

CURSOR

NEWSLETTER of the COMMODORE COMPUTER USERS GROUP (QLD) INC.

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OCTOBER 1986

VOL.3 NO.4

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CLUB ROOMS: Bardon Prof. Devel. Cnt. 390 Simpsons Rd. / Carwoola St. Bardon

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MEETINGS

Next **Main Meeting** on Tuesday, 4th November 1986, in our Club Rooms in the Bardon Prof. Development Centre, 390 Simpsons Road Bardon. Entrance through Car Park in Carwoola Street
Doors open at 7pm (library).
Meeting starts at 8pm sharp.

Bring & Buy Sale of Software Modem Demonstration

Next **Workshop** Sunday 16th November 1986, from 1pm 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 our Public Domain Disks.

Coordinator: Colin Shipley.

PLEASE NOTE: Workshop Meetings are for MEMBERS ONLY!

REGIONAL MEETINGS

Cannon Hill meets on the 4th Saturday of the month (12noon - 12pm) in the Cannon Hill State School.

Contact: Ron Jarvis (acting coordinator) - Ph.399 6981 a.h.

Capalaba meets on the 3rd Saturday of the month (1pm - 5pm) in the Capalaba State High School.

Contact: Ray Clark -
Ph.245 5710 (a.h.)

Kenmore meets on the 1st Sunday of the month (1pm - 5pm) in the Kenmore State School Library.

NO PARKING in the school grounds!
Contacts: Peter Reeve -
Ph.378 2665 a.h. / Keith Hadland -
Ph.378 6698 a.h.

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

Contact: Bruce Wylie -
Ph.359 9779 a.h.

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

Contact: Paul Janek -
Ph.283 1663 a.h.

Sherwood meets on the 2nd & 4th Friday of the month (7.30pm) in the Graceville State School.

Contacts: Leigh Winsor -
Ph.379 2405 a.h. / Philip Parkin -
Ph.378 5383 a.h.

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

Contact: 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.

Maryborough/Hervey Bay meets on the 4th Monday of the month (7-10pm) in the Sunbury School in Alice St.

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

SPECIAL INTEREST GROUPS

AMIGA Sub-Group meets in the Guidance Officers Training Centre Bayswater Rd. Milton on Sunday 26th October (1pm - 5pm)

P.D. Software and Demonstrations

Contact: Steve McNamee -
Ph.262 1127 (a.h.)

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

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

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

Contacts: Jim Vick -
Ph. 345 1878 (a.h.) / Tom Kelly -
Ph. 277 9900 (a.h.)

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

Contact: Regan Russell -
Ph. 848 1353 (a.h.)

Contact Terry Steer for details on formation of new Sub-Groups.

DISK LIBRARY

Disk 033 C.C.U.G. (Q) INC. , US

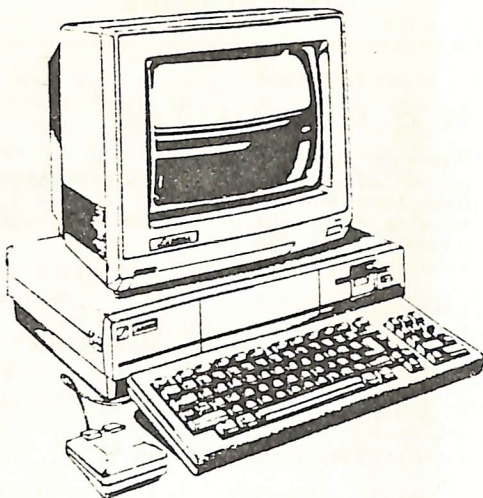
MENU	Run this first
DISK INFO	Acknowledgements and disk instructions.
PRISONBALL	Game from RUN magazine
DESIGN64(19632)	Drawing game similar to Doodle.
MU.C64 MUSIC	Compose music and save it.
MU.PLAYER PAL	Loaded by above.
MU.MACHINE OBJ	" " "
ZABNIR	Space Game
PIRATE COVE	Mini Adventure Game for kids.
KALEIDOSCOPE	Design and print pretty patterns.
SLOTS	Game
CHOPPER 1	Game
GRAPHIC DUMP/64	From Compute's Gazette Aug.86
RELOCATOR.NOTES	Instructions for the following
TURBO BOOTMAKER	From Compute's Gazette Aug.86
TURBODISK 64	" " " " "
TURBODISK REL	" " " " "
TURBODISK.BOOT	" " " " "
ADDRESS CATALOG	Keep track of names and addresses.
RTTY 64.INSTR	Speedscript instructions on disk 027 Amateur Radio

Disk 034 128 CLUB PROGS , AA

PROOFREADER GAZ	Compute's Gazette proofreader (128)
128 SWITCHBOX 40	Game for 2 players.
3-D SHAPES	Graphics Demo
JACK-O-LANTERN	Graphics Demo
TSU 128	Track and Sector Utility
WINDOWS 5-14	Window Demo
GRAPHIC 6-13	Graphics Demo
GRAPHIC 6-15A	" "
GRAPHIC 6-15B	" "
GRAPHIC 6-16	" "
SPRITES 6-23	Sprite Demo
SPRITES 6-30	" "
SOUNDS 7-8	Sound Demo
SOUNDS 7-23	" "
SOUNDS 7-28/9	" "
40/80 COL 8-5	
128 WINDOW DEMO	More Window Demonstration
DISK-DUMP 80	80-Column utility
DOS SHELL	128 Dos Shell
AHOY!TERM 128	128 Terminal Program.
TERM ML	Loaded by above.
128 DISKUTE	Disk Utility Program
ZZUP	Loaded by above
ZZDOWN	" "
SPEEDSCRIPT80	80 Column Speedscript display
GRAPHICUTE 64	Graphics Utility Program
AHOYTERM INST	Speedscript Instructions for AHOY!TERM 128
GRAPHICUTE INST	" " GRAPHICUTE 64
128DISKUTE INST	" " 128 DISKUTE
SS80 INST	" " SPEEDSCRIPT80
128BOOT64	Boot up 64 Programs in 128 mode
BOOT SECTOR	Used with above
ML LOADER	" " "
BOOT64FOR128 INS	Speedscript Instructions for above

SOFTWARE:

GAMES
EDUCATION
BUSINESS



ACCESSORIES:

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FURNITURE
ETC.

AMIGA™

DISK SPECIAL: Le Floppy - 5,25" Disks - Pack of 10 - \$15.95

**PRINTER SPECIAL: CANON A-40 Printer - 140 c.p.s. - N.L.Q.
Tractor Feed and Single Sheets.
Complete with Xetec Interface: \$569.00**

 **Sundown Computer Centre**

744 GYMPIE ROAD
CHERMSIDE 4032

TELEPHONE (07) 350 3344

Contact Les Van Tavier or Phil Stafford

REMEMBER — WE ARE COMPUTER SPECIALISTS!

EDITOR'S NOTES

Occasionally we receive letters that make you sit up and think.

Such a letter we recently received from Dr. Doug Maclurkin.

He has taken the committee to task for the running of the August meeting. Some of the points raised by Doug included the very long 'Talk Fest' by President, Secretary and Editor. This, combined with an auction and question and answer session, caused the main program demonstration to start too late, as well as causing the postponing of several other demos.

Couple this to the fact that only one computer with a single screen was used, which made the demo only useful to those few members who could see the screen.

We as a committee feel that these complaints are fully justified and will do our utmost to rectify them. However there are certain technical problems which are not so easy to overcome. As regards the use of the large monitors which the Centre can provide, these can only be interfaced to a composite video output. As the 80-column display of the lecture in question was on an RGBI monitor we have to overcome certain technical hurdles which are currently being addressed by Lester Bennett and others. We also hope to provide a microphone for lecturers.

Yes, we will try to keep the introductory addresses by the committee members to a minimum, but we feel that members have a right to have their say in open forum. Again some form of time restraint may have to be imposed.

So we envisage the following format:

- A): Library and Shop open at 7pm.
Close at 7.55 pm.
- B): Intro talk at 8pm sharp.
Finish by 8.30 pm.
- C): The Programmers Sub-Group and the CP/M Sub-Group to use the two upper sections of the main auditorium for separate talks.

These sections to be closed off.

- D): Beginners and prospective new members talk to be conducted in the Library room.
- E): Main Lecture to be held in the auditorium with, where possible use of monitors and PA system.
- F): Lecture to finish no later than 9.30pm.
- G): Re-open Library at 9.30pm for a short period.
- H): Vacate premises by 10pm.

These are some of the ideas which we hope to put in practice during the October meeting, and we hope that they'll meet with the approval of Doug and all other members.

Another matter raised by Doug was the question why it takes several months for new software to reach the library, and he wondered if only a favoured few had first access.

