CURSOR

Registered by Australia Post
Publication No. QBG 3958

Vol.6 No.6 February 1990

COMMODORE COMPUTER USERS GROUP (QLD) INC.

Our Next Main Meeting will take place on Tuesday, 6th February 1990, at 8 pm (Libraries & Sales at 7 pm) at the Bardon Professional Development Centre

SHEPPARTON COMMODORE
COMPUTER CLUB,
C/- 11 Dunrobin Street,
Shepparton. 058-214746.

CONTENTS

INFORMATION.....2
Profile.....6
Bytes.....8
Editor's Notes.....9
LETTERS.....11
The Write Stuff 64.....15
8 BITS AND PIECES.....17
Will Erdman's ML Course (Part1).....18
Doreen's Fun & Games.....22
Lindsay Vardy's 128 Tips.....23
Vic Mobbs' On Superbase.....24
8 BIT HELP.....25
Angus Norrie -Converting ASM files.....27
Micro Magic 4 (Dennis Wright).....28
What is a Monitor Program?.....28
Doug Maclurkin Rambling in Erehwon.....33
128 Club Disk 045.....35
Library Reports.....36
Review Amiga 1011 Drive.....41
AMIGA MONITOR.....42
PAL, NTSC and SECAM, What the Blazes are they?.....44
AMIGA HELP.....45
Amiga Public Domain:Fish 251-270.....46

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 Carpark in Carwoola Street. **Parking is not allowed in Centre's grounds!**

The dates for upcoming meetings are

Tuesday, 6th February, at 8pm.
Tuesday, 6th March, at 8pm.
Tuesday, 10th April, at 8 pm.

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

WORKSHOP MEETINGS

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.

C64/128 Workshop is also held at the same time and place as above.

5¼" Disks can be purchased at this meeting as well and the Public Domain disks are available for copying. Bring your own equipment.

Contact Matt James for details!
(Ph 300 5443)

REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (Noon - 10pm) 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. Phone 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.
REDCLIFFE: 3rd Sunday of the month (1pm - 5pm) in the Masonic Hall, Sutton St. Ph. Dennis Underwood - 283 2175 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
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)
Commercial Library Catalogue Disk: $4.00 (+ $2.00 P & P)
5¼" Blank Disks: $9.00 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: $16.00 (+ $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)
Commercial Library Catalogue Disk: $3.00 (+ $2.00 P & P)
5¼" Blank Disks: $9.00 per 10 (+ $2.00 P & P)
1541 'Drive & Disks Testing' Disk: $2.00 (+ $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)

---> ***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: $35.00

(* 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 Rosalie 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 March Issue is:

FRIDAY 2nd FEBRUARY!

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.

Alternatively, if you own a modem, you can upload articles, news, gossip, etc. to the Group's BBS (Ph.808 7694 - 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 4.1.9 - PageStream - The 64 Emulator II - GP Term - Easy Ledgers - Epson SQ-850 Printer

Opinions expressed in *CURSOR* are those of the Author(s), and thus not necessarily those of the C.C.U.G.(QLD) Inc. or the Editor.

Permission for reprinting by other Commodore & Amiga Computer Users Groups is granted, *provided* that both the source and author are acknowledged.

MANAGEMENT COMMITTEE

PRESIDENT:
Greg Perry - Ph. 366 3295
SECRETARY:
Mike Williams - Ph. 209 9084
TREASURER:
John Van Staveren - Ph. 372 3651
CHIEF LIBRARIAN:
Phil Guerney - Ph. 378 9756
NEWSLETTER EDITOR:
Ralph De Vries - Ph. 300 3477
SUBGROUP LIAISON:
Alan Hill - Ph. 290 0264

COMMITTEE MEMBERS

C-64/128 COORDINATOR:
Leigh Winsor - Ph. 379 2405
AMIGA COORDINATOR:
Steve McNamee - Ph. 260 5827

SALES

C64/128 DISKS & ACCESSORIES:
Peter Cotterell - Ph 3695110
C64/128 PUBL. DOM. DISKS AND TAPES:
Doug Maclurkin - Ph. 358 4442
AMIGA DISKS & ACCESSORIES:
Ken Clem - Ph. 287 3698
AMIGA PUBLIC DOMAIN DISKS:
Mark Eckert - Ph. 891 5268

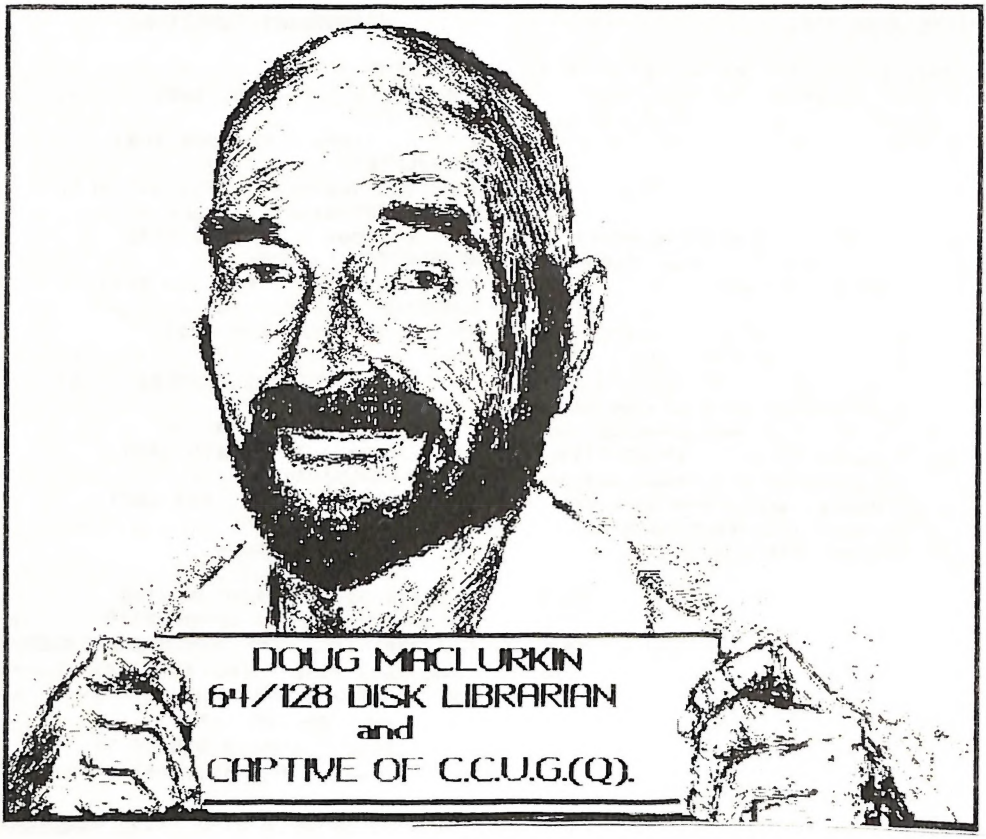
BULLETIN BOARD SYSTEM: (07) 8087694

SYSOP:
Graeme Darroch - Ph. 209 1999
ASSISTANT SYSOP - AMIGA:
Tom Yallowley - Ph. 251 5845
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

Published by: Commodore Computer Users Group (Qld) Inc, P O Box 274, SPRINGWOOD QLD 4127

Printed by: TOWNSEND, P O BOX 857, BEENLEIGH QLD 4207.



PROFILE

Dr Douglas Maclurkin: full frontal

Here is not a picture of a character awaiting a role in your next Adventure Game, but the countenance of the real Doug Maclurkin: Hero of the 64, Defender of the 8 Bit Faith, and an Antique Knight showing the human face of computing.

Doug has been our 64/128 Public Domain Disk Librarian for several years, but even more than the dedication and hard work he contributes in compiling and distributing our disks of Public Domain software, he has shared with us his mischievious sense of pleasure and pure fun to the hobby of computing.

PARCOM PTY LTD

Whites Hill Shopping Village
Samuel Street, Camp Hill, 4152, Ph (07) 395 2211

NORTH SIDE: 1 Clifford Street, Stafford, 4053
Ph (07) 857 6311

GOLD COAST: 171 Nerang Street, Southport, 4215
Ph (075) 91 5821

AUTHORISED INDEPENDENT COMMODORE SERVICE CENTRES

- Professional Repairs and Product Support
- All Work carries our 90-day Warranty
- See Us for Efficient and Courteous Service
- Fast Turnaround

WHILE-YOU-WAIT-SERVICES:

C-64 PCB REPLACEMENT - $99.00
A500 PCB REPLACEMENT - $129.00
KEYBOARD EXCHANGE - $50.00

OTHER SERVICES:

AMIGA SWITCHABLE 1.2 - 1.3 ROM - $60.00
AMIGA EXT. DRIVE BOOT SWITCH - $50.00

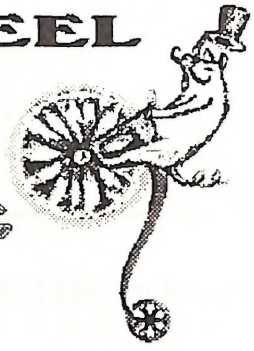
Special Rates for Users Group Members!

MPS 1101

DAISYWHEEL

PRINTER

FOR SALE



$250.00

Contact **John van Staveren** Phone 372 3651

BYTES

FOR SALE

OKIMATE 20 Colour Printer with 128 and Amiga Interfaces.
PRICE: $280.00
Comment: "Little Use, excellent condition"
EPSON GX-80 B&W Printer with 128 and Amiga Interfaces.
PRICE: $200.00
COMMENT: "very reliable, good condition"
CONTACT: R.C. Holtge, Ipswich - Phone (07) 201-8093

FOR SALE

C-128 SUPERSCRIPT- Word Processor PRICE; $40.00
C-128 SUPERBASE - Database PRICE: $40.00
CP/M PLUS (v.3) - Manual contains User's Guide, Programmers Guide, System Guide, plus three disks(source, system, & utilities)
PRICE $40.00
MICROBEE GREEN SCREEN MONITOR 30 cm, v.g.condition PRICE $85.00
AWA B&W TV 10"(Uses Valves - #!@) PRICE $18.00
CONTACT: John Ryan - Phone (07) 345 9263

EDITOR'S NOTES

While Ralph is away, the mouse had a play with Deluxe Paint - no liability accepted for anything this small impertinent animal gets up to. (I hope you will pardon any deficiencies and rough edges till Ralph's return.)

As Editor -for-a-Month, I'll take the opportunity to pay tribute to patience and skill of Ralph de Vries who has been the Editor of Cursor through the growth and evolution of the Club. All of us who have been Cursor's regular readers have benefited from Ralph's articulate and balanced judgements of computer software and hardware, and his shrewd assessments of the trends and fashions in computing as a serious hobby. Back from his European holiday, I have no doubt that he will be an absolute mine of information about Commodore and Amiga matters.

Since I have been more or less unwittingly had a software soapbox thrust upon me in the form of an Editor's Notes page, I shall not forbear from a New Year Wish that our Club activities further develop the range of our Special Interest Groups. It is not easy, in spite of our best intentions, to effectively disseminate information, or enable members to develop their skills and competence. Clearly, as our computers' software and hardware develops, there are more things to master, more divergent interests, more things to get stuck with, and more specialized and complex subjects that presume the User already has a foundation of other sophisticated skills. As a Laissez-faire club focused around a library, a Main Meeting Place and the informal contacts that emerge from it, our Group works marvellously well. And such simple thing as a Beginner's Corner -informal help at the right time - enable dramatic saving in the time it takes a new member to get the hang of things. But for more focused and special interests, it's often hard to find and share knowledge and skills.

Our 8 bit moiety, (for this month at least), is showing a commendable example: Will Erdman's machine language course, Vic Mobbs' contribution on Superbase programming, Angus Norrie shows how to convert assembler files, and promises soon to demonstrate how he work the Commodore Assembler. And of course those who volunteer their names for the Help columns.

But my New Years Wish is that we ought to reflect a little on our status as a voluntary association and the tacit rule of Mutual Aid that sustain it: it's the notion that those who are helped help others in return. Whether through natural reticence or software-induced amnesia, our members sometimes appear to forget the second half of the equation.

