# CURSOR

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COMMODORE COMPUTER USERS GROUP (QLD) INC.




**Our Next Main Meeting will take place on Tuesday, 1st August 1989, at 8 pm (Libraries & Sales at 7 pm) at the Bardon Professional Development Centre**

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## C.C.U.G. (Q) - INFORMATION

### MAIN MEETING

The Main Meeting is usually held on the 1st Tuesday of the Month at the Bardon Professional Development Centre, 390 Simpsons Road, Bardon, starting at 8 pm.
Library: 7pm - 8pm & 9pm - 9.30pm.
Sales: 7pm - 8pm.

Entrance through the Centre's Car-park in Carwoola Street. **Parking is not allowed in Centre's grounds!**

The dates for upcoming meetings are

Tuesday, 1st August, at 8pm.
Tuesday, 5th September, at 8pm.
Tuesday, 3rd October, at 8pm.

Details of this month's topic can be found in the relevant section of this newsletter.

### WORKSHOP MEETINGS

C64/128 Workshop is held on the 2nd Sunday of the Month (1pm - 5pm) in the Guidance Officers Training Centre, Bayswater Street, Milton. Public Domain Disks available for copying & blank disks are for sale. Bring your own computer equipment!

The coordinator is Hugh Gravendyk Ph. 376 3154 (a.h.)

Amiga Workshop is held on the 2nd Sunday of the Month (1pm - 4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth Sts, Rosalie.
Disk & Accessory Sales: 1pm - 3pm
Bring your own Amiga equipment.
For information ring 300 3477.

Details of this month's activities can be found in the relevant section of this newsletter.

## REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (Noon - 12pm) in the Cannon Hill State School. Ph. Don Friswell - 343 1735 a.h.
KINGSTON: 2nd Saturday of the month (1pm - 12pm) in the Kingston High School. Ph. Peter Martin - 290 1537 a.h. or Alan Hill - 290 0264 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 Street. Ph. Cor Geels - 263 2839
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.

**PLUS/4 SUPPORT:** - Clarence Stock is acting as support coordinator for Plus/4 owners. Ph. 397 8894 a.h.

## GOODS & SERVICES

(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3½" (Amiga - *Mail Order Only*): $5.00 ea (+$2.00 P & P for up to 5 Disks)
5¼" Blank Disks: $10.00 per 10 (+ $2.00 P & P)
3½" Blank Disks: $25.00 per 10 (+ $2.00 P & P)
3½" Disk Boxes (80 disks): $20.00 (+ $5.00 P & P)
3½" Disk Labels (68x68mm) 4 sheets (=48 labels): $1.00 (+ $2.00 P&P)
A500 Dust Covers: $15.00 (+ $2.00 P & P)
Amiga Dos Summary: $3.00 (+ $1.00 P & P)
Amiga Beginners Guide: $3.00 (+ $1.00 P & P)

C64/128 SPECIFIC:

Public Domain Disks (C-64): $3.00 ea (+ $2.00 P & P up to 5 Disks)
Public Dom. Cassette Tapes (C-64): $2.00 ea (+ $1.00 P & P Per Order)
5¼" Blank Disks: $9.00 per 10 (+ $2.00 P & P)

1541 Drive Dust Covers: $10.00 (+ $1.00 P & P)
Disk Notchers: $8.00 (+ $1.00 P&P)
Turbo-Rom for C64 or C128: $40.00 (+ $2.00 P & P), or Customised Version: $45.00 (+ $2.00 P & P)
User Port Plug (Edge Connector): $8.00 (+ $1.00 P & P)
User Port Plug Backshell: $3.00 (+ $1.00 P & P)
User Port to Centronics cable: $35.00 (+ $1.00 P & P)
36-Pin Centronics Male Plug w. Backshell $10.00 (+$1.00 P & P)
Public Domain Instruction Book (C64): $5.00 (+ $1.00 P & P)

Starting With Disk Drives : $2.00 (+ $1.00 P & P)
C-128 Mem. Map: $2.00 (+ $1.00 P&P)
Macro Assembler Book: $5.00 (+ $1.00 P & P)
64 Sound & Graphics (by G.Perry): $10.00 (+ $2.00 P & P)

GENERAL:

Back Issues of *CURSOR* : $1.50 each

Address Labels (23 x 89 mm): $14.00 per 1000 (+ $2.00 P & P)

Ribbons for MPS-1000, GX/LX-80 Printers: $7.00 (+ $1.00 P & P)
Ribbons for MPS-1200/1250, Citizen 120-D Printers: $10.00 (+ $1 P & P)
Ribbons for Riteman C or F Printers: $12.00 (+ $1.00 P & P)

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***---> NOTE: Copying of Commercial Software is ILLEGAL, and is NOT ALLOWED at our Meetings. <---***

## MAILING ADDRESS

Please address all mail which is not related to *CURSOR*, including orders to:

C.C.U.G.(Q) Inc.
P.O. Box 274
SPRINGWOOD QLD 4127

Cheques to: C.C.U.G. (Q) Inc.

## CHANGING YOUR ADDRESS?

Please advice our Secretary and *not* the Editor of *CURSOR!*

## MEMBERSHIP

Membership Fees are as follows:

Joining Fee: $10.00

Annual Membership Fee:

Ordinary* Membership: $25.00
Country/Associate M'ship: $15.00
Pensioner Membership: $15.00
Family/Business M'ship: $30.00

(* Within the B'ne Metropolitan Telephone District)

Library Fee: $5.00

## LENDING LIBRARY

It is a condition of use of our Book, Magazine & Software Lending Library that materials can only be borrowed for a period of 1 Month.

If unable to attend the next meeting, members can either mail the borrowed material to the Group's PO Box (see above), or they may leave this material with their nearest Management Committee member (but please ring first!).

By following these simple rules, you assist your fellow members who may want to borrow the books or software which you are returning.

**COMPUTER ADDITIONS/MODIFICATIONS** to C64/128 equipment are being carried out at our Milton Workshop Meeting (see Page 2) by Murray Hungerford (Ph. 848 2363 a.h.) and Philip Van Der Vliet (Ph. 848 5753 a.h.)

SERVICES OFFERED:

Reset Buttons: $6.00 - Device Number Change: $6.00 - Reset Reenable: $6.00 - C64/128 Computer Selection Switch: $6.00 - 40/80 Column Selection Switch for C128: $10.00, for C128D: $15.00 - Turbo Rom Installation: C64 with Socket or C128: $6.00 - Turbo Rom Installation: C64 without Socket or C128D: $10.00 - Write Protect Switches: $6.00 - Write Enable Switches: $6.00

## YOUR NEWSLETTER

*CURSOR* appears 11 times annually and is dependant on members' contributions for its content.

Address all Newsletter Mail to:

The Editor "CURSOR"
P O Box 384
ASHGROVE QLD 4060

Deadline for the Sept. Issue is:

**FRIDAY 28th JULY!**

Short articles (less than a page) and adverts for the *BYTE* column can be submitted in written or printed form, but we prefer to receive your articles on disk.

Please use *minimum* formatting in your articles. Do *not* indent paragraphs and use a *single* space after a full stop.

If a specific page layout is required, include a printout in the desired format. Disks will be returned promptly and we pay return postage.

AMIGA Specific:

Supply your articles on 3½" disk in the form of an ASCII file or a WordPerfect file with *minimum* formatting.

C64/128 Specific:

Supply your articles on a (1541) 5¼" disk in the following format (in order of preference):

SEQ ASCII file, SEQ PET ASCII file, SuperScript/EasyScript, PaperClip/-PocketWriter files in the SEQ save option, SpeedScript files saved with the SS converter program, option 2, (SEQ Standard ASCII file). Sorry, but we **cannot read 1571 formatted disks, and are unable to convert** GeoWrite, FontMaster or Bank Street Writer Files.

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Alternatively, if you own a modem, you can upload articles, news, gossip, etc. to the Group's BBS (Ph.344 1833 - File Area 8)

Commercial Advertising

Rate is $30.00 per full page, per issue. This rate is for A-5 size camera-ready copy only.

Production Credits

WordPerfect 4.1 - PageStream - The 64 Emulator II - GP Term - Epson SQ-850 Printer.



**MANAGEMENT COMMITTEE**

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AMIGA COORDINATOR:
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BULLETIN BOARD SYSTEM: (07) 3441833

SYSOP:
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ASSISTANT SYSOP - AMIGA:
John Dooley - Ph. 398 2774
ASSISTANT SYSOP - C64/128:
Craig Rawlins - Ph. 379 8957

Our BBS is part of the Opus Network (Node No. 3: 640/304), and can be accessed by our members at 300, 1200/75, 1200 and 2400 bps, using 8 data bits, 1 stop bit and no parity

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# EDITOR'S NOTES

Welcome to the 're-united' edition of *Cursor* with the 'new look'.

Reactions to this re-combining of both 8-Bit and Amiga sections have been varied. On the one hand there are those members who fear that their particular computer won't be covered to the same extent as with separate editions, and on the other hand there are those who have welcomed this move with open arms, because it gives them an opportunity to read what 'the other side' is doing.

At this stage I'd better make my position clear. Currently I use an Amiga, but I have owned a variety of Commodore computers, starting with the PET. I've had a great deal of enjoyment out of these computers and now enjoy my Amiga. Yet, despite my Amiga ownership I'm not so blind or biased that I cannot see the merit in other computers. I still advise newcomers on a limited budget to buy a C64 as a first computer; it's a great machine to learn what computing is all about.

However, times are moving on, and the future is with the newer and more powerful computers such as the Amiga. Take a long hard look around you, and it becomes abundantly clear that this trend will continue; these are the cold hard facts of commerce. A lot of our members resent this trend; after all they have invested quite a bit of money in their equipment and it's galling to realise that their investment is rapidly declining in value. However the same thing applies to many other forms of technology such as hi-fi gear, video recorders, etc.

The future of *Cursor* now rests with you, the readers. Your favourite computer gets as much coverage as you are willing to submit.

Although it was my intention to revert to an A4 format, certain production problems prevented me from doing this; however the slightly larger typeface will improve readability. As for the amount of pages in your newsletter, this is now solely dependant on your contributions. In the past we limited our newsletter to 32 pages at maximum. This was done because an increase in pages meant an increase in postal charges. We are now sufficiently 'grown up' not to worry about a few cents more or less in postal charges, thus your newsletter could be 24 pages, or if there's sufficient material it could be up to 60 pages - again in the last resort it's up to you!

I hope that you will like the changes in the lay-out of *Cursor*; we start with the 'general' stuff, which concerns all members and this is followed the 8-Bit and Amiga sections; simple and elegant!

Our frontcover is now reserved for line drawings, hopefully to be supplied by our members. (computer generated half-tone graphics tend to be a bit 'iffy' when it comes to reproduction).

Some computer group newsletters occasionally make the claim that they are 'the best'; well, I've never made this claim for our newsletter, but I'm striving, with your input, to make *Cursor* at least one of the *better* computer newsletters!

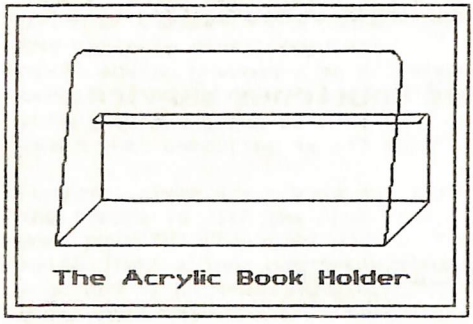
Will you help to achieve this aim?

Ralph De Vries

# MAIL BOX

VERY SIMPLE, VERY EFFECTIVE.

Here's a tip for anyone who needs to have a book or magazine of any kind propped up in front of them to read from while working at the computer. At K-Mart, there is a wonderfully uncomplicated perspex bookstand called (with remarkable Taiwanese imagination) Acrylic Book Holder, which is intended for cooks to read their recipes from while working in the kitchen. The perspex stops cooking spatters from damaging the book. Now, it is unlikely that any CCUGQ members need to protect their books from spatters as they type into their computer (or is it?), but it happens to hold upright and open just about any book, big or small, fat or thin, perfectly and simply, and is a bargain at $5.97.



The Acrylic Book Holder

So, all you MCPs out there, what you do is buy your wife one of these for her birthday or Mother's Day (heck, just make a present of it to her out of the blue! Be generous!) Then, borrow it whenever you need a decent bookstand. On odd occasions, you may even loan it back to your spouse when she wants to cook.

