CURSOR

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

MENU

MEETINGS WHERE & WHEN

MAIN MEETING Tuesday 4th October 1988, in the Bardon Professional Development Centre, 390 Simpsons Road, Bardon. Entrance is through the Centre's Car Park in Carwoola Street. Library & Sales hours: 7pm - 8pm and 9pm - 9.30pm. Main Meeting times: 8pm - 10pm.

ANGUS NORRIE will demonstrate his *Graphics Programs*

C-64/128 WORKSHOP (MEMBERS ONLY): Sunday 9th October (1pm - 5pm) in the Guidance Officers Training Centre, Bayswater St. Milton. Bring your own computer equipment. Public Domain Disks available for copying. Ph. Colin Shipley - 366 2511 a.h.

REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (12 noon - 12 midnight) in the Cannon Hill State School. Ph. Don Friswell - 343 1735 a.h.
CAPALABA: 3rd Saturday of the month (1pm - 5pm) in the Capalaba State Primary School (Redland Education Centre). Ph. David Adams - 396 8501 a.h.
KINGSTON: 1st Friday of the month (7pm - 10pm) in the Kingston State School. Ph. Peter Martin - 290 1537 a.h.
PINE RIVERS: 1st Sunday of the month (1pm - 5pm) in the Strathpine State High School. Ph. Barry Bean - 269 7390 a.h.
SHERWOOD: 2nd Friday of the month (7.30pm) in the Graceville State School. Ph. Leigh Winsor - 379 2405 a.h. / Philip Parkin - 818 1172 a.h.
WAVELL HEIGHTS: 2nd Tuesday of the month (7.15pm - 9.45pm) in the Wavell State High School. Childers St. Entrance. Ph. Cor Geels - 263 2839
SUNSHINE COAST meets regularly. For meeting times, dates, places: Ph. Harvey Riddle - 071 / 421 036 or Ph. Vic Mobbs - 071 / 941 330
MARYBOROUGH/HERVEY BAY: 4th Monday of the month (7pm - 10pm) in the Sunbury State School, Alice St. Ph. Terry Baade - 071 / 215 059 a.h.

SPECIAL INTEREST GROUPS

PRIMARY EDUCATION SUB-GROUP: meets on the 3rd Tuesday of the month (7.30pm) in the Aspley State School. Ph. Bill Weeks - 3412823 a.h.
PLUS/4 SUPPORT GROUP: - Clarence Stock is acting as support coordinator for Plus/4 owners. Ph. Clarence Stock on 397 8894 a.h.

Copying of Commercial Software is NOT allowed at our Meetings!

GOODS & SERVICES

{THESE ITEMS AVAILABLE AT OUR MAIN MEETING OR BY MAIL}

PUBLIC DOMAIN DISKS (C-64/128): $3.00 ea (+ $2.00 Postage up to 5 Disks)
PUBLIC DOMAIN TAPES (C-64): $2.00 ea (+ $1.00 Postage Per Order)
BLANK DISKS 5,25" (DS/DD): $10.00 per 10 (+ $2.00 Postage)
PUBLIC DOMAIN DISKS for AMIGA (*by Mail only*): $5.00 ea (+ $2.00 Post. - up to 5 Disks)
BLANK DISKS 3,5" (DS/DD): $30.00 per 10 (+ $2.00 Postage)
DISK BOXES for 3,5" disks (80 disks) - $20.00 ea (+ $5.00 Postage)
1541 DISK DRIVE COVERS: $10.00 ea (+ $1.00 Postage)
"PUBLIC DOMAIN INSTRUCTION BOOK" (C64): $5.00 (+ $1.00 Postage)
"STARTING WITH DISK DRIVES" (1541) : $2.00 (+ $1.00 Postage)
"C-128 MEMORY MAP": $2.00 (+ $1.00 Postage)
"MACRO ASSEMBLER BOOK": $5.00 (+ $1.00 Postage)
"64 SOUND & GRAPHICS" (by G.Perry): $10.00 (+ $2.00 Postage)
"AMIGA DOS SUMMARY": $3.00 (+ $1.00 Postage)

"AMIGA BEGINNERS GUIDE" (CLI etc.): $3.00 (+ $1.00 Postage)
"AMIGA EDITION of CURSOR": $10.00 annually (to financial members only.)
TURBO-ROM for C64 or C128: Members Price: $40.00 (+ $2.00 Postage), or Customised Version
(Choice of Screen Colours + Your Name on Screen): $45.00 (+ $2.00 Postage)
USER PORT PLUG (EDGE CONNECTOR): $8.00 (+ $1.00 Postage)
USER PORT PLUG BACKSHELL: $3.00 (+ $1.00 Postage)
USER PORT to CENTRONICS CABLE: $35.00 (+ $1.00 Postage)
36-PIN CENTRONICS MALE PLUG w. BACKSHELL $10.00 (+$1.00 Postage)
ADDRESS LABELS (23 x 89 mm): $14.00 per 1000 (+ $2.00 Postage)
DISK NOTCHERS (for 5,25" disks): $8.00 (+ $1.00 Postage)
RIBBONS for MPS-1000, GX/LX-80 PRINTERS: $9.00 (+ $1.00 Postage)
RIBBONS for MPS-1200/50, Citizen 120-D PRINTERS: $12.00 (+ $1 Postage)
RIBBONS for RITEMAN C or F PRINTERS: $15.00 (+ $1.00 Postage)
RIBBONS for DPS-1101 PRINTER: $4.00 (+ $1.00 Postage)