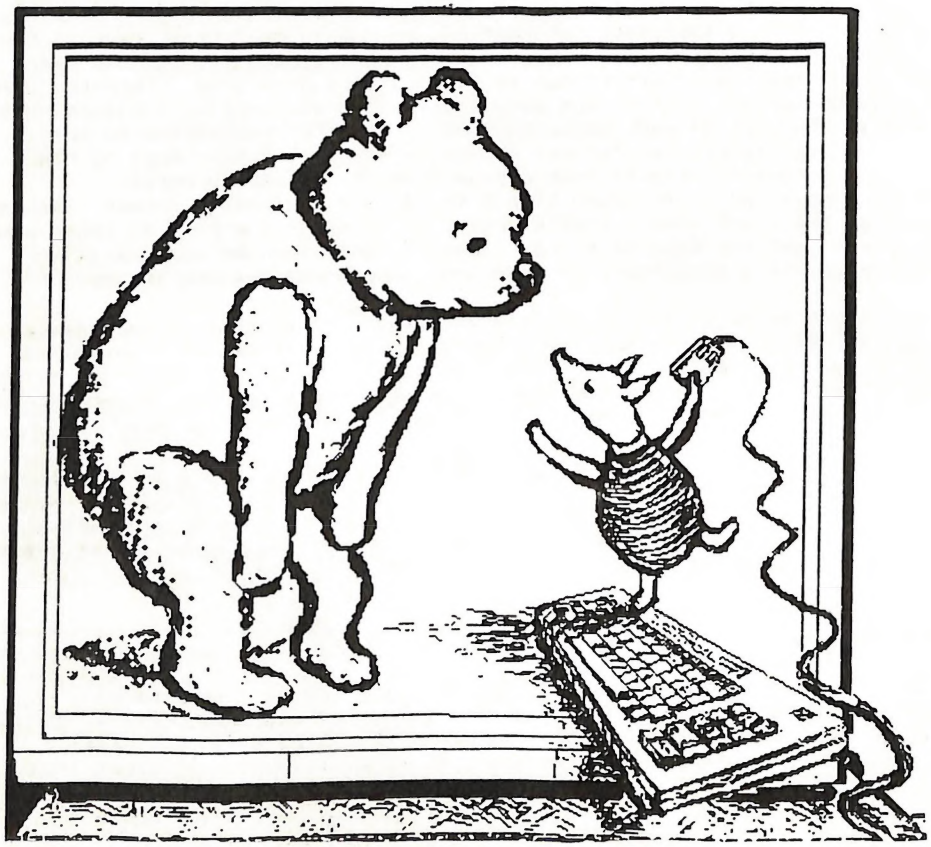
DECEMBER MAIN MEETING DEMO FOR COMBINED GROUP

Peter Wharton of the College of Art who gave the well remembered demonstration of Deluxe Paint II some two years ago, demonstrated Deluxe Paint III at the December Main Meeting. Deluxe Paint is universally esteemed for its power and "friendly" complexity, and the latest version builds measurably on its existing riches. The point I think Peter was making in his Demo, as we watched over his shoulder, with choice of pattern and shape interacting with teeming and ever expanding

possibilities generated by the program, is that such software is essentially a Mind Tool that extends human powers to think, choose, and communicate. If a great deal of the software we use seems like fetters to our free invention , Deluxe Paint is a pair of wings.

RETURN OF ANTHONY THYSSEN

Anthony Thyssen has returned to Brisbane after two years in the Maths Department of Flinders University for post-graduate honours study at the University of Queensland. In the days when we were an 8-bit Club, Anthony was the Club's Reset-Button King, fitter of Turbo-roms, maker and fixer of miscellaneous hardware devices, author of a number of graphics and DOS utilities for the C64 which still have pride of place in our Public Domain Library. Now, an Amiga user, he returns with news of a very lively Adelaide Amiga culture, talking of CHAOS and cellular automata. Welcome back, Anthony! (Phone: 371 7913)



Dear Mr Editor,

The time was 8 o'clock pm and the night the 5th of December 1989. The queue of members returning Library items to the Amiga section of the Commercial Library section had dwindled to handful after a hectic hour of operation, when into the line dashed a 64 owner clutching a package of Amiga software!!!

The chief Librarian Swooped, "you are not an Amiga user. Have you been borrowing our software for persons not belonging to the Group?" Oh dear! I had hoped that my visits to Wogga Wogga had gone undetected.

Be thankful dear Phil, to get borrowed software back on due date, with all bits and pieces present and correct. To worry what we borrowers do with the stuff between Meetings is looking for ulcers.

Doreen Horne.

I'm sure that we are all firmly committed to the principle that we have one Club whose resources are available to all members without distinction. Phil does a difficult job with great distinction (as you, Doreen, did

before him); but as I used to find from my far simpler role in the 64 shop, one tends to be pretty shell shocked at a Main Meeting by 8 o,clock. So, after 8, we should all plead temporary insanity, and ask each other's pardon.

(Leigh)

The Editor CURSOR,

Re: 8 bit HELP! COLUMN

I was told recently by someone who may know that I was only one of three people in Australia who regularly use Superscript integrated with Superbase. I therefore offer to help others to get to know these two wonderful programs.

Vic Mobbs (071 941330)

(I met Vic when he visited the Milton Subgroup sometime last year, and discovered his accomplishments with the 128. He must be one of a very small circle of local owners of 1581 drives. As the 128 becomes increasingly neglected by the market, skilled and committed Users such as Vic become all the more important to the 128 community. Those who are prepared to share their computing knowledge with their fellow Users should be regarded as Living Treasures. Lets hope their tribe increases! - Leigh Winsor)

Dear Editor,

I was appalled to read in the article on RESET & RE-ENABLE BUTTONS in Vol 6 No 5 of Cursor that the alfoil shield assembly in the C64 was referred to as "bureaucratic fascism". It is in fact a shield to contain spurious radio frequency (RF) radiation. In this age of increased awareness of pollution and damage to the environment, we should not overlook the damage caused to the RF spectrum by more and more digital equipment spewing out harmonics of their crystal oscillators. Any shortwave listener will confirm that we have too much RF-rubbish on any radio band, and we should do all we can to protect this valuable resource. The C64 was designed to run with the shield in place - leave it there!

Yours Sincerely,
Leicester Hibbert.

MORE BYTES

FOR SALE: C128D Computer, Good Condition.....$450
1201 Amber Monitor $130
CONTACT: Maurice Hawkyard Phone: 343 5717

FEEDBACK 64

Great to have the combined newsletter, we can see what the other mob are doing. Is CP/M still viable on the C128? What Public Domain programs are available, or is it a waste of time if one has good WPs, Spreadsheets etc. CURSOR is improving all the time, it will be better if more users submit articles. We seem to forget how little we knew at the beginning. I think that Compute's Gazette's Turbotape program should be included with the Datasette programs mentioned for beginners, as it offers such a great increase in saving and loading speed. No doubt that the purchases of the early Amiga programs were financed by C64 members money, the strong should always support the weak, and later on C64 members will have to rely on finance from the stronger Amiga membership.

However, many may have purchased a C64 to explore the computer world and find it quite adequate for their needs, Paul Blair says that million dollar a year businesses use Mini Office II. The world will always be made up of the haves and the havenots, not all of us have a desire to rush out and buy a new model Mercedes when the old car gets us around quite well. Others cannot afford to update, for them the C64 still offers a vast field of endeavour they will probably never conquer. My own children have used a C64 for 6 years, for school work, word processing and graphics, not to mention games. However not one of them is interested in programming. I know that I will never fully master Basic 2.0, but what a pleasure it is to try. Although I avidly read the Amiga sections, I feel intimidated by the complexity of the Amiga system, how different to the friendly 64/128 environment which is so much cheaper at present at least. Many feel the challenge to explore the fantastic abilities of the Amiga in the graphic and musical fields and the Amiga needs their support.

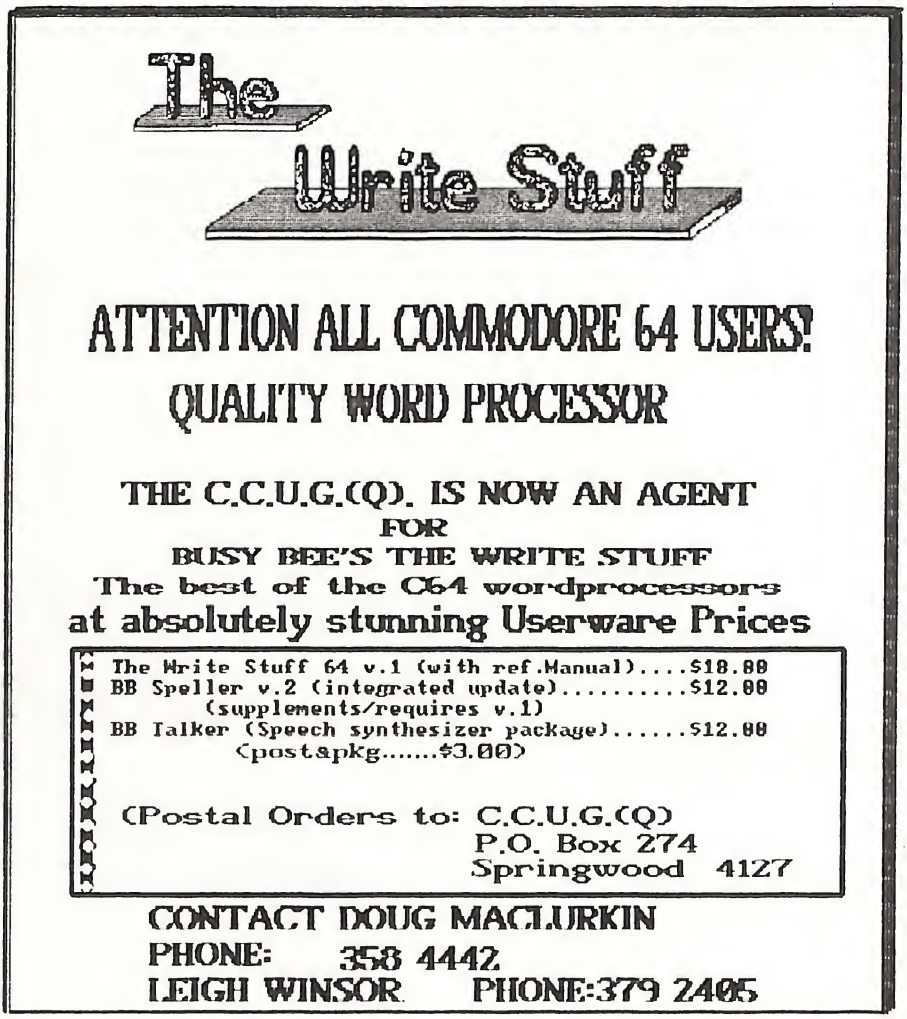
Not so well heeled 64/128 owners can often buy programs at second-hand shops and flea-markets, surprisingly these always seem to work despite rough handling. Tapes are cheaper and can usually be transferred to disk with a freeze program. Keep an eye on the supermarkets, programs like Timeworks' Datamanager 128, Swiftcalc 128 are put out for $20 each, that excellent Swift spreadsheet (128) $15, The Manager (64) $15 and many others.

It is to be hoped that Commodore's action in withdrawing the 128D, and maybe the C64, to foster the Amiga, does not result in the Amiga being regarded as the ultimate game machine to the detriment of the 8 bit machines and the Amiga. How often do we hear the praises for the games on the Amiga and nothing else. The word processors, databases and spreadsheets on the 64/128 leave nothing to be desired by the average user, only recently many unobtainable programs have become available to this country. It was a shame to see the C128 dumped recently at $599, quite evident Commodore is out to kill it off, and maybe many potential customers. We need the simpler, more friendly machines for beginners. Maybe there is a new C64 in the pipeline with Basic 7 and Basic 8, more than 144 colors etc.

Personally, I have never been able to get beyond the menu on the Bulletin Board. Is there a leaflet on operating the BB? What about a detailed article on how to get a cheap and good modem, how to access the BB, and costs, a recent article mentioned a cheap call around the world. How cheap? is that by the minute? What about FAX, banking etc. and the mysteries of the User Port?

Lindsay Vardy (Wynnun)

Lindsay's letter is densely packed with the experience of the seasoned 8 bit user, and feedback of this sort may encourage other 64 users to feel that they can still find a place in the sun. He also submitted a good deal of material on The Write Stuff and it speech synthesizer, which I am holding over till next month. (Leigh)



The Write Stuff64 and why we decided to handle it

As a large Computer User Group we hope, when communicating on disk, that everyone can easily acquire the means to participate in this communication. There are different file types and codes used by 8 bit Word Processors -prg usr, seq, pet ascii, true ascii, screen code. If we a offer file (such as our very large PD disk catalogue) on disk, it would be nice to think that everyone has a means of reading, printing, searching, selecting from, editing and sorting. While there are file reader and many good word processors for the 64, but not all will read each other's files and some are more equal than others.

The solution we have relied on is to assume everyone has Speedscript (Compute Magazine's word processor) which ,at least in the eyes of many Users, had a quasi-public Domain status. But Speedscript,(so the publishers of have advised us), is not Public Domain Software. True, most of the older 8 bit users have been regular buyers of the Magazine and on that basis are licensed users, but if new users can't easily buy a legal disk, can't even easily buy the back issues where the modules were published, then Speedscript really has put itself in limbo. Just from the viewpoint of the uncertainty this creates, we can't assume Speedscript as common ground of all our 8 bit users.

THE WRITE STUFF AS SOLUTION: A word processor is the basic tool of computer user,and no matter what they do with their computer, Users must do some word processing. If any member could easily afford own TWS with Reference Manual, in fact own what has been claimed as the best Word Processor for the 64 for what they pay for a couple of boxes of floppy disks, we would share a common means of communication as an 8 bit group, support software developers who are serious about pricing, and supporting, their product in ways end users perceive as reasonable and fair. New members could start off with a best quality tool, established Users (even if they have found a WP they are comfortable with) may even be tempted. And those with illegal copies could well be encouraged to do the right thing by the Write Stuff.

Busy Bee distribute their software as Userware, which means User Groups can act as agents, pay fee to Busy Bee for each licensed, labelled and registered copy produced from a masterdisk, handle their own packaging and sales. (It may not work in general, but in the case of TWS it means a brilliantly designed, comprehensively featured WP that members can own at a fraction of the cost of a normally marketed commercial product. The Userware concept is built on a social contract of good faith between User Groups and a Software Developer. At least in the case of Busy Bee Software, it seems to be working. Priced by us for $18, TWS64v1 with reference manual is sold through normal market processes, I have been told, for prices close to $50.
So what's wrong with that? the inventors of the market economy pictured it as a dung hill with all the insects tussling for their share, so why shouldn't a seller more out of software that its maker ? And an oracle of Commercial Wisdom whispers at my ear - Consumers are so ignorant of intrinsic worth, they can't help but believe that 'dear' means 'good' and 'expensive' means 'better'. Still, it's instructive to remind ourselves, when marketers present themselves on moral high ground defending the interests of authors, of what a very small portion of the return actually goes to the creator of software.

THE WRITE STUFF 64

This is not the time for a full critical review of The Write Stuff, but the following is a list of the major features provided by the various modules.