Denis Wright (Armidale)

Finally having the courage to send a letter to the Mail Box section of CURSOR, I felt prompted to reply to a letter in the June issue about copying of double sided disks on the later version of the 128D computer.

After being frustrated with this problem for some time, both on a single drive and a two drive system, I have finally found a solution on a group of disks circulating under the name of "Caloke 128", No.s 1 to 12.

On disk "Caloke 128-11" there are two programs that copy 128 double sided 1571 disks; one for a single drive and another for two drives. The programs are called:
S/D1571COPY40/80 and
D/D157140/80, and are written by Jeffrey Sherman and are only about 15 blocks long. They are a little slow, but they do duplicate your double sided disks and have the added bonus that they will also duplicate CP/M formatted disks.

SUPERSCRIPT TIP FOR 64 AND 128 USERS.

Perhaps this tip is known to Superscript users (64 and 128 versions) but here goes...

If you are a crossword addict and you are stumped for some answers to clues where only some letters are known, then your problem is virtually solved. Use the Superscript dictionary to give you the answer, or at least all the probable words that could be the answer.

When in Superscript, use the 'F1 D S S' command (i.e. F1, Document, Spell, Search), which prompts for a match. If, for example, you want to find the answer to a clue

*if, say, an 8 letter word where only the following letters are known: i.e. -o--t--n, key in reply to the match prompt, the following: ?o??t??n and press the Return key.*

*Try it and see what happens; in a few seconds all possible words with the known letter combination are displayed on the screen (Eat your heart out IBM and program Word Wizard!). It's even faster if you know the first letter of the word. Superscript triumphs again!*

*Frank Thompson (Cannon Hill Group)*

Thanks for some useful tips, Frank! No doubt 128 users who are looking for the programs in question will be able to find you at the Cannon Hill sub-group.

I do like your tip for finding crossword clues, using a spelling checker. This can also be done with other spelling checkers which offer pattern matching to find words. In fact, I tried it out with my WordPerfect spelling checker and it worked like a charm!

P.S. - writing this Mail Box letter didn't really hurt all that much now, did it?

-ooOoo-

## BYTES

*FOR SALE*

**Amiga NetComm 123 Modem**, c.w. **GP Term** Software. No reasonable offer refused, or will consider exchanging for Amiga Hardware add-ons.

Contact David Beere on (071) 968 591

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**Commodore 1526 Printer** (MPS802 Upgraded) for C64/128 - $125.00
**Riteman C+ Printer** for C64/128 - $175.00

Contact John Van Staveren on (07) 372 3651 (a.h.)

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**C-64 Computer, 1701 Monitor, 1541C Disk Drive, 803 Printer, 1101 Printer, MicroTex Modem,** plus quantity of **Software.** Will give up to 5 hours of free training to the new owner. - $1200.00 for total package.

Contact Ron North on (07) 288 8880 (a.h.)

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**Avtek Mini-Modem II.** Supports 300 and 1200/75 baud. Incl.phone and C64 interface, but can also be used on an Amiga. VGC. $100.

Contact Ben Palmer on (07) 343-9779 on weekends (Fri 5pm to Sun 3pm).

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*FOR EXCHANGE*

Wanted to swap: **OKIMATE** Colour Printer (C64 Interface) + **1520 Printer/Plotter** for a **9 Pin Dot Matrix Printer** - Must be in V.G.C.

Contact Joan Riley on (07) 343 6047

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*BYTES* are computer related adverts which are **free** to all financial members of our group.

This column is NOT available for commercial computer sales.

-ooOoo-

# LIBRARY NEWS

**by Phil Guerney**

An amalgamated Cursor is good news for me - now I only have one Library News to write each month instead of two! Amiga people please have patience, your bit comes near the end this month.

In response to many requests, I am preparing a Library Catalogue Disk.

This will contain listings of all books and disks classified and sorted in various ways to make it easier to decide on the material you want to borrow. A list of the magazines in stock will also be there. The disks will be available for the special price of $2 (1541) and $4 (Amiga) at the Library desk (only 5.25" disks for 1541 drives may be available at the August meeting as the librarian does not yet own an Amiga but I will arrange for 3.5" Amiga versions to be prepared as soon as I can).

Updates will later be available by handing the old disk in with $1. Note that it wouldn't be sensible to request updates more than twice a year. They will also be available by mail like other Public Domain disks at the normal Public Domain disk prices (see inside front page of Cursor).

Producing the catalogue disk has not been easy. Records for the library had been kept in word processor files prior to the time I took over the job this year (no criticism intended Doreen, it worked fine I know but I just decided to make things difficult for myself by deciding that I wanted records in a database format!).

Being a combined Commodore 128 and PClone user, I followed my usual track of combining the use of both machines. First the word processor files were cleaned up on the C128 by making sure that all the potential fields for each record started in the same column on each line and that each record used only one line.

Then the files were printed to disk without page breaks and Big Blue Reader was used to transfer the PETASCII files to ASCII files on an MS-DOS disk.

These were then read directly into a MS-DOS flat file database which was used to add two additional fields to each record called category1 and category2 in which I placed two subject headings such as "game" and "arcade", or "programming" and "basic".

The records were then sorted in order of each of catalogue number, category1 and category2 to produce three lists which were printed to disk and then transferred back to 1541 format with Big Blue Reader.

Finally I needed a simple sequential file reader for 8-bit members to read the files on their screens or to dump them to a printer. This was accomplished by a short program I decided to write myself rather than risk any more arguments over which word processors were or were not public domain. This will not be necessary for Amiga users who have an operating system clever enough to have a command allowing ASCII files to be typed to the screen or printed (and text editors even come with the system allowing

searching - this function may have to wait for the next version of my 1541 file reader).

I do not know for sure exactly what all the programs and books in the library were about so I may have made some mistakes in assigning category names.

The lists will be posted up at the main meetings from now on so if you see any misfits please let me know. Also beware that the first editions of the catalogue disk are likely to contain errors which will be picked up as I tidy the lists up in the future.

New arrivals to the C64/128 collection this month include the working copy of Bridge 5.0 returned from the US publisher (Artworx) just three weeks after posting from here. One week earlier still Broderbund returned a new disk for the Arcade Game Construction Set but it failed to load in exactly the same way as the first disk. It could be due to some form of copy protection that relies on the North American 50Hz AC power frequency and fails for our 60Hz frequency and a letter has been sent asking about this (obviously a danger of buying from US mail order sources).

Overall, we received two out of three replacements very quickly indeed so my pessimism expressed in the last newsletter was mostly unwarranted - but it is nearly two months with no reply from the publishers of Chessmaster 2100. We also have the Compute!'s Gazette disk for the February 1989 issue (it arrived a month AFTER the March and April 1989 issues!) and the Loadstar disks for Commodore Magazine Issue 60. Lastly there is a disk to accompany the Compute! book "Machine Language Routines for the Commodore 64 and 128" which will save typing hundreds of short, and some long, examples of assembly language for those who borrow this useful book in the future.

Amiga "magazine disks" keep coming in and it can always be assumed that a new Megadisk, Jumpdisk and Palette disks will be available each month. The new commercial software package this month is "Desktop Budget" from Gold Disk which, not surprisingly, is a home finance program and which has an inflated opinion of itself - by this I mean that the 5 mm thick manual is accompanied by a 12 mm thick sheet of polystyrene foam so as to pad out a more impressively thick package!

Finally, if the editor lets me keep rambling, I've just read an ad in the latest Trading Post where someone describes a "Commodore 64 owned by a professional programmer, never touched by kids" and then says it includes among other things Bug Blast, 3D Glooper, Shogun plus many more. No kids??? (definitely only professional programming tools!).

-ooOoo-

# 8 BITS & PIECES

INTRODUCTION

When you see the above heading, you know that you have come to that part of the newsletter which is devoted to Commodore's 8 Bit computers; this means mainly C-64 and C-128, but there's still a sprinkling of Plus/4's around, so we may still see an occasional article for this poor orphan.

Apparently software manufacturers have decided that the C64 and C128 are orphans as well, as most of them have stopped producing new software for these computers; always with the exception of games of course.

During June, messages appeared on Bulletin Boards which in effect said that Commodore will not be supplying further stocks of 128 computers, once present stocks have been sold. This rumour has since been confirmed by one of Brisbane's Commodore dealers. As sales of 128 computers have slumped dramatically during the last year or so (Commodore's advertising has been completely Amiga oriented, which obviously didn't help 128 sales either), we can understand this decision from a marketing point of view, but it must leave a bad taste in the mouths of 128 owners.

So where does this leave the 128 owner? The way I see it, he/she will either decide to hang on to their computer and see its value depreciate at an alarming rate, or sell it/trade it in on an Amiga (that's what Commodore hopes for), or give Commodore the two finger salute and change to a different brand/type of computer altogether. If you decide to plump for the second option, I would suggest that you wait a while - Commodore are in the process of upgrading their Amiga range with a new 1 Megabyte graphics chip, and there's a rumour that at this stage current stocks of Amiga 500 computers cannot be easily upgraded.

Somehow, though, I feel that quite a few 128 owners will opt for the third option, and I for one cannot blame them if they do.

There's a very interesting article in the May/June '89 issue of *INFO* by Loren Lovhaug (of *Twin Cities 128* fame), which investigates Commodore's attitude towards their 8 bit machines, and it doesn't make very reassuring reading. Because of Commodore's negative stance towards their 8 bit computers it's claimed that software developers have also given up on the C64/128.

So, as it stands, you will have to make the best of the software available to you, and fortunately there's a pretty wide range around (always provided that dealers stock the stuff!), but it looks as if very little further support will be forthcoming from Commodore and other quarters.

As for *CURSOR*, I don't have to repeat again that the amount of coverage you will get will depend on the articles that you submit, but I would also like to hear from our newer members what they would like to read about. With their ideas we may be able to 'commission' articles from more senior members, or dig into our stock of old *CURSORS* and resuscitate some articles from the past.

I am waiting to hear from you...

Editor

JULY MEETING

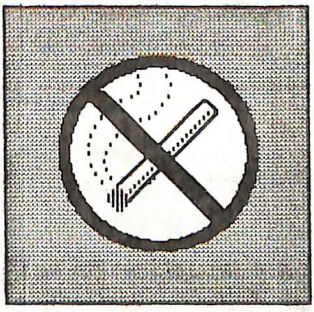
July is as usual "membership fee paying night", and on this occasion the Treasurer and Secretary had called in the 'troops' to assist them; the troops being our sub-group coordinators. Our thanks go to these gentlemen.

After a (relatively) short introduction by the President, Cor Geels took his loyal followers to the regular demonstration room and gave an overview of the *Datafile 3.6* program, which was very well received by those who attended. It was noticed though, that quite a few '8 bitters' who weren't interested in data bases were to be seen at the Amy demo!

WHATS'ON THIS MONTH

This month, as usual, we will have our Annual General Meeting and Election of Officers for the year 1989 - 1990.

After this part of the proceedings is over, we hope to welcome Tod Thiemann, the Australian product manager for Electronic Arts (E.C.P.), who will show us some of their latest software. This demonstration will take place in the Main Auditorium.



New State Government regulations forbid smoking in State Government premises. As the Bardon Professional Centre is a State Government building, members are asked to refrain from smoking. This same regulation applies to all Government Schools as well, which means NO SMOKING at most workshops and sub-group meetings.

TURBO ROMS FOR THE 64

Certain design changes have been made to some of the later batches of 64C computers. Because of these changes, we are no longer able to supply Turbo Roms by mail, as there's a 50% chance that you will end up with a non-compatible Rom chip! If you'd like a Turbo Rom fitted to your computer (a good move, as it speeds up both loading and saving to disk), we'd suggest that you attend our Milton Workshop to have it fitted by our 'technical twins', Murray Hungerford and Philip Van Der Vliet.

OLD COMPUTER MAGAZINES

Alan Hill tells us that at his local sub-group (Kingston) they are building up a nice library of magazines which are donated by their members.

If you have some computer magazines which are cluttering up your wardrobe, Alan suggests that you donate these to your nearest sub-group, or alternatively give Alan a ring on 290 0264.

CHEAPER 5¼" DISKS

Down again! Our latest batch of 5¼" disks are down to $9.00 per box.

