CURSOR

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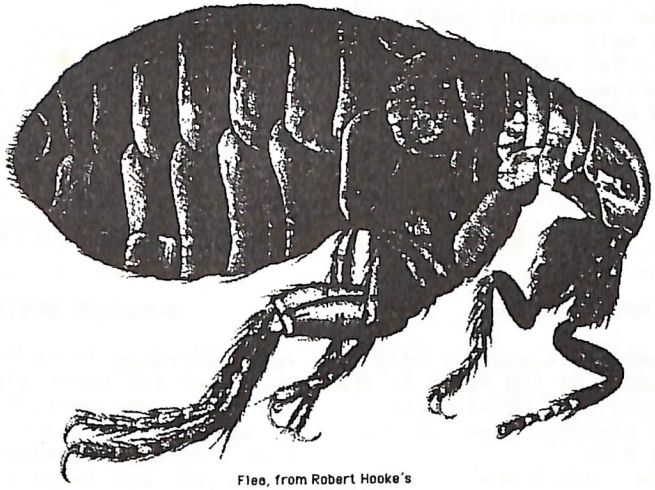
COMMODORE COMPUTER USERS GROUP (QLD) INC.



Flea, from Robert Hooke's
MICROGRAPHIA
published in 1665

This is a sample of Hi-Res Clip Art which can be found on the **GRAPHICS PALETTE** Disk No.10.

Originally the material was created on a Macintosh computer and has been converted to the Amiga Hi-Res format of 640 x 512.

Our Next Main Meeting will take place on Tuesday, 10th April 1990, at 8 pm (Libraries & Sales at 7 pm) at the Bardon Professional Development Centre

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

MAIN MEETING

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

Entrance through the Centre's Carpark in Carwoola Street. Parking is not allowed in Centre's grounds!

The dates for upcoming meetings are

Tuesday, 10th April, at 8pm.
Tuesday, 1st May, at 8pm.
Tuesday, 5th June, at 8pm.

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 St, 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 was also held at the same time and place as above but, because of falling attendances combined with the fact that we were unable to find somebody to act as coordinator for this meeting, we have reluctantly decided to discontinue this workshop meeting.

REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (Noon - 12pm) in the Cannon Hill State School. Ph. Don Friswell - 343 1735 a.h.
KINGSTON: 2nd Saturday of the month (1pm - 12pm) in the Kingston High School. 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" Disks: $25.00 per 10 (RPS brand) *or* $20.00 per 10 (Mark II) (+ $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 Beginners Guide: $3.00
Amiga Dos Summary: $3.00
(+ $1.00 P & P, either item)

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)
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)
The Write Stuff (64 Word Processor), with Manual: $18.00
BB Speller (for Write Stuff):$12.00
BB Talker (for Write Stuff): $12.00
(The above 3: each $3.00 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.*** <---

FOR HIRE

AMIGA Pocket Modem (300, 1200, 1200/75 Baud) with Software: $10.00 per week.

Contact John Van Staveren on: (07) 372 3651

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 P.O. 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.

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 May Issue is:

FRIDAY 30th MARCH!

Short articles (less than a page) and adverts for the *BYTES* 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, The Write Stuff, 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 4.1.11 - 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.

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EDITOR'S NOTES

Some years ago my wife and I decided to form a musical society to promote the works of a certain composer. After a shaky start we got the society under way, with my wife acting as treasurer, myself as president, and a third person who had the role of secretary and newsletter editor.

Very soon it became apparent that our secretary and I weren't hitting it off. Arguments about the actual programs and funding of the fledgling society were flying back and forth. This got so bad that, when the time came for our first official elections, she put up her husband as candidate for the presidency. However, when it came to the vote I was re-elected with a substantial majority.

Not many months afterwards though, my wife and I resigned, because we couldn't stand the perpetual bickering and back stabbing.

You may well wonder what all this has to do with the C.C.U.G.(Q.).