The answer to that is YES. The favoured few are those members who either are going to review the software in question or prepare a talk on same. In the case of so-called 'application software' this may well take some time. It is of no value to anybody if the review in question is only a re-write of the publisher's blurb. It is easy enough to write six records in a new data-base program, but that does not tell you how fast it will sort 500 records, or how flexible it is to print these records out. Couple all this with the fact that most members have only a limited amount of time to spend at their computers and it becomes obvious that a review of this type of program can easily take a month or more.

We, as committee members of this group, are grateful for Doug's letter. It is easy for us to slip into a rut, and letters like his will help to keep us on our toes.

Ralph De Vries

RANDOM BITS

OCTOBER MEETING

As outlined in the 'Editor's Notes' this meeting was conducted in a more orderly fashion, with the main lecture being given by Jim Vick and Ken Charters who tried to cover some of the many features of Vizastar 128, the equivalent to 'Lotus 1-2-3' for the C-128. Tom Kelly looked after the Programming group; Regan Russell took the CP/M'ers under his wing, and Grant Robinson gave an introductory talk to the new and prospective members. Due to illness our chief librarian Maurie Hawkyard was not present, but his well-drilled troops carried on regardless. We hope to see him back on deck at the November meeting.

AMIGA SUB-GROUP

Our meeting room in the Guidance training Centre was overflowing with people on Sunday 28th Sept '86. Was this because of Peter Wharton's lecture on "DELUXE PAINT"? If so they were not disappointed, as Peter's demonstration amply proved the capabilities of both the Amiga and the Deluxe Paint program. However, it also proved beyond a shadow of a doubt that the user's skills are more important than either computer or program. Well done Peter!

Lester Bennett gave us a preview of the "SOUND SAMPLER" by Sound Scape which was kindly loaned by Sundown Computer Centre of Chermside. This \$350.00 program comes on disk and a little black box which plugs into the joystick port, and allows for the digitized sampling of live - or recorded sources. However when it is realized that, to do the same thing using the Fairlight digitizer, you may have to spend \$50.000 or more, then all of a sudden this combination of Amiga and software is really pretty cheap!

Members also had a further opportunity to have a look at the 'Sidecar', the add-on computer without a keyboard, which turns the Amiga into a conventional 16-bit IBM clone.

FROM WEST CHESTER

Elsewhere in this newsletter you will find a column under this name. West Chester in Pennsylvania is where Commodore's US headquarters are located. We have just received the first communication from Peter J. Baczor, manager of the Users' Group Support Division; a communication very much overdue, but welcome all the same. It is hoped that we may be able to feature this column from time to time if more information comes to hand.

SUB-GROUP NEWS

Both **Kenmore** and **Capalaba** sub-groups are off to a flying start. This is very good news indeed. **Cannon Hill** sub-group is trying to get into the Guinness book of Records - their regular monthly Saturday meeting is going to run from 12 Noon till 12 Midnight!! There will definitely be a new sub-group in the **Kingston** district. Currently details are being worked out; next month's Cursor will have the full details on the meeting venue- and times. Interested members can ring Terry Steer for more information.

During October there will be a meeting of Sub-Group coordinators to discuss problems, plans for 1987 etc.

NEW COLUMN

We hope to start a regular **GAMES** column in the next issue of Cursor, which will be presented by a member from our Maryborough sub-group.

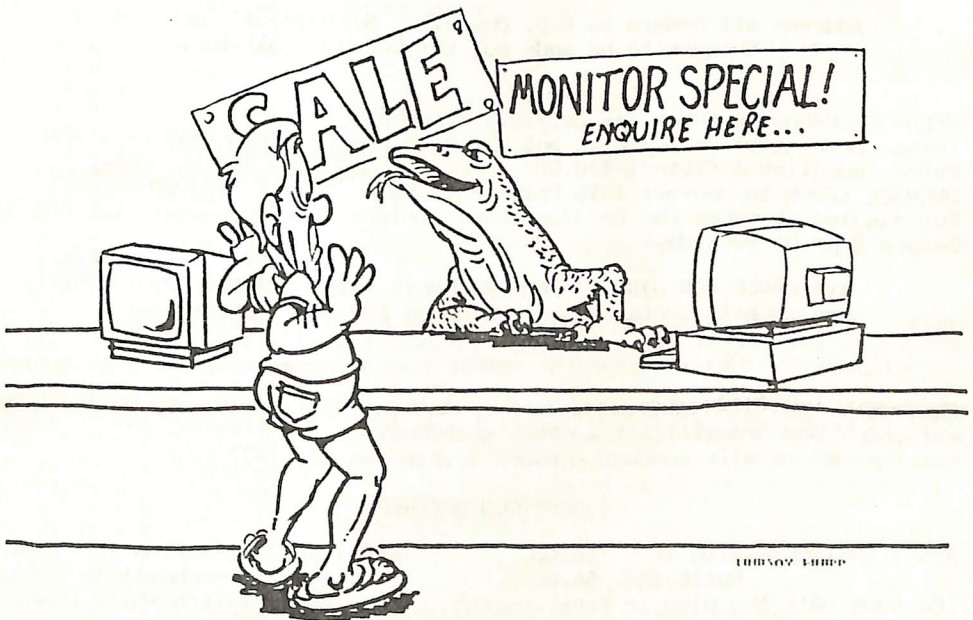
COMMODORE NEWS

The new (?) 64-C has now been released at a RRP of \$499.00. This includes a voucher which allows you to purchase GEOS for \$20.00. Although functionally identical with existing C-64's, there are internal changes in chip configurations.

Herewith the latest recommended retail prices on a range of Commodore products. Fortunately the majority are **down!**:

1801 Monitors	\$499.00	1541 Drives	\$399.00
1901 Monitors (RGB)	\$549.00	1571 Drives	\$529.00
1201 Monitor (Amber)	\$199.00	1342 Joystick	\$19.00
C-128	\$599.00	1350 Mouse	\$79.00
C-128D	\$1199.00	1530 Datasette	\$60.00
MPS-803 Printer	\$349.00	MPS-1000 Printer	\$559.00

Notice the relatively small difference in price between a 64-C and a C-128, and between the 1801 and 1901 colour monitors.



'.... YES?'

COMPUTER EXPO

Yes, it's on again this year (Crest Hotel, Wed. 5th Nov. till Sat. 8th Nov.) and yes, we will have a stand again! We do need more volunteer members to man our stand. Please contact Norm Chambers for further details.

GOODS & SERVICES

PUBLIC DOMAIN DISKS - \$ 6.00 ea (Postage Paid)
PUBLIC DOMAIN TAPES - \$ 2.00 ea (+ \$1.00 Postage Per Order)
BLANK DISKS (ss/dd) - \$20.00 per box of 10 (+ \$2.00 Postage)
COLOURED DISKS (Red, Blue, Green, a.o.) - \$3.00 ea (+\$1.00 Postage)
COLOURED DISKS (ds/dd) - \$22.00 per box of 10 (+ \$2.00 Postage)
DISK BOXES (hold 90 disks) - \$20.00 ea (+ \$5.00 Postage)
DISK NOTCHER - \$8.00 (+ \$1.00 Postage)
PUBLIC DOMAIN DISKS FOR AMIGA [3,5" DISK] - \$10.00 (Postage Paid)
3½" DISKS FOR AMIGA - \$50.00 per box of 10 (+ \$2.00 Postage)
DISK BOXES (hold 50 3½" disks) - \$10.00 ea (+ \$5.00 Postage)
"PUBLIC DOMAIN BOOK" - \$5.00 ea (+\$1.00 Postage)
"STARTING WITH DISK DRIVES" - \$2.00 (+\$1.00 Postage)
"C-128 MEMORY MAP" - \$2.00 (+\$1.00 Postage)
TURBO-ROM for C-64 or C-128: Members price - \$40.00
Customised version (your choice of screen start-up colours + your name on the start-up screen): \$45.00
USER PORT PLUG (with Key Way) - \$8.00 (+\$1.00 postage)
USER PORT PLUG BACK SHELL - \$3.00 (+\$1.00 postage)
USER PORT TO CENTRONICS CABLE - \$35.00 (+\$1.00 postage)

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

UPGRADE CHARACTER EPROM for 801/1525 Printers.
(Gives Descenders on p,q,g,y, and j. Also requires exchange of a ROM chip)
Price (supplied & fitted) \$30.00
UPGRADE EPROM to convert 1526 Printer to 802 Printer - \$20.00
For further information on the above contact Lester Bennett on 800 1243 before 8 pm on week days.

AVAILABLE FOR HIRE TO MEMBERS ONLY: 1526 COMMODORE PRINTER
For details contact Roger Haigh on 399 8037 (after hours).

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EQUIPMENT MODIFICATIONS performed by Anthony Thyssen during main (Milton) workshop- and Graceville Sub-Group meetings.
For further details contact Anthony Thyssen on 371 1233 (a.h.).