BASIC 8

This very powerful C128 language extension (demonstrated at our Sep '88 meeting by Philip Parkin, and reviewed in *Cursor* May '88 by Ted McNally) disappeared from the

market for some time, but has now been re-issued in an updated version by Free Spirit Software; price US$39.95. The same company also has issued a *Basic 8 Toolkit*, which will permit creation of fonts, patterns, icons and pointers, all in colour. It will also let you add colour to PrintShop graphics. A collection of disk utilities is included too. All this for US$19.95.

RUMOURS???

According to the English *ICPUG* magazine (May/June'89), Irving Gould, the International Chairman of Commodore, has announced that "there will be *new* 64 and 128 computers, which will have faster processors and more colours, yet remain compatible with earlier models".

It's strange that this rumour comes to us via the UK, as there has not been a single whisper from the US.

*If* there's some truth in this rumour, 64 and 128 users will obviously be delighted, but, if it's false, the *ICPUG* magazine won't be thanked by their 8 bit readers.

MEMORY EXPANSION

The supply of the 1750 Ram Expander for the C128 seem to have dried up (both here and in the USA), and the 1764 Ram Expander for the C64 has never been officially released in Australia. Yet, English magazines still carry ads for both items. We have seen the 1750 advertised for £149.99 and the 1764 for £99.99 by a company called Postronix.

GAMES TIP

As the 'Phillips Gang' has only supplied us with an Amiga Games Column this month (are you listening Reub and Dan?), we publish here the following tip (or 'cheat') supplied by Matthew James:

*ROBOCOP*: Load the program, reset the computer and type: POKE 33034,173 for no baddies and POKE 44392,96 for infinitive energy. To start it all up again type: SYS 32768.

This tip is for the C64 version and unfortunately only works on level one of the game, as Robocop is a multiload game.

-ooOoo-

## VIZA STAR - A COMPARISON

(with SwiftCalc and Superbase)

by Jon Kelman

LIKES:

Viza Star is the nearest thing to Lotus 1-2-3 that you will get on a Commodore 128. Viza Star appears very fast on calculations as long as all cell references are backward. Any forward references to formulas must be recalculated again with the F7 key. Time taken for a 20% full sheet was 4 secs. SwiftCalc takes 46 secs.

The database side of the program is OK. I didn't use it, but it appears to have all the commands of Superbase except the programming function.

Viza Star uses an exec system which resides in code on the spreadsheet. Obviously it would take more than a few days to learn how to use it. Viza Star has a nice date setup. I like having a combined database and spreadsheet as long as the two are co-resident, have almost instantaneous transfer, and as long as both are as powerful as the best in the solo programs.

Viza Star fulfills these requirements compared to Swiftcalc but I think Superbase is a better database. Viza Star has virtually unlimited cell width. This means you can use it as a note pad and the down cursor goes to the left margin. It also has an excellent and readable instruction manual - very good for looking up references.

I like the error and NA function built into the exec. This means that you can ask if a cell has an error or is NA (not available) and then the exec branches in a certain direction depending on the result. Viza Star has global protection, which is better than Swiftcalc, which has cell only protection. The whole sheet can be protected and when you wish to alter certain blocks of cells these can then be changed to the unprotect state.

If you want to do a major alteration to your sheet, you can also do a global unprotect. Viza Star has a very nice sheet layout with horizontal lines and very fine vertical lines.

DISLIKES:

No comma layout available. Only three decimal layouts available e.g. 0, 2 and floating decimal points. SwiftCalc can set every cell with any number of fixed decimal places, and offers the option of using commas and "$" signs.

Viza Star does not automatically calculate forward references, so you must hit recalc (f7 key) to enable this function. This would be OK if there were no forward references to formulas.

I prefer the program function which are built into Superbase. However I have used SB for over 4 years now and consider myself fairly experienced and I have only used Swiftcalc for a few days.

I may change my mind on this after becoming more experienced with Viza Star.

Swiftcalc has some nice formulas built in which are not available in Viza Star.

I also prefer its fast entry mode of items like Jan, Feb, Mar or 1, 2, 3, 4, or text1, text2, text3 etc..

I prefer to input data straight into cells - this is where you are looking after all. Viza Star inputs into an entry cell and the program inserts it into the cell when you hit the return key. The user would probably get used to this.

(ED: this is the standard mode employed by most advanced professional spread sheets.)

I don't like having to fit the program cartridge. I have Super Snapshot installed with a switch to disable the 64 mode and it is transparent in all modes when it is in the off position. The Viza Star cartridge appears transparent when you are not using it but I object to having to remove and replace the cartridge. I have had trouble with some cartridges in the past which were continually removed and fitted. I have the latest version of Swiftcalc with Graphs and a few other nice features.

## *HELP!* COLUMN

This is the *HELP!* column for users of C-64, C-128 and other 8-Bit computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

| NAME | Help offered with: | PHONE NUMBER |
|---|---|---|
| Kerry De Baar | *Basic, Assembly Language* | 379 5617 |
| Cor Geels | *SuperScript, EasyScript, PaperClip, GEOS* | 263 2839 |
| Cor Geels | *C-64 Newcomers, Printers & Interfacing* | 263 2839 |
| Matthew James | *Basic, Logo* | 300 5443 |
| Ivor Laggan | *GEOS* | 273 4212 |
| Doug MacLurkin | *MicroSwift Spreadsheet, Basic* | 358 4442 |
| Peter Meharg | *Basic, Machine Language* | 376 1621 |
| George Nelson | *EasyScript* | 848 2456 |
| Craig Rawlins | *Pascal, C, Machine Language, Modula-2* | 379 8957 |

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!

-ooOoo-

## TELECOST.64

### A CORRECTION

**by Angus Norrie**

When testing the Program Telecost.64 (Cursor, July '89), I discovered an omission - there was no easy way to correct an error when entering calls.

However, if lines 380 to 820 are changed to a subroutine, an editor can be added easily.

Make the following changes in the program:

```
215 PRINT " 7 TO CHANGE LIST
220 INPUT I: On I GOTO 240,1260,245,840,1110,1190,1430
245 GOSUB 250:GOTO 160
370 RETURN
1420 REM CORRECT LIST
1430 N1=N
1440 INPUT "INPUT: NUMBER OF ITEM TO BE CHANGED";N: N=N-1
1450 GOSUB 250: N=N1: GOTO 160
```

-ooOoo-

# AMIGA MONITOR

## INTRODUCTION

Amiga Monitor introduces the Amiga specific section of *CURSOR*. Here you will find details of our meetings (both past and future ones), news, important information, gossip, etc. etc.

I've had a busy month re-designing the layout of this newsletter, testing the bug-ridden program *PageStream* (Ellen Appleby has also been doing her bit on that one), and setting up the new Epson SQ850 inkjet printer which we will use in the production of *CURSOR*.

Basically the SQ850 is equivalent to the Epson 24 Pin printers, as far as output (and printer control codes) is concerned, but has (for me) the decided advantage that the density does not vary from the first to the last page (unless your ink cartridge runs dry!). It is also very fast. A full report will follow in our next newsletter.

In this issue we have programming articles on C by Gary Lloyd, Machine code by Matthew Pegg and Basic by our beloved Secretary, Mike Williams. For quite a few members these articles will read like something written in Arabic, but beginners should take a look at Mike's Basic article; it starts at the fundamental level and gently takes you step by step to more interesting things; even I can understand it!

I am a bit concerned about the trend towards more and more powerful programs that consume more and more memory (*PageStream* is an example). If this trend continues, a lot more Amiga owners who aren't swimming in cash will be 'locked out' of this software, because they cannot afford the extra megabytes of memory and the hard disk drives required to run this material.

This could well mean that we will end up with two classes of Amiga owners; the 'have-nots' with their 500's (the new generation games machine owners), and the 'haves' with their A2000's, hard drives and heaps of memory; and this would be a great pity.

Perhaps, if software writers tried a bit harder to write good software efficiently so that it would run comfortably on a 1 Meg machine, then they may find that there's a potentially much larger market out there amongst the A500 owners.

Editor

## JULY MEETING

Video and graphics were the topic of this meeting and we had the able guidance of Tom Duncan. Tom has many years of experience in the field of electronic media and is now a lecturer in this subject at the Darling Downs Institute of Advanced Education in Toowoomba.

In his job he uses Amigas as well, and in the course of his talk he showed us by means of some videos and computer disks what sort of results can be obtained.He demonstrated the animation capabilities of programs like DPaint III, Videoscape 3D, as well as the older Aegis Animator program, and also showed us some his digitised colour pictures, which were without doubt some of the best we have seen.

We went home marvelling at the capabilities of Amy and many expressed the hope that Tom will make a return visit in the near future.

TOPIC FOR THIS MONTH

It's our Annual General Meeting again, as well as the election for the members of the Management Committee.

After this 'official' part of the proceedings, we have as our guest Tod Thiemann, the product manager for Electronic Arts (E.C.P.) who will show us some of the latest products from this company.

AUGUST WORKSHOP

If you are interested in programming in AmigaBasic or Sound Digitizing on Amy, we would like to see you at the Ithaca RSL Hall on Sunday 13th August from 1pm to *4pm* (yes, we finish an hour earlier now). Aspects of AmigaBasic will be demonstrated by Ken Clem and Alan Hill, and Robert Googe will show us how to digitize sound.

**Special Request:** It would be appreciated if members who attend our Rosalie Workshop would pick up all their stray softdrink bottles and disk wrappers before they leave.

NO SMOKING

As reported in *8 Bits & Pieces*, smoking in the Bardon Professional Centre is a no-no (State Government regulations). I guess that Greg Perry will now be actively campaigning to find other (non State Govt.) premises!

MOUSEMASTER - A WARNING

MouseMaster is the small box of tricks which is plugged into the back of an A500 and moves the joystick ports to a more accessible position. It also allows you to have both a mouse and joystick plugged into port 1 and, when required, switch from mouse to joystick and vice-versa. All very nice and handy, but the manufacturers made one mistake... they failed to connect all 9 lines of the ports and this means that when you plug in a dongle such as found in SuperBase, you are politely told that the dongle isn't present! A500 owners who possess dongled programs should forget all about M.Master.

CITYDESK - V 2.0

After initially announcing Version 2 some 9 months ago, it has finally been released. However, if you are a CityDesk user we would suggest that you don't rush out for this upgrade, as our imported copy would only run on NTSC computers (USA only), and at this stage there's no PAL version.

AMAZING COMPUTING SURVEY

In last month's issue we showed you what West Germans considered the most popular software. Here we have some of the items US readers of *Amazing Computing* picked as their favourites...

*Word Processor:* WordPerfect
*Database:* Microfiche Filer Plus
*Spreadsheet:* MaxiPlan
*Desktop Publishing:* Professional Page
*Graphics/Paint Package:* Deluxe Paint II
*CAD/Draw Package:* Aegis Draw Plus
*Programming Language:* Manx Aztec C & Manx Source Level Debugger
*File Utility:* Diskmaster & CLImate
*Animation/Video Software:* The Director
*Games:* Flight Simulator II
*Audio/Music Software:* Sonix
*Printer:* HP Paintjet.
*Most Useful Amiga Product:* WordPerfect.
(From *Amazing Computing*, Vol4/4).

(Ed: *Amazing Computing* is now available in local newsagencies.)

## NEWCOMERS AND PUBLIC DOMAIN DISKS

A lot of new Amiga owners (and in particular those members who have not come to grips with the CLI and AmigaDOS) are confused by all those Fish disks and myriad other Public Domain disks. To lead them gently into the fascinating world of PD software, we suggest that they first try the TBAG disks. These are produced by the Tampa Bay Amiga Group in the USA, and have the advantage that they can be booted up like a normal program disk.

Amongst the latest batch (see elsewhere in this newsletter) are some really interesting goodies, including some nice computer games. Well worth investigating.

## 1.4 - FACTUAL

In a BBS message, dated 21st June '89, Harv Laser, Amiga Sysop of the US PeopleLink network, tells us that, at the Amiga Developers Conference held at San Francisco, he and other registrants were given the early ALPHA test version (8 disks) of version 1.4 of the Amiga Operating System.

He mentioned that this very early version was very 'flakey', and crashed the computer frequently. He advised Amy owners who got hold of this early version **not** to install it on a hard drive, as it could cause major crashes. He also didn't think that we would see a 1.4 release before 1990.