Well, computing for me is a hobby. This means I do it for *enjoyment*. Not for glory or monetary reward, but just for fun. Editing this newsletter is both a challenge and fun, and I hope that you, my fellow members, get as much enjoyment out of this hobby as I do.

However, lately there have been signs that some of our members are on the warpath, and this is a trend which needs to be stopped at all cost if we want to see our Group flourish and prosper. Failing this, I feel that my place should be filled by somebody who is prepared to put up with the barbs and jibes from that certain section of our membership.

I am referring here of course to a small group of diehard C64/128 users who have resented, from the word go, the arrival of Amiga (and to some extent MS-DOS) computers in our midst.

This was typified by a letter which I recently received from one of our members who went on at some length to explain, by means of a very twisted analogy, why his C64 is superior to Amigas and MS-DOS computers. Needless to say, I will not reproduce this letter here, because the "*my computer is better than yours*" syndrome is totally immature and, what's more to the point, totally unproductive.

However, I do believe that this letter basically expresses the sentiments of a small group of 8 bit members who are starting to feel 'neglected' or 'let down' by the group, so let's examine a few facts:

* - Only a small part of our huge 64/128 library material is being borrowed. One has only got to contrast this with the Amiga material which is all snapped up at our main meetings.

* - The Main C64/128 Rosalie (formerly Milton) workshop will have to be closed down, as there was a total attendance of 1 (yes, one) member in February, and there's nobody willing out there to coordinate this workshop.

The facts are that we offer our 8 Bit user exactly the same facilities which we extend to the Amiga users, but what do we see?

A small group of people who aren't prepared to DO anything for their 'neglected' computers, but who are

quite prepared to blame the Management Committee for the changes which are taking place in the home computer market! They object to the fact that those people who did most of the creative work in the C64/128 area some years ago have now moved on to Amigas and are doing their 'thing' in that arena.

They would also like to blame their Committee for the commercial facts of life such as, that software supplies (apart from C64 games) are drying up, that C64 Magazines are either shrinking or disappearing and that virtually no new C64/128 books are being released.

I can well and truly understand that quite a few C64/128 users out there are unable, for financial reasons, to upgrade to newer and more powerful varieties of computers, but that is no reason for some of them to attack the newer computers and their owners, because this smacks very much like sour grapes to me.

These people also tend to forget that when the C64 was first released we still had PET and VIC-20 users amongst our membership, and we all know what's happened to them, don't we?

I sincerely hope that we will see a change in attitude by these few disgruntled members. Rather than snipe at the Amiga owners, they could spend their time much better by getting their act together and start to instruct and teach the new C64 owners/members how to get the most out of their computers.

As I wrote earlier on, I am not prepared to put up with this type of backbiting attitude by a small section of our membership. During my years as a member of the Management Committee we have had many heated arguments, but these were always arguments to further the well-being of our Group. Arguing along the lines of "my computer is superior to yours" is totally negative and only creates bad feeling and tension, and that's not for me.

As a last thought; if these people really genuinely feel that we in the Management Committee don't have their best interests at heart, they should know that there's nothing to stop them from nominating for positions on the new Management Committee next August. Failing that, of course, I'd like to remind them that membership of the C.C.U.G.(Q) is not compulsory.

Ralph De Vries

LIBRARY NEWS

by Phil Guerney

I'm typing this issue of Library News on an Amiga for the first time. MY AMIGA! That's right, at last the librarian has made the step across to the 16-bit world. I will not discuss all my feelings about the change as it would take a separate article and about half of you have been through it yourselves anyway. My case is a bit different perhaps in that I've read an enormous amount about the Amiga over the last few years and I know a lot of what to expect from the machine and its software. So it has not been as exciting as it would have been 1-2 years ago to see all the little Amiga tricks in action. I am excited about getting in and doing some programming but that is going to have to wait until a lot more groundwork is covered. Disappointing to find that testing a simple

idea in Amiga Basic led to a crashed machine just because I got a command parameter wrong.