SERVICES OFFERED:

RESET SWITCHES: Plug in	\$6.00	RESET RESTORER: Plug In	\$4.00
Built in	\$6.00	Built In	\$6.00
[On some 64's the plug in reset switch does not work. In this case you may return switch for a full refund or swap it for a built in switch.]		[Tap reset switch while pushing this button. This will reset any protected memory program.]	
DEVICE NUMBER CHANGE: Printer/Plotter 4-6	\$6.00	- Disk Drive 8-9	\$6.00
TURBO ROM INSTALLED: Computer with Socket	\$5.00	- Socket required	\$7.00
WRITE PROTECT SWITCHES (Price to be finalised)			
64/128 SELECT BUTTON	\$6.00 (Plug-in or Installed)		
SERIAL SWITCHING BOX (Order Only)	\$14.00		
SERIAL PORT DOUBLER (Order Only)	\$14.00		

EASY SCRIPT AND THE DPS 1101

by John van Staveren

Using Easy Script with the Commodore DPS-1101 Daisy Wheel Printer can give beautiful results. However, you may need some special commands, to bring out the many features of this printer. Here are some procedures, which I find very useful:

F1 [= underlining
F1] = disables the underlining
F1 & = shadow printing
F1 % = disables shadow printing
F1 ^ = superscript (x^x)
F1 , = subscript (H₂O)
F1 ; = bold type (can be repeated several times)
F1 : = disables bold type

Special characters can be called by assigning their Codes to numbers from 0 to 9 after a Format Command. E.g. if I want to use French characters of ` like in mère, or ` as in grâce or ` as in passé, then I print at the beginning of the Document an F3 Command (inversed *), followed by: 0=75:1=94:2=96:3=39.

Then, while typing the document, when I need that special character, I just type: F10 or 1 or 2, or whatever number I had it assigned to.

Here are some Codes which can be used:

39 = ` accent aigu
47 = / slash
64 = @
91 = [left square bracket
92 = \ back slash
93 =] right square bracket
94 = ^ accent circonflexe
96 = ` accent grave
123 = { left accolade
124 = | vertical line
125 = } right accolade
126 = ~ for Spanish eñe?

Since I need a back space to print some special characters like ` over their vowels, I print F1 followed by the left arrow in the top left hand corner of the keyboard, which back-spaces the next character to be printed.

Some other characters can be produced by printing first F1 ^ (arrow up, which is the "escape" key), and then a normal character. Like this:

F1 ^y = ¢ "cent" symbol
F1 ^z = -
F1 ^h = \$
F1 ^i = é
F1 ^j = " German Umlaut
F1 ^k = ç French cedille

Hopefully this resumé will be as useful to you as it is to me.

--oo0oo--

NOTE: Different print wheels have different sets of non-standard characters. Do a test print first!

SUPER SCRIPT AND THE MPS 1000 PRINTER

by Ralph De Vries

If you are the proud owner of both a Commodore MPS 1000 printer and the Super Script 64 or 128 word processor you have a pretty good combination for word processing, but are you using it in Commodore or IBM mode? If you are using it in the Commodore mode you are missing out on a lot of good features which are available in the IBM mode.

To use it in the IBM mode you first have to switch three dip switches in the ON position, namely No.1, No.3 and No.8 (see p.59 of the MPS 1000 users manual). Next you use the Epson print file as your default file (how to do this is fully described in the Super Script instruction book), and now you are up and away. Well, that's the theory of it, but in practice it ain't really that simple! Although the MPS 1000 is an Epson printer it works in IBM mode which isn't quite like the Epson mode. If you have successfully merged the Epson file with your work disk and then print out the printer test you will find that most features do work, but some, like different pitch settings and line spacing, won't work correctly. For this reason I have modified the Epson file to work with the MPS 1000 printer in the IBM mode.

There are one or two interesting side lights which I would like to point out to future users. There is no command to turn PICA mode (10 char. per inch) ON or OFF! (Pica mode is the normal default mode of the printer.) Neither is there a command to turn ELITE mode (12 char. per inch) OFF. Consequently when you use the Printer Test and you expect the printer to change from Elite mode to Pica mode no change takes place. In the unlikely event that you want to intermix Elite and Pica you can turn the Elite mode off by sending the command to turn Condensed mode OFF. This will reset the printer to Pica mode.

Herewith the modified Epson printer file for your MPS 1000:

```
*sk5;Your printer has been defined as :*sk2
EPSON TYPE*sk2
Press the space bar to continue*sk9
*pd
40: textwidth of editing screen
4:  Unit number of printer 0 for centronics 2 for rs232 4+ for serial
255: secondary address for normal printing, 255 = none
5:  data bits and stop bitsfor rs232
6:  baud
1:  parity
0:  1 if linefeeds required 0 if not
0:  1 if cbm codes required 0 if not
0:  1 if 'cursor down mode' 0 if not
0:  1 if diablo codes 0 if other
0:  1 if spinwriter codes 0 if other
1:  1 if enhance on makes character double 0 if not
0:  1 if printer can do bold by backspacing 0 if not
0:  1 if printer can do shadow by moving 1/120th inch 0 if not
0:  1 if printer can underline by backspace underline 0 if not
2:  number of extra character prints when bold in effect
```

0: 1 if features below described in cbm code

27,45,1:	Underline	on
27,69:	Bold	on (Emphasised in Epson terms)
27,71:	Shadow	on (Double in Epson terms)
15:	Condense	on
14:	Enhance	on
27,83,0:	Superscript	on
27,83,1:	Subscript	on
27,45,0:	Underline	off
27,70:	Bold	off
27,72:	Shadow	off
18:	Condense	off
20:	Enhance	off
27,84:	Superscript	off
27,84:	Subscript	off
27,120,1:	feature 1	Near Letter Quality on
27,120,0:	feature 2	Near Letter Quality off
27,55:	feature 3	Select IBM CG set 1
27,54:	feature 4	Select IBM CG set 2
:	feature 5	
:	feature 6	
:	feature 7	
:	feature 8	
:	feature 9	
:	feature 0	
:	set 8	Characters/Inch
27,80:	set 10	Characters/Inch
27,58:	set 12	Characters/Inch
:	set 15	Characters/Inch
:	set 20	Characters/Inch
27,51,54:	set 4	Lines/Inch
27,51,36:	set 6	Lines/Inch
27,51,27:	set 8	Lines/Inch
27,51,18:	set 12	Lines/Inch
27,54:	Printer initialise sequence IBM CG set 2	
35: #	Pound sign or hash	
36: \$	Dollar sign	
64: @	At sign	
91: [Open square bracket	
156: &	Pound sign or hash	
93:]	Close square bracket	
94: ^	Caret	
123:	Open curly bracket	
124:	Vertical bar	
125:	Close Curly bracket	
126:	Tilde	

NOTE: This file defaults to IBM CG set 2 (see pages A-6 - A-9) which allows us to define the English Pound character. IBM CG set 1 is defined as Feature 3 (see above). Near Letter Quality has been defined as Feature 1 (ON) and Feature 2 (OFF). These and other features can be changed to suit the user. To print the **Open Curly Bracket** you press **Shifted +**; similarly **Shifted -** for the **Closed Curly Bracket**. To print the **Tilde** you press **Commodore +** and the **Vertical Bar** is obtained by pressing **Commodore -**. Again, if so required you can define a different series of characters to suit your own needs.

THE 64 000 BYTE QUESTION

by Phil Guerney

Perhaps the first question for this third month should be "How many answers did we get to the first quiz?". Thanks to the 110 (base 2!) of you who spent the time to send in your answers. There was not a lot to separate the top few but **Rob and Scott Adamson** submitted the most complete answers and well deserve the inaugural prize.

If you do have a go at this month's questions, then please send in whatever you have done with any comments (too hard? too easy? I'm wasting my time?). I think it is quite hard this month, but then the editor did make the point he didn't want to have to give away more than one free disk per month!

1. Change into the upper/lower case character set (press the commodore and shift keys together) then enter the following line exactly.

```
10 rem ABCD
```

Now list the program. What has happened and why?

2. The functions DEEK and DOKE appear in many extensions to C64 BASIC. What do they do?

3. How many bytes of memory are taken up by the array dimensioned A(3,3)?

4. Enter POKE 56325,10 - notice anything? Now try POKE 56325,200. What chip in the C64 are you playing with and why this effect?

5. A question on tape files for a change. A tape is positioned at the beginning of a file and then OPEN 1 is entered. When the tape stops, PRINT PEEK(828) gives 4. What does this say about the tape file concerned?

6. Music programs often start with SID=54272 and then use POKE SID+1 and POKE SID+4 and so on. However the program would work just as well with SID=54632 or SID=54912 or SID=54492. Why?