-ooOoo-

## *HELP!* COLUMN

This is the *HELP!* column for users of Amiga computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

| Name | Help offered with: | Phone Number |
|---|---|---|
| Ellen Appleby | *Using Amigas in Education* | 369 4629 |
| Bob Devries | *OS9 Operating System* | 372 7816 |
| Ralph De Vries | *Dot Matrix printers - WordPerfect* | 300 3477 |
| Steve Hovelroud | *Audio Digitizing* | 298 5128 |
| Gary Lloyd | *C Programming (Beginners)* | 269 7818 |
| Brendan Pratt | *Modems, Telecommunications, Sidecar* | (075) 463 317 |
| Grant Robinson | *AmigaBasic* | 359 4315 |
| Michael Thomas | *Forth, Prolog, C, and Modula-2 Programming* | 800 4511 |
| Mike Williams | *AmigaBasic (Beginners), Sound* | 209 9084 |

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!

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# A590 HARD DISK DRIVE

## and MEMORY EXPANSION UNIT for the AMIGA 500

**previewed by Ralph De Vries**

The basic Amiga 500 comes with 512 KByte of memory and a single disk drive. Very soon new owners start to look for extra RAM (Random Access Memory) and a second disk-drive. Fortunately Commodore have made the A501 512 Kbyte RAM expansion module available (complete with battery backed up clock) at a very reasonable price, and a second diskdrive can now also be purchased for under $300.00.

'Power' users will next be on the lookout for more RAM and a hard disk drive. Up till now availability of these items has been a rather haphazard affair in Australia. It was possible to buy memory expansion from some local and imported sources, and the same applied to hard disk drives. However in some cases the supply source was either dubious or even suspect, and quite a few A500 owners decided to wait till something better and more reliable came along. This is now about to happen with the forthcoming release of Commodore's own A590 unit which combines a 20 Megabyte hard disk drive unit with an (unpopulated) memory expansion unit, which can be built up to take another 2 Megabyte of RAM.

Commodore have been kind enough to loan Greg Perry one of their sample units for evaluation, and let it be said straight away that we are impressed.

The 590 comes in a beige case which matches the appearance and colour of the 500 and looks quite neat when it's attached to the 86-pin systems bus on the left side of the Amiga. This unit comes complete with its own power supply.

The A590 has an Epson HD755 hard drive and HMD755 SCSI controller, as well as an XT interface. Memory can be expanded in steps of 512 Kbyte, 1 Mbyte or 2 Mbyte. To populate it you need the 256K x 4 DRAM chips with a speed of 120 ns. or faster. At present day prices one should be able to purchase the 2 Megabytes of Ram for approximately $500.00.

If you are not technically inclined it pays to have them installed by a qualified technician as these chips are very susceptible to static charges and thus it's quite possible to 'blow' them before even using them. However, if you feel competent, the manual has explicit instructions on how to go about the job and which jumpers to set, depending on the amount of memory which you are installing.

Another jumper will have to be set if you wish to use the XT interface instead of the now standard SCSI interface. Up to seven extra SCSI (Small Computer Systems Interface) devices can be connected to the unit , which means that, if your hard drive is full to capacity, you can connect extra hard drives to the A590.

Before you can start using your hard drive certain dip switches have to be set on the back of the unit, depending on your system's configuration. The first switch needs to be set for either Kickstart version 1.2 or 1.3. If you are using Kickstart version 1.3 you can 'autoboot' with the 590. This means that, when you switch your

computer on, the hard drive will automatically boot up without having to insert a Workbench disk in drive DF0.

A second switch has to be set if several units use the same physical address space, as the system only expects one 'Logical Unit Number' or one unit at every physical SCSI address.

The third dipswitch is only needed for certain expansion hard drives which take more than 30 seconds to come up to speed (e.g. certain Seagate drives); this is the so-called 'Time-out Length' switch.

A fourth dip switch is not currently implemented - it's for future expansion.

The hard drive is supplied formatted with the Fast File System. An internal DMA (Direct Memory Access) chip gives you a data transfer rate of 2.4 Megabyte per second.

This in itself is quite interesting, as we have read several comments about the slow data transfer rates of the Epson (IBM 506 type) drive. Effectively it means that Commodore's hard drive interface gives one pretty good data transfer speeds.

To most users these figures really mean very little, so an example may give you a better idea. *PageStream* (see elsewhere in this issue) comes on two floppies and takes 2 minutes and 30 seconds to boot up. The same program installed on the 590 takes only 26 seconds! That is more than 5 times as fast and is quite impressive.

On the hard disk the complete 1.3 Workbench is already installed.

If, for whatever reason, you decide to re-format the hard drive, you can use the formatting program which is supplied on the 3½" disk that comes with the unit (the so-called '590 Setup Disk').

On this disk you will also find several utility programs, such as the *PARK* program. This program 'parks' the read/write head of the hard drive, which you need to do if you transport the A 590. This is done to prevent both damage to the unit, as well as loss of data.

The *Install1Startup* program will copy the 1.3 Startup-sequence on your hard drive. The *MakeBootDisk* program is used if you are still using Kickstart 1.2, but you may well decide to have your 1.3 Kickstart installed to make use of the hard drive's autoboot facility.

The *HDToolbox* program is used to make changes to the partitioning of the drive and to delete defective blocks on your hard drive etc.

All these programs, as well as an explanation of hard drive terminology, are very well documented in the manual that comes with the unit (Commodore's manuals have definitely improved over the last couple of years).

The only omission from the 'Setup Disk' is a hard drive backup program, but fortunately there are quite a few good Public Domain programs available, as well as some excellent commercial ones.

One comment that has been made is that "it's only a 20 Meg hard drive", and to some extent this criticism is justified, but let us take a quick look at the facts....

A 20 Megabyte hard drive is equivalent to about 22 3½" disks. If you intend to install a series of application programs on the hard drive, you will find that you can

install a lot more than 22 disks on the A590, because you need only one copy of the Amiga operating system on this disk (i.e. one C directory, one DEVS directory, one LIBS directory etc.). In fact, you only install the actual program and its associated files and not the operating system. This can mean a saving of up to 50% in disk space, so you may well find that you can install 30 - 35 3½" disks on the 590, which should take care of most of your important programs.

On a 20 Meg drive I would install the maximum amount of program disks and save my data to 3½" disks; however you may well decide to have a smaller range of programs on the 590 and save your data as well to the hard drive. Chaçun à son gout!

The A590 turns the 500 into quite a powerful computer. I consider it the logical extension for users who have outgrown the 'standard' 500.

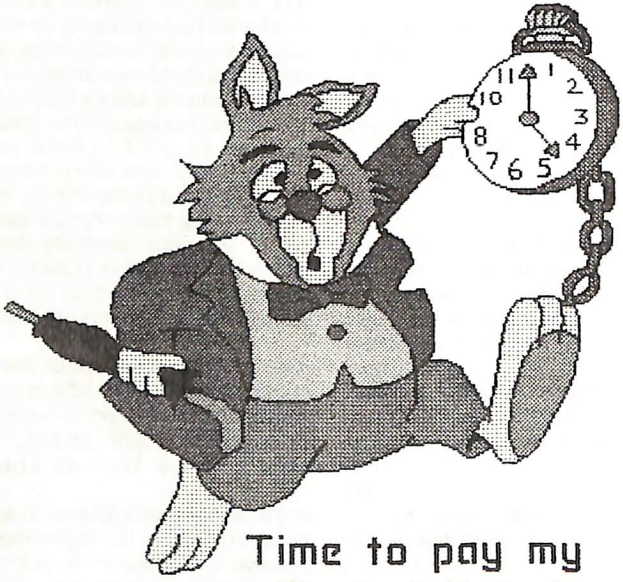
At the time of writing we are unable to give you a release date; we believe that this is due to the usual hassles with approval ratings by the electrical testing bodies.

Equally, we are unable to tell you at this stage what the unit is going to sell for in Oz. Obviously this will to a large extent determine the success of this unit in the market place.

If it turns out to be a commercial success, I would not be at all surprised if Commodore would in due course release one or more alternative versions with different capacity hard drives.

My only regret is that after using this nice little unit for some days I have to return it. Life with my A500 will never be the same again without the A590!

-ooOoo-



# BASICS FOR LEARNERS

by Mike Williams

This article is written for those people who have recently purchased their Amiga machine, who have little (or no) knowledge of programming, but have played a few games and are now saying: "There must be more to computers that just games, or pretty pictures." "HOW can I USE the thing - to do something HELPFUL!"

So if you, dear reader, have already written a program in "Basic", you are much too experienced for this article and you may as well skip to the next one.

Now that I have got rid of all my critics, and only those who know NOTHING of AmigaBasic are still reading, I can confidently tell you all sorts of weird and wonderful things, and you'll believe me ... won't you?

OK, now before you can start mucking around with AmigaBasic, you have to find the AmigaBasic program, and then make a "work" disk, so that you can't accidentally harm your original disk.

The AmigaBasic program is on your EXTRAS disk.

You will need to copy this program onto a spare, formatted disk. If you know how to copy a program to another disk, then skip down to the next section. If not, then read on.

First of all, a few ground-rules.

A. I will assume that you have an A500, but no second disk drive.

B. I will also assume that you know very little about how to work the computer. If this makes the article too slow for you, I apologise, but you can gloss over the "easy" bits and just read the interesting bits.

C. To prevent any accidents, write-protect your "WorkBench" and "Extras" disks by sliding the little black tab up, so that you can see daylight through a hole next to the black tab.

D. You will need one spare disk. Got it? Good! Make sure that this disk is write-enabled by sliding the black tab down, so that the hole is covered up.

Take this magazine and sit down in front of your Amiga; Yes, I mean RIGHT NOW!

We are going to be actually WORKING on the computer, and you can't do that by just reading an article.

OK Are you ready? ... Is your monitor or TV turned on? ... Lets Go!

1. Turn on your Amiga. (Make sure that any games disks are ejected first.)

2. Put in your "WorkBench" disk.

3. After about 1 minute, the disk light stops flashing and you are shown the WorkBench screen. On the right-hand side of the screen is a little picture of a disk with "WorkBench1.3" or "WorkBench1.2" printed underneath. This is called a disk "Icon". There could be another Icon called "RAM DISK", but we won't worry about that one now.

INITIALIZING or FORMATTING A DISK

4. Remove your WorkBench disk.

5. Put in a blank disk. If it is completely unused, it will come up

on the screen as "DF0:BAD"

6. Use the mouse to place your red arrow pointer on the picture of the disk marked "DF0:BAD" and click once on the LEFT mouse button. This is called "selecting" the disk, and the Icon will change colour from white to black.

7. Place your red pointer on the white bar at the top of your screen (It's called the MENU BAR) and press and hold down the RIGHT mouse button. Three words will appear on the menu bar :- "Workbench", "Disk" and "Special". If you move your pointer over one of the words (while still holding down the right mouse button), a MENU or list of words (in this case they are "commands") will appear under the word. Move the pointer to "Disk", and then down onto the word Initialize. The word "Initialize" will change colour to show that it has been selected. Now if you let the right button go, you will command the computer to "Initialize" or "Format" the disk.

What this does, is similar to making an index and numbering the pages of a blank exercise book - it erases anything already on the disk and makes it ready for a program to be written on the disk in marked sections, with the name of the program going into a "Table of Contents".

8. Now just follow the "Requestors" on the screen by ...

(a) removing the blank disk.

(b) inserting the WorkBench disk (so that the computer can read the "Initialize" command.)

(c) remove the WorkBench disk.

(d) insert the blank disk.

(e) click twice on "Continue".

9. When completed, you will now have a disk called "Empty". This is a pretty boring name, so why don't we change it to something else. That way, we will have a better idea what is in the disk later on.

RENAMING A DISK

1. Select the disk "Empty" by clicking in its Icon once with your LEFT mouse button. The Icon will change colour.

2. Press and hold down the RIGHT mouse button and move the pointer to the "Workbench" menu on the top menu bar; then move the arrow down and up the list of commands.

Did you notice that as you moved the pointer down the menu, some of the commands changed colour (were highlighted), but some of them didn't? You might also have noticed that the ones that didn't change colour, look fainter than the other commands (or are "Ghosted"). There is a simple reason:- Those that were highlighted, are valid commands - things that you can do NOW. Those that didn't change colour or were "Ghosted" are commands that cannot be selected at this time.