When I took on the Library at the beginning of last year, I transfered the library data files, which were C64 text files, to my PC/XT clone (using Big Blue Reader) and fed them into a flat-file database manager (Reflex which I recommend to PC users). Now I will have to transfer them to the Amiga as the IBM clone is up for sale (and I'm very tempted to spend the money on a hard disk for the Amiga but I think there may be other demands on the money unfortunately!). At least it will give me the opportunity to create a proper database of the items for the first time. There's plenty of room on the library catalogue disk for copies of the actual Superbase or Microfiche Filer files (or whatever I choose) as well as the present text files so those who have these programs can manipulate the catalogues as they see fit. Expect progress in 1-2 months. At any rate, the present catalogue disk text files will have been updated by the March meeting (using DOS-2-DOS for the PC-Amiga transfer) and rearranged into a system of drawers for more logical access.

The combined C64/Amiga library worked fairly well in February, at least the queue was gone by 7:45 pm. The most frequent complaint I heard was that people were not served in the order they arrived at the library and that the late arrival in front of them got just the program for which they had come early. So from March we will have a "take a number" system so that there should be no crush at the counter at all. Just browse around the books/mags until you hear that its nearly up to your number and then move over to the software counter. We will also not open the software counter until 7:00 pm (as was always intended) and instead take in returns until this time. In this way, extra help can be supplied at the return desks and the delays and confusions that sometimes arise through the reservations system will be reduced as reservations will be unnecessary if the item is already in!

I was also requested to provide a board that clearly showed to those waiting what programs were available, reserved or not yet returned. I'm thinking about some sort of peg-board with a coloured disk for "available", and another colour for "reserved". My helpers were not immediately enthralled at the idea of maintaining it as well as the other handling required to effect a loan, but the idea seems worth while. I do not know whether I will have the time to get a board ready for March but expect to see it have a trial soon. It will be for Amiga only as the C64/128 software board would have to have 280 pegs!

NEW C64/128 THINGS

I'm putting the 8-bit notes first to appease those jealous (but they wouldn't admit it) C64/128 users who might now think that as the librarian has converted to an Amiga that 8-bit software will get short-shrift. Not true! I still have in this house a VIC-20, a C64 and a C128 and the last two weeks has served only to reinforce my earlier opinions that the best 8-bit software has nothing at all to be ashamed about.

M64 General Ledger System: Almost every month someone asks for a "business" program for the C64. At last I can say "here is a real one". This New Zealand written accounting program (Meridian Systems) was used by our treasurer for the clubs affairs until he moved to an Amiga. Many small businesses have

actually done their accounts on a C64/128 with this or a similar package and here is a chance to see how they struggled to do it.

ICPUG magazines: The Independent Commodore Products User Group is a large UK group whose newsletter is one of the best around. Indeed it is the only newsletter that rates as a "magazine" in the library, rather than being delegated to the plastic bags (see below). We only had issues since late 1987 until President Greg Perry donated his older issues going back to Jan 1984. These are excellent sources for C64 owners looking for tutorial type articles on programming and reviews of all the major C64 software and books. Lots of chatty articles discussing rumours of things to come, many of which never did (such as the Commodore 264 May 1984, p.188 and the 1542 drive Jan 1985, p.60). As you can guess, I enjoy reading these old issues and maybe there are one or two others who feel the same way?

NEW AMIGA THINGS

Dr T's Keyboard Controlled Sequencer V1.6 This is crazy. At last I have an Amiga and can actually play with the new software that comes through my hands and the only new commercial program for the month is something that I can hardly make any sense of nor use because I haven't a synthesiser or MIDI keyboard. Before anyone can borrow this they must be able to explain to me any randomly chosen paragraph in the manual, then I will know that they can make use of it. Truly, this is a very expensive program and I will insist that borrowers have a MIDI device to ensure that it is used effectively. Basically the program "gives the musician a wide variety of methods for creating and manipulating music, while imposing a bare minimum of restrictions on the form of that music". There are three modes of operation: "track mode" which acts like a 48-track tape recorder; "Open mode" which allows for completely independent looping of up to 128 separate sequences; "Song mode" to allow chaining of sequences into complete songs. An example of the sort of paragraph to understand is the following from the tutorial:

"If you have a multi-timbral synthesiser system, set it up with a buzzy clav voice on channel 1, a bass on channel 2, and some type of reed or fluid lead synth sound on channel 3 otherwise set its MIDI receive mode to OMNI On/Poly and set your drum machine to synchronise to MIDI clock, disable the reception of MIDI channel messages and select a simple 4/4 pattern." Comprendez-vous?