7. The first two lines of a program are:

```
10 OPEN 2,8,2,"SEQFILE,S,W"  
20 PRINT#2,"A"
```

What are the results of the following lines and why?

```
30 CLOSE2:OPEN3,8,3,"SEQFILE,S,A":PRINT#3,"Z":CLOSE3
```

```
30 OPEN3,8,2,"SEQFILE,S,W":PRINT#3,"Z":CLOSE2:CLOSE3
```

```
30 OPEN3,8,3,"SEQFILE,S,W":PRINT#3,"Z":CLOSE2:CLOSE3
```

September 64,000 Byte Quiz Answers

1. The RESTORE key is the only key not scanned 60 times every second by the C64 operating system. Therefore the RESTORE key can not be checked for

by a PEEK(197) which returns a different number for most other keys or PEEK(653) for the SHIFT, COMMODORE and CTRL keys. I was going a bit far when I said in the question that the key concerned could not be detected by a program. It occurred later to me that technically it was possible by altering the NMI interrupt vector (the location containing the address of the machine language routine executed when the RESTORE key is pressed) to point to a new routine that said "RESTORE key pressed!". I suspect a few answerers will point this out to me. See RCW p159-161.

2. The screen should fill with "CCUG" characters. Location 2048 is the usual start of BASIC programs and the numbers listed are the result of entering the following one line program:

```
10 PRINT"CCUG";:GOTO10
```

The first 0 is always at the start of BASIC. The 17,8 is the 'link' which points to the next program line, if there was another one, starting at location $8*256+17=2065$. The 10,0 is program line number $0*256+10=10$. The 153 and 137 are the one-byte tokens used to store the BASIC keywords PRINT and GOTO. The other numbers represent the other letters and punctuation symbols. The final triple zero represents the end of the program. See RCW p143.

3. Only b) is true. Integer and real variables each take up 7 bytes. Integers just waste the last three bytes. Arithmetic with integers is actually slower on the C64, unlike many other computers, because they are first converted to real numbers before the arithmetic is done, then converted back to integers to store the results. However integer arrays only consume 2 bytes per array variable compared to 5 for floating point numbers. Therefore much larger integer arrays can be handled than real arrays. See RCW p145-147.

4. The keyboard and screen have device numbers of 0 and 3 just like the printer and disk drive have device numbers of 4 and 8. Therefore files can be OPENed to them. The program segment behaves just like the following more usual BASIC program:

```
20 GET A$: IF A$="" THEN 20
30 PRINT A$;
40 IF A$<>"*" THEN 20
```

5. The program pokes in lines 20/40 made the C64 think that a cartridge was plugged in. Therefore on pressing RUN/STOP and RESTORE the C64 tried to start up the cartridge which led into the tiny machine language closed loop contained in the pokes of lines 10/30. Even a hard reset switch doesn't help recover because the cartridge check is made in the RESET routine. The first 0, 16 in line 40, stored at location 32768 tells the C64 to go to address $16*256+0=4096$ for the start of the "cartridge" program. The second 0, 16 says to go to the same address when the RESTORE key is pressed. If the five bytes from 32772 to 32776 contain 195,194,205,56,48 (spelling out CBM80) then the C64 thinks "a cartridge is plugged in". The machine language stored at location 4096 is simply JMP 4096. It goes around forever until the machine is switched off or the hard reset switch temporarily stops it until the "cartridge" is restarted. See RCW p131.

REM: Your answers to the October Quiz to reach the Editor (P.O. Box 384 - Ashgrove - 4060) **no later than Tuesday 4th November 1986!**

FROM WEST CHESTER

by Peter J. Baczor
Mgr., Users' Group Support

25th August 1986

INSIDE WEST CHESTER

I will try to attempt to send you on a regular basis information that can be reprinted in your newsletter. In these articles I will either confirm or deny rumors that continuously abound. In addition I will try to bring you some helpful hints and tidbits of information.

64-C

Acceptance of the new 64-C has been very good. Other than a different case the 64-C is the same as the C-64. There are several software packages that are being bundled with the 64-C. They include GEOS, Odell Lake and Quantum-Link software. GEOS is a new operating system that can be used on your 64-C, C-64 or C-128 operating in the 64 configuration. Odell Lake is an educational program from MECC. The Q-Link disk contains the software necessary to access Quantum-Link telecommunication service.

GEOS

I would like to say a few words about GEOS. Those of you that have not seen a demonstration of GEOS are in for a real surprise. Both Jim Gracely and I were nonbelievers when this product was first shown to us, but after working with it we were converted. GEOS is a true operating system for the 64. It actually swaps out the 64 system and replaces it with its own kernel, etc. The GEOS that is bundled with the 64-C contains GEOWrite (the word processor), GEOPaint (a paint package) and DeskTop (the Iconic interface).

Pictures that are drawn with GEOPaint can be integrated with GEOWrite and printed out using many of the most popular dot matrix printers. GEOWrite features the ability to use various fonts for text.

There are several enhancement disks being planned at this time. Two of them are now shipping. Desk Pack 1 and Fonts Pack 1.

The Desk Pack 1 disk contains several programs including one that allows you to integrate art work from Print Shop and Print Master. Another program will allow you to generate pictures using Computer Eyes, then these pictures can be used in GEOPaint. Font Pack 1 contains many fonts that can be used with both GEOPaint and GEOWrite.

1581 Disk Drive

Commodore will introduce a 3 1/2" disk drive for the 64 and the C-128 early in 1987.

The drive is a serial drive but because of the way the drive reads and writes information it will be faster than the 1571 when used with your C-128. You will be able to store approximately 800 Kbytes of information on each 3 1/2" disk.

No price as been placed on this drive at this time.

More information will follow as it becomes available.

1750/1764 RAM Expansion

These are 512 k. expansion cartridges manufactured by Commodore. The 1750 is for the C-128 and the 1764 intended for use with the C-64, 64-C or C-128.

The 1764 will be released in the very near future and will include a higher output power supply to be used with your 64. The price is intended to be in the same range as the 1750 expansion module.

WARNING:

Do not use the 1750 RAM Expansion with your 64. This cartridge is designed specifically to be used with the C-128 and could damage your 64. Theoretically the first thing that will go bad is the 8701 clock chip, but another possibility would be burning out your power supply.

CP/M

The latest version of CP/M that we are shipping is the December 6, 1985 version. This version supports the Users' Port but does not contain any terminal software. I understand that two good public domain packages exist; Modem 7 and Mex. If you or your members are interested in working with CP/M I suggest you contact The First Osborne Group, they are very heavily into CP/M. They have chapters around the country but you can get information by writing to:

FOG
P.O. Box 3474
Daly City, CA 94015-0474

--oo0oo--

REM: We hope that you find this information as informative as we do.

HOWEVER this is US information and as such quite a substantial portion does not apply to us in Australia. Particularly information on release dates has to be treated with caution, as in the past some Commodore equipment (such as printers) has been released here long before a US release and in other cases exactly the reverse has taken place.

The important thing about this information is that it may assist in forward planning with equipment purchasing.

Editor

THE OLYMPIA NP 165 PRINTER

by Hank Deucker

This is a line of normal text
This is a line of underlined text
This is a line of BOLD
This is ENHANCED text
This is a line of CONDENSED mode
This is both CONDENSED and ENHANCED
Here is SUPER SCRIPT
And here is SUB SCRIPT

The following are in ITALICS:

This is a line of normal text
This is a line of underlined text
This is a line of BOLD
This is ENHANCED text
This is a line of CONDENSED mode
This is both CONDENSED and ENHANCED
Here is SUPER SCRIPT
And here is SUB SCRIPT

The following are in NLQ (fine) mode:

This is a line of normal text
This is a line of underlined text
This is ENHANCED text
This is a line of CONDENSED mode
This is both CONDENSED and ENHANCED
Here is SUPER SCRIPT
And here is SUB SCRIPT

The following are in DOUBLE STRIKE mode:

This is a line of normal text
This is a line of underlined text
This is ENHANCED text
This is a line of CONDENSED mode
This is both CONDENSED and ENHANCED
Here is SUPER SCRIPT
And here is SUB SCRIPT

This is a **reduced** copy of the original printout supplied by H. Deucker.

REVIEWS

THE ADVANCED MUSIC SYSTEM - (FIREBIRD SOFTWARE)

by Rod Iffinger

Although there are now quite a lot of music programs in existence for the C-64 many of them leave a lot to be desired. The common faults range from being overly simple and inflexible and generally unsuitable for any purpose other than as something to occupy a child's time., to being so user-unfriendly that a budding musician requires a comprehensive computer education to be able to use his computer creatively.