BB Writer

*100% ML (25K). 22K text, 9K buffer
*USERWARE. Not copy protected
*Menu or command driven:
(Help, Edit, Print, Load Menus)
*86K of on-disk documentation:
60 Help files (view any time)
3 Help screens in RAM-view instantly
26 Tutorials and sample files
*True 80-column hi-res preview
shows underlining/special features
*Delete, transfer, copy text
*1 Pass double column output
(All or part of text)
*Unique on-line macro feature: define
100's of macros--reduce typing 25%
*Dual text area--have two documents
in memory at the same time.
*Supports 1764 RAM Expander
*Cutomize to support other software:
TurboSave, PrintRite, Super Graphix
*Hunt/Search & Replace
*Mail merge for form letters, etc.
*Sort on 1-10 columns (A-Z, Z-A)
*Capitals, Autocaps & Insert modes
*Dvorak<-->QWERTY keyboard toggle
*File encryption/decryption
*21 Function calculator-insert answer
*Tabs (0-132). Decimal tabs
*Word/Paragraph count. Clock-timer
*Bytes used & bytes free
*All colors user-definable
*Key beep, wide screen, edge toggle
*User-definable screen font
*All DOS commands supported
*Disk directory. Word-wrap toggle
*Load/Verify/Save to disk or tape
*Merge & Append files

*Supports double and dual drives
*Change drive device # (8 to 9)
*Auto scratch & SAVE feature
*Linked file capacity
*Built-in file converter:
Read/Write SEQ/PRG/USR files
ASCII<->Screen Code<->True ASCII
*Built-in file translation for:
Speedscript, EasyScript, PaperClip
and 11 other word processors.
*Fastload/MACH5/Final C. compatible
*Special autoboot option:
Autoboots custom format file, or
user's current "ROUGH DRAFT" file.
*Supports dot matrix & LQ printers
*Screen dump (print help screens)
*Justification & Right alignment
*Multi-line headers and footers
*Odd/even-page header/footer/offset
*Auto-page numbering
*Alternate left/right pagination
*Auto-centering (even double-width)
*Multi-copy printing--print labels
*Print a given page--Skip to page X
*Margin release & auto-indent.
*Relative margins & offset printing
*Soft hyphens. Active secondary addr
*Auto-linefeed, true ASCII options
*Forced page & wait options
*20 User-definable printer macros:
1 character = 1-8 character codes.
*Single character support for:

Underlining	*Italics*
Boldface print	condensed print
Reverse field	Double-width
Subscript$_S$	Superscript^S
Emphasized	LQ/DQ toggle

Plus 6 user-definable toggles

The Write Stuff V2 Featuring: BB Speller

Fast Spell Checking **Fast Spell Correction**
78,000 Word Dictionary **With BB Writer V2**

BB File Reader

*Load, view, print BB text files

BB Menu Maker

*Create custom disk menus

BB Manual Maker

*Prints all 60 help files

BB Customizer

*Printer customizing program

BB Talker

The Talking Word Processor

*Supports all of S.A.M.'s features
*Say characters, words, entire text
*Say menu selections, help screens
*Nine user-definable voices
*Use Speech Menu or embedded commands
*English-->phonetic text translator

8 BITS AND PIECES

Will Erdman's first instalment of his machine language begins in this issue. This is an opportunity for those newer 64 users to strike out into unfamiliar territory with some reassurance that they are not going to be left lost in the woods. But they won't get very far unless they do the exercises, and even more importantly, do some exploring for themselves. This issue has shown some very encouraging signs of life from our 8 bit contributors. I think it is important that those who give their skills and knowledge to the Group are given some feedback, so that they at least know if their efforts are achieving anything.

NEW COORDINATOR FOR 64/128 ROSALIE WORKSHOP

Matt James (phone - 300 5443),the bright young person who has been a regular attender of the Main 64/128 Workshop, has agreed to take on the task of Coordinator of the Kitchen Workshop at Rosalie. Any Problems - ask Matt (but also, don't forget,); any Solutions - show Matt and the Workshop group.

64/128 DISK AND ACCESSORIES SALES

Peter Cotterell has volunteered to take over the task of handling the 64 Shop. Be kind, buy lots of disks, and try to remember to have the right money!

DESIGN A LABEL

Doug Maclurkin, our Public Domain Librarian, requested that Someone should design him some decent labels for the Public Domain Disks and has issued a list of detailed instructions on how to signify the 8 bit club disks. To indulge Doug, I had a few quixotic tries -a Commodore logo rolling around inside an 8 ball looking like the lugubrious eye of a Cetatian ,a Commodore logo falling on its nose and looking like an archway emblazoned with the club initials - really ghastly kitsch, but not quite up to Doug's high standards. For anyone who can design disk labels that satisfy Doug then there will be a prize of a 1541 Disk Drive cover. Entries to Doug Maclurkin.

C-POWER

Craig Rawlins has been encouraging people to learn C by taking up C-Power, a version of C for the C64. Unfortunately, it lacks a graphics library. If anyone has solved the problem, advice would be apreciated.

THE WRITE STUFF DEMO

Matt James and others will demonstrate The Write Stuff 64, together with the integrated BB speller and talker, at the February Main Meeting.

THE WRITE STUFF 128

Our involvement with The Write Stuff64 is an experiment, but we hope not a folly. If 128 owners express sufficient interest we could also handle TWS 128whose v2 update has an integrated spelling checker.

WILL ERDMAN'S COURSE
A HANDS ON INTRODUCTION TO C64 MACHINE LANGUAGE (PART 1)

Hello there, my name is Will Erdmann. I joined the CCUG of Queensland four and a half years ago in mid 1985. Since then I have read the 'CURSOR' and watched it grow both in size and diversification of its interests. Before the Amiga came along I read Ralph De Vries beg, plead and berate readers for not sending enough articles to the 'CURSOR'. The magazine, as a result of such a lack of participatory interest shown by its members, shrank in size by the month. I have always enjoyed Ralph's editorals especially those critical of COMMODORE manufacturers, inexperienced salespersons and the like.

During the time I have been with the group I have only been able to attend one Main Meeting and that was when I purchased Ralph's MPS 1000 printer. I don't mind saying that this 'old workhorse' has proved to be a reliable companion during those years.

My main reason for buying the C 64 in 1985 was programming. I was impressed with its terrific graphic and sound capabilities. I looked at some basic programs written by Ron Lewis and was impressed with his work although at that time I could do little more that copy programs from books. A year later Ron sent me two machine language assemblers and some programs he had written using these. Even though I could understand nothing of this new language at all, from that moment onwards,I became a ML-addict.

Now I have come to the point where I can share my experiences with those in the group who want to find out more about the inner workings of the C 64

There have been many books written by the experts on how to program using machine language. Most of these books to a great extent, deal with the techinical and theorectical aspect of machine language programming, leaving the readers with very few examples of actual programs. A few other books give examples of very lengthy programs that are far too advanced for beginners to follow. Such books cost a lot of money. The programs are written using commercial software assemblers which cost more money. Beginners, by this time, think machine language programming is for the experts, and forget the whole idea. It is with these people that I sympathize and hope, through writing a series of articles in the 'CURSOR' throughout the year, to encourage writing machine language programs.

To begin programming you will need a reset button installed on your C 64. This can be done by bringing your computer to the workshop (see page 2 of this issue for details) where one of the fellows there will do the job for you for a very reasonable charge.

Next you will need two public domain programs called 'MON.SYS32768' and 'MON.SYS49152' which the Club has.

You will also need a disk drive to store your programs on disk...I suggest you make a backup of the machine language programs mentioned above. Keep one copy to work with and keep the other in a safe place to be

used only if your work disk fails. You will need a scientific calculator which converts ordinary numbers to hexa-decimals.

Now you are ready to start. Put your work disk in your disk drive close the gate & type -:

LOAD"MON.SYS32768",8,1 and press RETURN

After a few moments when the program has loaded and "READY" appears on the screen type SYS32768 and press RETURN. The result should be the same as what follows..

```
     PC   SR  AC  XR  YR  SP
.; 803E  32  00  83  00  F7
```

The letters **PC,SR,AC,XR,YR,SP** stand for program counter, status register, accumilator, x register, y register and stack pointer repectively. We do not have to bother with lengthy explanations just yet but in brief -:
The program counter numbers your program as you write each instruction. The accumilator, x and y registers move variables in your program. The status register need not concern us for now. The stack pointer points to the stack. The stack is used in bit manipulation programs when the x and y registers are busy. By the end of the year you will have had plenty of practice pulling and pushing from the stack.

From now on I will refer to the above mentioned accumilator, x and y registers as simply A, X, and Y.

One of the most important concepts the beginner has to be aware of is the difference between variables and locations. Variables are numbers which can be put into locations to do something like change the border and background colours of the screen. Type **M D020** and press RETURN and the following will appear on the screen-:

```
.:D020  FE  F6  F1  F2  F3  F4  F0  F1
```

Press the cursor key at the bottom right hand corner of the keyboard (look under the RETURN key) and continue doing so until the cursor has moved to the position indicated above. Type 04 over FE and press RETURN. The background should change to a light blue green.

Type **M D021** and press RETURN and the following will appear on the screen:-

```
.:D021  F6  F1  F2  F3  F4  F0  F1  F2
```

This time change F6 to 05 and press RETURN. The border should change to purple. Now press your Reset key...

The screen should now be the same as when you switched the computer on. Type **SYS32768**. This will bring you back to MON.

Why did the screen change colour when you typed 03 in D020 and 04 in D021 ? They are the locations of random access memory you have used to

change the border and background colours of the screen. Type D1000 and look at the following program. Instructions how to type it in are underneath-:

```
.,1000  A9 04     LDA #$04
.,1002  8D 20 D0  STA $D020
.,1005  A9 05     LDA #$05
.,1007  8D 21 D0  STA $D021
.,100A  00        BRK
```

Move cursor to the right of 1000 and begin typing -: LDA#$04 (delete anything to the right of this by useing the SPACEBAR) and press RETURN.

One of the special features of the assembler is that it puts what you typed to the right and brings you to the start of the next line 1002. If you look carefully to the immediate left (of what you just typed) you will notice the numbers A9 04 have appeared. This shows that you have typed the instruction correctly. Continue typing STA$D020 press RETURN and watch the numbers appear like 8D 20 D0 at line 1002. If you make a mistake sometimes the computer will leave a question mark after what you have just typed. Retype the line if this happens. Use CURSOR keys to get there and type over the mistake. Use SPACE BAR to delete question mark and anything else that is not part of the instruction. To run program type G 1000 press RETURN. The background should now be green and the border purple.

However if you typed LDA$04 at line 1000 and LDA$05 at line 1005 you will get a black background and a red border. This is because zero page addressing has been used. More of this in later articles.

If you are keen to try something more try typing RAINBOW shown below. This program uses some ideas I have not explained to you yet.

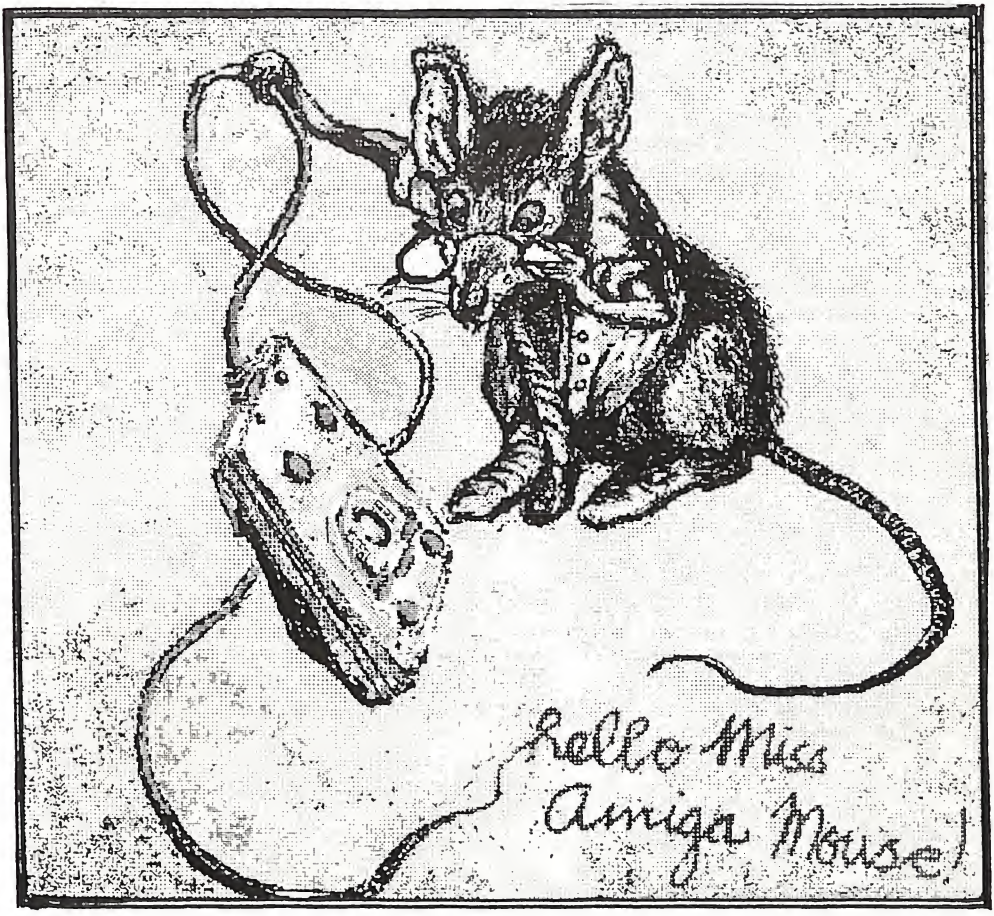
```
., 1000  A9 93     LDA #$93
., 1002  20 D2 FF  JSR $FFD2
., 1005  A9 01     LDA #$01
., 1007  8D 20 D0  STA $D020
., 100A  8D 21 D0  STA $2021
., 100D  A0 01     LDY #$02
., 100F  A2 E0     LDX #$E0
., 1011  CA        DEX
., 1012  D0 FD     BNE $1011
., 1014  88        DEY
., 1015  D0 F8     BNE $100F
., 1017  69 01     ADC #$01
., 1019  4C 07 10  JMP $1007
., 101C  00        BRK
```

However if you manage to type it in correctly I think you with be quite surprised with the result.