UPDATES

The Beachcomber's Guide to the WShell V1.2: This has been updated. As a new Amiga user I may be missing something but it this program doesn't seem to offer much more of an improvement to the CLI than the built in Shell in AmigaDOS 1.3 except for a few tricks like lots of control over the type of Shell window and a lot more prompt-string keywords (the result of which can be placed in the window title bar if desired), an ARexx interface (as is to come in AmigaDOS 1.4?) and a file name completing utility. Well, that is quite a bit extra I suppose.
Latest WP update: now version has a much better file requester and assorted bugs are said to have been fixed.

AMIGA MAGAZINES

The UK Amiga magazines that the Editor picked up on his recent trip

will be in the Library, including Amiga Format, Amiga Computing and Your Amiga. He also has a half-dozen German ones but I don't think very many people could read them. Another title, of which Ralph passed two issues to me, was called Amiga Software & Information and were glossy, large magazines with quite a good standard of articles and reviews and, most surprisingly, the two issues were accompanied by two and three disks respectively, each full of tutorials (including using languages with source code of examples), demos (including crippled versions of commercial software), games and art/music galleries. Americans only pay $US14.95 over the counter or just $10 per issue on subscription. I was going to put a recommendation to the committee to subscribe to this one but the editor tells me the title may not be around much longer, shame.

OTHER USER GROUPS NEWSLETTERS

I've changed the way we handle the masses of newsletters that we receive from other Australian and Overseas users' groups. Previously these were punched and bound and indexed in collections of 10-20 but not too many people borrowed them. From now on I will just collect all the newsletters from each two-month period and place them in a large plastic bag. This bag is borrowed like a book and contains around 20-30 newsletters of which the standards vary enormously but among which can be found many a useful hint, review or perhaps a discussion which solves the same sort of problem you have been having. Titles among the collection going into the January-February 1990 bag include:

Knoxcom: Knox Commodore User Group, Ferntree Gully, Vic, 5 pages
Commodore Computer Club WA (Inc) Newsletter, 6 pages
Cariboo: Commodore 64 Club Newsletter, Mile House, British Columbia, Canada, 10 pages
Debug:, Toowoomba Commodore CUG, 7 pages
Commodore User Group (ACT) Inc Newsletter, 34 pages
Commodore User's (sic) Group (Victoria) Inc, 4 pages
The CCUG Connection: Christchurch CUG, New Zealand, 18 pages
RAM: Tuggerah Lakes CUG, NSW, 14 pages
Amiga Australia: Aust Amiga User Assoc'n, Penrith, NSW, 24 pages
Pixel: Cairns CUG, 1 page
The Guru: Amiga Users of the Northern Territory, 7 pages
Amiga Workbench: Amiga Users Group, Boronia, Vic, 18 pages
Output: East Coast Amiga UG, Wyong, NSW, 18 pages
Albury-Wodonga CUG Inc, 10 pages
Syntax Error: Kapiti CUG, Paraparaumu, NZ, 18 pages
Peripheral: Commodore Hornsby User Group, NSW, 28 pages

There are several others we get also. Notice what a good deal CCUG members get, just look at a few of these to appreciate the quality of your newsletter (not counting my ramblings of course). One title that I didn't mention was from a group I will not name whose one-page newsletter contained nothing but a Printshop monthly calendar with just one date with anything entered the monthly meeting night. Nothing else. That editor sure has a contributor problem.