Now, move the pointer down to "Rename" and release your right-hand mouse button.

3. A long thin rectangle will appear in the middle of your screen, with the word "Empty" in it.

4. Use the delete key (DEL) to delete it.

5. Type in a new name for the disk; let's call it "BasicPrograms", and press the RETURN or ENTER key.

6. Under the Disk Icon, the name Empty will now be BasicPrograms.

7. To show you that the name of the disk has really changed, eject the disk. After a few seconds the Disk Icon will disappear. Insert the disk again and it will come up on the screen as "BasicPrograms".

COPYING A PROGRAM

Now we want to copy the "AmigaBasic" program from your "Extras" disk to your new "BasicPrograms" disk. This will complete the making of our AmigaBasic work disk.

1. Put the pointer on the "BasicPrograms" disk icon and click your left mouse button twice, fairly quickly. This opens a "window" on the screen, which shows what's inside the disk. At the moment there's only a "Trashcan", which was made as part of the Initializing process.

2. Remove the BasicPrograms disk and insert your Extras disk.

3. Double click on the Extras disk (as you did in step 1) which will open the Extras window over the top of your BasicPrograms window.

4. Drag the Extras window to the bottom right-hand corner of the screen by:-

(a) Moving the arrow to the Menu Bar of the Extras window.

(b) Press and hold down the LEFT button.

(c) Move the mouse down and to your right - the outline of the Extras window will act as if it is glued to your arrow and follow it wherever you move it to.

(d) Release the left mouse button and the whole window will move down to where the outline is, revealing the BasicPrograms window underneath.

5. Now, in the Extras window, you can see a white cube with a funny orange design on it, called "AmigaBASIC".

This is the program we want to copy onto our BasicPrograms disk.

While you've got both disk windows open, have a look at the "fuel gauge" on the left hand side of the window. It tells you how full the disk is. On the extras window, the orange bar is almost up to the F (full) mark, while in our BasicPrograms window, there is no orange bar at all, which shows that this disk is empty.

To copy the AmigaBASIC program, we just drag it into the BasicPrograms disk window as follows:-

(a) Put your arrow over the AmigaBASIC Icon.

(b) Press and hold down your LEFT button - the white cube will turn black.

(c) Use the mouse to move the AmigaBASIC Icon into the BasicPrograms window (anywhere in it will do).

(d) Release the left hand button.

(e) Follow the instructions shown in the Requestors on the screen, to swap disks a couple of times.

We will now have a copy of AmigaBASIC in our BasicPrograms disk and the "Fuel Gauge" now shows some orange, which indicates that the disk is about 15% full.

You can now put away your Extras disk, and be confident that whatever you now do with your programming practice, you can't harm your original disk.

Well, that completes this first episode of "Basics for Learners".

You should now know how to:-

1. Write-Protect a disk
2. Write-Enable a disk.
3. Initialise or Format a disk.
4. Rename a disk.
5. Copy a program from one disk to another.

You should also have an understanding of the following:-

1. Windows
2. Icons
3. Using the Mouse
4. Selecting a disk or program
5. Menu Bar and Menus
6. Ghosted Items
7. Requestors
8. "Fuel Gauge"
9. Moving a Window

As you can see, we have covered quite a lot in this article, and I hope to continue these articles in future editions of Cursor.

In the meantime, Happy Computing.

-ooOoo-

# ADVANCED AMIGA PROGRAMMING
## FOR THE BEGINNER

**by Matthew Pegg**

The Amiga, like its fellow 68000 cousins, (MAC, ST etc.), is more than just a bunch of complicated and powerful ICs, i.e. the hardware, it also includes the software. One of the main selling points of the Amiga is its multi-tasking capabilities. The operating system of the Amiga is very powerful and gives the Amiga its personality. You have of course noticed how the borders around application programs are the same and they all use mice and requesters etc. This is the Amiga operating system. This divides machine code programming into two parts, programing within the operating system, which involves doing as you are told and following the correct protocols; this has the advantage of letting you write multi-tasking programs such as word processors etc. fairly quickly, as all the complicated IO is done for you. The second is raw machine level machine code; you tell the operating system where to go and you write directly to the hardware. This gives the advantage of writing very fast, powerful code - the stuff all the best games are made of. The disadvantage, of course, is that you have write all the IO yourself (well nearly).

What I am going to talk about is the second type, the raw hardware level machine code. Note that I will be talking about how to program the Amiga at a hardware level and not about 68000 code.

Well, the first thing you need when writing real machine code, is an assembler. You could go out and buy one, or you could use an excellent public domain assembler called ASM68K. It is on one of the public domain disks somewhere - the club has it I think.

The second thing you need is the AMIGA HARDWARE REFERENCE MANUAL by Addison Wesley. The club has it but I advise you to buy one. There is

another book by ABACUS but I have not bought it yet. It is not the one reviewed some months ago, but one aimed at hardware; I will review it when I get it. Apart from those two books there is little else for hardware hackers I am afraid.

Now let's really start. If you want to write directly to the hardware, the OS (operating system) will decide that you are a threat, and will get its friend, the Guru, onto you. So you have to tell the OS ever so very politely to bugger off. The best way is to disable the interrupts at the beginning of your program. Once you have done that, then you can change all the vectors. To disable the interrupts you do the following:

```
move.w #4,$dfe09a
```

This disables all the software interrupts, and since multitasking is run by software interrupts you no longer have multitasking. You have to be careful not to disturb the other interrupts, or the screen will turn off and other things will stop working. We will do other interrupts some other time.

For the rest of this article we will talk about the copper, co-processor. It is very easy to use and essential for most programs.

The Copper co-processor has been designed specifically to control the on screen graphics. It has its own DMA (Direct Memory Access) so it doesn't need to use any of the 68000, thus the 68000 can be used for something entirely different. It is used to hold the screen, colour updating, sprite-multiplexing, controlling the blitter, in fact anything to do with the raster.

The Copper only has three instructions, but they are all you need.

WAIT for a specific raster X,Y coordinate.

MOVE an immediate number into a register.

SKIP the following instruction if the raster has gone past a specific line.

We will only look at the first two for now.

MOVE

This instruction moves a 16 bit number, to any of the special purpose registers, starting at $dff000.

Like all copper instructions, each instruction consists of two words.

The first word is the destination register. Bits 1-8 contain the destination address. Bit 0 is cleared so the copper knows it a MOVE instruction. Bits 9-15 are used, but clear any way.

The second word is the 16 bit immediate data to be moved, e.g.:

$0180,$0111 Moves the number $111 to register $180 which is $dff180, the background colour register.

WAIT

This instruction waits for a specified X,Y coordinate.

The first instruction contains the Y coordinate in bits 8-15, and the X coordinate in 1-7. Bit 0 must always be set to 0 to signify a WAIT instruction. Note that the X coordinate is only 7 bit long.

The second word has a bit mask for each of the X,Y coordinates. If you don't understand what that means, don't worry; just consider the following $00 means ignore and $ff

means look at the corresponding coordinate. bit 0 of the second word is the identity bit always clear. Bit 15 is to do with the blitter; I will talk about this much, much, later. Bits 1-7 are the horizontal enable, and bits 8-14 are the vertical enable, e.g.:

$a001,$ff00 waits for line 160 ($a0) ignoring the column.

To finish a copper list you tell the copper to wait for an non existent line. eg $ffff,$fffe waits for line 255, column 254 which doesn't exist (remember x is 2 bits long), so the copper will do nothing until the end of the screen when it is automatically reset and starts again at the top of your list.

To start the copper you load the location of the list into cop1lch which is location $dff080, then you just read copjmp1 (dff088), which starts the copper. Finally you set the copper DMA, by loading $8380 into dmacon (more about DMA later, for now just use $8380). The copper is now running your program.

In the following demo I retained the American spelling; my apologies but I kept in for the sake of compatibility.

This demo sets up a screen at $21000 and puts a horizontal bar across the screen. Don't worry about how the screen is set for now. Just look at how easy it is to use the copper. Note $dff180 is the background colour register.

---

```
custom      equ $dff000
bplcon0     equ $100
bplcon1     equ $102
bplcon2     equ $104
bpl1mod     equ $108
ddfstrt     equ $092
ddfstop     equ $094
diwstrt     equ $08e
diwstop     equ $090
vposr       equ $004
color00     equ $180
color01     equ $182
color02     equ $184
color03     equ $186
dmacon      equ $096
cop1lch     equ $080
copjmp1     equ $088
execbase    equ 4

start: move.w #4,$dff09a          ;   Kill the Interrupts
       lea custom,a0              ;   Set up new screen at $21000
       move.w #$1200,bplcon0(a0)
       move.w #0,bplcon1(a0)
       move.w #0,bpl1mod(a0)
       move.w #$0038,ddfstrt(a0)
       move.w #$00d0,ddfstop(a0)
       move.w #$2c81,diwstrt(a0)
       move.w #$f4c1,diwstop(a0)
```

```
        move.w #$0ccc,color01(a0)

        move.l #$21000,a1           ;    Prepare to fill screen
        clr.l d0
        move.w #2000,d1

fill:   move.l d0,(a1)+             ;    Fill it in clear
        subq.w #1,d1
        bne fill
        move.l #$20000,a1
        lea copper1,a2

cloop:  move.l (a2),(a1)+           ;    Move copper list to $20000
        cmpi.l #$fffffffe,(a2)+
        bne cloop
        move.l #$20000,cop1lch(a0);      Start them up
        move.w copjmp1(a0),d0
        move.w #$8380,dmacon(a0)

loop:    move.w #$2000,d0           ;    End of program
         dbra d0,loop
         bra loop                   ;    Do nothing

copper1:
         dc.w $00e0,$0002           ;    Hold screen at $21000
         dc.w $00e2,$1000           ;    Ditto
         dc.w $9601,$ff00           ;    Wait for line 150
         dc.w $180,$000             ;    Change colour to black
         dc.w $9701,$ff00           ;    Wait for next line ie 151
         dc.w $180,$0444            ;    Change colour to dark grey
         dc.w $9801,$ff00
         dc.w $180,$0888            ;    Etc
         dc.w $9901,$ff00
         dc.w $180,$0ccc
         dc.w $9a01,$ff00
         dc.w $180,$0fff
         dc.w $9b01,$ff00
         dc.w $180,$0ccc
         dc.w $9c01,$ff00           ;    Etc
         dc.w $180,$0888
         dc.w $9d01,$ff00
         dc.w $180,$0444
         dc.w $9e01,$ff00
         dc.w $180,$0000
         dc.w $9f01,$ff00
         dc.w $180,$0800
         dc.w $ffff,$fffe           ;     End by waiting for the impossible
```

-ooOoo-

# PAGESTREAM

by Soft-Logik Publishing Corporation

**by Ralph De Vries**
**assisted by Ellen Appleby**

This is our first look at a new desktop publishing program for the Amiga, called Page Stream (*PS* for short).

Test pages were printed on the new Epson SQ850 inkjet printer and Ellen Appleby has provided us with her tests, done on a 'standard' 9 pin dot matrix printer (LX-800).

I was going to say that *PS* is another program which I 'love to hate', à la *WordPerfect*, but that wouldn't be fair to *WP*. After all, *WP* is a difficult program but, by now, (relatively) bug-free, and that's more than one can say for *PageStream* which gurus more than any other program I've ever seen!

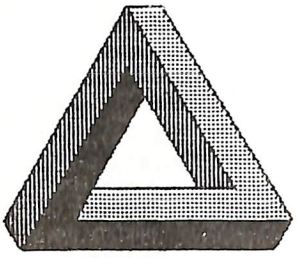
*PageStream* takes a lot of time to come to grips with. You just persist with it, learn to work around the myriad bugs and limitations of the program, and then you *may* get some worthwhile results.

(It was my intention to set up this whole review with *PS*, but I had to give up, because of those bugs.)

Yet I believe, that despite its faults, this is *potentially* the best DTP program for dot-matrix printers, and as most of our members own dot-matrix printers, this will be the basis for this review.

First of all I'd like to get my major gripe about this program out of the way....MEMORY! The manual tells you that you can run it on a 512K computer, if you are prepared to strip your disks (*PS* comes with a program disk and a fonts disk).