I recently came across a review of The Music System in an English magazine devoted to electronic music and computer music and, after reading the comments resolved to obtain the program for myself as it seemed to fit my requirements. I was able to purchase the program for \$49.95 which seemed quite reasonable considering the price of other music software especially those written and produced in the USA.

The TMS is well packaged in a sturdy cardboard box and consists of one disk, a quick key guide (similar to that supplied with Omniwriter), a very comprehensive user manual and a protection device of a type I had never encountered called a Lenslok.

When loading the program you simply type the usual LOAD "*",8,1 (RETURN) and loading commences. After a few seconds a large T shape appears on the screen and the user is required to use the plastic Lenslok to load the remainder of the program. This lenslok is a plastic rectangle 10cm long and 4,5cm across which has folding ends and a series of lenses in the center. The initial step is to reduce the top of the T to 10cm using the cursor keys, having done this hit RETURN and a series of encoded letters/digits will appear on the screen. The user is then required to fold in the ends of the lenslok and place the device on the screen so that by looking through the lenses the encoded letters will appear as OK. When the user has identified the OK the RETURN key is pressed and a new set of letters/digits will appear which the user has to identify using the lenses. An incorrect response will bring up a new set of code, if, after three attempts to decode the letters the user is still unsuccessful the program will abort and return to the C-64 start-up screen. I experienced difficulty in this procedure so I enlisted three other people to try and load the program, of whom only one was able to consistently load it on the first attempt. I know that software companies need to protect themselves from pirates but I find the method used here to be extremely frustrating and largely unnecessary.

When the main program is successfully loaded the first screen displayed is the control screen which allows the user to select from six modules each with a different function. From this point on the program is a delight to use as it is icon based in a similar fashion to the Macintosh.

The modules are as follows: **The Editor** - the most versatile module which allows entry of notes one at a time via the computer's qwerty keyboard (this is known as step time entry in computer musicians jargon). The user can change voices (1 to 3) and alter the values i.e. key, tempo etc at will. If you can read music you will experience no difficulty in starting work immediately in this module whilst the novice should pick it up as well. The **Keyboard Module** turns the top two rows of the qwerty keyboard into a piano style keyboard which allows the use of overlays such as the Sight & Sound "Incredible Music Keyboard". As you play a note on the "piano" it is displayed on the screen. Using this module it is possible to try out musical ideas quickly with "real time" entry and to save them and

use the files created here in the Editor Mode to get everything corrected ready for performance and printing.

The **Synthesiser Module** allows you to create sounds to be used in other modules. There is a considerable degree of flexibility in creating and modifying sounds in this module and it utilises the SID chip's capabilities fully. Again the files created here may be used with the other modules.

To use the **MIDI Mode** additional hardware is required in the form of a midi equipped instrument and a MIDI interface. For those who are wondering what MIDI is, it is Musical Instrument Digital Interface. The current crop of synthesisers are digital, i.e. nothing more than dedicated computers in the same fashion as commercial word processors. The manufacturers of such instruments have formulated an industry standard which allows MIDI equipped synthesisers etc to be interfaced to computers. The ramifications of these technological advances for the musician are such that a complete article would be required to discuss them adequately. In the context of this article this module allows the user to use an external keyboard to input music and the computer to play an external keyboard. The files between this module and the others are not compatible; however the program does allow conversions back and forth between file types.

The final module is the **Printer Module**. This allows you to add lyrics to your compositions and print them out. It supports Commodore and Epson (or similar) printers but if you are looking at printing out sheet music quality songs as I was, then prepare to be horribly disappointed. I feel that this module lets the remainder of the package down as it is very inflexible and will not satisfy the professional or serious musician at all.

In summary I feel that the program is excellent value for money with only a few shortcomings i.e. the ridiculous protection device employed, and the limitation of the printer mode. On the plus side it is a powerful program that is easy to use and well documented. For use at home by children of high school age who are interested in music, or by an amateur singer/songwriter, it is an excellent tool and one that I would use in my work as a music educator.

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SUPERBASE: THE BOOK by Dr. Bruce Hunt - R.R.P. \$29.95
Distributed by Commodore Business Machines

by Hanck Deucker

Re the book 'SUPERBASE: THE BOOK' you kindly asked me to review. I find it impossible to give justice to the book for two major reasons:

1) I no longer use SUPERBASE extensively and only help the very occasional request, thus the information is somewhat 'foreign' i.e. not relevant to my present needs.

2) I have no time to put towards the book so that I can test the ideas, sample programs, etc. in the book, but I have no reason to suspect anything other than the author's claim that they are all tried and tested.

I can help with a few general impressions, and can only suggest the club find a serious user of SUPERBASE to gain a fairer assessment. I feel that you may have a difficult task as the COMMODORE C-64 system is far too slow to be useful for a serious database user and this in itself reflects rather badly on SUPERBASE as software.

The book seems to be an extension to the manual, and I assume this to be the intentions of the author. It is logically set out as each chapter deals with an aspect of SUPERBASE at both an intermediate and advanced level and is full of helpful hints and a few challenges to programmers.

I found the chapter dealing with database design disappointing, as I am a firm believer that these programs are not for address lists, but more complex tasks. It is the design of a database that is crucial, but to be totally fair an aspect as complex as this cannot be adequately treated in one chapter, but requires a whole book, e.g. James Martin's "Computer Data Base Organization" (Prentice Hall, Inc., New Jersey).

I feel that other users who know an area thoroughly may find the same dissappointments with that section of the book, but this I can not substantiate. The book would be of help to users who do their own programming, and explains the 'quirks' and pitfalls of SB well. Further example programs are always worth perusal to learn how, or sometimes how not, to program.

To sum up it is another "MANUAL" for SB and who better to write the book than the people who wrote the software and have had innumerable enquiries about it since. I personally would be interested to see the program on a machine with fast disk access especially a hard disk. I feel SB would give all the other databases a run for their money - it has many features lacking on much more expensive packages - maybe the AMIGA with a HD would be the machine to match the software.

P.S. Last week I purchased a parallel printer and found it works perfectly with SB (pdef pdev commands) and shows the authors had more insight than first may appear and this reflects all throughout their other software such as Easyscript.

REM: Super Base is currently being developed for the Amiga. (Editor)

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DATA MANAGER 128 by TIMEWORKS

by Jim Vick

My way of learning to use a new program is to jump in and try to use it straight away. I may be lazy but I feel that a good program should be user friendly and not need to much reference to the handbook to do the basics. And when you do need the book the information should be easy to find

Not with this program - you must carefully read the instructions and and you will still find that you are left out on a limb occasionally.

Not that the instructions are not in the book; it is just that some of the terminology is a bit misleading and some of what I consider are the most important features seem to be given less importance than I feel they deserve.

Despite these grumbles which may be personal because of the way I like to learn I think the program is very good being able to interface with other Timeworks programs Wordwrite 128 and Swiftcalc 128 to form a complete database spreadsheet wordprocessor package. It features pull down menus which once you get used to them save trying to remember a lot of commands and certainly do make the program look very professional. I still get lost in the menus occasionally but I guess practice will make perfect

The program appears, from the limited time I have had to play with it to be quite flexible, being able to store numeric and text data in any format the user designs, having the ability to be set up to have up to 100 fields spread over 64 pages per record each record able to be up to 4096 characters long.

Some of the many functions available are, sort on single or multiple

fields, view results graphically on several kinds of charts, give statistical information including sum, average and standard deviation, give hard copy printouts, will perform mathematical calculations automatically, similar to a spreadsheet including if-then-else, percentages, and all normal functions such as add, subtract, multiply, divide and powers.

To sum up a powerful program that should be of interest to anyone that requires the storage of large amounts of data and wishes to manipulate it in various ways to extract information. But I still don't like the book!

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VIZAWRITE CLASSIC for C-128.

by Lex Hinckley

A recent trip to America resulted in my being able to bring back to the club a copy of VIZAWRITE for the club to review and assess properly. I can only re-enforce the view of others who have experienced this program first hand and emphasise that this is definitely software which is up to the usual VIZA standards, but that the less said about the documentation the better, for if I had not had some experience with word processors I doubt that this review would have ever been written!

Firstly, however I will report on the software which has all of the usual features of word processors but has what I feel are very innovative features:-

(a) Glossary phrases (sometimes called keyboard macros) are strings of text that can be defined, saved, and called up by using ALT and a letter of the alphabet. Effectively, you save a lot of time by typing in a much used introduction by assigning it to the glossary.

(b) Columnising the text is very easy to implement by defining the columns in the format line which can be entered at any time during a page as well as being done automatically at the start of a page. Should any further text need to be inserted then the existing text is then pushed down the column to the bottom of the page but I did have to move excess text to the next column by using the move command in order to even out the columns. Maybe there is an easier way, but owing to the poor quality of the documentation, I was not able to achieve this.