That's enough for this month. I used that word ramblings just before, hmmm, not a bad title for a computer users group magazine? I wonder if there is one out there already?

UPGRADING TO AN AMIGA?

by Ralph De Vries

(What follows is a re-run of some lines I wrote a year or more ago, but with a regular influx of new members I felt that it was time to bring the following to the attention to those who are contemplating the upgrade path.)

Recently I've had several calls (mainly from younger members), who have changed from their C64s to the Amiga. They ask me things like "*can I attach my Commodore serial bus printer to the Amiga*", or even "*is it possible to use my 1541 drive on the Amiga*". In practical terms the answer to the above questions is 'no', although in theory one should be able to use a Commodore serial printer with the C-64 Emulator (overall a useless piece of software), but I've never seen it done successfully.

The reason for raising these points is that a lot of younger members seem to think that you can have an Amiga outfit up and running for about a $1000.00 and the truth is that it cannot be done!

So let's take a cold hard look at what's needed for a *basic* Amiga outfit.

Most of you have bought the Amiga 500 special Christmas pack. This offers, apart from the software, a single drive 512K computer with a TV modulator.

Now, you can play games on this outfit (not all games, mind you), but you cannot run the *Kindwords* program, as that requires 1Meg of memory. So your first purchase would have to be a 512K memory expander ($250 - $300).

Next you will discover that a second disk drive is a must on the Amiga. Yes, you can do without one for a while, but it's a proper pain to work with a single drive system. Another $200 - $250 for this item.

By now you've probably discovered that a TV set doesn't make a very good monitor for an Amiga. It might have been alright for a 64, but the higher resolution of Amy requires as a minimum the Commodore 1084 monitor or its Philips equivalent, Model CM 8833. Expect to pay around $500 for that one.

So now your $900 Amiga outfit will end up costing you $1800 odd, and believe you me, that is the bare minimum! Remember we have not even mentioned printers yet (usually the next purchase), which will cost you another $350 to $700, depending on your requirements.

And than of course there are the more esoteric items like modems, genlocks, midi interfaces etc. etc.

Well there you have it. Notice that I've not even mentioned minor items such as disks, disk boxes and other assorted bits and pieces.

Yes, I'm well aware that many C64 owners started out with a computer and datasette and not much else and gradually upgraded from there, so why cannot they do the same thing with an Amiga?

The simple fact is that an Amiga without these essential bits is a crippled machine, whereas a 64 with a cassette recorder was/is fully functional, albeit quite slow.

So, if you intend to 'go Amiga', make sure that you have $2000 in the bank, because you'll need it!

MAIL BOX

I feel that I must write and express my concern and disappointment in the editor's statement at the February meeting concerning the purchase of an Amiga Machine.To say the 64 was an up and running machine and that to buy an Amiga you must be prepared to purchase at the same time an external disk drive and Stereo Monitor to make it up and running was absolutely ridiculous and in my opinion and the opinion of two Amiga owners was denigrating the machine.

For some new purchasers of Amigas, a TV set is all that is required, for these people are not professional users and only want some fun from their machine. They, I am sure, will upgrade to a 1084S monitor and external disk drive both when they think it necessary and when they can afford them.

I was accompanied to this meeting by a prospective new member and Amiga purchaser who I talked out of buying an IBM compatible in preference to the Amiga. He and most of the visitors and new members present must wonder what was going on.

Congratulations on the decision to stock "The Write Stuff" for sale to members but how about the 128 members. I had to buy my copy commercially, $49.00 for the two disk set. Would it really hurt the Club to spend some money for 128 members by buying say 6 copies of the 128 version. or as usual don't the "five or even fifteen members (out of 700-1000)"count.

You may think this is a whinge letter and you would be correct and I will probably come in for some criticism but if I don't express my opinion it would be a waste of time being a member of the club.

Finally congratulations to Leigh Winsor on his editing and production of the February Cursor. A job very well done.

Doug Lucey

Rather a 'whinge' than just indifference or no response at all!