If you have any problems with getting the assemblers mentioned above, or have any difficulty following the instructions please write to CURSOR or to me. I am open to any suggestions you may want to give. My address is -:

Will ERDMANN,
WESTERN AVENUE,
MONTVILLE
P.C 4560
PHONE 071-429-226 10am-8pm

(Will has taken on what appears to be an ambitious project. Its success will depend on our C64 readers staying with their tutor and providing him with feedback on their progress and the problems they encounter. Leigh)



HAVING FUN AND GAMES WITH ON THE C64.

A different angle.

By Doreen Horne

Whilst having a look at the graphics involved is frequently a pleasure, driving a joystick is not one of my accomplishments and I'm lucky if I last five minutes into one of those games without being clobbered. Adventure games are slightly better but I mostly have problems with the vocabulary for dealing with flights into outer space or fighting battles with wizards and the like. However once in a while I come across a down-to-earth "whodunnit" adventure and then I'm hooked. The last one really gave me a hard time. I tried unlocking everything in sight, climbed the gate, went N.S.E.W. and still couldn't get into the garden. The only solution was to climb the wall and this proved to be a short-cut to a gravestone and "Do you want to play again Y/N ?" Finally I gave up, typed "N" and was soon returned to my usual
blue screen and READY. Although I knew it was a Basic program, LIST provided a little garbage and it wouldn't RUN again. Was there a poke to stop LIST in the system? A peek at location 775 found a value of 168 instead of the usual 167 but pokeing in the 167 didn't help so I supposed that the game had been programmed to NEW upon exit. A visual search for a NEW through 167 blocks of Basic program was not the way to go. The time had come to get some inside information! Without resetting the computer, I loaded in a Monitor, SYS49152, and went to see what I could find in the BASIC operating space from $0801 to $9FFF.
Although several bytes at the beginning of Basic now contained irrelevant numbers and several zeros, most of the program was still to be seen and the Monitor HUNTed for and found three NEWs - the program lines were noted for further attention.

Next, cleared Basic program space with 00's so that on the next visit I could be sure of finding new information and not leftovers. That done, the Monitor was EXITed and back to Basic and a reload of the game.

Removed the poke to location 775 and changed all the NEWs to ENDs so that I could keep reRUNning the program every time I came to grief. Also had a look for useful VERBS and NOUNS to use in the game and found things like V1$="OPECLICUTDROEAT" and N$="GATTREDOOWIN" which combined with P$=MID$(N$,5,3) and heaps of IF...THEN lines made input like OPEN GATE or CLIMB TREE acceptable.

Whilst looking around I found S$(A,AA). It was dimensioned as DIMS$(27,7) and related to the data for the "I SEE .." in the program. They had, to me anyway, a curious format, e.g.: DATA DESK.PICTURE, , DEEP PIT. I counted the items and they added up to 71, including the spaces between commas and allowing one space after the comma at the end of each line, and not the expected 224, which is 28x8 (0 to 27 x 0 to 7).

I would have expected the computer to come up with an OUT OF DATA ERROR when the program was RUN but it hadn't complained. Although some explanation was in the line reading the data -

```
FORA=1TO27:FORAA=1TO7:READO$:S$(A,AA)=O$="" THEN AA=7
```

I still couldn't figure out how it tallied, so back to the Monitor. First, however, it was necessary to RUN the program to get the variables

and arrays activated then quit or RUN/STOP/RESTORE and SYS49152 back to the Monitor.

I did mention having fun with games on the C64!

Consulting locations 47 to 50, provided the start and end of Basic arrays and I then went looking for the array S$. This was interesting. Reserved for it were 3x224 bytes. The first 3x29, representing, I think, (0,0) to (27,0) and (0,1) were zeros as were the last 3x90. he middle 3x105 consisted of the 71 data items interspersed with 3x34 sets of zeros, no doubt for those occasions in the program when there was nothing in a location to see. The three bytes for each data set pointed to the length of the data word and its location in the program in low byte, high byte order. A quick way to find information when the program needs a particular element of the array.

And you may well ask what happened to the game. Armed with all available verbs I have now been killed by the dogs in various places in the garden but still haven't managed to get into the house. Got shot once when ringing the front doorbell! However will lengthen all the delay loops when I try again, and with more time to keep track of events may live a little longer.

128 Tips from Lindsay Vardy

C128 owners can use SpeedCheck 128, C/Gazette Sept 1988 to check the spelling of C64 and C128 files. SC128 loads the dictionary files into Bank 0 of the 128 RAM and can access them at lightning speed.

SpeedCheck 128 needs text saved as PRG files, however most WPs which do not have a spelling checker will convert to SEQ or PRG files and enable a spelling checker to be used. See CURSOR Nov 1987 for text files. Write Stuff and Speedscript files are interchangeable. Some tidying up may be necessary after conversion but it's fun to find out what your C64/128 can do.

Your C128 has the ability to load and save programs at the speed of light using an extra 40k (virtually another C64) of the mostly unused memory in Bank 1 where the variables are stored. See Ramdisk 128, C/Gazette, April 1988.

Our C64 would often reset when an electric hand tool was switched on. This will also occur if there is a momentary cut in the electric supply. The C128 does not seem to have this problem. Save your work frequently when making changes to a program. Save each time with a different filename such as A B C etc. When the disk is getting full, if you use a fastload device scratch the files not needed with 'S:A,B,C and so on. Or add , BR*,FR* to scratch files having names using BR and FR as their first two letters. BE CAREFULL that none of the filenames you wish to keep begin with the letters before the asterisks. To wipe a disk without reformatting use 's:*. An attempt to save on a too full disk will result in an asterisk (*) beside a file. This is å "poison" file. DON'T try to scratch it. VALIDATE the disk with 'V. Your C128 will renumber your C64 programs, just follow instructions for RENUMBER.

ON USING SUPERBASE64/128 with SUPERSCRIPT

by Vic Mobbs

Those who have upgraded from the 64 to the latest 128 version 3.01 of Superbase generally have found it all worthwhile. For those who have only Superbase 64, the latest version is still worth having. The main advantage of Superbase as a database is it programmability. It brings to your computer an ability to do a wide variety of jobs at little or no cost to the user. An ability that os not surpassed until you get into bigger, more expensive, and often more complex machines that now flood the market.

For someone who hasn't a lot of money to spend, but plenty of unpaid time on his hands, learning to integrate Superbase and Superscript can be a fascinating experience. At least, that is what I found. For someone who can't see the advantage of spending a lot of money on another machine to do virtually a similar job as the Commodore 128 at a fraction of the price, then maybe this little multipurpose home is a good beginning by anybody's standards.

Just becoming familiar with the inbuilt commands of Superbase/Superscript is quite an achievement for most, for these two little programs when loaded
together, offer the user a lot. But when a program is added to use both programs together, the power of the user literally takes off. To write such a program may at first seems daunting to most, and to some even impossible. yet, where where nothing is ventured, nothing is gained. To learn to do anything, one must go right back to the beginning, and step by step, tackle one new concept at a time. Even the great musicians "borrowed ideas from one another. Writing a program of your very own is not much different. First, you have to look at a number of simple models. Study each to discover what each line does, and step by step reuse each new idea in a different context to show you have mastered the art (or Science).

DAIRYFARM MANAGEMENT

I began what I thought would be a simple exercise, to write a Farm management program to help my brother. Five years on, I find the subject more interesting than ever. The first thing I found I needed was a few utility programs that did specific jobs like deleting a series of records, or transferring existing records from one file to another, or an updating program that allowed one to quickly alter the contents of specific fields in one or more or all records. Once these had been installed on the disk, I found myself able to do in a few seconds what had literally taken me months to do.

From that point on, my programming became even more interesting because with these simple tools I was able to produce helpful programs that not only saved time but money also. I was not limited to ideas about the farm either. Soon I found use for the utilities with an address book, a transaction record, a cheque butt reconciliation, a cash book, a budget program, and even beekeeping and herd breeding selection, etc.

DISK DRIVES

Thanks to my various correspondents, who helped me from time to time, I was able to achieve something with my Commodore 128, firstly with a 1541 disk drive, than two 1571s and more recently with the 1581 disk the 1581 is perhaps the most useful of all the drives for data storage because one disk will hold more than 3000 blocks. At the moment I am trying to get a second 1581 but because Commodore (Aust.) doesn't supply them much (to their folly) I have been unable yet to do so. If any reader could help, please contact me. The main difficulty with the 1581 drive has been that it is not suppported by most of the copy programs, (but this could change in the future). If you are not into copying protected programs this is not a great hassle. The 1581 version of Superbase128 is a very fast program; In fact it must be ten times faster than other versions. This is another reason why the 1581 drive is desirable for those who use Superbase 128/64.

IF YOU NEED HELP

For a further explanation or help about any of the foregoing, please write to me at Box 54, P.O. Landsborough 4550. or phone (071) 94 1330 (anytime I am answering).

Vic Mobbs.

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
Terry Baade	*Contact for M'borough/Hervey Bay Members*	071 215 059
Kerry De Baar	*Basic, Assembly Language*	379 5617
Eddie Brook	*Amateur Radio Fax & Weather Programs*	349 4394
Cor Geels	*SuperScript, EasyScript, PaperClip, GEOS*	263 2839
Cor Geels	*C-64 Newcomers, Printers & Interfacing*	263 2839
Ross Horn	*CP/M Family Tree Program (P.A.T.)*	395 0618
Matthew James	*Basic, Logo, GEOS, WriteStuff, Games Tips*	300 5443
Ron Long	*SuperScript, Label Maker, Mailing Lists*	075 357 139
Doug MacLurkin	*MicroSwift Spreadsheet, Basic*	358 4442
Peter Meharg	*Basic, Machine Language*	376 1621
Angus Norrie	*Simon's Basic*	371 2945
Vic Mobbs	*Contact for Sunshine Coast Members*	071 941 330
George Nelson	*EasyScript, HAM Radio*	848 2456
Craig Rawlins	*Pascal, C, Machine Language, Modula-2*	379 8957
Ron Rich	*H'ware Interfacing for Amat. Radio Prgms*	355 2623
Greg Shea	*C-64 Hardware Modifications etc., Basic*	345 2799
Fred Turnidge	*Family Roots (genealogy), Write Stuff*	063 37 1124
Denis Wright	*Easy/SuperScript, CBM & Epson Printers*	067 751 793
Denis Wright	*C64 <---> Non-Commodore File Transfer*	067 751 793

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!

Programming Superbase: A database Menu system by Vic Mobbs

Every database needs a Menu System. So let's begin writing one for our Superbase128/64. After loading the program you find yourself looking at Menu1. To get the program writer press return once then F5.

FIRST THINGS FIRST:
Every file must be clearly identified at the beginning. Let"s do that now with a few rem lines.

```
1    Goto 3: Rem "01nov89": Rem "menu system"
2    Save "main menu":stop:menu
3    Rem - Original Program for CURSOR by Vic Mobbs
```

NEXT, LETS GO TO A LITTLE SUBROUTINE THAT FIXES THE PARAMETERS OF OUR PROGRAM AND SETS UP A DATABASE CALLED "Y", AND A FILE CALLED "CONTROLLED". File "control" only has 3 fields i.e. "file","cust", "date".

```
10     Gosub 9900
9900   Rem  initialize----------------
9910   cs$=chr$(147):so$=chr$(7):ue$=chr$(159):gr$=chr$(153)
9920   date "01jan89",n
9930   database "y":file "control":select f
9931   convert [date],da$:cu$=[cust]:fi$=[file]
9990   display @0cs$
9991   display @0@2,1cy$"---------------------------------------"
9992   display @2,cy$"file":fi$#29cu$@66"DATE":da$
9993   display @2,3cy$"---------------------------------------"
9994   display @0@1,1gr$
9999   return
```

NOW LET US SET UP THE PAGE OF OPTIONS FOR OUR MENU. They may include the following:

```
20     display @36,5"MAIN  MENU"
21     display @0@9,7"1       Change DATE" @45"6     Save this
program"
22     display @9,9"2    Data Entry MENU"@45"7   Back-up the disk"
23     display @9,11"3   Report program MENU"@45"8  Change to another
Disk"
24     display @9,13"4    Help Screen MENU"@45"9   Superbase MENU"
25     display @9,15"5    Utilities MENU"@45"0  Quit (to BASIC)
```

TO ASK THESE OPTIONS we now go to another little subroutine:

```
26     gosub 9800
9800   Rem prompt *********
9810   display @0@30,17"Select a number 0-9"so$:wait a$
8920   if a$ < "0" or s$ > "9" then 8910
8921   a=val(a$); if a=0 then a=10
9830   kc=8: kr=5: if a > 5 then kc=44: kr=-5
8939   kr=kr+2*a: display @0@kc,kr;ye$;a$:return
```

NOW BACK TO OUR MENU OPTIONS

```
27     on a  goto 100,200,300,400,500,600,700,800,900,1000
99     run
```

HERE WE COMMENT THE GOTO NUMBERS ABOVE:

```
100     Rem   Changing the Date Routine
200     Rem   entering data routine
300     Rem   printing/displaying reports routine
400     Rem   Listing the HELP screens available
500     Rem   Selecting the UTILITY program for the job
600     Rem   Saving the program to Disk
700     Rem   Backing -up this disk routine
800     Rem   Changing to another disk routine
900     Rem   Superbase MENU
1000    Rem   Quiting to BASIC
```

If you would like further explanation of this MAINMENU program, write or call
anytime - (Nothing ventured nothing gained -they say).