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

The Group has FOR HIRE (to Members only) a 1526 (MPS 802) Commodore Printer
For details contact John Van Staveren on 372 3651 (a.h)

COMPUTER ADDITIONS/MODIFICATIONS

are being carried out at our Milton Workshop Meeting by Gary MacMinn, (Ph. 848 2271 a.h.)
and Philip Van Der Vliet (Ph. 848 5753 a.h.)

SERVICES OFFERED:

RESET BUTTONS:...$6.00 --- DEVICE NUMBER CHANGE:...$6.00
RESET RE-ENABLE:...$6.00 --- C-64/128 COMPUTER SELECTION SWITCH:...$6.00
40/80 COLUMN SELECTION SWITCH: for C-128...$10.00 - for C-128D...$15.00
TURBO ROM INSTALLATION: C-64 with Socket or C-128...$6.00
TURBO ROM INSTALLATION: C-64 without Socket or C-128D...$10.00
WRITE PROTECT SWITCHES:...$6.00 --- WRITE ENABLE SWITCHES:...$6.00

The Following Items made up to Special Order Only:

SERIAL SWITCHING BOX:...$14.00 --- SERIAL PORT DOUBLER:...$14.00
EXPANSION PORT PLUG:...$7.00 --- CAPACITANCE METER BOARDS:...$14.00

C. C. U. G. (Q.) INC. MEMBERSHIP FEES

ANNUAL SUBSCRIPTION (PLUS $10.00 JOINING FEE):

Ordinary* Membership...$25.00 - Country/Associate Membership...$15.00
Student/Pensioner Membership...$15.00 - Family/Business Membership...$35.00

(*Within the B'ne Metropolitan Phone District)

Direct all membership enquiries to: *The Secretary, C.C.U.G. (Q) Inc.*
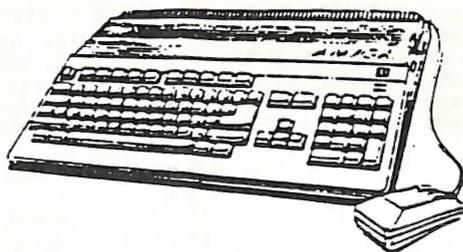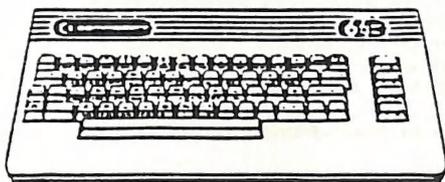   *P.O. Box 274, Springwood, Q'ld, 4127*

EDITOR'S NOTES

AN OVERVIEW OF *THE 64 EMULATOR 2*

Those of you who do read this page might recall that in the previous issue I wrote about file conversion from C64 and C128 word processor programs to Amiga ASCII format. We have just received from Canada *The 64 Emulator 2*, complete with an Amiga to 64 conversion cable. The idea is to plug the cable into the Amiga's parallel port and the other end into the 1541 serial bus. Load up the software and after a while up comes the good old blue 64 screen with the usual 38911 bytes free!

Next we configure the program. Device 8 is normally the 1541 disk drive and devices 9 and 10 are the Amiga disk drives. Now we can configure these 3,5" amiga drives to emulate a 1541 drive or use them as normal Amiga drives - the difference is that as a 1541 drive they hold the normal 170 (166)K of information, but as Amiga drives they can hold the standard 880K of data - quite a difference! We can also configure a C64/128 serial printer, and make the Amiga mouse port act as a joystick or 1350/51 mouse. There are some additional configurations we can set, but we will gloss over these for the time being. After configuring the unit we can now either use our new configuration or save it for future use.

Well, we are ready to use our new 'C-64'. But first we have to solve another problem. The Amiga has got some keys on the keyboard that you won't find on a C64 and vice versa. Thus the Amiga's Escape key becomes the 64's Run/Stop key. All in all 8 Amiga keys are re-defined as 64 keys. Apart from having to remember these 8 keys your new C64 acts very much like the real thing, but with one important difference:- IT IS SO S-L-O-O-O-O-W! But enough about the 64 emulation. Dan Phillips will do a full scale review in the near future. I'll be intrigued what his reactions will be!

However our main reason for purchasing the program was to assist in the transfer of word processing files to the Amiga, and I am glad to say that the separate transfer program seems to work quite satisfactorily. I still have to convert PRG files such as those created by Speed-Script or PaperClip to SEQ files, but there are several programs around to do that. Then it becomes a simple matter of telling the conversion program to convert the C-64 PET ASCII file to a straight ASCII file and the job is virtually done.