Well Doug, I stand by every word I have said about the Amiga, and in fact I've repeated them in this issue for the benefit of those readers who are unable to attend our main meeting. You, in fact, put the finger right on the pulse when you write that "*a TV set is good enough for people who want to have some fun from their machine.*" Of course it is, if you just want to play games on your new Amiga. But, if that's your only reason for buying the Amiga you may as well stick with the 64; that is a lot cheaper!

Did you know that in the Amiga Christmas pack there's a word processor included (Kindwords) which requires at least 1 Megabyte of memory to run? Yes, there are even some games out there which require a minimum of 1 Meg of memory to run; difficult to do this on a 512K machine! And have you ever *used* a one drive Amiga system? Well, I have, and I can assure you that it's a real pain in the proverbial. (The *D*isk *O*perating *S*ystem on the Amiga needs loading from disk, as against having the commands in memory like on the C64 and C128 - all this is far more manageable with two drives.) Have you ever seen the interlace hi-resolution mode on the Amiga? I use it often (and I am NOT a *professional*), and this mode would be well nigh impossible to use with a TV set.

You see Doug, we are sick and tired of seeing the Amiga undersold as a mere *Games Computer*. The fact that this has happened is solely due to the pathetic marketing efforts of Commodore, although they are now making some moves to improve this image. I will categorically state that the Amiga is one of the finest computers on the market in its price range - in fact it's a superb computer which, **dollar for dollar**, leaves MS-Dos and, yes, even Apple's Macintosh computers for dead. If your Amiga owning friends can really do something with the computer's graphics, video or music capabilities, they would agree with every word I said (and even if they don't agree, I will be only too pleased to put you in touch with a dozen or so Amiga owners who share my opinion!)

My reason for bringing these facts to the attention of our members is not to sell the Amiga short, but rather to point out what a 'workable' Amiga (as against a mere games machine) will really cost you. I am not in the business of trying to talk people out of buying Amigas, but simply to acquaint them with the real facts. If they then decide that I'm talking hogwash, well though be it; at least I've done my bit.

Elsewhere in this issue you will find a review of *The Write Stuff 128* by Lindsay Vardy, with an appended note which you will find interesting! If enough orders are placed with Leigh Winsor we *will* order this program. However to make the cost of the program reasonable (it has to be imported from the USA) we do have to know in advance how many members will want to buy the program. As we are talking here about price differences of twenty or more dollars per program, you will understand our cautious approach.

You also have a go at (presumably) the committee when you write *or as usual don't the "five or even fifteen members (out of 700-1000)" count.*

Well, we can assure you that you and all the other Commodore computer owners/members do count, but, in closing, I would like to ask you a question: *"What are you actually DOING for the Group to further the cause of the C-128?"* If you feel neglected we now offer you the opportunity to come forward and do something about the perceived neglect of the 128 members.

I was delighted to see on pages 14, 15 and 16 of the Feb '90 issue of Cursor a review on the most universal word processor on any market (universal, because it can easily be used by children), namely THE WRITE STUFF. Unfortunately I could not find the author's name - my thanks to him or her.

I remember first reading about T. W. S. some years ago in Cursor while recovering from two strokes, and I was having all sorts of bother coming to grips with W.P., as I was trying to complete a TAFE course in Short Story Writing. My friend and mentor, the group's former secretary Norm Chambers went to a lot of trouble to help me to cope with Superscript, which I had just bought (hoping that it would be easier to understand than Easy Script and Easy Spell).

I bought T.W.S. from the S.A. Commodore Computer Group, complete with the Reference Manual and the Keyboard Overlay for $25.00! Contrast this with E.S. and S.S. which cost me over $200! Well, within a week I was writing stories! T.W.S. has a delightfully refreshing and easily understood manual compared

with the literary jungle of other WP manuals.