Vic Mobbs
Box 54 P.O.
LANDSBOROUGH 4550
Ph: (071) 94 1330

ON CONVERTING ASSEMBLER FILE FORMATS

The disk to accompany Compute's book Machine Language Routines for the 64/128 contains source code files in PAL/LADS format for all the routines in the book.

TO CONVERT TO COMMODORE 64 MACRO ASSEMBLER FORMAT:

(1) Load and run "2boot all"or "assembler64b"
(2) Load the routine from disk. Use LOAD not GET, as it is a PRG file.
(3) Edit every line. if it seems OK, press RETURN -this converts the line from tokens to non-tokens.
(4) Delete lines peculiar to PAL, e.g.

```
sys 700
.opt 00
```

(5) Finish with .end
(6) PUT on disk as usual, then assemble and load as usual.

-ANGUS NORRIE

----ooOOOoo----

Our 64/128 shop has the Commodore 64 Macro Assembler Manual for sale for $5.00, and the Assembler is in our Public Domain Disk Library. In the good old days Greg Perry conducted TAFE courses on how to use it. It certainly cannot be described as "User Friendly", but a few dedicated souls manage to get it flying. I hope to prevail on Angus to give a demo with it soon.
(Leigh Winsor)

MACRO MAGIC 4

Making a Memo Desk Accessory in Superscript

by Denis Wright

Amiga users, even GEOS users on the C64 and 128, will have the benefit of a notepad to call up as a Desk Accessory whenever needed. Well, Superscript users on the C64 (and the 128, with minor adaptations), you can have one too! It may not look as pretty, but it works. I have written a little macro sequence for you to use. Here's the procedure:

1. Create an SS file called "memo". Put the title MEMOS at the top of the file. Jazz it up a bit if you like; maybe like this:

```
**********************************
************  MEMOS  ************
**********************************
```

Now save it, under the name memo. No other name will work - not the way I set the macro up, anyway.

2. Open your defaults file, and put in it the following macros:

```
*M=/gn490^mWRITE MEMO^m
*E=/gn491^m/ab^j^j^j^m/damemo^m-
/gn490^m/eb^j^j^j^j^m^g
*V=/dimemo^m
```

Be very careful that you type it exactly as it appears here. One mistake will probably stop it from working. Note that the M, V, and E characters I defined are upper case. They don't HAVE to be, but you're less likely to hit them accidentally.

3. Resave the defaults file (or call it another filename until you test it to make sure it works.)

4. Reload the defaults file by hitting f1/p/i/p and typing the name of your new defaults file (probably "defaults"!)

5. Type a few characters in an SS file to test it. Hit the RUN/STOP key, followed by upper case M - the macro you just created in your defaults file. (I'll shorten this to RUN/STOP M).

6. Your cursor will go to the 490th line of the file, and ask you to type in your memo.

Make it 1, 2, or 3 lines BUT NO MORE THAN THREE LINES LONG. Otherwise, the extra line(s) won't be appended in the memo diskfile.

7. When finished writing your memo, hit RUN/STOP E. The memo will automatically be ranged, and the block appended to your memo file on disk. Then the memo will be erased from the screen, and the cursor will return to the end of your document. This may take a few seconds, so be patient. It WILL work. The screen hasn't locked up, even though it looks a bit like it for a while.

You can write as many memos as you like. They will simply be added to your memo file on disk. Of course, the bigger your memo file, the longer the drive will take to resave it when you add a memo, so clean it out occasionally by calling it up as an ordinary SS file and editing it.

The only limitation is that if you are working on a file which is more than 489 lines long, you could

cause trouble for yourself if you tried to write a memo at that stage. However, no-one in their right mind normally works on files that long - not in SS on a C64, anyway! But if you are using the linespace between 490 and 500, then just don't write yourself any memos for the moment.

If you want to view your memos at any time, even in the middle of another file, hit RUN/STOP V. Your memo file will be inserted (and will not overwrite) your document in memory. After viewing the memo file, simply erase it using the normal cutting procedure. Alternatively, you could delete unwanted items from the memo file, scratch the original memo file, then using f1/d/b, resave the amended memo file under its correct name ("memo"), and finally erase it from the screen.

How about that? Who said you need a meg of RAM to write yourself a note? All you need is a little imagination!

That's it for now. If you need any help with macros, let me know. If you have some good ones, or some further advice, please contact me or pass them on to the editor. I'm always willing to learn something new.

-ooOoo-

WHAT IS A MONITOR PROGRAM?

by Neville Duguid (from Sydcom Gazette, Oct.'89)

Imagine yourself driving the car of tomorrow. The steering wheel and all the other controls have been replaced by a single keyboard. In place of the instrument panel is a video display.

You want it to go faster, so you type:

```
REVS=REVS+1000

?MOTOR TOO HOT  ERROR
READY.
```

What do you do?

You stop the car, get out, and take a look under the bonnet.

A similar thing happens when your other Commodore - your C64 or C128 - refuses to do what you tell it. You might sometimes feel like jemmying the case open to see what is happening under *its* bonnet.

The difference is that your car is a mechanical device making it easy to investigate things visually, whereas your computer is "solid state" with no moving parts at all. Its only "action" is electrons being channelled through sub-microscopic silicon pathways. To see what is happening inside the computer you need a monitor program.

Machine language monitors are like those hexadecimal numbers they seem naturally attracted to - all the theory in the world still doesn't answer the question: "What do I need them for?"

Here is a little program that might give you some insight. It is the simplest monitor imaginable. It lets you see what is happening inside a single byte of the C64's memory - in binary. All you have to do after you type it in and RUN it, is supply it with an address.

```
10 REM "BLACK BINARY"
15 PRINTCHR$(147)"  POKING DATA..."
20 FOR A=837 TO 890
25 READ D:POKE A,D
30 CK=CK+D : NEXT
35 IF CK <> 5924 THEN PRINT "CHECK DATA":END
40 INPUT"  WHAT ADDRESS (0-65535)";AD
45 H=INT(AD/256):L=AD-H*256
50 POKE851,L:POKE852,H
55 SYS 837 : END
60 DATA 120,169,82,160,3,141,20,3,140,21,3,88,96,173,106,4
70 DATA 162,0,10,168,169,48,144,2,169,49,157,111,4,169,0,157
80 DATA 111,216,152,232,224,8,208,234,240,0,169,32,157,70,4
90 DATA 202,208,250,76,49,234,0
RUN
```

Type 688 then hit RETURN when the program asks you for an address. 688 is one of many RAM locations that are reset to zero then forgotten about when the C64 starts up.

You should see a string of eight black 0's just inside the top right corner of your screen.

POKE 53281,11 for better contrast if it looks smudgy. If you issue any commands from line three of the Screen, you will need to end them with :REM so that BASIC does not try to input the binary number from that line.

To remind yourself how binary numbers work, start off by POKEing some powers of two (1,2,4,8 etc) into address 688 and observe their effect on the binary display.

POKE 688,1 etc

To watch the byte "fill up" with 1's:

FOR X=0 TO 999:POKE688,X:NEXT

If you don't know the value of the largest number a byte can accommodate,

PRINT PEEK(688) after you get the "?ILLEGAL QUANTITY ERROR".

?X will confirm that the next number was the one that didn't fit.

To see the computer counting in binary:

FORX=0TO255:POKE688,X:FOR D=0TO-399:NEXT:NEXT

The 399 controls the speed of counting. Substitute a larger number to make it go slower or a smaller number to make it faster. The STOP key will get you out of the loop if you want to change it. Do not press RESTORE.

To see the effect of multiplying a binary number by two:

POKE 688,7
POKE 688,PEEK(688)*2

Keep cursoring back up and re-executing the last line while observing carefully the position of the '111' group in the binary display. When the result of the calculation exceeds 255 - causing an "?ILLEGAL QUANTITY ERROR" - change the '*' to '/' and begin dividing the number using the same technique.

Finally, POKE 688,1.9 to confirm that there is no place in the byte for a fraction.

RUN the program again to monitor another address.

This time we'll choose 1024, the first address in Screen Memory.

You will probably see '00100000' in the binary display. ?PEEK(1024) if you don't recognize it as 32 - the Screen Code for a space character. You can change it like any other RAM location by poking in a different value, but this time you will also be able to see a different type of effect in the screen's 'HOME' position as well.

POKE 1024,1 should produce the letter 'A'

There is of course an easier way to change the contents of a screen location.

Cursor up to the top left corner of the screen and type any character in order to find out its Screen Code in binary.

You will probably be distracted by bit-7 of the binary number (they are numbered 0-7) switching repeatedly ON and OFF when the cursor is in the 'HOME' position.

Try it out. Hit the (unshifted) HOME key then look at the binary display.

To understand what is happening, issue the following command(s):

```
FOR C=0TO255:POKE1184+C,C:NEXT
```

If only a few characters (or none at all) appear on the screen, change the background colour again. Some versions of the C64 Kernal clear Colour Memory to the background colour rather than the foreground colour, making characters POKED into Screen Memory invisible until you change the background they are displayed against.

The Commodore Character Sets (press the Commodore and left-Shift keys together to see the other one) are arranged so that each character's reverse image occurs exactly 128 character positions away from itself in the character ROM. Bit-7 has a "place value" of 128 in binary. Switching this bit of a Screen Memory location ON or OFF has the effect of adding or subtracting 128 from the Screen Code stored there - swapping the displayed character for its reversed image every time bit-7 changes. That is how the flashing cursor works.

The following short program will help make the relationships within the Character Set a little clearer. The program's line numbers allow it to co-exist with the monitor program.

```
100 REM"CHAR SET"
110 D=3*40
120 FOR X=0 TO 7
130 FOR Y=0 TO 31
140 POKE 1024+D,32*X+Y
150 POKE 55296+D,8
160 D=D+1:NEXT Y
170 D=D+8:NEXT X
RUN 100 (or 110)
```

After you have studied Commodore's ingenious character sets, cursor down to the bottom of the screen and scroll the characters off the top, one line at a time. The monitor appears to count the rows with its three most significant digits. Can you figure out why? Infuriating, isn't it?

So far we have been assuming that the bits displayed always represent numeric (or alpha-numeric) information. This is not necessarily the case. The individual bits are really nothing more than eight independent switches that can be set either ON or OFF by the micropro-

cessor when it addresses the byte. (1=ON, 0=OFF).

To prove it, we will examine memory location 145. This is used by the Kernal (the C64's Operating System) as a map of the left-most "column" of keys on the computer's keyboard. Each bit is the negative image of the state of one of the following keys: left-arrow, Q,1,2, space-bar, CTRL, Commodore, STOP.

RUN the program again, answering 145 to its address prompt.

Press the keys listed above singly and in combination with each other. You will soon work out that a '0' bit in the binary display represents a pressed key. This byte contains a "bit map". It is meaningless to think of it as a number even though we may need to encode it as such in order to communicate with the computer.

When you have finished with the "monitor", hit RESTORE while holding down the RUN/STOP key in order to return your computer to normal operation. The program will remain in memory until you type NEW. You can SAVE it if you wish.

We have taken a very brief look at three of the C64's 65536-plus memory locations. We have caught a glimpse of some of the things that can be observed about a computer's internal operation, and perhaps now appreciate why more powerful monitor programs are required if we are to constructively influence the computer's internal operation - and not just be spectators to it.

-ooOoo-

JOURNEY TO EREHWON IN SEARCH OF 64/128 PROGRAMS

By Douglas Maclurkin

Fellow computerists, I greet thee heartily albeit a little sadly as I embark upon my tale of woe. No doubt ye are as eager to hear as I am sad to share with ye the tales of my adventures which are of a wildness scarce to be imagined. Yet must I ask ye to attend forgivingly. If what follows contain error, then thy charity hath found its nearest object. Should any small inconsistencies appear, ye must act mercifully: nod thy head, and grin; toss another prawn on the barbie, but read on. We may yet discover something to help you. Virtue will be rewarded, villainy punished, and chastity--treated as it deserves.

And now, alas with laggard pen, to my tale.
Ere I departed on my journey I contacted several members of the hierarchy in the Club who enthusiastically gave permission for me to purchase 64/128 programs overseas. Alas this was not to be. I could not find any suitable programs, let alone find any shops that sold commodore software except games!

It was the same story everywhere-no good software for the 64/128 in stock-only Amiga. Many of youse would be aware of how I reacted to this advice.

If any of you see a program in a magazine my recommendation is that you write away for it- don't attempt to find a shop for your purchase.
The following paragraphs will give you some idea of my efforts to find programs for the club. They all tell the same sad story, so, if you can read one you can read them all. We have many linguists in the club; they will gladly help you to construe.

DEUTCHLAND-wir haben leider keinen programmen fur das Commodore 64/128, aber viele programmen fur das Amiga.

OSTEREICH-wir fahrten toute de suite.

SVERIGE-vi har tyvarr inga program for 64/128, men vi har manga for Amiga.

FRANCE-pas de program pour la Commodore Soixante Quatre (aussi pas de soixante neuf!). Pour la cent vingt huite il y a pas de program que j'ai trouve. Mais beaucoup pour l'Amiga.

NEDERLAND-Ik vond geen 64/128 programma's in Nederland marr vele vorr de Amiga.

LUXEMBOURG-meme comme en France.