If any 64 users out there are planning to upgrade to the Amiga, and they are still attached to their 64 software, I would suggest that they hang on to their 64s, because the only 100% 64 emulator is another 64! As some of you may know, there's another Amiga program around called *The Transformer*. This program emulates a PC in software and again it works in a fashion, but again it runs about three to five times slower than a real PC!

WHAT ARE *YOU* DOING?

Yes, I mean you, those 'old' 64 and 128 members who, over the years have acquired a lot of knowledge and computer-know-how. You come to meetings, absorb even more knowledge and experience, but don't share it with your fellow members. Do you think it fair that some half dozen regulars do all the work at main meetings and supply the newsletter with articles? I could name names of course, because I know most of you personally, but that wouldn't be cricket would it? Most of you have said that you won't be changing from your 64s and 128s, so, if you really mean that, you should go out of your way promoting these computers.

Well, if I've made you feel guilty, how about having a word with Leigh Winsor and ask him in which capacity you can assist to help further the cause of the 8 bit computers. As an alternative you might be able to share some of your experiences through the pages of CURSOR. How about it, you 'golden oldies'?

Ralph De Vries

RANDOM BITS

LEX HINCKLEY - IN MEMORY

The sudden death of Lex Hinckley on the 28th August came as a tremendous shock to all of us who knew him. Lex joined our group way back in 1981 and as such had reached the status as one of our "elder statesman".

Back in those heady days of 1981-82 Lex was one of the first of our members who learnt to program his Commodore PET and wrote an effective suite of business software for his dentistry practice - quite an achievement in those days. Since those days he has gone through the gamut of Commodore computers, from the C64 to the Amiga. Although Lex never was an office bearer in the formal sense, he contributed in many ways to the welfare of our group, despite a diversity of interests in other fields.

He will be sorely missed by his many friends in our group.

SEPTEMBER MAIN MEETING

Attendance for this meeting appeared to be down somewhat this month. Greg Perry, in his opening remarks, gave details of the group's new BBS which is up and running. Mike Williams, our new secretary, covered his topics in 45 seconds! Ralph De Vries pointed out to members that, if there's no increase in member's contributions to CURSOR, we would return to one edition covering all Commodore computers.
Philip Parkin then steered the C64/128 users to room S1 where he gave a demonstration of Basic 8, the new C128 language extension and graphics package, which was well received.

BULLETIN BOARD

For some months now our B.B.S. has been invaded by assorted gremlins. Messages got 'lost' and members had lots of problems logging on at times. Hopefully these problems are over now, as Greg Perry and Steve McNamee have set up a PC clone system, complete with hard drive, to replace the existing equipment. We are running the industry standard *OPUS* BBS software, which is a lot more user-friendly than the previous BBS software, and Jim Vick is very busy uploading heaps of disks to the new computer. More details in next month's newsletter.

NAME TAGS

We have supplied name tags to most of our hard working committee members. Now, some of these committee members are extremely modest people and don't want to appear too ostentatious by wearing these name tags. Well, the reason for producing these name tags was not to boost the ego of the wearers, but as a means of identification so that our many members know who they are talking to. So, if you have been given a name tag, wear the b....y thing!

PET BOOKS

One of our senior members approached our librarians regarding the availability of Commodore Pet books. Our librarians have advised us that they will be available for sale during the October main meeting.

CHOICE ON DISKS

Last July *CHOICE* magazine published an article on tests of 5¼" disks. Angus Norrie kindly passed on a copy of this article and it makes for interesting reading. Some 27 brands of disks were tested and the final quality ratings bear no relationship to prices paid for disks. Interestingly, a once very popular brand with our members (Le Floppie) rated quite low - a fact already noted by quite a few of our members.

Yet, after reading this article there remain some nagging doubts. Tests were done on twenty disks of each brand, and one wonders if this is an adequate sampling. We set more store by our own disk sales where we can get a fair idea of disk quality by the amount of faulty disks returned. If the percentage is too high we look for an alternative brand. In the case of the C.C.S. disks (not tested by Choice) we have found a very consistent product with a very low failure rate.

The article mentions unbranded mailorder disks and queries their reliability. But what about so-called 'proper' brand names like Dick Smith (DSE)? We all know that companies like Dick Smith (and C.C.S.) don't manufacture disks – they are boxed and labelled by one or more disk manufacturers and, if for example, the disk manufacturer changes his/her pricing structure it is quite on the cards that the next batch of these disk could be from a different manufacturer and also of different quality. At best than these tests can reflect upon the current state of the disk market and it follows that in twelve months from now the picture may have changed completely.

We do recommend that you try to read the article all the same, as it offers some interesting insights into the testing of disks.

A PROGRAMMING PROBLEM ABOUT E.T (EXTRA TERRESTRIAL CREATURE)

E.T. has only 6 fingers, so he counts to base 6. When E.T. is 13 years (base 10) old, he writes his age as 21 (base 6). Remarkably 21 (reversed) + 1 = 13 (base 6).
E.T.'s extra galactic telephone number has the same property:
5 digits to base 6 reversed +1 = the decimal number (base 10).
Could you find the number? Send your solution to the Editor, P.O. Box 384, Ashgrove, 4060.