I'll list a few virtues of T.W.S.:

A) I lost the function of my right hand. Using solo hands is covered in the manual.
B) To save my text is, to put it mildly, ridiculously easy, i.e. CTRL -S-. If I'm hazy on a point, a quick look at the manual will set me right.
C) Easy Script instructions for transfering text were hopelessly confusing to me. I remember thinking "I know my brain suffered some degree of damage, but not this much surely?" But using T.W.S. means simply CTRL -E-.
D) Underlining text is as easy as CTRL -U-.
E) Need I go on? I could rave on forever about T.W.S. The only thing I have caused to query is: Why is not T.W.S. mentioned in C64/128 Specific on page 5 as a file transfer protocol? If it were I could send this epistle on a T.W.S. disk!

Fred Hawley (Bathurst)

Great to hear from you again, Fred.

The article on this program was by Leigh Winsor who has actively been promoting this fine program which sells at such a small price.

Converting T.W.S. files to the Amiga is dependent on my conversion program which only supports a few file protocols. I've had no opportunity as yet to check out if it will do the conversion, but doesn't T.W.S. allow you to save a file as a 'straight' ASCII file? This would solve the problem.

Editor

BYTES

FOR SALE

C-64 Computer, Datasette, 1541 Disk drive, 60 disks in lockable disk box, complete with instructions & original boxes - in Perfect Condition - $450.00

Star NX1000C NLQ Multi-Font printer, interfaced for use with C64/-128. Complete with instructions, original box and paper - in Perfect Condition - $375.00

Contact Ian MacGillivray on (07) 357 8164 (a.h.)

C-64 with **Turbo Cartridge** (incl Freeze Machine) and **Reset Switch, 1541 Disk drive MkII, 1520 Printer-/Plotter, 2 Quality Joysticks, Datasette,** and lots of **Software.** All equipment in near new condition. Make me an offer for the lot.

Portable Colour T.V. 14" UHF/VHF, with New Picture Tube. Excellent picture. Makes an ideal monitor. $160.00 or offers.

Contact Roy Agnus on (07) 848 3945 (a.h.)

C64-SX Portable Computer, with built-in 1541 Disk Drive & Colour Monitor, C/w Cockroach Rom Chip & Reset Switch. Also with 1350 Mouse. - $850.00

Contact Cor Geels on (07) 263 2839

-ooOoo-

8 BITS & PIECES

WELCOME BACK

It's good to have another contribution from our 'Canberra Correspondent', Paul Blair - he is also known as the Australian editor of *Transactor for the Amiga*.

For those amongst you who have only recently joined our ranks, Paul is an old stalwart of Australia's Commodore community. Over the years he has built up a reputation as a SuperBase *Guru*, and as such is even recognised in the U.K., the birthplace of SuperBase (his contributions appear regularly in the ICPUG newsletter). Database users should enjoy Paul's contribution.

Editor

FEBRUARY MAIN MEETING

After the introductory remarks by the Secretary and the Newsletter Editor, it was Leigh Winsor's turn to show our C64 members what tremendous value the *WRITE STUFF* word processor is (available from the Group for a mere $18.00). In his demonstration he was ably assisted by Matthew James and Doug Maclurkin who emphasised such special features as macros and printing capabilities. The overall impression was that *TWS* will have won several new converts after this demo.

APRIL MEETING

It is hoped to have several interesting demonstrations of recently purchased library software at this meeting.

Remember - the April meeting will be held on the *second* Tuesday of the month (10th April)!

WAVELL HEIGHTS SUB-GROUP

After having acted as Sub-Group Coordinator for the Wavell Heights Sub-Group for nearly three years I would like to see another club member take my place, rather than just surrender the privilege of having a meeting venue which has been of such benefit to numerous Commodore equipment owners.

No, I've not moved into another class of computer owners (Amiga or MS-Dos), and I will be available for assistance whenever I shall be approached, as I have been in the past. In fact, if any good soul would offer him/herself for the position of Sub-Group Coordinator I shall give whatever help is required to keep the ship afloat.

If you are interested in the position, ring me on 263 2839 to discuss details.

Cor Geels

We are very sorry to hear about Cor's decision to retire, as he has done a first rate job in the running of the Wavell Heights Sub-Group. On behalf of the Management Committee, I would like to express our sincere thanks to Cor for a good job, well done.