(c) The mail merge feature enables a succession of letters to be printed to various addressees without referencing the list, by incorporation in the glossary of the list of name and addresses.

(d) A drawback in the use of Vizawrite is that it does not start printing until the third column of the screen page and, as there are four lost columns in the page presentation and the last column cannot be used without the lateral scrolling of the text, the maximum width of text that can be successfully used is 73 which can be a disadvantage to someone like our tireless editor who uses 75 columns for the newsletter, but this should not be a nuisance to the average user who can appreciate all of the advantages using 73 or fewer columns and getting a "what you see is what you get" production.

(e) Underlining and emboldened print is shown in the text, underlining shows as just that and emboldened shows as the lighter colour of the currently used text colour which brings me to the point that the choice of text colours must be such that it can (a) be seen to be different to the normal text and (b) be seen against the page colour chosen.

(f) The use of pull down menus was extremely useful in getting to grips with the various features and, for the experienced user, there is obviously the advantage of being able to get into production fairly quickly. The

STOP key quickly gets one away from an unwanted mode instantly as well as a cancel mode being able to be accessed by the F1 key on most (but not all) of the menus.

The spelling checker VIZASPELL is easy to implement (no thanks to the documentation) and displays the total of the words and their occurrence and checks against a 30,000 word dictionary contained on the reverse side of the disk which must be copied onto a new disk with the use of the built-in backup to allow for the inclusion of words by the user dictionary into a new file. I was able to correct a two page document quite quickly and for a word perfect report it is certainly a must, as my fingers are notorious for not hitting the right keys.

As with all word processors there are definite advantages to the individual user who is able to accommodate the disadvantages of a particular type and just make do (just like buying a car), but in this case I feel that the \$100.00 or so cost of this is well worth the investment for those who like an uprange model for its ease of use, once the drawbacks of POOR documentation are overcome. The documentation is poorly laid out and it is sometimes very hard to find out how to implement a feature without a very detailed search and with the possibility of not finding it anyway. The lack of any (even an inadequate) tutorial is certainly a BIG drawback. Even "FRIEND-1" which I rewrote to be accommodated on the 80 column PET was much easier to use by just following the instructions and "SCRIPT/PLUS" for the PLUS/4 which I am using to prepare this review would certainly be easier for the first time user. However perseverance is certainly the mainstay to success with VIZAWRITE.

Because the program utilises a cartridge as well as disk there is no protection on the disk and backup- or work copies can be produced without any problems. The program will not run without the cartridge, so there's no point in giving copies to your friends! The cartridge can be left in place for other computer use.

In summary I think that it is a good program, but a pity about the documentation. This copy of VIZAWRITE was purchased for the Club library and should soon be available for members to conduct their own evaluation.

COMMENT

by Ralph De Vries

Printers, interfaces, serial, parallel, centronics, transparent mode, secondary addresses, escape codes - it's enough to drive the experts crazy.

In this issue some more articles on printers will hopefully assist you in making everything a little bit clearer.

A recent letter in "RUN" magazine suggested that software manufacturers should standardize in supporting the use of the **User Port to Centronics Cable** for Non-Commodore printers, thus eliminating the need for a separate interface. In this letter it was claimed that a 50 byte machine language program would be sufficient to drive this cable. Some UK and Continental software does support this cable, and consequently printer interfaces are hardly known over there.

Regrettably most US software does not support this form of interfacing, and thus I fear that there is very little likelihood that this form of simple and cheap interfacing will ever get off the ground. This is surely another case of "Why make things simple (and cheap) if you can make them thoroughly complicated and expensive?"

Next month Steve McNamee will write about printers and the Amiga.

"CHR\$" and Non-Commodore Printers - Again

by Jon Kalkman

I read the article on CHR\$ and Non-Commodore Printers (Sept.86) with great interest because my printer is a Gemini-10x and I have found trying to use all the available features very trying at times. Other club members also own Epson printers or their clones and therefore the article was timely because it focuses on the difficulties we unfortunate souls experience.

I followed the directions in the article to create a condensed disk directory but it would not work. I consulted the manual. I find I do a lot of consulting manuals because the Commodore way is quite different from the **de facto** standard for dot matrix printers (i.e. Centronics). The reason for the directions not working does not lie with the printer but with the interface (the little box of tricks which converts Commodore ASCII to standard ASCII). My interface is the Card?/+G and it does an admirable job except with Commodore graphics which turn out wider than standard characters.

The interface is designed to emulate a Commodore printer of the 1525, 801, 803 variety and these do not allow for condensed print. Therefore the control codes do not have to conform to any standard. The Commodore printer is sent into enlarged print with the code CHR\$(14) and this is cancelled by CHR\$(15). By contrast the Gemini is sent into enlarged print with CHR\$(14) cancelled by CHR\$(20) and sent into Condensed print with CHR\$(15) which is cancelled by CHR\$(18). As the article pointed out, the Commodore computer sends CHR\$(18) to switch on reverse video which also switches off the condensed print on a non-Commodore printer.

To overcome this incompatibility the makers of my interface reasoned, if a program was designed to operate with a Commodore printer, it would send CHR\$(15) to switch off enlarged print and thereby promptly place the Gemini into condensed mode. What to do? The solution was to switch off the enlarged print the way the Gemini expects by sending a CHR\$(20). This trick is accomplished by the Interface. It intercepts the CHR\$(15) and sends CHR\$(20) instead. That way, both the program and the printer are happy.

The problem arises when you want to place the Gemini into condensed mode because the interface keeps pinching the CHR\$(15) you intended and converts it into CHR\$(20). The makers decided that the reverse of the above should apply. That is, if you send a CHR\$(20) it will politely intercept it and convert it into a CHR\$(15) which is what you wanted all along.

As you can see there are times when the interface is altogether too helpful. I have found it especially so when I found that the Gemini had a number of International Character Sets which allow you to type the unique characters of other alphabets. My beloved Computer Widow is a German teacher at a local high school and was keen to use that character set for papers and exams. Imagine my frustration when I found the interface keeps intercepting my codes intended for special characters and converting them to the Commodore graphics you see on the computer keyboard.

The solution is to make the interface transparent so that it continues to pass characters from the serial output of the computer and feed them in parallel to the printer but does no conversions on them. With my setup this is accomplished by the following small program.

```
OPEN 4,4,25 : CMD 4 : PRINT# 4 : CLOSE 4
```

The business end of it is the secondary address 25. Any secondary address over 20 will make it transparent but different numbers will lock it into uppercase only, lowercase only or graphics only modes. Once the interface is transparent you begin to see the difference between Commodore ASCII and Standard ASCII. In general the lowercase letters become uppercase and the uppercase becomes unintelligible garbage. This is where you need a good word processor to convert from Commodore ASCII to standard ASCII from within the program. If you have that, you can unleash the facilities of the printer because it is under your control and not the interface. Both **Easyscript** and **Superscript** allow you to do this. Note that with **Easyscript** the above program should be executed before the word processor is loaded.

To activate the International Character Set on the Gemini you command the printer with `CHR$(27);CHR$(55);CHR$(n)` where n determines the particular character set required. The following is possible using **Easyscript**:-

England	[\] { } ~
Germany	Ä Ö Ü ä ö ü ß
Denmark	Æ Ø Å æ ø å ~
France	° ç š é ù è ~
Sweden	Ä Ö Å ä ö å ü
Italy	° ç é à ò è ì
Spain	í ñ ñ ~ ñ } ~

Now that you have full control of your printer you can access the whole range of characters supplied with the Gemini but unavailable from the computer keyboard. Here are some of the interesting possibilities:-

```

T̄ Å Φ Θ Ć ƒ Ω Ū Ξ Ő
œ x ± Ő × ÷ Ā à ç ž
ā μ ° † § E 4 ̄ k

```

With a good wordprocessor which allows you to send standard ASCII to the printer and the facility to assign different ASCII values to different keys you can explore the whole new world of a Centronics printers. With a little effort, you can have a Commodore printer with the interface working normally or a Centronics printer with the interface in transparent mode. It's almost like having two printers for the price of one.

A LINE-FEED PROBLEM

by Ralph De Vries

One of our members who owns a Riteman C+ printer, which he was using in 'PLUS' (Epson) mode with the Print Shop program. This combination gives him an extra line feed which he was unable to turn off from within the program or by means of setting a dipswitch.

The following solution works: Switch equipment on (make sure that the printer is 'on line!') but don't load the program yet. Now enter the following line: `OPEN 4,4: PRINT #4, CHR$(27);"(";CHR$(0): CLOSE 4,` and then press RETURN. Now load your program and all should be well.

AMIGA COLUMN

by Steve McNamee

Coordinator Amiga Sub-Group

In my secondary capacity as Amiga Librarian I take this opportunity to inform our members of the current state of our library.