Well, I am running *PS* on a 1 Meg computer, and I am still troubled by Gurus and lockups. Common sense tells me that 1 Meg is the minimum needed to run *PS* and 2 Meg are required for comfort. (Some years ago I wrote the same thing about WordPerfect which also claims that it will work in 512 K. It *can* be done, but it's both frustrating and time consuming, and in general not worth the effort.)



The Soft-Logik Logo

By not loading workbench and working in a single bit plane hi-res screen (two colours only) I have eliminated some Gurus, but by no means all. Even a simple operation like closing a file and opening a new one, will sometimes cause a visit from the guru, or just lock up the program. This is a definite bug which needs fixing. (I am using Version 1.6, which is the third upgrade in less than 6 months.)

*PS* comes with a substantial manual in an even more substantial binder (The publishers, Soft-Logik, could have saved themselves a lot of

money if the manual had come in a simple ring binder and smaller box).

The program comes complete with 10 fonts, which can be used in virtually any size (I kid you not!). Elsewhere you will find a printout of these fonts.

Where *PS* scores, is in the way it prints these fonts. In earlier DTP program screen font pixels were translated into printer dots. This meant that, if your screen fonts had ragged edges (the so-called 'jaggies'), your printed font was equally 'jaggy'.

However in the case of *PS* they use a technique called scalable outline fonts, which produce considerably better results than found in the earlier programs.

Simply put *PS* creates an outline of the font being used, which is then filled with the attributes set by the user (such as normal, bold, italics, outline, underline, shadow etc.).

This produces generally far superior results than the pixel to dot method, but this is not all that apparent when one uses small size fonts (under 30 point size). However in the larger sizes the results are distinctly superior than could be expected from *PS*'s predecessors. (Just look at the new front cover of this newsletter).

For those of you who have any experience at all with other DTP programs, the general environment of *PS* will look familiar; a screen with a series of icons on the right side (the Toolbox). The basis of creating a page is by setting up a series of outlines in which one 'pours' the text or graphics.

In programs like *Pagesetter* or *Professional Page* these outlines are called 'boxes', whereas in *PS* they are called 'objects'. Objects can be set up as columns which hold text or graphics. Unusually, one can just start to type text on the blank page, and when you have finished, you have automatically created a Text Object!

Text can either be typed in or imported from an ASCII or WordPerfect file (there are serious problems with this text importation module, which need cleaning up; future versions of the program will support other word processors as well).

Graphics can be of the standard ILBM (DPaint etc.) type, or vector graphics as produced by programs such as Aegis Draw Plus. In the area of graphics importation I struck one of the first 'bugs'. I prefer to use hi-res graphics (640 x 512), because the outlines are less 'jaggy'. Although this latest version of *PS* supports a full PAL screen, something has gone wrong with the PAL implementation (I think), because, when I import a hi-res picture, a square object is no longer square, but elongated. However *PS* has an option to change the dimensions of graphics (and text as well), and by decreasing the vertical dimension to 84% I can restore the imported graphic to more or less its original shape. Lo-res graphics are distorted in the horizontal plane, but these can be adjusted in a similar way.

This brings me to one of the most important aspect of *PS*, which is the flexibility in sizing fonts. If, for example, you have set up a line of text in a 12 point font and find that this is too small, you can try, say, a 15 point size. Assuming that this size is too large you can now pick an intermediate size, by either going to the menu

and typing in "14.25" or "13.63" point or something similar, or go to the object menu and 'drag' the font to the right width!

But that is not all; you can then change the height of the font to an entirely different size, so it's quite possible to have a font which is 12 point wide and 24 or 48 point high! I can assure you that you can get some fascinating results!

More fun awaits us though! When you have finished with your block of text, you can then rotate, slant or twist it (see the samples elsewhere in this article).

You may gather from the above that I'm impressed with the program - well I am up to a point. It can generate much better text on a dot-matrix printer than earlier DTP programs or so-called word processors like Prowrite and Vizawrite.

However this only applies to font sizes larger than 30 point. Smaller sizes look distinctly less uniform, as some of the samples prove. However in large sizes it produces results that are quite excellent. Not only has one the choice of the usual text enhancements like bold, italics, underlining etc., but also features like backslant (also known as cilati), reverse, mirror, upside down printing, light printing, and double underlining.

Ten fonts are supplied with *PS*, of which four are 'gimmicky' and of limited use. The two sans-serif fonts (Helv and LtrGoth) look ugly in small point sizes and could do with a bit of improvement (letters aren't of universal thickness in small sizes). The serif fonts are pretty good. *PS* are apparently going to issue a series of fonts disks. You cannot use existing fonts for this program, as they have a proprietary fonts system.

In the *PS* fonts directory you will find that font files come in screen fonts, dot-matrix fonts, Postscript fonts and metric font files. If you don't have access to a Postscript laser printer, you can delete all the Postscript files - that saves a few seconds in loading the program.

Equally unusual, *PS* has its own printer drivers. There are a lot of them, but they are very badly documented. You will have to experiment to find the right one. Bad marks for this one, *PS*! In fact all the documentation is 'scrappy' (nothing usual in software manuals). There's a lot of it, but certain aspects of the program are not covered in sufficient detail. As an example, they haven't even printed an illustration of the 10 fonts supplied! I think that the manual is a conversion of the Atari manual and it shows in some of the terminology used. Also the lack of ready-made examples both on disk and in the manual is really not good enough.

There are many aspects of this program that I have either not covered at all, or have only touched upon. This *is* a powerful program and does require a lot of time to cover in all aspects. For example there is a substantial spelling checker on board, as well as hyphenation routines, macros, and many more. (I wish that they had dispensed with the spelling checker; it's a huge file and its absence would have speeded up the loading of the program, which now takes ages.) The search and replace routines are very good; not only will it operate on text, but also on fonts and print styles - quite excellent.

On the negative side, there are the previously mentioned 'gurus' and occasional lock-ups. When you are designing a page it pays you to save it frequently, as I found out to my cost.

Using a wide variety of fonts and print styles on a single page will occasionally result in white lines appearing through the printed text; I think that this is either a bug or a memory limitation. Work around it by not overloading a page with too many fancy text enhancements.

I also had great difficulty at times with font changes. Somehow the program 'remembers' which font was used last and won't let you use a new font. Again, in most cases, you can work around this one, but at times I had to delete portions of my newly created page and start all over again.

The most serious fault is that *PS* does not release memory after a lot of text- and printing manipulation; this is obviously one of the main causes of lock-ups and gurus. (The older program *PageSetter* gives you a low memory warning *and* has a memory clean-up function; both sadly lacking in *PageStream*.) This aspect of the program needs cleaning up urgently. It's another example of a program not having been tested in depth, prior to its release.

Provided that the publishers of *PS* (Soft-Logik Publishing Corporation) do the right thing by this program and the end users, I forecast a reasonably bright future for this program. It is considerably cheaper than *Professional Page* (we imported it from Lightspeed for US$129.00 + freight charges), and is potentially more useful and more powerful to dot matrix printer owners, but the emphasis in on *potential*.

I cannot imagine that I will ever use a DTP program to produce a whole newsletter - these programs are far too slow and cumbersome for this purpose, and besides 'normal size' text looks better when generated directly by the printer!

But for items like the front cover of our newsletter, display adverts, posters, notices etc, *PageStream* will be my preferred program until something better comes along.

---

Some further thoughts about *PS*

With more use, more problems seem to arise. On a newly created page I couldn't load a hi-res picture of 20 KBytes into *PS*, although the program said that I had 300 Kb of memory left! Obviously the *PS* screen swallowed all Chip memory! I tried *PS* on an Amiga 2000 with 3 Megabytes of RAM, and we still managed to guru the program!

Ellen Appleby's tests of *PS* produced similar results to mine; some good results, but the program is a hassle from start to finish.

All this is very sad for productivity software, usually costing several hundreds of dollars. Few of us can afford to spend this kind of money, to find afterwards that they have literally wasted their money.

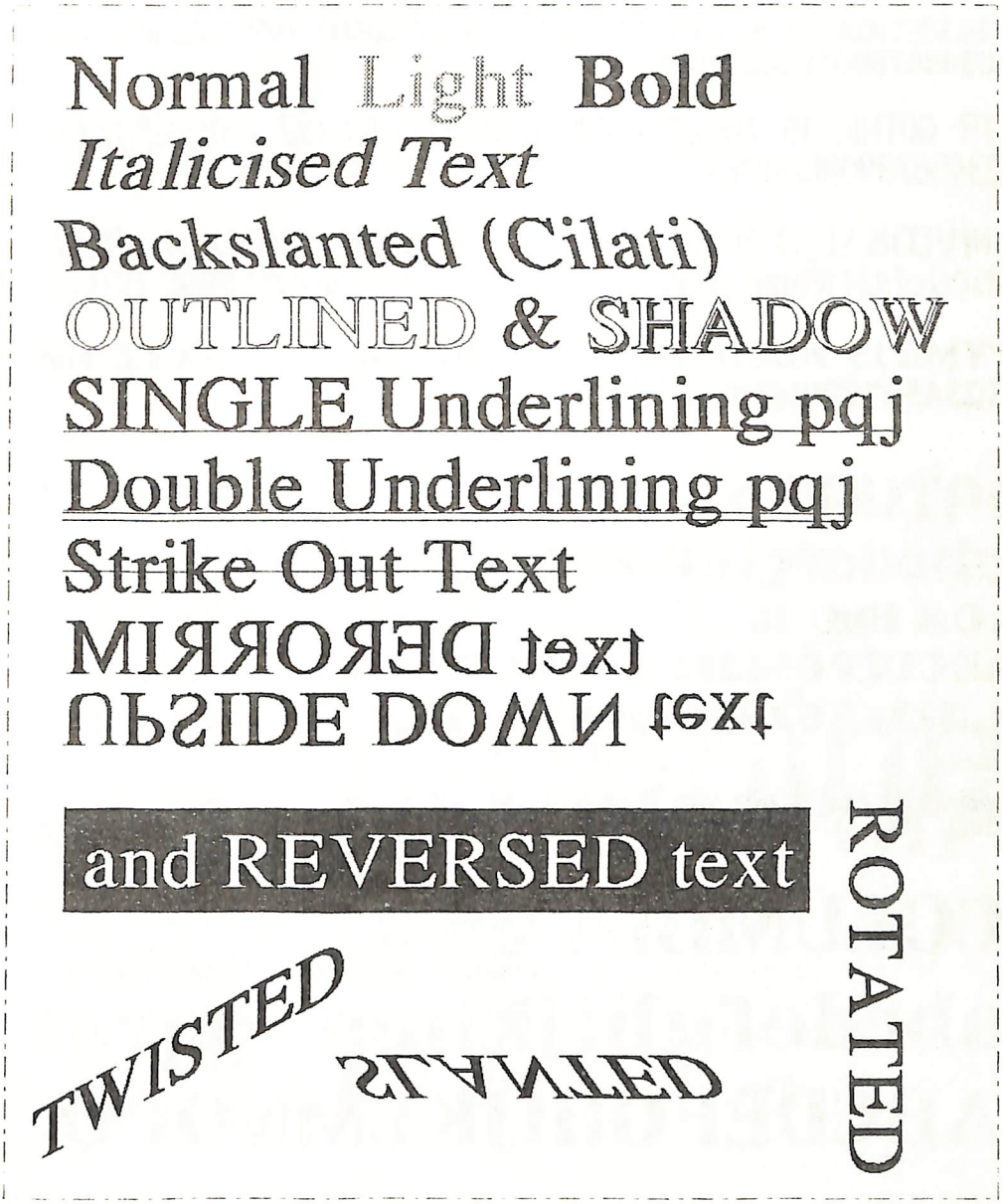
A reputable company like WordPerfect has offered a series of upgrades at very low cost or no charge at all, but other companies don't have such a good track record. At this point in time we don't know how Soft-Logik is going to perform, so I would urge caution on prospective purchasers of this program. As *PS* has been bought for our library, we will be able to monitor the performance of this newcomer.

On the following pages we show you some of the results we obtained from our *PageStream* tests. We used the 24 Pin Inkjet Printer and a 'standard' 9 Pin Printer.