BELGIE-Aux WATERLOO-meme comme en France mais beaucoup de Spiritus vini Galli (SVG) s'appelle 'NAPOLEON'.

LICHSTENSTEIN, SUISSE, ANDORRA-meme comme en France.

ESPANA- Nina, por favor

FIJI-mai Viti ni sa seqa na 64/128 programs. Talega seqa ni Amiga.

ENGLAND (in CANTERBURY)-

Whan we of Englonde to Canterbury were wont to wende
The hooly blissful 64 and 128 for to seke
And eek in what array that they were in
And whiche they weren and of what degree;
But er that I ferther in this tale pace
Me thynkth it accourdant to reasoun
To telle yow al the condicioun
Of ech of hem.

In shoppe I did wende with curteis and lowely mien
Ther nas no man nowher so vertuous.
I spak faire and fetisly and ful solempnely
Haf yow of Commodore 64 or 128?, quod I.
This sal beste wel koude be ycleped 'madame'
Upon the cop right of her nose she had
A werte and thereon stood a toft of herys,
Reed as the brustles of a sows erys.

Spak this foul and lewed womane thus:
Nay, naught of those thynges haf ween,
But of Amiga thar is moch to plese
For yow disport.
By my troth I wod haf rung
Her scrawny nekke

ENGLAND (Tottenham Court Road)-Cor blimey guvnor a tealeaf took 'em all. Summun grassed and the Bill got 'em. We 'ad 'em all back 'cept the good 'uns. The tealeaf must've 'ad some class, guv. Took the 64/128 and left the Amiga stuff. Sorry me old cock sparrer.

ENGLAND (West End)- Frightfully sorry, old chappie, cleaned out of the 64/128 jimmy o'goblins. Oodles of Amiga. Grrrrr.

My story would not be complete if I did not recount the following saucy tale.
Whilst sitting quietly watching TV in Sweden an advertisement came on which showed a man walking along carrying a black attache case. He was totally nude and his dangles were swinging as he walked. On the table was an Amiga!
Ahis is a true story. After recovering from my shock (prude that I am) I realised that, from the flaccid state of his dangle the Lady Amiga did not turn him on. Now,.....had it been a 64!!!

Disk 045 128 CLUB PROGRAMS ,AD

To load programs on this disk, bring up the directory (F3), cursor up to the program you need and press F2 (dload) then RETURN. This works only on programs with a colon (:) at the end.
Programs with an asterisk (*) at the end have documentary sequential files which should be read using the seq file reader

DM BOOT 128	Puts a boot prg on any 128 disk
SEQ FILE READER	Use this for reading the doc(umentary) files.
PERS.CHECKING-80*	For personal checking in 80 col. Read doc files. Identify y/self with any four numbers.
CHECKBOOK-80*	Chequebook program in 80 col. Read doc file.
MEMO FILE2-40/80*	Make your own memo file. Read documentary file.
ALL NOTES -40/80*	For making notes.
AUTO MENU3-40/80	Formats s/s or d/s disk & saves a menu to disk.
MENU-80	Sample of the menu from auto menu3: try it.
CARDSHOP LIBRARY	Prints a small thankyou or getwell card.
UNICOPY (RAM) V1	Copies single files.
DISK ZAP1571 -80	Track & sector editor.
CP/M TRANSLATOR*	Read documents.
C128 VERIFIZER	Use with CP/M
1571 RESURRECT40	Will sometimes repair disk errors.
ADDRESS BK-80	Keep addresses.
ADDRESSBK40/80	Store addresses.
MAIL LIST40/80	As it says.
DISK LABL40/80	Tiny prints & alphabetises labels in 3 columns.
ULTRACATV2-80*	V/good cataloguer for all your disks. Read docs.
FILTER EDITOR:ROCKET:SOUNDPLAYER:MOZARtWITHBASE:MARY'S LAMB:CHOPSTICKS: MINUET:BUFFALO GALS:LAST POST	A few musical programs. Show what the 128 can do.
128/80 DISK UTIL	Provides some disk commands.
128 WEDGE	As it says. Load the BOOT prg. first
128 DISK LOGGER	Gives T&S & other details of each file on disk.
128 FAST DIR	Fast directory read in 80 col.
FAST DISK SEARCH	Searches for the T&S that matches any prg. on disk
128 DISK COPY	Copies disks.
COPYALL V8.1-80	Copies all 128 prgs. Must have 2nd drive #9.
1571 BURST COPY	makes 2 passes to copy s/s disk & 4 passes for d/s
128COMPAREV1.4	Reads 2 MC prgs from disk & compares for diffs.
128DISK LABELS	Prints tiny font 3 col labels.
128PROG/SORT	Sorts prgs on disks into Utilities & Games.
COMP GAZ GEM	Reduces two compute gazette disks to one.
LABEL MAKR2-80*	Makes labels on standard 15/16*31/2 gum labels.
ANALOG CLOCK40	Clock & hands on screen. Keeps good time.
DATAFILE4.8-80*	Make your own datafiles. Read doc.
LETTER WRITR80	Short word processor.
HOUSE INVENTRY	Keep a list of all household items.
DISK MASTER-80	Catalogue all your disks.
ENVELOPE MAKER	Outlines an envelope. V/good for storing disks.
128 FILER-40	Mini data filer
LOTUS 123-80	Emulates IBM prg called Lotus 123. Have fun!
LIBRARY128V1.1	Makes list of all files on disk.
MOVIE LOG40/80	Make list of all your movies on VTR cassettes.
CALCULATOR	Acts like a calculator. No batteries required!

Library News for February 1989

by Phil Guerney

Quite a bit to start off with for 1990, especially as I couldn't meet the deadline for the December Cursor what with exams to complete over November (definitely much too old for that sort of thing).

New Library Layout and Trial New Borrowing Rules

As all those who visited the Library at the December main meeting would have seen, the queue at the Amiga counter grew to an unreasonable length and the time has certainly arrived to integrate the Amiga and C64/128 sections of the library so we can throw all the helpers we have into serving the commercial software borrowers efficiently. The Amiga collection started as a "special interest group" with the entire collection in one small cardboard box. But this year it has grown from about twenty to eighty commercial packages along with many more books and magazines. The original Amiga library crew wanted to continue the separate section going as long as possible and I thank them very much indeed many times over for the time and effort they put in. The same faces will be there (I very much hope) but behind a "multiple-server" counter that will cater to all borrowers. This system does work better than the single queue, both intuitively and from the experience we already have of serving more C64/128 people with more items in less time than the Amiga queue takes to disappear.

The new system will involve everybody handing in all their returns on the way in to the library area. Once inside, there will be a large commercial software counter and a separate counter for borrowing books and magazines. There will be a strict limit of 2 Amiga Commercial software items per member because there simply is not enough for more to go around the number of Amiga users now turning up.

I plan to continue on a trial basis the December "Xmas bonus" of being able to be borrow UNLIMITED books and magazines because we have so much available and we still ended up locking away a tonne or so after the December meeting. Essentially this will mean that C64/128 users have the choice of four commercial software items OR three commercial disks and a pile of books and magazines. Amiga users will be able to borrow two commercial packages and then on your third card you can take out a batch of magazine disks (Amigazine, Jumpdisk, Megadisk - most of which are infrequently borrowed) and then with your fourth card you can have as many magazines as wanted and some books. There aren't all that many Amiga books so to make it fair under this system, you will not be able to take out a book two months in a row as this means you took an unreasonable number out the first time. If you are around near closing time and anything that you would still like remains unborrowed, then all rules lapse and you can have it. My golden rule is "why lock anything away if someone who has paid their membership fees thinks they can make use of it?"

Some minor extra details: UNLIMITED does not mean UNREASONABLE (ie I must think that a family could actually read it all in 4-5 weeks); any accompanying disks to printed magazines or books are included in the

unlimited number of items; the "Ladders to Learning" series (C64 educational disks and tapes) is included in the unlimited borrowing deal (but I wouldn't get too excited about it!).

Now to the vexed question of commercial software reservations. NO, I definitely will not be allowing reservations from one month to the next (you have proven yourselves too unreliable to turn up the next month). The system for all users will be the one that was devised by long-time helper Brian Starkoff and that has worked so well at the C64/128 counter for two years. When you get your turn at the software counter and you find that something you want is not available because it has not yet been returned and is unreserved, then you may request that this ONE item be reserved for you. Your name will be written on a board when the item becomes available and the reservation lasts nominally to 7:45pm when the item, if uncollected and the queue has gone, becomes freely available. However if the item has still not been returned at this stage it will remain reserved until ten minutes after the general business part of the main meeting finishes (ie before any special presentations or demos). If it is not back by then it is almost certainly been held overdue by someone.

New Amiga Things

Chessmaster 2000: Claims to be the 1986 US Open Personal Computer Chess Championship 1st Place holder.

Sargon III: Claims that it beats Chessmaster 2000 in 7 out of every 8 games!
Competition in the chess program field is tough. I'm not vouching for one or the other but Chessmaster 2000 has the well-known 3D board view and it was the first program I ever saw running on an Amiga. Sargon III seems to have otherwise identical features according to the blurbs on the back of the boxes. [The name hasn't changed much from 1982 when I bought a Sargon II cartridge for our Vic 20 - and now this is the main reason for which the old thing gets turned on these days. If you want a cheap dedicated chess machine, it would be hard to beat a VIC 20 with the SARGON II cartridge.]

VideoScape 3D and Modeler 3D (Aegis)
These are going to be very high on my own borrowing list when I finally get my Amiga. Both programs allow generation of 3D solid graphic objects including the use of tools like "lathe", "extrude", "mirror" and "array" functions. Modeler 3D specializes in the creation of the objects while VideoScape 3D uses these and its own in animation including using reflected light sources, smooth transformation of one object into another by tweening, zooming during scenes and lots more.

Fonts for Pagestream
We have obtained five additional font disks for the Pagestream desk-top-publisher package. The fonts are Spokane, Devoll, Thames, Elegance, West Side, Roman BookFace, Avant Garde, Bookman, Chancery, Courier, Palatino, Symbols, Schoolbook, Helvetica Narrow, Dingbats

New C64 Things

The software distributor ECP, on the Gold Coast, had a whole lot of classic C64 stuff on disk for sale at very cheap prices (under $10 each). Many of these made their mark on future styles and capabilities of 8-bit programs, and some haven't been beaten by much since, so I couldn't resist buying a few of my old favourites. These were:

M.U.L.E. (establish a colony on another planet with strategy, trading and cooperation);

Pinball Construction Set (the first? construction set - build a pinball table with everything personalised along with black holes and multiple balls in play);

Archon (chess-like strategy game with some action);

Instant Music and Music Construction Set (two different and reasonable music programs for the C64, and amazingly our first C64 music programs in the library). No one borrowed the Instant Music program in December so I took it home again and I've upgraded it to "good". Interesting features include "jamming" which is playing one instrument with the joystick while the computer plays the others, and your playing is helped by (optionally) having the C64 ensure your notes fit within traditional music chords and rhythms.)

We've also obtained B/Graph which I've never ever seen for sale in a shop despite an excellent review in ACP some years ago. It is a statistics and graphics package that is impressive for what it does on a C64. Data to be analysed is entered and saved (up to 100 data points for each of three factors) and then any of the following graphs produced: point; line; bar; stacked bar; high-close-low; and pie. Graphs can be coloured, scaled, gridded, printed, saved as a screen image and replayed as a "slide show", areas can be filled with patterns and titles/labels put around the place. The statistics part is equally impressive with the following available: exponential smoothing, moving averages, manipulate factors algebraically, load and save data in DIF format for spreadsheets which support it, rollover the factors or insert a factor from another graph. Further stats include the t-test, F-test, chi-square test, normal and Poisson distribution probabilities, correlation and linear regression with all the normal statistics. Even a 3-factor multiple regression can be done as long as the third factor is time. Finally, to top off a big program with a feature I love as much as any, you can input any two-dimensional function as a valid BASIC statement and the program will plot the curve and even overlay this function onto a plot of one of your data sets to see if it models the results effectively - beautiful!

The Golf Construction Set was a donation. Useful if you speak German because that what the instructions are written in - but the screens are in English! Further attempts at translating the instructions are welcome.

Three new C64/128 books, the first for a while, were bought from TAB Books in the USA. They are:

Electronic Projects for your Commodore 64 and 128 (B292) which gives detailed descriptions for a speech synthesiser, low-resolution video camera, gas detector and more.

Lou Sander's Tips and Tricks for Commodore Computers (B293) is filled with that mixture of the obvious and obscure that fills the same author's columns in Run (or is it Commodore) Magazine.

The Commodore Programmer's Challenge (B294) is best for those who like to dabble in a mixture of programming languages. A series of mostly simple programming problems are given with the solutions given in each of BASIC, PASCAL and C in versions which run on the C64. A silly self-marking scheme is given for each case which rewards using fewer lines, variables and writing time.

A REQUEST FROM THE LIBRARIAN.

Please collect any of your pink cards being held by me. The box is crammed full even after I removed all those belonging to ex-members who failed to pay their dues for this year. It is very surprising that quite a few people last year paid a $5 library fee, resulting in me spending quite a significant part of one Sunday per month making up a set of pink cards, only for the member never to be seen in the library again!