At the time of writing we have 27 disks in the library, 21 of which are FISH Public Domain disks and the other 6 are bits and pieces which I have put together from our own scroungings and endeavours. All the FISH disks are fairly well catalogued and I have supplied a listing to the editor. If we Amiga owners butter him up a bit he might be persuaded to publish extracts from time to time in Cursor????

The other disks are not as well catalogued but I hope to get around to that sometime before the year 2001. In the meantime here is a brief synopsis of the contents of each disk.

- CCUG LIB 1 This disk contains a hodge podge of stuff that I have put together from various sources. There are a couple of Amiga Basic programs from COMPUTE! magazine, some 'C' programs from various sources, some news files from the UNIX network and a couple of useful utilities that I wrote. One of these allows you to run an Amiga Basic program from the CLI (you can Auto Boot an Amiga Basic program).
- CCUG LIB 2 This whole disk consists of news, program and information files downloaded from the UNIX network. There is a heap of stuff in here and I have only looked at about 10% of it. You could find ANYTHING!, if you look hard enough. Thanks to Darryl Godfrey for this disk.
- CCUG LIB 3 This one is a slide show disk. Be warned that some of the pictures are slightly 'R' rated.
- CCUG LIB 4 Another slide show but this one consists entirely of pictures generated with the Mandelbrot program on FISH disk 5. Thanks to Barry Quinn for this one. There are some really amazing images on this disk.
- CCUG LIB 5 This disk is really one big advertisement for a commercial sound digitiser. It has several files of digitised sound and a 'Jukebox' program to play them back. Star Trek fans will love this one.
- CCUG LIB 6 Another slide show. All the pictures were captured with Digi-View, the video frame grabber available for the Amiga.

The current policy for the software library is that it is available to members for their own use at every Sub-Group meeting. Members who cannot attend the meetings may write in and request copies of any of the disks. The cost of each disk is \$10.00, which includes the cost of the blank disk and P. & P. Please send your requests for disks to our P.O. Box in Springwood and mark your letter 'For attention of The Amiga Librarian'.

We also have a few books and magazine extracts in the library, including a set of the Software Development documentation by courtesy of Commodore Australia. The current policy on this section of the library is to make it freely available to members at each meeting. At the moment no lending of the books is available. Members who would like photo-copies of extracts can see me at the meeting and arrange this for the cost of the

photo-copying. Bear in mind that I will only be able to do a limited amount of this.

Well, that's about all I have to say at this time. Please feel free to let me know of any ideas you have concerning the running of the library. I look forward to seeing you all at the next meeting.

REM: In future this newsletter will carry details of any new Amiga Public Domain disks. As the listing of the FISH Disks runs to 24 pages we are unable to publish details here. However photocopies of this listing can be ordered from the Amiga Librarian at a cost of \$4.00 (incl. P. & P.)

Editor

TRIALS AND TRIBULATIONS OF A NEW AMIGA OWNER

by Bruce Wylie

I was rather excited when I finally arrived home with the AMIGA. I had read and heard so much about this wonderful machine and finally I was to experience some of its magic. After unpacking everything I assembled the manual and followed the instructions to set up the machine. Within a few minutes I was ready to go; a quick check and on went the power. I heard the musical notes and a hand with a picture of the Kickstart disk appeared. I put the Kickstart disk in the drive, the drive light came on and the drive gave forth some groaning noises as it read the disk. Up came another hand, this time with a picture of the Workbench disk, so in it went and finally up came the Workbench screen - I moved the mouse around and watched what happened.

I was not that clever really; I had been given a demo on how to do this by Phil Stafford of Sundown Computer Centre! I played around for a while and then back to the manual. I clicked the mouse button over the Workbench disk icon (twice) and up came the Workbench window, and I pulled the windows down and played around. Next task was to copy the four disks supplied with the computer; I was actually going to do something useful! I followed the procedure and used the DUPLICATE command. Up came the requester window - however it was not the first one shown in the manual but the second one. Must have done something wrong, so I started again and (yes, you guessed it!) it happened again. I gave up, and just ignored the missing window and carried on. I just followed the instructions on the screen and after three disk swaps I had a copy of the Workbench.

Now to copy Kickstart. This is a simple process; remove the existing disk from the drive, insert the Kickstart disk and when the Kickstart Icon appears click the mouse on it twice, pull down the window, use the Duplicate command again and follow the instructions. When I tried to perform this simple process however I forgot to click the mouse over the Kickstart Icon, and every time I tried to make a copy the Amiga told me to put the Workbench disk in! After doing this, all it wanted to do was copy the Workbench again! However eventually I discovered my little omission and completed the task of copying Kickstart successfully. The other two disks were copied without any further problems.

In the past I was under the fond belief that I could tell the computer what to do, but the Amiga tells me what to do! The Amiga has taught me to have a lot more respect for the Commodore 64 and the more I use the Amiga the more I realise just how wonderful a machine the C-64 is.

But back to the Amiga. I read some more in the manual and went through the various demo programs, tried some of the AmigaBasic and experimented with the SAY and TRANSLATE\$ commands which allows the Amiga to talk, albeit in an American accent. I also experimented with the Deluxe Paint program which is rather exceptional in its capabilities to draw and make pictures.

Fortunately the following Sunday was the last Sunday of the month and I went along to the Amiga Sub-Group meeting in Milton. I copied two of the Public Domain disks and managed to get some information on what is called the CLI (Command Line Interface) and the ED function. When I arrived home I started the Amiga up again and went into the CLI mode to read the directories of my two new disks. I put the disk in and typed 'DIR', the directory command. The drive light came on and then up came a window which told me to insert the Workbench (again!). I did this and there was the directory of Workbench. I won't bore you with the details of my frustrated efforts during the next few days to try to obtain a simple directory.

The actual procedure to set a Current Directory is as follows:

- 1) - Enter CLI mode using the Workbench - remove Workbench disk, insert the disk for which the directory is required and then type:
- 2) - CD DFO: (this sets the Current Directory to the disk in the drive)
- 3) - DIR (the ROOT of the main directory is then displayed on the screen - any key halts the display and you press RETURN to continue)

The ROOT directory can contain many sub-directories which in turn can have their own set of sub-directories etc.

To see what files are in a sub-directory you type at the CLI prompt: DIR "sub-directory name" (the quotation marks are NOT to be included!)

To RUN a file or program type the FILE NAME followed by Return at the CLI prompt.

The ED mode is useful to see the 'README' files on most Public Domain disks. Type ED README followed by Return

If you thought that the Amiga was just a simple upgrade from existing Commodore machines you'd better think again! The only similarity is the name COMMODORE.

My next disaster was when I purchased a printer and try to hook it up as per instructions. In spite of the fact that everything was hooked up properly the Amiga told me that no printer was present. After several frustrating hours I gave up, ready to try again at a later time. When I did try again DISASTER struck! The Amiga would not even recognize the Kickstart disk. I went to bed even more confused than ever.

Back to my supplier who was quite prepared to exchange my computer (it turned out that the printer cable was the culprit), but he was unable to get new stock at that time, so for a fortnight I was without my Amiga. When the replacement machine arrived all was well. I was able to do a printer dump and use my word processor (Text Craft), but I was unable to print a disk directory! After all the problems and frustrations with computer and printer I seriously thought that I had struck another printer/computer problem.

There was a problem alright, but NOT with the computer or printer this time. The culprit was the person operating the keyboard. How was I to know that the command to print the directory was 'DIR > prt:?' The 'greater than' symbol is a re-direction command which in this case re-directs the directory listing to the printer. This is something I learned at the next Amiga sub-group meeting.

The problems were caused by the unavailability of the DOS manual for the Amiga. The User Guide supplied with the Amiga does not bother to go into these finer details. Fortunately I was able to pick one up from the American Bookstore a couple of weeks later. By the time you read this the AmigaDOS manuals should be available from most Commodore dealers.

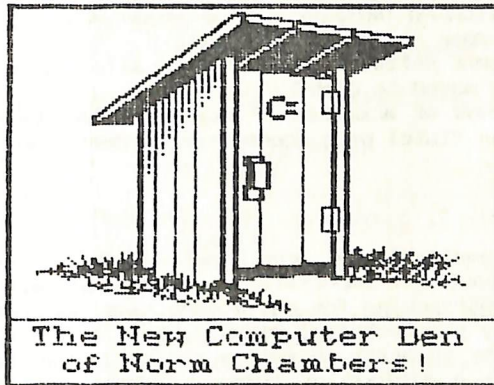
C-128 COLUMN

The C-128 scene has gone very quiet indeed. Sure, we have word processors, data base - and spread sheet programs, with more to come, but nothing very much else. It seems a great pity that software manufacturers don't seem to be prepared to re-write some of their C-64 software to make full use of the extended capabilities of the C-128. Graphics programs such as **Print Shop** and **The Newsroom** would run considerably faster if they could make full use of the 128's capabilities. I can well understand why games manufacturers will not support the C-128, as the C-64 market is so much larger; nevertheless some of the larger adventure type games which take up more than one disk should be ported over to the C-128 for the reasons given above.