# THE PAGESTREAM FONTS

(Samples in 24 Point Size)


The PageStream Fonts - Printed on the SQ-850 Inkjet Printer




PageStream Font Enhancements - SQ-850 Inkjet Printer

HELVETICA 12 ABCDEFGHIJKKLMNOPQRSTUVWXYZ abcdefgh
12345678901234567890

LTR GOTHIC 15 ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklm
1234567890!@#$%^&*()

UNIVERSAL ROMAN 15 ABCDEFGHIJKLMNOPQRSTUV
abcdefghijklmnopqrstuvwxyz 1234567890!@#$%^&*()

TYME 15 ABCDEFGHIJKLMNOPQRSTUVWXYZ abc
1234567890!@#$%^&*()

SATURN 24 ABCDEFGHIJKLMNO
abcdefghijklmnopqrstuvwxyz

TOM HUD 18
ABCDEFGHIJKLMNOPQRSTUVWXYZabcde
z 1234567890!@#$%^&*()

ARTISTIC 36 ABCDEFGHIJK

COLUMBIA 36
abcdefghijklmnopqrst
ABCDEFGHIJKLMNOPQ

Some PageStream Fonts printed on an Epson LX-800 (9 Pin) Printer


PageStream Font Enhancements produced on an Epson LX-800 Printer

# MAKING A C FUNCTION LIBRARY

**by Gary Lloyd**

In the course of writing a program I will need a lot of specific functions that will convert one value to another; for example: meters per minute to feet per second. Since I will need over 100 or so of these functions, and as I will have the need to use them in other related programs which I hope to write in the future, I decided on making a function library rather than using straight line code.

A function library does away with the need to have to rewrite these functions each time you need them in your programs. However, you could write these functions into a header file named for example 'functions.c' and compile it seperately and link it with your main program. You will also have to declare these functions as external in the main program with the same type as they were defined in the header file. This, to me, seemed a unnecessary waste of time; virtually having to do the same thing each time I wrote a program needing any or all of these functions in any program.

Hence the function library. Firstly, all of my functions were to be multiplied by floating point numbers, so a double type was the only choice for defining the type of these functions, since in expressions all values of type float are converted to type double before any operations are performed on them. The preceding statement may now be not so, the draft proposed ANSI C does permit arithmetic using type float, however if your compiler does not have this feature stick to using type double.

I defined my functions as per the following example:

```
double convert(x)
double x;
{
double y;
y = x * number;
return(y);
}
```

After typing in all the source code for the functions, one can proceed with compiling them. Do not link these files with any of the libraries in the lib: Directory; that's where the libraries should be anyway. The file's output from the compiling process are object files and end up with extension '.o' tacked onto the end of the file. It is these files than can be put into a library. They can be concatenated; that is linked together in a chain. The program that I used for this process is called Alib and is public domain; it is on both Amicus and Amigalib disks No.2, Version-1.0.

The usage of the program is: alib [commands] library filelist.

Commands are as follows:

D for deleting object files from library,

R for replacing or adding object files to library,

L for directory of library.

Library is the name of the library that the object files go into. The program tacks a '.lib' extension onto the end of the library filename.

When typing in the filelist there is no need to put the '.o' extension on the end of the object filename, but make sure there is a space between each other and a space between alib, command and library filename.

When making a new library with alib a message will appear saying: *name.lib does not exist, create it? (Y/N)*, where name is the one you have given it. Reply with y; it is then created and the files are loaded into it. As the object files are loaded in, it outputs to the screen that the files have gone into. If you have typed a filename incorrectly alib will abandon and not load any of the files in at all. Alib also creates a name.dir file with the same name as the library filename; this is where the L command comes in. If at any time you forget what you have in the library all you do is alib L "library filename". This gives the size of the files and their offsets and their names. After the library is created and the files placed in it, copy the library name.lib file to your lib directory with all the other libraries. Do not delete your source files as you may need them at some future date; copy them to a separate disk.

A point I should have written earlier about, is to name your source file the same as the function name, as otherwise there is a possibility that you may write another function with the same name. Do not, I stress, name them after any of the standard C function names. Another point, alib is run from the CLI. An obvious point is to name your functions as to what they do, and keep the names as short as possible.

Once the library has been made there is one other piece of information to type in to be able to use the library, namely a header file declaring all the functions that are in the library as extern and of the same type as what they were defined. If this file is omitted the program will compile and link ok, but when it is run only garbage is output. I put the header file in the include directory; all that is required when you write a program is to #include this file as you would any other #includes. Example of declarations in include file:

```
#ifndef     __ARGS
#ifdef        NARGS
#define     __ARGS(a) ()
#else
#define     __ARGS(a) a
#endif
#endif

extern double function-name __ARGS-
((double));
```

and so on.

The benefit of a having a special library of functions is, when you use them in a program, that the linker only links the functions that you are using in the program, so if you only need two functions out of fifty the linker only links the two that are in the program. Once all the above has been done, it's best to make up a driver program to test the functions to see if they do what they are designed to do.
There is another program similar to alib called OML, which allows you to do the same, but with no documentation to tell you what the commands are, there is no point in using it. My version of alib is 1.00, but I believe that there may now be a updated version of this.

Well I hope this helps somebody - if those C GURUS out there can add to this or even criticise it, they would help to increase my knowledge and my fellow C beginners.

# GAMES COLUMN

**by Reuben Phillips**

## REVIEW

*** HYBRIS (Amiga)

Time to save the universe again; see if you can get back in time for dinner this time. Hybris is another title in the much overworked Shoot' Em Up' mode.

This game has all the traditional features, vertical scrolling, colossal overkill in the firepower department, swirling hordes of suicidal aliens, smart bombs and end-of-level motherships. In short, if it moves, kill it and if it doesn't move, kill it.

The game plays well; a fine balance has been struck between difficulty and compulsion to continue. The continue option is welcome, allowing you to continue after the 'GAME OVER', although some of the attraction of returning to the game once completed has been sacrificed for this. Further compulsion to play on comes from the weapons available, seeing what's next in the range of over-the-top add ons and trying it in one of the two modes available.

The graphics are occasionally flat and out of perspective but not obtrusively so.

Sound? what's that? If you play these games odds are you're either deaf or brain-damaged from an excessive heavy metal diet.

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## COMMON COMPUTER GAME TERMS

Computer Freaks are guilty more than most of devising arcane argot and esoteric phraseologies - partly because of the high tech nature of the computer world, and partly because 'ye average hack' has gradually lost the ability to communicate in English (sort of like an appendix). Here for your elucidation is a short list of common terms, jargon and phrases....

AARDVARK - nothing like a CAMEL.

ADVENTURE GAME - reams of text and no ALIENS, the typical ADVENTURE GAMER can be distinguished by the slightly larger brain than the average GAME PLAYER and gentler disposition.

ALIEN - anything not human, mostly small, puny and come in WAVES, usually found with GAME PLAYER closing in, ALIENS get their revenge via BLEEPING SICKNESS.

BLEEPING SICKNESS - a neurological after affect caused by excessive GAME PLAYING, usually manifesting itself as WAVE upon WAVE of ALIENS self-destructing in your brain.

CAMEL - a spectacular species of 90 foot high mutant ALIENS.

COMPUTER FREAK/HACKER/PROGRAMMER/ AMIGOID - person who prefers a computer's company to say, another humans or even a cheesecake.

FIRE - the inevitable self destruction of your computer (cf NOVA).

GAME - anything with an 'x' in the title.

GAME OVER - a bold gamete.

GAME PLAYER - carbon-based mono-maniac xenophobe attached to JOY-STICK

JOYSTICK - control device for ex-terminating ALIENS.

LEVEL - the area of a game in be-tween MOTHER SHIPS.

LIVES/MEN - a form of currency a-mongst game players (the fact that it says MEN and not PERSONS or ARCTURIAN SLIME-MOULDS is rather discriminatory).

MOTHER SHIP - a large heavily armed ALIEN (not to be confused with CAMEL) at the end of a LEVEL. Usu-ally despatched with the cry 'eat plutonium death you disgusting alien weirdo!'. The psychoanalyti-cal significance of the name is a subject best left untouched.

NOVA - hava nova AARDVARK.

RAPID FIRE - the consecutive self immolation of two Amigas, a C64, four drives, a modem, video, toas-ter, disks containing the largest private collection of recipe cata-loging programs in the world and the PET in a box on the other side of the house (cf SUPER NOVA)

SHOOT 'EM UP - a GAME with more than one 'x' and a ridiculous imba-lance in power, that is, super hu-man GAME PLAYER bristling with WEA-PONS against a tiny nation of ALIENS with one tube of anti-plaque toothpaste between them, the aim being to depopulate said nation to make room for MACDONALDS.

SLEEP/SHOWERS - activities avoided religiously as they necessitate temporary loss of contact with the computer, also the former for fear of BLEEPING SICKNESS

SPACE INVADERS - generic term used by non computer-literate types to class anything that's obviously computer related but not a recipe cataloging program or database, also an antiquarian GAME with bas-ket-case ALIENS played only by nos-talgic GAME PLAYERS.

SUPER NOVA - as in, 'wow, did you see that, that AARDVARK just SUPER NOVAED!'

WARP - to leave one side of the screen and re-enter on the other, to leave relativistic space and re-enter elsewhere, to leave your skull and forget where you left it (cf BEEPING SICKNESS).

WAVE - a lot of ALIENS, hellbent on overwhelming GAME PLAYERS.

WEAPONS - anything that uses more energy in ten seconds than a global nuclear war and can be pointed at an ALIEN.

ZORK - the sound made by ADVENTURE GAMERS when sleeping.

---

Until next time, hello.

Write, right? to:

GAMES COLUMN
PO BOX 95
SUNNYBANK QLD 4109

-ooOoo-

ED: Considering that we have a lot of game players amongst our mem-bers, it surprises me that Reuben gets so little support from this source.

Perhaps it has got something to do with the literacy level of the ave-rage games player.....?

# AMIGA PUBLIC DOMAIN LIBRARY

Fish Disk 211

**AmigaWave** - This is Allen's entry to the 1988 Badge Killer Demo Contest. Animation with sound effects. Author: Allen Hastings

**Esperanto** - A keymap modification to usa1 which, in conjunction with the supplied slate.font, will allcw one to type in Esperanto and Welsh, in any program that will use keymaps and fonts. Author: Glyn Gowing

**Image-Ed** - An shareware icon editor submitted by the author for inclusion in the library. Version 1.9, binary only. Fixes a serious bug in the 1.8 version on disk 204. Author: Jonathan Potter

**SignFont** - A keymap and font that will allow the user to be able to type in American Sign Language, provided that one knows the font. Author: Glyn Gowing

**VirusControl** - A new virus detection and control program that checks disks during insertion, protects from link viruses, shows bootblock on a screen, periodically checks system vectors, controls access to files with a requester, etc. V.1.3, includes full assembly source code. Author: Pius Nippgen

Fish Disk 212

**Alice** - This animation is Carey's entry to the 1988 Badge Killer Demo Contest. Author: Carey T. Pelto

**DiskSalv** - A disk recovery program for all Amiga file system devices that use either the Amiga Standard File System or the Amiga Fast File System. Creates a new filesystem structure on another device, with as much data salvaged from the original device as possible. Update to the version released on disk 177. Binary only. Author: Dave Haynie

**DogsWorld** - This animation is Charles' entry to the 1988 Badge Killer Demo Contest. Author: Charles Voner

Fish Disk 213

**Cucug** - This animation of the Champaign-Urbana Commodore Users Group logo was submitted to the 1988 Badge Killer Contest by Ed Serbe.

**Icons** - Almost 300 icons in eight (!) colors. Uses a special program to get an eight color workbench to display these icons, which were made with DPaintII and IconGen. Most icons are miniatures of the main screen of their corresponding programs, or the picture they show, made with "iconize" and "recolor" from disk 85. Author: W. Dehnick

Fish Disk 214

**ArcPrep** - Prepares files and/or directories for archival with arc or any other program that can't scan through different directories and/or handle long filenames. V. 2.1. Author: Garry Glendown

**MandelVroom** - A Mandelbrot/Julia-curve generating program that features five numerical generators (integer, ffp, ieee, 020, and 020/881) in hand-crafted assembly for maximum speed, online mouse selectable help for all functions, generation of multiple pictures simultaneously, a sophisticated user interface with shaded gadgets, etc. Some of the other features include zoom, magnify, color-cycling, contouring, auto-contouring, histogram, statistics, presets, extra-halfbrite support, overscan, orbits, pan mode, and more. Requires 1Mb or more of memory.