(Problem submitted by Hugh Gravendijk.)

NEW VERSIONS OF *FAST HACK'EM*

Rumours were flying around recently that the most popular copy program for the C64 and C128 had died (i.e. the publisher had gone broke). Not so, *Fast Hack'em* is alive and well and is now available in version 6.0. There are separate C64 and C128 versions, selling in the USA respectively for $29.95 and $34.95. The 128 version is now compatible with both the new and old 1571 ROMs. The main changes are in the 128 version; it will copy a 1571 double sided disk in one minute on a single drive and in 30 seconds with two drives. Over 230 program parameters are supplied with the program. The program can be ordered from:
    Basement Boys Software, PO Box 30901, Portland, OR 97230, USA.

PAPERCLIP PUBLISHER

The front page of this newsletter, as well as several of the adverts are created with an Amiga program called PageSetter, one of the first so-called desk top publishing programs for Amy. Imagine our surprise when we read a review in the Jul/Aug issue of *INFO* of a new C64 desk top publishing program called *PaperClip Publisher* from Electronic Arts. A screen shot showed that this program is our old friend PageSetter converted for the C64. It turns out that Mike and Allan Sedore, 20 year old Canadian twins, have managed the conversion while retaining most of the features of the original program. Sounds like these boys have done a great job- let's hope that we will soon see this program here in Australia.

PAPERCLIP III

We have just received PaperClip III (Jim Vick is doing a review). Now that Electronic Arts distributes this program they have removed the dongle copy protection. Regrettably though, it appears that with all the extra features added to this version, the program is more suitable for use with the C-128, as C-64 users will find that it uses up a great deal of memory.

SMALL IS BEAUTIFUL

October Main Meeting: Angus Norrie will demonstrate his own graphic programs.
Recently, at the Sherwood Sub-Group, a handful of members were privileged to see Angus Norrie give an extended demonstration of his graphics program and other equally inventive programs. Such exemplary use of the C-64 deserves a wider audience.

What the Main Meeting demos aim to do, is to encourage by example – by showing what people can do with their computers. Apart from writing letters, keeping records, and blotting out the Anxiety of Consciousness with the endless frenzied trivia of the Computer Game, what else might they do? Angus Norrie provides an example of one such path – a model of small personal style problem solving using a computer.

The graphics program, in Simons Basic (but translatable with a Plot or Draw routine), incorporates a Draughtman's Spline routine for plotting continuous smooth curves – a feature which no commercial 64 drawing program has yet managed to incorporate.
Roll up, and see what an inventive mind and a small computer can do!   {Leigh Winsor}

COMMODORE SALES

Some interesting facts and figures arose from an article in the July'88 issue of *Compute!*.

In CANADA the C64 and C128 are the most popular computers. They are also the most used computers in schools (in the USA Apple II is the most popular school computer). The Amiga is selling very well indeed, as are Commodore's PCs. In the business world IBM and clones dominate and the Apple Macintosh market is relatively small because of high pricing.
In the UK C64 and C128 are again the market leaders followed by the Spectrum in terms of installed units, but the biggest sellers are the Amiga and Atari ST. Despite a large lead in sales initially, Atari is now lagging behind the Amiga in sales. In the business world it's again IBM plus clones (particularly Amstrad), but the Amstrad CP/M machines are still doing well in the UK – they still write CP/M business software.

FRANCE appears to be dominated by IBMs and clones. The two most popular clone manufacturers are French companies, Bull and SMT Goupil. Amstrad is the third most popular clone manufacturer in France.

In WEST GERMANY the Amiga 500 is the leader in home computer sales followed by the C64 and C128. The most popular business computer is Commodore's PC20, followed by Tandons PCA. Going down the line we have next the Macintosh II, Commodore's PC40, Mac SE, IBM's PS/2, model 60 and next it's Commodore again with the PC10. In fact Commodore commands more than half of the entire West German computer market, including 15% of all business systems sold!

In SWEDEN PCs are the most used micros and account for 27% of the market. C64s and C128s are next with 22% and the Amiga accounts for 18%. Ataris and Macs are next with 8% each and even good old CP/M manages an 8% share.

In the USA PCs account for an estimated 15 million units, followed by Commodore's 64s and 128s at nearly 9 million! There are about 4 million Apple IIs, and 1,5 million Macs in the USA. About 200 000 Amigas have been sold in the USA and is really growing fast now. In fact sales seem to have overtaken Atari ST sales which are estimated at 175 000.
On the strength of these figures Commodore should be around for a while yet!

HEARD THIS ONE?

How can you tell when an Irishman has been using your computer?

By the liquid paper on the screen!

