PUBLIC DOMAIN DISKS \$ 6.00 ea (Postage Paid)
PUBLIC DOMAIN TAPES \$ 2.00 ea (+\$1.00 Postage Per Order)
BLANK DISKS \$25.00 per box of 10 (+ Postage \$2.00)
RESET SWITCHES \$ 5.00 ea
USER PORT SOCKET WITH COVER \$10.00 ea (+\$1.00 postage)
"PUBLIC DOMAIN BOOK" \$ 5.00 ea (+\$1.00 Postage)
"STARTING WITH DISK DRIVES" \$2.00 (+\$1.00 Postage)
UPGRADE CHARACTER ROM for 801/1525 Printer
(Gives Descenders on p,q,g,y, and j. Also requires the exchange of a ROM chip) - Price appr. \$25.00
Contact our Secretary for more details.

Address all orders to P.O. Box 274 - Springwood - QLD - 4127
Cheques to be made out to: C.C.U.G. (Q) Inc.

AVAILABLE FOR HIRE TO MEMBERS ONLY

1526 COMMODORE PRINTER

For details contact the Secretary on 341 5651 (after hours).

MEMBERS' ADVERTS

FOR SALE

Bargain of the Month!

- Commodore C-64, latest version - \$200.00
 - Commodore 1541 Disk Drive, c/w cooling fan - \$200.00
 - Commodore 1701 Colour Monitor - \$225.00
 - Star Gemini 10-X Printer, c/w Card?+6 Interface - \$325.00
- All the above in A1 condition

Contact Ralph De Vries at 300 3477

- Analogue Type Joy Stick
(Emulates Koala Pad etc.) - \$25.00
- Cassette Duplicating Board
(for copying from one Datasette to another) - \$20.00

Contact Barry Wilson at 399 6204

- Turbo-Print GT Interface
(No Graphics) - \$40.00

Contact James Joyce at 378 6467 (a.h.)

- Commodore Datasette - \$30.00
- Commodore 1520 Printer/Plotter - \$100.00
- Commodore Numeric Keyboard - \$50.00

Contact D.C. Morrison at 201 0454 (a.h.)

- Grappler CD printer interface (almost new)
c/w Instr. & Warranty Card (not filled in) - \$100.00 o.n.o.

Contact Craig Wotton at 075 - 831 698 (a.h.)

COMMODORE COMPUTER USERS GROUP (QLD) INC.

DIRECTORY

MANAGEMENT COMMITTEE

President:	GREG PERRY	Ph. 38 3295
Secretary:	NORM CHAMBERS	Ph.341 5651
Treasurer:	LESTER BENNETT	Ph.200 1243

SECONDED TO MANAGEMENT COMMITTEE

Technical Co-ordinator:	ROGER HAIGH	Ph.399 8037
Sub-Group Co-ordinator:	TERRY STEER	Ph.808 2424
Chief Librarian:	CLIFF POTTINGER	Ph.277 4520
Newsletter Editor:	RALPH DE VRIES	Ph.300 3477

COMMITTEE MEMBERS

Vic-20 Co-ordinator:	BARRY WILSON	Ph.399 6204
Education Officer:	DEREK FARRELL	Ph.359 8559
Sysop:	RAY KING	Ph.208 1409
BBS:	---	Ph.808 2125
Librarian - Books:	CLIFF YULE	Ph.356 7571
Librarians - Disks:	BILL BOHLEN	Ph.208 3729
	MAX BEAN	Ph.208 1225
Librarian - C-64: (Comm. Software)	PETER REEVE	Ph.378 2665
Librarian - Vic-20:	JOHN JOHNSTON	Ph.300 5240

Address for newsletter mail only: F.O.Box 384 - Ashgrove - Qld - 4060

Deadline for any particular month is the Second Tuesday of that Month.

All other mail to: F.O.Box 274 - Springwood - Q'ld - 4127

The opinions expressed in this newsletter are those of the author(s), and not necessarily those of the C.C.U.G.(Q) Inc. or the Editor.

Published by: COMMODORE COMPUTER USERS GROUP (QLD) INC. -
P.O.Box 274 - Springwood - Q'ld - 4127.
Printed by: BRISBANE EDUCATION CENTRE, P.O.Box 84 -
Spring Hill - Q'ld - 4000.

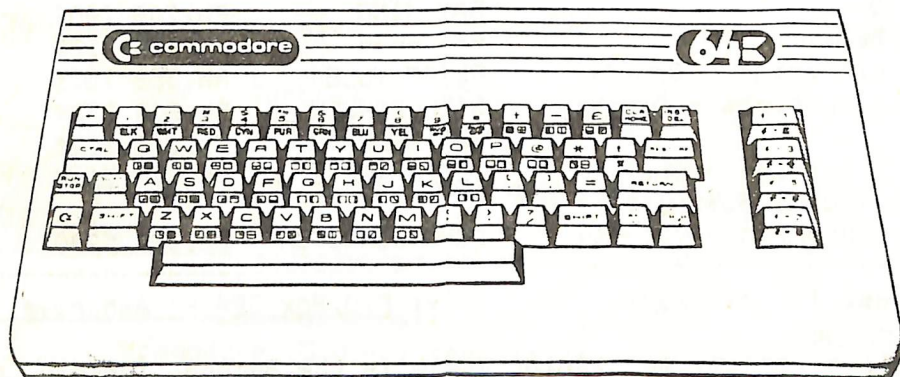
CHANDLERS

43 ADELAIDE ST. BRISBANE

C.C.U.C.O.O. ~~ADVERTISERS~~

.....

SEE US FOR
SPECIAL PRICES ON
808 PRINTERS
1541 DISK DRIVES
1702 COLOUR MONITORS



AND DON'T FORGET OUR
GREAT RANGE OF
C-64 SOFTWARES

RING DREW AT 221 7822 NOW!