This is the source to v. 2.0, an update to the version on disk 78. A compiled binary, along with help files and example images, is on disk 215. Author: Kevin Clague

**MemDiag** - A memory diagnostic program to identify addresses which produce memory errors, and a memory quarantine program which removes such defective addresses from the system's free memory list, until such time as the hardware errors can be corrected. Version 1.1, includes source. Author: F. Dufoe

**RunBack** - Another step in the evolution of Rob Peck's RunBackGround program, from disks 73 and 152. Allows you to start a new CLI program and run it in the background, then closes the new CLI. This version has been enhanced to use the NULL: device by Gunnar Nordmark (included), which is a "real" device, so it solves problems with previous versions of RunBack which used the Nil: "fake" device, causing many crashes. Includes source. Author: Rob Peck, Daniel Barrett, Tim Maffett

**SmartIcon** - This shareware program, submitted by the author, is an Intuition objects iconifier. Version 1.0 is limited to iconifying windows, which is still very handy. It adds a new "iconify gadget" to each window, that when clicked on, iconifies the window into an icon in the ram: disk. Same version as on disk 134, but now incl. the source code. Author: Gauthier Groult

Fish Disk 215

**MandelVroom** - (For description see Fish Disk 214)
This is version 2.0, an update to the version on disk 78. Source is available on disk 214. Author: Kevin Clague

Fish Disk 216

**BackDrop** - Allows you to define a pattern which will then be displayed on the workbench screen in the normally empty area behind all the windows. Similar in concept to DropCloth, but this one does not require workbench to be loaded (and does not cohabit very well with workbench). Author: Eddy Carroll

**C64Emul** - An April Fools spoof that turns your Amiga into a C64, or at least makes it look that way. Includes source. Author: Eddy Carroll

**Cloud** - A program that generates and displays fractal surfaces that look remarkably like clouds. Based on ideas from the book "Fractals" by Jens Feder. Binary only. Author: Mike Hall

**PrtSpool** - A DOS handler, a print program, and a control program that implement a print spooling system. Like PRT:, the DOS handler waits for stuff to be sent to it to be printed. The print program does line numbering and page headers. The control program handles administrative functions. Binary only. Author: Daniel Barrens

**VirusX** - Version 3.20 of the popular virus detection/vaccination program. Features a test for 8 new viruses since the 3.10 version on disk 175. Includes source. Author: Steve Tibbett

**Wanderer** - A neat little game with graphics and sound, ported from the Unix version, originally written on a Sun workstation. The idea for Wanderer came from games such as Boulderdash, Xor, and the Repton games from Superior Software. Includes a builtin editor for extending the game by adding additional screens. Version 2.2, includes source. Author: Steven Shipway and others. Amiga port by Alan Bland

Fish Disk 217

**AntiCBS** - An animation cooked up by Leo in protest of CBS's coverage of the Hacker's Conference in Oct 88. After reading the transcript I was angered enough to feel this needed widespread distribution, even though it is quite old. Author: Leo 'Bols Ewhac' Schwab

**Echo** - A small replacement for the AmigaDOS echo that will do some special functions, such as clear the screen, delete to bottom of screen, scroll the screen, place the cursor at a particular location, and set the text style and/or color. Includes source. Author: Garry Glendown

**InstallBeep** - This program replaces the DisplayBeep function so that an IFF 8SVX sound is played instead of the screen flashing. The PlayBeep function runs as a task in the background and runs asynchronously so the length of the sound does not slow anything down. Includes a couple of sample sound files. Version 1.1, binary only. Author: Tim Friest and Don Withey

**SnipIt** - An input handler wedge which allows you to clip text from any window and then paste that text anywhere, as though you had typed it on the keyboard. You mark the text you want to "snip" using the mouse, and then use the mouse to "paste" the last snipped text into the active window, requester, or anywhere. Version 1.2, includes source. Author: Scott Evernden

**SonixPeek** - Lets you list all the instruments used by one or more Aegis Sonix score files. It can scan individual files, or search one or more directories, checking all score files in each directory. The output is a list of all the instruments you need to have present in order to be able to play the indicated score files. Includes source. Author: Eddy Carroll

**Stevie** - A public domain clone of the UNIX 'vi' editor. Supports windowsizing, arrow keys, and the help key. Version 3.6, - update to v. 3.35a on disk 197. Author: Various, Amiga work by G. R. (Fred) Walter

Fish Disk 218

**EdLib** - A library of additional functions for Manx. Version 1.1, update to v. 1.0 on disk 183. Incl. source. Author: E. Hoogerbeets with C-functions from several different authors

**Mandel** - Another mandelbrot generator program, with bits of code from C. Heath and R.J. Mical. Version 1.3, an update to the version on disk 111. New features and improvements include an ARexx interface, coordinates in sight, more state info saved with a picture, batch files, programmable functions, and more plotting options. Incl.source. Author: Olaf Seibert

**Maze** - Lets you build mazes and then solve them. Mazes can be trivial one level mazes to very difficult three level mazes. Version 1.2 includes source. Author: Todd Lewis

**PcPatch** - Patches for PCCopy and PCFormat from the EXTRAS disk, to allow reading, writing, and formatting of any kind of MS-Dos style disks, including 720K 3.5" diskettes. Binary only. Update of disk 163. Author: Werner Guenther

**Scanner** - Makes commented C code of all intuition structures in memory. The structures will receive correct pointers towards each other. Starts looking at IntuitionBase, and follows all pointers, storing them in memory. When finished, it writes all the structures to the standard output. V. 1.0, Author: S. Parmark

**Worm** - An Amiga implementation of the classic "worms" program, based on an article in the Dec 1987 issue of Scientific American. You can specify the size and length of the worms, and the number of worms. Includes source. Author: Brad Taylor, Amiga port by Chuck McManis

Fish Disk 219

**DeepSky** - A database containing information on 10,368 non-stellar objects, 600 color contrasting easily resolved double stars, 70 stars for setting circles, and misc white dwarfs, red stars, binaries, etc. The database is distributed in zoo format, and is about 1.2 Mb after extraction. Version 5.0. Author: Saguaro Astronomy Club

**Mv** - A Unix style mv/cp/rm program that moves, copies, or removes files. Includes interactive mode, recursive mode, and force quiet mode. Copies file permissions, dates, and comments, supports arp style wildcards, supports moves across volumes, honors the delete bit. Version 1.1, includes source. Author: Edwin Hoogerbeets

Fish Disk 220

**DNet** - A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines, where each end of the link can be either an Amiga or a Unix (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial.device. Works on UNIX with tty and socket devices. Achieves better than 95% average throughput on file transfers. Version 2.0, an update to v. 1.20 on disk 145. Incl. sources for both Amiga and Unix versions. Author: M. Dillon

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## TBAG PUBLIC DOMAIN DISKS

TBAG Disk of the Month #25

AutoDiskChange: (Utility)
Friends: (Demo)
BezSurf: (Utility)
Hole: (Demo)
Billiards: (Game)
Lacer: (Utility)
BootIcon: (Utility)
MergeRGB: (Utility)
CloseMe: (Demo)
NoClickStart 1.3: (Utility)
DAD: (Game)
SafeBoot 2.2: (Utility)
DefSysDisk: (Utility)
Spray: (Picture)
Diplomacy: (Game)
SuperView 2.0: (Utility)
Eliza: (Game)
TextReader: (Utility)
Finlay: (Picture)
Wrap: (Demo)

TBAG Disk of the Month #26

Amiga Plot: (Utility)
Pixar2: (Picture)
CFlip: (Demo)
Plot.Pic: (Picture)
CheckMemo: (Utility)
Scenery: (Utility)
DWIP: (Utility)
Scene1: (Picture)
KeyClick: (Utility)
Scene2: (Picture)
MemoPad: (Utility)
ScrollBench: (Demo)
Spread: (Utility)
SFlip: (Demo)
Pixar1: (Picture)

TBAG Disk of the Month #27

Clock: (Utility)
RushHour: (Game)
Config: (Utility)

RZ: (Utility)
Dirk: (Utility)
Sorry: (Game)
GrabView: (Utility)
Stripes: (Demo)
Jask: (Utility)
SZ: (Utility)
Looney: (SoundFile)
TaskControl: (Utility)
MemView2: (Utility)
TimeSave: (Utility)
PlayIt: (Utility)
UltraPaint: (Utility)

TBAG Disk of the Month #28

AnsiPaint: (Utility)
Mach II 2.5: (Utility)
AutoMount 1.3: (Utility)
NewZAP 3.18: (Utility)
AWorld.Pic: (Picture)
PopInfo: (Utility)
BackGammon: (Game)
SetMach: (Utility)
ColorLab 1.1: (Utility)
Shuffler: (Utility)
DiskSalv 1.32: (Utility)
Sound: (Utility)
EW 1.4: (Demo)
SRT: (Utility)
FiveInLine: (Game)
Tertis: (Game)
Fixreq: (Utility)
VirusTrap: (Utility)
GunShot: (SoundFile)
WorkJerk: (Demo)

TBAG Disk of the Month #29

15: (Game)
OneCMD: (Utility)
AskDir: (Utility)
PassArg: (Utility)
AskOpts: (Utility)
READ: (Utility)
Assign: (Utility)
ReadKwik: (Utility)
Batch: (Utility)
RiteKwik: (Utility)
Black Box: (Game)
ShowFont: (Utility)
Concentration: (Game)
Towers: (Game)
DFC2: (Utility)
Tunnel: (Demo)
Ed-Startup: (Utility)
VideoPoker: (Game)
Elements: (Utility)
VirusX: (Utility)
LookDF1: (Utility)
VirusKiller: (Utility)
NoVirus: (Utility)

TBAG Disk of the Month #30

AbortCMD: (Utility)
IconMeister: (Utility)
DemoFX: (Sound)
MyMenu: (Utility)
Dither8: (Demo)
SetPatch: (Utility)
DSD: (Utility)
SmallAlarm: (Utility)
DSD.Pic: (Picture)
SteelPulse: (Demo)
F5-A4.Pic: (Picture)
SunRider: (Demo)
Forever: (Sound)
SYSCheck: (Utility)

TBAG Disk of the Month #31

ArpInstall: (Utility)
Loan1_6: (Utility)
BootIntro: (Utility)
Pati: (Demo)
CLIXecute: (Utility)
PowerPacker2.1a: (Utility)
Crunch: (Utility)
ShoWiz2.0: (Utility)
CustReq: (Utility)
ShoWizJr: (Utility)
DeCrunch: (Utility)
Title: (Picture)
Dugger: (Music)
Watcher: 1 & 2 (Demo)

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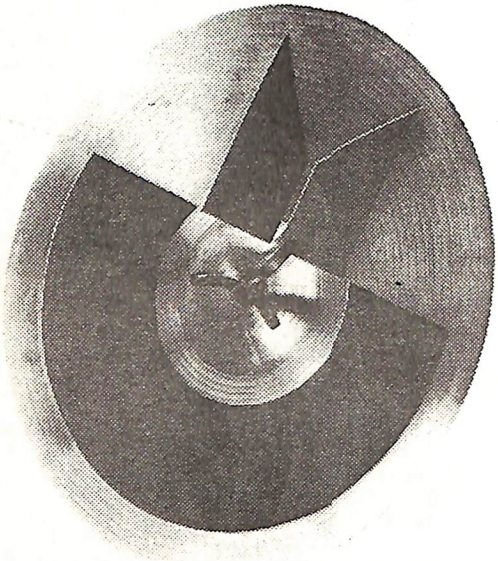
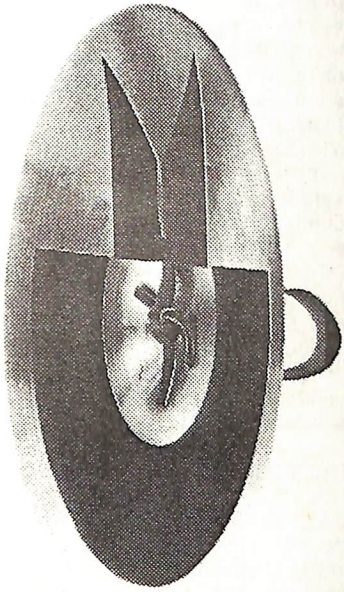
NOTE:

TBAG disks come with a non-standard bootblock; this is not a virus, but to avoid confusion we have installed this latest batch of disks. This means one introduction screen does not show up anymore, but the disks boot up in normal fashion.

# The Number One Symbol in Computers. Commodore.





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