Other welcome additions would include some good programming manuals to fully support the new BASIC 7 of the 128. Last year Commodore announced their 'Introduction to Basic' for our machine, but even that has not shown up yet. Perhaps Commodore thinks that the C-128 is not for do-it-yourself programmers.

In the meantime we'll wait and wait

Another interesting tidbit of information comes from 'The Australian' of 23rd Sept, '86. Tony Serra, managing director of Commodore in Australia scotched the rumour that Commodore had plans to scrap the 128. According to him, Commodore has sold 16 000 C-128 computers in Australia, out of total world sales of 600 000 units. By our reckoning that means there must be roughly 1000 C-128's in Brisbane alone. This is certainly not reflected in our membership yet, or is it? Maybe our group's profile is too low.



We received the following tip from **Jimmy Fang** of Forest Hill (V):

If 128 users own or buy programs on cassettes which check if a disk drive is plugged in and they won't RUN if this is the case, you should change the disk drive to Device 5 with the following command:

OPEN 15,8,15, "UD" + CHR\$(5): CLOSE 15

Jim advised us that two games which he has on tape: Activision's "On Field Football" and "Star League Baseball" which normally wouldn't run will load and run with the above command in place.

--ooOoo--

MAIL BOX

Recently Bill Bohlen received a letter from Fred Hawley of Bathurst. Fred has been a member of our group for quite some time. Some years ago Fred suffered from a stroke which left him severely incapacitated. Subsequently Fred was introduced to computing (he owns a C-64) which has helped him considerably in his re-habilitation. This is at least one of the more positive aspects of the use of computers.

Fred send us a newspaper clipping re the computer 'hackers' from Brisbane who supposedly have infiltrated the Pine Gap US defence base, and he was wondering if the CCUG was involved.

Well Fred, if some of our members are involved they are keeping very quiet about it, but seriously, we feel that most of this nonsense originates from the fevered brows of journalists who either don't know their subject (i.e. computers) or who have been totally mis-informed.

Fred also mentioned that he has watched an ABC television program called "Bits and Bytes" which was shown at 2pm on a Friday afternoon (presumably in one of the education programs). The particular program which Fred saw originated from Toronto in Canada (TPUG?), and showed the good old Commodore PET in action, as well as working examples of the innards of a disk drive and how floppy disks are made.

Thanks for this information Fred. Hopefully some of our members may have a chance to watch these TV programs and maybe even 'video' them!

HELP!

1) Does anyone know where I can purchase a motherboard or some other device to allow switching between a word processing cartridge and Viatel adaptor, to prevent wear on the connections?

2) Does anyone have software available to allow the printing of Viatel pages that have been saved to disk?

3) Does anyone know of a method of arranging the telephone connections so that inserting the Viatel plug doesn't disconnect the telephone handset?

Michael S. Hayes

1) Not locally available to our knowledge Mike, but you could try Chambers or other southern importers - expect to pay an arm and a leg though! I have been barracking for quite some time now for a cartridge port expander. Regrettably our technical wizards, Lester Bennett and Roger Haigh are currently too busy to start on such a project. Ideally a cartridge port expander should have a minimum of three expansion slots which should be switcheable, have LED's or clearly marked buttons to show which slot is active, be fuse-protected and so designed that the actual expander does not put a strain on the expansion port. Arotek in the USA sells a 4-slot expander for only US \$29.95. Maybe somebody like Cockroach software or Anthony Thyssen should have a look at these devices.

2) Yes, software for printing Viatel pages is available. Suggest that you give Greg Perry a ring, as it depends on what type of software you are currently using.

3) Telecom apparently market a piggy-back plug to allow you to plug in more than one device at a time.

HELP!

Are there any Architectural Draftsman out there who are using a CAD (Computer Aided Design) program for the C-64? If so I'd love to hear from them. Please forward any relevant information to P.O. Box 106, Maryborough, Q'ld, 4650.

Terry Baade

Have you seen 'CADPAK' by Abacus Software? Although not locally available to our knowledge there might be some copies floating around. Please forward details of this or any other CAD programs directly to Terry.

BYTES

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FOR SALE

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COMMODORE DPS 1101 DAISY WHEEL PRINTER - Commodore Interfaced - \$300.00

Contact Frank Long on 264 1374 (a.h.)

TURTLE GRAPHICS II by David Malmburg. Cartridge for C-64, c/w 137 page manual. An easy-to-learn language similar to LOGO and PILOT. \$50.00, o.n.o., including postage.

Contact Peter Gadsby, 69 Galloway St, Armidale, NSW, 2350, Ph. 067/ 721360

300 BAUD MODEM, Auto Dial & Auto Answer - Direct Connect - Ideal for Bulletin Board Use - \$100.00 (+\$5.00 Postage)

1200 BAUD MODEM - Full Duplex - Auto Dial - Auto Answer - \$350.00 (+\$5.00 Postage)

RS232 INTERFACE - User Port to True RS232 - \$35.00 (+\$2.00 Postage)

Contact Lester Bennett on 800 1243 before 8 pm,
or P.O.Box 460 - Sunnybank - Q'ld - 4109

COMMODORE DPS 1101 DAISY WHEEL PRINTER - c/w extra 12 pitch Italics print wheel and 6 ribbon cartridges - \$300.00

Contact Roger Haigh on 399 8037

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Wanted to Buy

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INSIDE COMMODORE DOS diskette with the programs of the book by the same name by Richard Immers and Gerald Neufeld. Can anybody help?

Contact Peter Gadsby, 69 Galloway St, Armidale, NSW, 2350 - Ph. 067/ 721360

KOALA PAD and 1541 Disk Drive

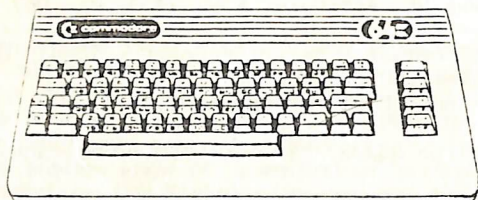
Contact Bruce Bimrose, 13 Irene St, Earlville, Q, 4870 - Ph.070/541949 a.h.


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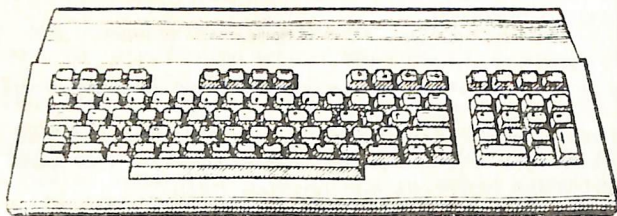
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Greg Perry can be reached only between 10 am and 4 pm, and Maurice Hawkyard can be contacted between 9 am and 5 pm.

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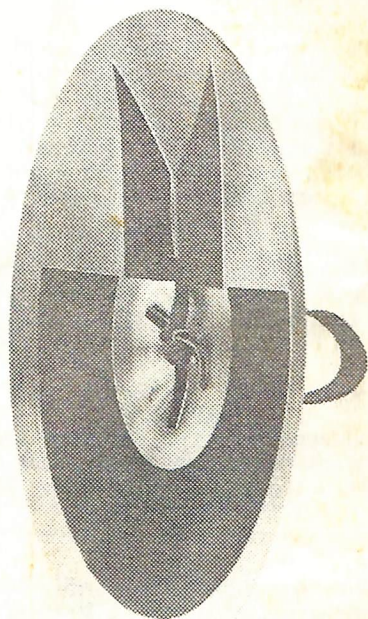
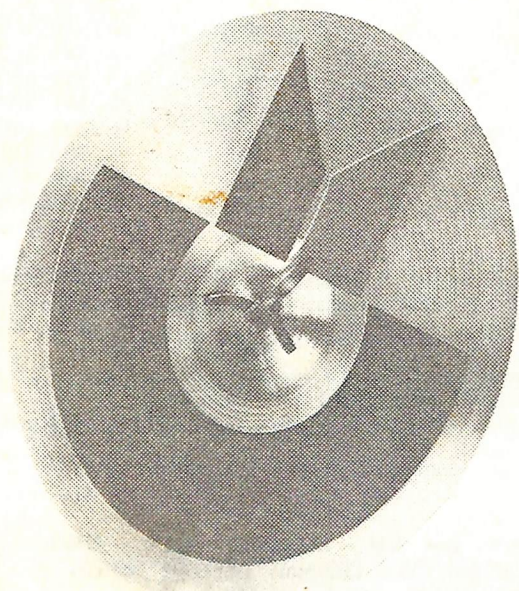
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