CCUG (QLD) Inc
Commercial Library
C128 Specific Software

December, 1989

Number	Title
38	**Hands On CP/M Plus** (CP/M Tutor)
39	**CP/M Plus (V.3)** - User's Guide, Programmer's Guide
42	**Nevada Cobol** - programming language for CP/M
88A&B	**Data Manager with Report Writer** (Database)
89A&B	**Jane** (Integrated word processor, database ...)
97	**SwiftCalc with sideways print** (spreadsheet)
105	**WordWriter 128 with SpellChecker** - 1571 Drive ONLY (Word Processor)
106	**VizaWrite** - disk & cartridge (Word Processor)
107	**VizaStar 128** - disk & cartridge (Spreadsheet, excellent!)
116B	**Pocket Filer 128 V1.2** (database)
118	**PaperClip II** for 128 (Word Processor)
127	**MicroSwift** Spreadsheet (word processor)
138	**Swift Spreadsheet** (MicroSwift) (is it the same as 127 ???)
139	**1541/1571 Drive Alignment System**
142	**Superbase 128** (programmable database)
144A&B	**Superscript 128**
160	**PaperClip III** (word processor with the works)
197	**Basic 8** with Basic PAINT, WRITE, PRINT, CALC (BASIC extension, strong on graphics)
224	**Home Designer** (CAD - computer aided drafting)
225	**Big Blue Reader** (File transfer MS-DOS:CP/M:Commodore, requires 1571 drive)
228	**GEOS 128 V2.0** (graphical operating system)
230	**Run Works** (7 of Run Magazine's best programs incl 128-specific)
235	BASIC-128 Compiler and Development System (BASIC compiler)

Most LOADSTAR issues (a monthly two-disk magazine) contain some C128 specific programs, usually on Side 2 (boot in C128 40-col mode).

Most Transactor disks contain C-128 specific programs, the emphasis being technical, and you must take out the associated magazine to make sense of the disk.

Gazette disks (and the corresponding Compute!'s Gazette magazine which must be borrowed to make sense of the disk) are increasingly containing more C128 specific material.

Each ReRUN disk contains some C128 stuff (and no magazine required as a booklet is provided with each month's issue)

There are many more C128 specific programs on the market. However most are more expensive than corresponding C64 versions, and we do not seem to have very many C128 borrowers, or else they have each borrowed all our C128 material already, because most C128 stuff remains behind each month. I myself would love to have available for example the C128 versions of the Abacus programming languages SUPER PASCAL and SUPER C, as well as the MERLIN 128 assembler and the new graphics and publishing programs appearing

based on BASIC 8. However I'm reluctant to spend too much of the club's money to keep only say five or even fifteen members (out of 700-100) happy. It would help me if EVERYONE who is a C128 owner wrote me a short note expressing their choices for new C128 programs. That way I would find out how many potential borrowers there are and just what programs you want.

Phil Guerney (Librarian)

For Radio-Addicted Members.

Another world first for the C64? Has Hubert Gravendijk's World Clock (CURSOR Feb 89) disturbed the Sleeping Giant? Recently heard on Radio Australia's computer news, 5.995 MHZ, 3.45 to 3.55 Monday mornings. Apparently using a display similar to the C64 program WORLD MAP, a new world clock program for IBM computers, needs 64k memory. Shows Australia centred on a Mercator style display. Keystrokes will display world time for 40 cities, and miles apart in great circle distances and nautical miles. The program is Freeware, and is named Terratime 2.1 from Geographic Software in USA. Users may register their program for $15. Further details from Communicator, c/o Radio Australia.

(Lindsay Vardy)

REVIEW

AMIGA 1011 EXTERNAL DRIVE

by James Milne

I had been looking around for a couple of months for an external drive. I wanted a style like the California Access Drive (CA-880), but I had second thoughts after hearing that there could be some incompatibility problems with some as yet not released peripherals (e.g. a rumoured IBM Sidecar for the A500). So with this in mind I decided to buy an Amiga brand. I did not really like the 1010 external drive. It seemed unnecessarily oversized; looking more like a lunch box than a disk drive. In fact the 1010 just did not appeal to me. The lack of choice discouraged me, but then I found out about the Amiga 1011, which sounded worth while looking into.

So, after finding a computer dealer that knew of their existence and could obtain one at a reasonable price, I went ahead and purchased one.

It is a slim line drive, with a plastic outer shell similar to the 1010. It contains a Chinon drive, which can access up to 83 cylinders. The 1011 is far quieter then the standard 500 internal drive and it also uses less electricity than the 1010 external drive. The 1011 has a small red disk activity light which only comes on during disk accessing and does not flicker.

Basic dimensions are:

Length: 20.5 cm.
Width: 13. cm.
Height: 4.5 cm.
Cord length: 43 cm.

I feel that the 1011 has only one major draw back, namely the fact that the drive is not equipped with a pass-through port. This restricts you from adding on a third drive. Even though this problem is easily solved it would be more convenient if a pass-through port was a standard feature on the 1011. One way to solve the problem would be to buy a different model drive with a pass-through port, but it should be possible to have a pass-through port installed on the 1011.

Another small item that would make life a little easier would be a drive off/on switch, but this can also be overcome by using a customized Boot Block or a CLI command instead of disconnecting the drive from the system.

But despite these quibbles the 1011 is a nice drive in both appearance and in action.

-ooOoo-

{Ed: James failed to mention that the R.R.P. of the 1011 drive is only $249.00 and possibly even less in some outlets.

Question: *How many A500 users have more than two drives?*
Answer: *Hardly anybody.*
Hence the need for a pass-through bus isn't all that great I feel; besides every extra drive eats up some 30 K in Chip memory!

As for the lack of an on/off switch, it's only badly written games that require this - my case rests!}

AMIGA MONITOR

Rumour
Aegis (US) has folded, most of its software titles bought by OXII, but not all. In particular, Audiomaster, written by Australian Peter Norman was not picked up, and its author plans to market it directly. Audiomaster III will be available directly from Peter Norman in the near future.

Rumour or fantasy? An I.B.M. compatable cartridge for the Amiga 500.

Rumour -Chip prices set to plummet.

Amiga 1000 Phoenix Board
Phoenix Microtechnologies "expect production of the final Phoenix board to commence in mid-February 1990". In a letter to customers (December 6th '89) they state: "to date we have received 275 deposits....This is enough to cover R&D costs of the board. We are now seeking money in the form of deposits and or major shareholders, to enable necessary equipment to be purchased, premises to be leased, and staff to be employed." Orders before production begins will attract a 10% discount.
They also add, "We still welcome enquiries from parties interested in acting as installation points in their respective states."

Amiga Main Meeting Demo February
Our Amiga Coordinator promises to arrange a suitably scintillating demo for February.

EXTRA CHARACTERS ON THE AMIGA 500 KEYBOARD

By Tom Mc Rae

I accidentally pressed ALT instead of SHIFT recently and found a wide range of characters I did not know were available without changing keymaps. For Users with Workbench 1.3, I suggest they run KEYTOY 2000 on the Extras Disk. The "Enhancer Software"manual describes the use of this tool in Section 6-5, but claims it is Amiga 200 specific, but it runs prefectly on the 500 and shows exactly what is available on the keyboard. Be prepared for some surprises. Click the mouse on ALT;SHIFT; and CTRL to see the different characters.

In ASCII only a few characters can be printed. In Draft and NLQ some more, including the degree sign and vulgar fractions may be put to paper, but the results vary according to the wordprocessor used. All available characters are printed with a graphics wordprocessor such as PROWRITE. (I dont know why some people knock this excellent piece of software.)

For All Your Commodore
Warranty & Non Warranty Repairs

- Professional Staff (Senior Technicians)
- Fast Turnaround
- Flat Rate Charges
- All Work Guaranteed

Contact us for details on
Memory Expansion for
the A590 Hard Drive and
fitting of the new
Super Agnus Graphics Chip
in your Amiga

SOUTH EAST QUEENSLAND COMPUTER REPAIRS

(Tony May - Manager)

Shop 4, 32 Brisbane Road, Bundamba
Phone (07) 816 1588

PAL, NTSC, and SECAM - What the Blazes are They?
- A bedtime story by Alex Borodin

(This article is intended as a general summary of the differences between the three television systems used in the world. These relate directly to the world of computing through the video display unit (VDU), or monitor, and the type of display system used by it.)

You've all probably heard about television, right? You know, it's that box in the family room with the glass window on the front which shows pictures on it when you aren't using your computer. You may even have heard about how the thing works, too. Well, let's dispense with all that 'electron gun zipping across the phosphor coated screen at a million miles per hour' stuff and get straight into the nitty-gritty of the problem being discussed here: what on earth are PAL, NTSC, and SECAM, and how do they affect me as one of the 16 million people living in Australia. In particular, let's ponder for a moment what they mean to us, the privaledged few who devote hours of our lives staring at a computer screen.

There are three major colour television systems being used in the world. Back in 1953, somewhere in the USA, the Federal Communications Commision (FCC) approved the NTSC (National Television Systems Committee) system for use as the national colour television system, and, the following year, regular broadcasts began in the USA.

"So what?", I hear you cry. Well, this was a very important step for mankind, because all other colour television systems were based on NTSC. Yes, horror of horrors, PAL is really just a modification of NTSC.

What's this PAL-thingy then? Well, it's another acronym standing for "Phase Alternation Line." Impressive, eh? Well, not really because its only major improvement on the original NTSC system was that it solved some early problems encountered with the accuracy of the hue or tint of the display. These were fixed up later on anyway, so the guys at Telefunken Laboratories in West Germany weren't really all that clever. Anyway, in 1967, West Germany started broadcasting in PAL, and soon, so was the rest of Europe. "Liar!", you say? Yes, sorry. Not EXACTLY the whole of Europe. France, trying to be different again, developed its own system and it called it SECAM (which is the only one which is not an acronym. This one is a contraction for I can't remember.) Soon, the Eastern Bloc countries saw that France was the only one using something different, so they started using it too, just so the West Germans couldn't watch East German TV. Little did they know that the West Germans didn't even want to watch their TV because it was generally very boring without the ads.

"So, what's the difference between the three?", you ask with baited breath. Well, not much, surprisingly. Most people think that the diffence is the number of scanlines on the screen, but that's just not true. The only reason that PAL and SECAM have more scanlines on the screen is that they run at a lower frequency (due to the fact that Europe uses 240V 50Hz power, whilst the USA uses 110V 60Hz.) The electron gun doesn't have to display as many screens = every second, so it has more time to draw extra lines. There are other complications involving the colour burst crystal

frequency differences, but you don't want to hear about that, do you? No, I didn't think you would.

"Yes, but what is the difference?!", you ask again impatiently. Well, hang on, I'm just getting to that. The only real difference is in the way the chrominance signal is modulated by the colour-difference signals. You see, what normally happens is that the differences between the phasors of the three primary colour signals, yellow, green, blue (Y, G, B) is used in some combination to modulate, or carry, the value for the chrominance of the picture.

"Specifics! I want specifics!" Alright, alright! In the case of PAL and NTSC, a system called "Quadrature Amplitude Modulation" (QAM) is used. In this system you use two quadrature phase sub-carriers of equal frequency (but obviously of different phase!) PAL modulates these sub-carriers with the simple resultant phasors (R' - Y') and (B' - Y'). This means that it uses the difference between the complements of the phasors to obtain resultant modulators. I could go into some wonderful theory on the Zeta-plane using the U and V operators but I don't want to bore you. Suffice to say that anyone who has gone through Engineering Mathematics 1 will know what I am talking about!

Now NTSC is only different in its choice of modulators. It uses the more complex I and Q colour-difference signals. These are of unequal bandwiths, with the I being three times wider than Q. Simple, really, isn't it? Just don't ask me what I and Q are, because I don't have the room to go into such details here.

"And SECAM?" Well, SECAM uses the same modulators as PAL, but it doesn't use the QAM method of modulation. These guys really did the whole hog and went for frequency modulation of the sub-carrier. "Sub-carrier? Isn't there supposed to be TWO of those?" Well, there aren't because we aren't using QAM. "But what about the TWO modulators? Surely you have to use BOTH of them!" Yes, you do use both, just listen for a bit instead of butting in like that. SECAM modulates with different modulators on alternating lines, that is, one line is modulated with (R' - Y') and the next with (B' - Y'). Neat, huh?

"But why is it called Phase Alternate Line??" Look, do you want to hear me say something like: because the chrominance signal phase angle on the alternate lines is deduced by switching the NTSC-line phasor across the U-axis to its mirror-image position in the adjacent quadrant?? "No." Well then, kindly don't ask such questions!

"But what has this got to do with computers?" Well, computers use modified TV sets to display their information to the user. Because of the difference in the number of scanlines in the NTSC system (although, as I explained before, it's not an inherant difference in screen size, just an effect caused by frequencies of the power supply) the users of computers in the USA use screens of a smaller size than we of European-dominated origin, their computers are built to display all their information in a screen of that particular size, while ours are built to our specifications. Amiga owners in particular are aware of this because we are fortunate in having a computer that is capable of producing real video

output. Australian and European Amigas are built to display the larger PAL screen. The only problem is that software written in the USA is written to display pictures of an NTSC size screen. Some American software houses such as Broderbund refuse to write PAL compatable software, so we have to sometimes use a program which doesn't take up the whole screen with its display. Most annoying if it is a word-processor.

Conversely, the Americans sometimes have trouble with PAL software having the lower part of the display cut off by the NTSC screen. It's up to the author of the software to make the program check which type of Amiga it is running on and to adjust itself to that system.

Ok? "
Ok."

Good. Now that I have spent an evening writing 124 lines, let's hope someone actually READS what I have written!

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
Dave Apelt	*Vector Graphics*	366 4761
Ellen Appleby	*Using Amigas in Education*	369 4629
Bob Devries	*OS9 Operating System*	372 7816
Ralph De Vries	*Dot Matrix printers - WordPerfect*	300 3477
Robert Googe	*Video & Audio Digitising*	288 8863
Steve Hovelroud	*Audio Digitising*	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
John Van Staveren	*Easy Ledgers Accounting Program*	372 3651
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!