To Norm Chambers

VALEDICTORY and PROGNOSIS and OBITUARY

Valedictory - Sorry, we do not have a Gold Watch, Norm, but we do most sincerely endorse Ralph's remarks in the latest Cursor. Your departure marks the end of an era, splendid for your dedication and devotion, brilliant for your dry humour and heart warming for your unstinted helpfulness. We can offer you no better than the old Scottish wish that "Lang may your lums reek".

Prognosis - Ralph revealed that you had had difficulty with Basic 2.0, that you would henceforth be confined to a desk with no more roaming the country and that you had acquired an IBM. Fy, alas, what have you do! You will rue the day when you can no longer program your computer (however ineptly) and have become no better than a clerk in front of a typewriter. No longer will you be a computerist and able to change colours, put in sound and do loops and arrays, gosubs and gotos. Your only goto will be the toilet; your only gosub will be the lift. Some of the hierarchy in our Club can probably program an IBM, but not you. So, dear fellow you will have to find something else to fill your retiring years and erase the gap left in your life. Have you tried bowls? Or, if this is too strenuous, what about knitting! This latter can be practised while sitting at a desk! Yawning at an IBM.

Obituary -

R.I.P.

"Here lies buried Norm's 64
Abandoned by Norm for evermore
At a desk his hind is now shone
All interest in Basic is gone
And his IBM's nought but a bore"

For Sale - One Commodore 64 - had little use
owner never mastered Basic 2.0
and has acquired an IBM. Hundreds of disks
(possibly some missing TPUG's, others
fallen of a truck) thrown in.
Apply in the first instance to Val Chambers
(ignore the big smile on her face).

Doug Maclurkin

PUBLIC DOMAIN DISK LIBRARY

by Doug Maclurkin

Our Public Domain Disks badly need new programs and utilities in all areas. We have reached UZ in our ID's and I am now starting with V1 in a new series which will eventually reach VZ.

We boast that we have nearly a thousand members and I know from my own connections in the Group that there are many who have made programs of their own or who have modified programs. (I have done this myself and I will be including my efforts on one of the early disks). But!! I need YOUR programs. So, please come to the aid of the Group and seek amongst your disks and send them to me or give them to me at the next meeting. As an example, I know from my own experience in talking to them, that every, I repeat 'every' sub-group coordinator has a stack of programs that he has made for himself. Also, and this is a good one, all those members who have deserted to Amigas or IBMs must have a lot of programs which they will probably never use again (some of these characters have even sold or traded in their 64s!). As a parting gesture I feel they could let us have their old disks. (Just give me the disks and I will sort them out and pick any programs that I find useful and return the disks to you). This applies to country members as well.

The Toronto Pet Users Group (TPUG) have about 8000 members and produce at least one disk per month plus special interest disks. All their programs are submitted by members. Surely we can do better than they, particularly in our Bicentennial year and with EXPO'88 on our doorstep! En passant, I will be taking copies of the latest TPUG disks to the main meeting and orders for any disks, PD or TPUG, may be placed with me at the meeting or by phone (07 / 3584442) beforehand.

Gradually I am collecting some 128 programs which I am putting on a new disk. Of course I would like some more made by members!

The contents of all new disks prepared or received by me will be printed in CURSOR, so that you can update your Catalogue disk. Incidentally, since becoming Disk Librarian I have been asked for only 10 copies of it! (this from a membership of −1000! Woe is me!) The Catalogue disk will also in future be available for borrowing from the Commercial Disk Library (ask Doreen Horne for it).

We have members from Papua New Guinea to Sand Gropers, from Kiwis to Public Servants, from Double Headers to Crow Eaters and Cockroaches, and through these columns I am asking every member to search his/her library for the following disks which are missing from the Master Library. If any are found, please send me a copy of them or any other TPUG disk which I have overlooked.

<div align="center">TPUG Disks missing from Library:</div>

```
1983:- Jul, Aug
1984:- Jul, Aug
1985:- Apr, May, Jun, Jul, Aug, Sep, Oct, Nov, Dec
1986:- Aug, Sep
1987:- Feb, Mar, Apr, Nov
1988:- Mar
```

<div align="center">Transactor Disks missing from Library</div>

```
#9:-- Implementing the Sciences
#16:- More Languages
```

<div align="center">−ooOoo−</div>

B.C.F. BOOK REVIEW

THE BIG TIP BOOK

by The Beagle Brothers – Published by Corgi/Bantam – Aust. Price $35.00

by Douglas Maciurkin

> "My object all sublime
> I shall achieve in time
> And make all readers pent
> Willing to represent
> A source of innocent merriment
> Of innocent merriment."

No doubt the authors had the Mickydoo in mind when they quilled this very entertaining book. It is full of wry humour and graphics which leaven the more serious but useful tricks and tips. To quote their own preface:- "Some of the tips are very useful and can help in lots of ways: some are ingenious ways to do little things. A few are just weird; some are apparently useless." That just about sums it all up.

I personally read it from cover to cover and tried a number of the 'tricks'. Most of them worked. Some of them were a bit corny. However members should take it out and enjoy it. I did, and I shall be reluctant to return it, but then I seem always to have trouble returning books to the library!

[B.C.F. Bookstores of 107 Elizabeth Street, B'ne, Ph. 229 5616, supply us on a regular basis with books for review, which are donated to us for Library use. They also offer our members a 10% discount on computer books, on presentation of their valid membership cards.]

-ooOoo-

PROGRAMMING BY NUMBERS

HEAVY SPRITES

by Dan Phillips

Computer games often depict "real" things. Although Superperson leaping a tall building in a single bound, or a rampant space craft despatching an assortment of alien life-forms aren't exactly everyday occurrences, computer games are usually set in our universe and are thus subject to its physical laws.

A space-craft, for example, whilst battling the giant swamp-dodecapi of Gilbertus minor, experiences the pull of gravity by the planet, air resistance, the recoil of the guns, inertia and so on. Fortunately these effects aren't too difficult to simulate since they can all be expressed mathematically.

Correctly implemented, these features can add immensely to the realism of a game and help to create a more complete illusion.

Let's look at a simple program that simulates inertia. All the program will do is display a sprite on screen which will move correspondingly to the keys pressed (we'll use I, J, K, M for the four directions). Since the sprite has inertia, it will appear to have mass.

First of all, initialize the variables:

```
10 V=53248
20 X=100:Y=100
30 VX=0:VY=0
40 AC=.5
```

`V' is the base address of the video chip and is used for setting up the sprite. `X' and `Y' are the horizontal and vertical positions of the sprite on the screen. `VX' and `VY' are the horizontal and vertical velocities. If VX, for instance, is equal to one, the sprite will be moved one pixel to the right every program cycle. If it was −2, it would be moving two pixels left every time. `AC' is the acceleration.

Next, the sprite is set up:

```
50 FOR J=0 TO 62
60 POKE 832+J,255
70 NEXT
80 POKE 2040,13 :REM  SPRITE IS STORED AT 832
90 POKE V+39,1 :REM  MAKE IT WHITE
100 POKE V+21,1 :REM  TURN IT ON
```

It's not a very pretty sprite − just a white rectangle − but it will suffice for our purposes.

Now, we read the keyboard:

```
110 K=PEEK(197)
120 IF K=34 THEN VX=VX−AC
130 IF K=37 THEN VX=VX+AC
140 IF K=33 THEN VY=VY−AC
150 IF K=36 THEN VY=VY+AC
```

PEEK(197) returns the current key being pressed. If it's any of the keys we want to read (I,J,K,M), the corresponding value is added to the appropriate velocity. For example, if the `I' key is pressed, PEEK(197) returns a 33 and AC is subtracted from VY − increasing its `upward' velocity.

Acceleration is just an increase or decrease in velocity in a certain time. If you were to drop an object (say a priceless Ming vase), every second it's speed towards the ground would be increased by 32 km/hr.

```
160 X=X+VX:Y=Y+VY
```

Here we move the sprite by adding the velocity.

```
170 IF X<0 THEN X=255
180 IF X>255 THEN X=0
190 IF Y<0 THEN Y=255
200 IF Y>255 THEN Y=0
```

If the X and Y positions are too large or too small, we adjust them accordingly.

```
210 POKE V,X:POKE V+1,Y
220 GOTO 110
```

And finally the sprite is repositioned according to the values of X and Y. Then the program loops back to the beginning.

Now RUN the program and try it out. You could imagine four jets, one on each side of the sprite. When one of the direction keys is pressed the opposite jet is fired.

Try adding the following line:

165 VY=VY+.05

This adds gravity. Every program cycle, the downward velocity is increased by .05.

The program might seem a little crude, but it's the best BASIC can do (the only way to do anything decent on the '64 is to write it in machine code). I'll leave you with an exercise — write a fully realistic 3D program to simulate a green Fairchild A-10 Thunderbolt with a slightly deflated left-rear wheel and a southern Hibernian pilot.

-ooOoo-

BYTES

--- FOR SALE ---

Freeze Machine Cartridge – for C64/128. Latest version, eight months old, with instructions, in original condition. – $85.00

Contact Brian Flanigan on (07) 800 1833 or (07) 275 8245

Commodore MPS 803 Printer – $200.00

Contact Ron Guttormsen on (07) 399 5278

C128-D Computer, c/w Turbo Rom Chip and 1571 upgrade Rom Chip. Device changeover (8/9) switch. Separate external resets for computer and drive. – $750.00

Contact Max Bean on (07) 208 1225 (a.h.)

--- WANTED TO BUY ---

Music Keyboard Overlay for C-64 Computer

Offers to Elizabeth McHugh on (07) 267 5072
==

THE KEYBOARD PRAYER

Our program who art in memory,
Hallowed be thy name;
Thy operating system come,
Thy commands be done,
At the printer as it is on the screen.
Give us this day our daily data.
And forgive us our input errors,
As we forgive those whose logic circuits are faulty.
Lead us not into frustration,
And deliver us from power surges.
For thine is the algorithm, the application, and the solution.
Looping forever and ever.
RETURN

MAIL BOX

Dear Members,

Well, it's that time again! Another part empty page where your article or letter could have been seen and read by all your fellow members.