AMIGA PUBLIC DOMAIN LIBRARY

Fish Disk 251

Debug - A symbolic debugger for the Amiga. Version 2.10, binary only. Author: Jim Thibodeau and Larry LaPlume
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. Version 1.42, an update to disk 212. Binary only. Author: Dave Haynie
DiskSpeed - A disk speed testing program specifically designed to give the most accurate results of the true disk performance of the disk under test. Automatically updates and maintains an ASCII database of disk results for tested disks. Version 1.0. Author: Michael Sinz
Linstrom - Some miscellaneous small programs from the Linstrom family.
Monopoly - A simulation of the Parker Brother's board game MONOPOLY. Binary only, source available from author. Author: Ed Musgrove
RoadRoute - A trip planner that takes a list of cities and a list of known routes between cities, and generates the distance and time required to reach your destination. Ver. 1.0. Author: Jim Butterfield

Fish Disk 252

CrossDOS - A "tryware" version of a mountable MS-DOS file system for the Amiga. Allows you to read and write MS-DOS/PC-DOS and Atari ST formatted disks directly from AmigaDOS. This is a "readonly" version, which does not allow any writes to the disk. Version 3.05b. Author: Leonard Poma
TrekTrivia - Mouse-driven trivia type program for Star Trek fans. Version 2.0, update to disk 180. Author: George Broussard
Zorg - An Ultima clone that takes your character through a simple but deadly fantasy world where you get to slaughter monsters, talk with the inhabitants of fully populated towns, embark on royal quests, purchase weapons, cast spells etc. Version 1.0, binary only. Author: Mike Shapiro.

Fish Disk 253

DumpDiff - A small utility that prints the hexdumps of 2 files, with all differences between these two files highlighted. Version 1.0, includes source in Modula-II. Author: Fridtjof Siebert
Elements - Very nice interactive display of the the Periodic Table of Elements. Verion 1.2a, update to Disk 175. Author: Paul Thomas Miller
KeyMac - A keyboard macro processor that allows you to record keystrokes and then play them back. Author: Fridtjof Siebert
MegaWB - A program that makes it possible to make your WorkBench screen as large as you like. Ver. 1.2. Author: Fridtjof Siebert
MuchMore - Another program like "more", "less", "pg", etc. This one uses its own screen to show the text using a slow scroll. Includes built-in help, commands to search for text, and commands to print the text. Works with PAL or NTSC, in normal or overscan modes. Supports 4 color text in bold, italic, underlined, or inverse fonts. Version 2.5, update to disk 234. Incl.source in Modula-II and ass. code. Author: Fridtjof Siebert
MultiSelect - A small program that makes it possible to select several icons on the workbench without having to press the Shift key. This is version 1.0, includes source in Modula-II. Author: Fridtjof Siebert

PowerPacker - A shareware command and data cruncher, with a full intuition user interface. Executable files which are crunched are automatically decrunched upon execution, thus saving precious disk space on systems without hard disks. Version 2.3b, binary only. Author: Nico Francois
WBShadow - A small program that creates a shadow for everything that's displayed on your WorkBench. Author: Fridtjof Siebert
With - A CLI command that allows you to start any other CLI command several times and give it all the files that match a file pattern as an argument, one at a time. Version 1.0. Author: Fridtjof Siebert

Fish Disk 254

Etale - Another "more" or "less" type file reader, which supports super- and subscripts and a complete Greek alphabet. Author: William Hammond
MachII - A "mouse accelerator" program that also includes hotkeys, the features of sun mouse, clicktofront, popcli and more. Version 2.6, update to disk 163. Binary only. Author: Brian Moats
PatternLib - A sharable library which implements AmigaDOS pattern matching, and a program that compiles "fd" files into library headers and interface stubs. Includes source in Draco. Author: Chris Gray (?).
SlotCars - A fast action one or two player game of "dueling" slotcars. Shoot rockets at your opponent and avoid his. Author: Brian Moats
Uedit - Version 2.5b of this nice shareware editor. Binary only, shareware, replaces version 2.4g on disk 189. Author: Rick Stiles

Fish Disk 255

CyclicSpace - A Griffeathian cyclic space generator program. Implements a cellular automaton as described in the August 89 issue of Scientific American. Version 1.42, incl. source in ass. code. Author: A. J. Brouwer
MakeIcon - This program will make an icon (.info file) using image data from either another icon, or an IFF picture file. You can also go the other way, and make IFF files from icons, which can then be loaded into a standard IFF graphics editor. Version 1.1. Author: Paul Blum
MED - A music editor much like SoundTracker. Editing features include cut/paste/copy tracks or blocks, changing the vibrato, tempo, crescendo, and note volume. Other features include switching of the low-passfilter on or off on a per song basis, and a cute little animated pointer of a guy doing "jumping jacks" in time to the music! Version 1.12, binary only. Source for a player program included. Author: Teijo Kinnunen
RolandD110 - A program to transfer sound samples between the Amiga and a Roland D-110. Version 1.0, binary only. Author: Dieter Bruns
RolandS220 - A program to transfer sound samples between the Amiga and a Roland S-220. Version 2.0, an update to MIDIsoft version 1.0 on disk 199. Includes several enhancements. Bin. only. Author: Dieter Bruns
SunMaze - The 3d maze demo from disk 171, now expanded with shadows in the corridors. Author: Werner Gunther, Shadows by Dirk Reisig

Fish Disk 256

BlitDemons - Implements the Demons cellular automaton as described in the August, 1989, issue of Scientific American. Using extremely simple rules it exhibits rather complex behaviour. Uses the blitter to perform over 350,000 cell generations per second. Author: Walter Strickler

NameGame - A game based on a popular type of word skill puzzle contest generally sponsored by newspapers. Binary only. Author: Mike Savin.
Stevie - Public domain clone of the UNIX 'vi' editor. Version 3.7a, update to disk 217. Author: Various, Amiga work by G. R. (Fred) Walter

Fish Disk 257

ColorReq - A color palette library callable from any program. Used to adjust the colors of any screen. Automatically adjusts to screen size, number of colors. Has many features incl. SPREAD, COPY, UNDO, RGB, HSV, as well as customizable gadgets. Bin. only. Author: Jeff Glatt and Jim Fiore
FileIO - Update to the file requester library that appeared on disk #203. New features include files, docs, and examples in C, assembly, and Basic. Author: Jeff Glatt and Jim Fiore, based on original C by R.J. Mical
VLT - Is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator. Version 4.226, update to ver. 4.065 on disk 245 and ver. 4.036 on disk 226. Binary only. Author: Willy Langeveld

Fish Disk 258

Backup - Backup and Restore allow you to backup any directory tree with optional compression, and later extract all or part of the tree. The protection, date, and file comment are saved with each file. Version 2.04, an update to version 2.01 on disk 168. Binary only. Author: Matt Dillon
DMouse - A versatile screen & mouse blanker, auto window activator, mouse accelerator, popcli, pop window to front, push window to back, etc, widget. Includes DLineArt, a screen blanker replacement program for use with DMouse. Version 1.20, update to disk 238. Author: Matt Dillon
STReplay - A shared library which allows loading and playing of SoundTracker modules, even from high level languages like Basic or C, without any special effort. Includes source. Author: Oliver Wagner
Suplib - The support library needed to rebuild various programs of Matt's from the source, including Dme, DMouse, etc. Update to disk 169. Includes source. Author: Matt Dillon

Fish Disk 259

EFJ - A fast action machine-code game (Escape From Jovi) featuring hi-res scrolling, large playfield, disk based high score list, stereo sound, multiple levels, a cheat mode, realistic inertia and gravitational effects, an animated sprite, and more. Version III, an update to disk 148. Includes source in assembly code. Author: Oliver Wagner

Fish Disk 260

Accordion - Demo version of a solitaire type card game. Version 1.0.1, binary only. Author: Steve Francis
Calculation - Demo version of a solitaire type card game. Version 1.0.2, binary only. Author: Steve Francis
CCLib - An implementation of the standard C library, that is done as an Amiga shared library, containing over 140 functions. Version 1.3, binary only. Author: Robert Albrecht
SeaHaven - Demo version of a solitaire type card game. Version 1.1, binary only. Author: Steve Francis

Fish Disk 261

CopDis - A copper list disassembler that can be run from the CLI or linked with and run directly from an application program. This is version 0.0a and includes source. Author: Karl Lehenbauer

ShowBiz - A fun animation with mice, a dancing alligator, a sheep on a trampoline, and more. Includes source in "director format". Author: Robert Corns

XprZmodem An Amiga shared library which provides ZModem file transfer capability to any XPR-compatible communications program. This is version 2.0, an update to version 1.0 on disk 236. It adds support for XPR spec version 2.0 capabilities, including automatic download activation, better user interface for setting options, improved transmission speed, and other minor enhancements.Includes source. Author: Rick Huebner

Fish Disk 262

Indent - This is version 1.1 of GNU Indent, a C source code formatter/indenter. Especially useful for cleaning up inconsistently indented code. Includes source. Authors: Developed by the University of California, Berkeley, the University of Illinois, Urbana, and Sun Microsystems, Inc. GNU version by Jim Kingdon, Amiga port by Dan Riley.

Jumble - A quick "brute force" program for solving for anagrams. Not very elegant, but gets the job done. Includes source. Author: Mike Groshart

Lotto - Lotto is designed to replace your user group's old shoebox full of membership numbers and names and add some pizzaz to the process of drawing for doorprizes at club meetings. Includes source.
Author: Mike Groshart

QMouse - A very small mouse accelerator (4K) written in assembly language, but with most of the features of its larger cousins. Not related to QMouse on disk 49. This is version 1.6, shareware, binary only. Author: Lyman Epp

QView - A very small file view program (only 3K) written in assembly language, but with most of the features of its larger cousins. Version 1.1, shareware, binary only. Author: Lyman Epp

WorldDataBank - A project using geographical data, declassified and made available by the CIA under the Freedom of Information Act, to draw a Mercator projection of any area of the Earth that you would like to inspect, in various degrees of magnification. Also includes a program that displays a "satellite view" of any region. Version 2.0, includes source. Author: The CIA, Mike Groshart, Bob Dufford

Fish Disk 263and 264

Sentinel - A large ray-traced animation created with Turbo Silver SV, Deluxe Photolab, Deluxe Paint III, and the Director. It consists of approximately 60 to 70 frames of animation, rendered during a period of about three and a half weeks. This is Bradley Schenck's entry to the 1989 BADGE Killer Demo contest, and won first place in the contest. Because of its size, it has been split across two disks. The rest of the files are on disk 264. Requires 3Mb or more of memory to run. Author: Bradley Schenck

Fish Disk 265 and 266

VAUX-Killer - A very funny animation which won 2nd place in the 1989 BADGE Killer Demo Contest. Because of its size, the demo is split across two disks. The other files are on disk 266. Two floppy drives, or a hard disk, are strongly recommended. Binary only. Author: Roger Curren

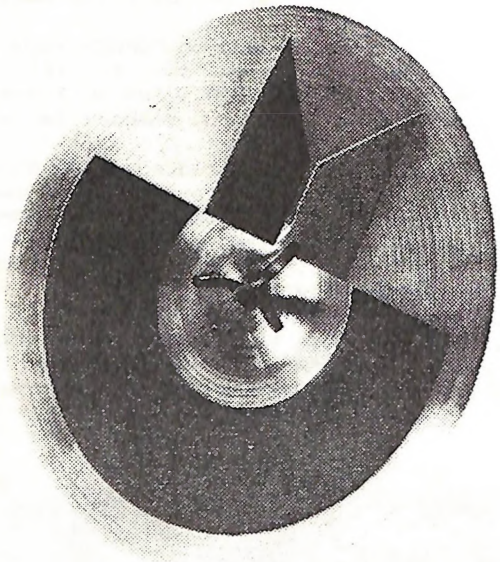
Fish Disk 267

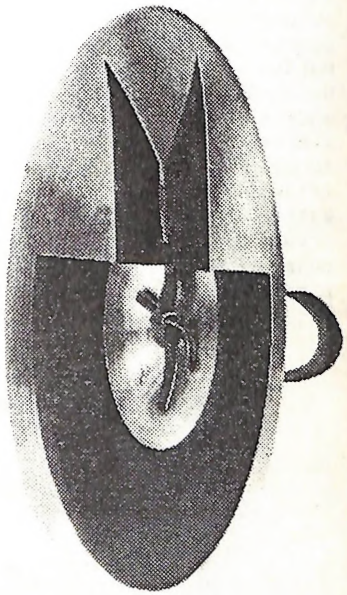
Diglib - An Amiga device independent graphics library for fortran applications. This is an enhanced and debugged version of a public domain library, the development of which was sponsored by the US Government. This library is required for part of the Matlab package, also included on this disk. Includes source in FORTRAN. Author: Hal Brand, Craig Wuest, James Locker

Mackie - A versatile cli/macro-key initiator based on POPCLI with a unique method of "screen-blanking". I won't say more, just try it! This is version 1.3, an update to version 1.2 from disk 189. Now includes automatic generation of different patterns and some bug fixes. Includes source. Author: Tomas Rokicki

Matlab - A FORTRAN package (MATrix LABoratory) developed by Argonne National Laboratories for in house use. It provides comprehensive vector and tensor operations in a package which may be programmed either through a macro language or through execution of script files. Supported functions include sin, cos, tan, arcfunctions, upper triangular, lower triangular, determinants, matrix multiplication, identity, hilbert matrices, eigenvalues, eigenvectors, matrix roots, matrix products, inversion, and more. Amiga specific features include workbench startup, polar plots, contour plots, enhanced plot buffer control, and algorithmic plot display generation. Includes source in FORTRAN. Author: Cleve Moler, Jim Locker

The Number One Symbol in Computers. Commodore.





commodore
COMPUTER
Keeping up with you.