As I pointed out in my remarks at the September meeting, we have now reached the stage where, due to a lack of material in both editions of CURSOR, there's really no point in carrying on with separate C64/128 and Amiga editions. Both from my own and from an administrative point of view it's much easier to produce a single edition. The only losers will be YOU!

Don't get me wrong; I enjoy preparing the two separate editions. Time I have plenty, but I refuse to write both editions. As editor I should only be responsible for my monthly editorial and the Random Bits column. After having done that, it's up to our own members to fill up the rest of this newsletter. I am extremely grateful to that handful of regular contributors to this edition, but even they will get fed up if there's no feedback from their fellow members.

THE REMEDY IS IN YOUR HANDS!

Ralph De Vries

GAMES COLUMN

by Reuben Phillips

Welcome to this months edition of the games column. First of all, an apology, due to a technical hitch last month games column wasn't printed in its entirety, and some of the tips due to be published have been held back to this issue.

The overall trend in games is towards the Arcade Adventure, the once mindless shoot 'em up now presents you with more of a goal, race games aim to give you the feeling that you're going somewhere and so on. In short game writers are trying to create microcosms within the computer, as memory sizes go up and processors become faster the fully realistic and interactive game becomes more of a reality, sort of like a window to the universe ...

REVIEWS OUT OF FOUR STARS

•••½ IMPOSSIBLE MISSION II   (Epyx)

The further adventures of secret agent 4125, save the world (again) from the amoral clutches of the big, bad and balding Dr Elvin Atombender. This time Atombender has constructed an even bigger fortress with multiple towers and six kinds of robots to make sure your stay is not a pleasant one. The ability to plant mines in a robot's path and blow the unfortunate droids (and a sizeable chunk of floor) away will put a grin on the face of fans of the original game. Your immediate task centers on finding Atombender's hidden pin numbers which give access to the other towers. Blowing the safes open gives you a musical sequence, which ultimately combine to give you access to the central tower. The graphics aren't as elegant as the original – being forced perspective – and the robots aren't nearly as clearly designed or fear inspiring. A good change is the rigid layout of the rooms, more strategy is required to tackle them. Impossible Mission I fans and platform aficionados won't be disappointed!

• SUPER HANG-ON (Electric Dreams)

A classic example of an arcade conversion ripoff, SUPER HANG-ON is a motorcycle racing game, unfortunately the 64 was never meant to do fast 3D graphics – which the coin-op counterpart relies on for its appeal. Do the software companies care? No! bring out a halfbaked – heavily hyped conversion of a hit arcade game knowing that people will buy it anyway. The graphics are crude and messy, the only illusion of speed is the little number in the right hand corner that claims you are doing 324 km/h (and having a good time as well!), and the sound is entirely forgettable. There aren't even any indulgently large fireballs when you hit someone (at 324 kph, remember?) the collidee gets nudged further up the track and you lose time, time wasted in the first place.

••• GREAT GIANA SISTERS (Time Warp)

Speaking of platform games, The Great Giana Sisters is a very playable addition to the ranks. Giana is just your ordinary girl who just happens to be having a bad time in dreamland, constantly hassled by various eyes, wasps, and the odd screaming pterodactyl. Most of the bad guys she can tread on and squash, all the while headbutting bricks (don't ask) some of which have the power to change her into a fearsome punkette, replete with a wild punk hairstyle and the ability to destroy bricks by headbutting them (again, don't ask). The graphics are neat and smooth although lacking variety, with Giana moving quite well, however, the songs can become annoying. With 32 levels it could take you ages to get through.

Kerry de Baar phoned in the following:

In BOUNDER, bounce the tennis ball on the first question mark to acquire unlimited lives. This, however, only works straight after you have loaded up the game.

For infinite lives in PANTHER, LOAD, RUN, RESET, then POKE 14370,234:POKE14371,234: SYS 2076

In the adventure game TREASURE ISLAND, type 'ZILOG 581964' which gives you access to the following commands: 'COORDINATES' (tells you your current position) 'GOTO' (goto anywhere) and 'WHERE' (which shows you the important parts).

FIRETRAK: hold down the keys 9,Q,W,E to enable the fourth level Enowla. It also gives you a score of 999 000 000 and 7 lives. As Kerry read the cheats over the phone, I wrote notes on a scrap of paper. At the end of the FIRETRAK cheat, I wrote the words '9 start', unfortunately I don't have a clue what this means, you may have to experiment a bit!

Glenn Watkins has found a curious tip. Hold down the S and E keys in IK+ and ... omigosh! unfair tactics?

From Kingston Arthur of Loganlea comes these tips for FIRELAND:

Mapping – take a sheet of graph or quad paper, number the left side and letter the top, your start position is H5. Treating each screen as a square on the graph close the sides of the box which don't allow exit and you will gradually build up a complete map. Going up and across will bring you to a magic crystal that allows you to shoot the ghosts. Note that magic cobblestones will take you into the next screen. Don't try to pick up crystals that move. To get past an ice flame, line yourself up and approach it, when your head is touching move back and it will burst into flame, run through when the flame disappears. It is possible to cheat the yokels (all except the Bishop) by picking the hand icon early, don't do this when the character is looking. Remember the two piece codes you are shown at magic houses, purchasing a timescape spell (a star) will allow you to return to these places. To learn of the four items for the Queen ask the Wiz at C6, the Wise Men at G14 and H32 and the Bishop at H24. Kingybabes also suggests keeping a log of people met, services offered, items for trade etc.

Thanks for the tips guys, sorry they couldn't be published earlier. In case you've forgotten our address, it's:
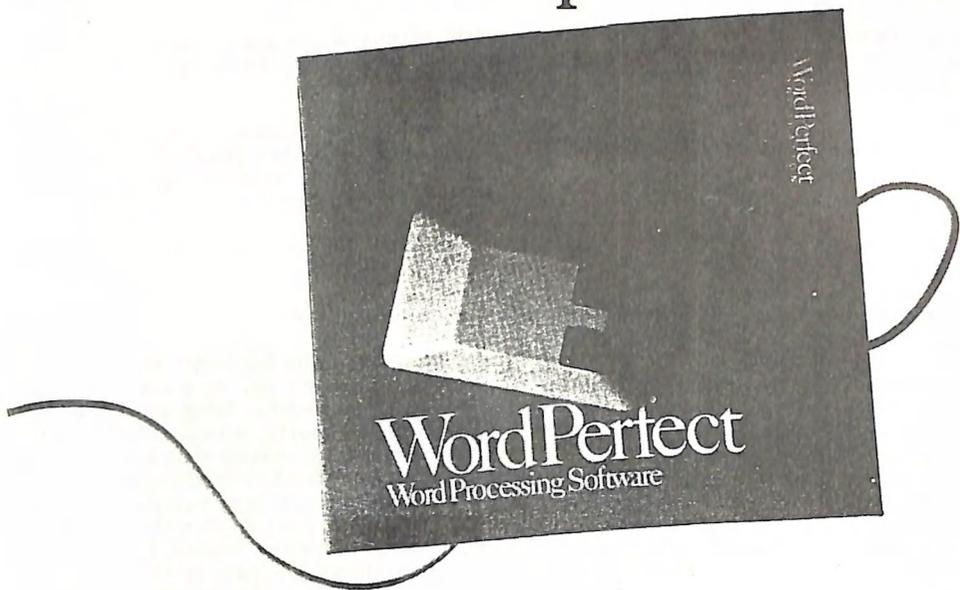
11 Coultis St Sunnybank Q, 4109, and have a nice day!

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THE 64 EMULATOR 2

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"CURSOR" NEWSLETTER

Editor: RALPH DE VRIES – Ph. 300 3477
Associate Editor: REUBEN PHILLIPS – Ph. 345 6417

BULLETIN BOARD SYSTEM: Phone Number (07) 344 1833

Sysop: GREG SHEA – Ph. 345 2799
Assistant Sysop: JIM VICK – Ph. 345 1878

Address all Newsletter Mail to: *The Editor "CURSOR", P.O. BOX 384, ASHGROVE, Q, 4060.*
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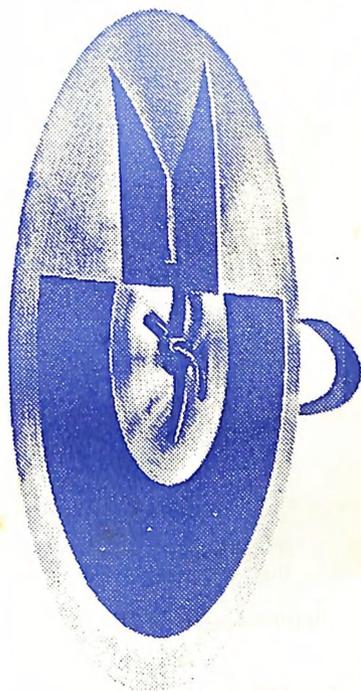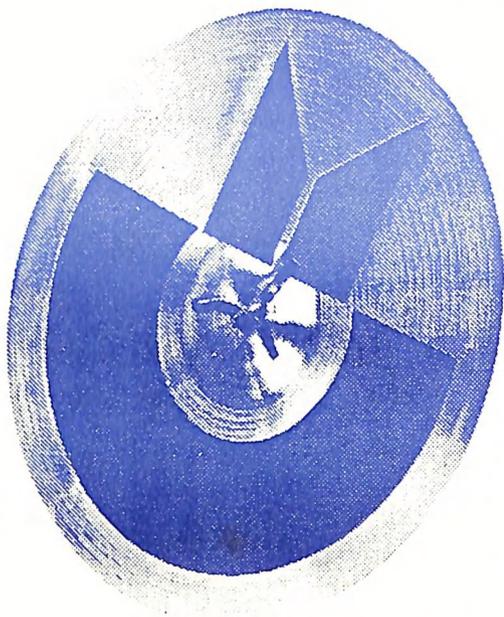
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