We sincerely hope that somebody else will come forward to fill Cor's shoes, because it would be a great shame to see a Sub-Group go under for want of active leadership.

Editor

IT'S REALLY QUITE EASY

by Paul Blair

I would hazard a guess and opine that, after word processing, one of the most used features of any home or business computer is the ability to set up lists of names and addresses - the mailing list, as it is usually termed.

Over the years, I have probably set up more than fifty such systems, mostly on Commodore machines, and nearly all using *Superbase* (SB) in one of its forms. PETs, 64s, 128s, Amigas and all their families have shuddered to my mailing list touch.

The subject may have been done to death a bit, but after a few successes and the odd failure, I have settled on a format pattern now that I find both economical to implement and simple to manage. The last point is critical, because the time spent managing a list, particularly a list that changes often, is factorial 10 the time spent setting it up.

So, at the risk of public stoning or being zorched by my readers, I'll try to set out what I've found, mainly as a guide to those of you who are starting out. Some of my reasoning will betray a few biases, too. But remember that they have grown from a regard for my own sanity and good health, and an absorption of the wisdom of others as I have stumbled along the path searching for truth, life, the universe etc.

When I read back over ICPUG (UK) magazines, I discover that the method of handling the key or index field generates the most debate. Apart from providing some structure to the database, the choice of which information is to form the key field is worth a lot of thought. A fundamental issue requiring an early decision in the design process is whether or not to accept duplicate keys, that is, two or more records having identical information in their individual key fields. One of the main underlying concern appears to be based on the way SB handles the sorting process. Bruce Hunt explains this in his *Superbase* book, so I won't repeat it here.

The Precision Software literature comes down in favour of using unique keys, but the SB program itself allows either unique or duplicate keys. The simple logic behind the PSL suggestion is probably based on the simple (= low error) benefits of finding a record using a key that is unique in the index. To do otherwise introduces a level of complexity that requires skill and a good understanding of the database to avoid pitfalls. Accordingly, I have taken their suggestion, and added it to my list of biases.

So what to use? Some suggest giving each record an individual number, which may be the membership number or some such ID. Yecch. I will say two things about that. I hate being thought of as a number. And managing a modest sized database by numbers, given that most subscribers can't or won't remember their ID, is difficult. ID's can be short, thereby making

better use of disk space and speeding up sorting routines. But to need a code to find a person seems to me a negative concept when a database is supposed to make life easier.

We all have names, over which many of our parents exchanged quite a lot of words, and I still prefer to use them for mailing list key fields. I usually automate mailing list updates, and I prefer to use peoples names (they rarely forget them!) for quick location of their record. This raises the question now of how to handle duplicate keys, because its London to a brick that there will be Smiths and Browns in your files.

By combining surname and initials, I get 99% unique key fields, and I can manage with that. The only last thing needed is a way of making the key field as short and manageable as possible. So my own entry would be entered as BLAIR*P F. If I have two Ian Smiths, I put one in as SMITH*I and the other as SMITH *I. I'll explain the '*' in a little while.

Jim Kennedy (of SuperDesk fame), unbeknown to him, provided my next bias, which has to do with titles. Mr, Mrs, Lt Col, Dr and so on are termed 'courtesy' titles, and I agree fully with Jim that correct presentation is worth striving for. If I get a letter P.BLAIR or BLAIR,P MR I tell myself that the programmer didn't much care or try. To handle courtesy correctly is vital, in my view. Otherwise, its an insult.

Down to business now. Let's assume we want to create a mail file, from which we want to print out labels for a newsletter. Here's my suggestion about how/where to start for a system that's easy to manage.

What follows is a typical Status dump from one of my files. The lengths used may or may not suit you, but I find it better to over- rather than under-provide. But what about the file length? No matter, because SB only stores as much as it needs to. SMITH*I in the key field is not stored as 28 characters, but as 7 plus an end of field marker. That's not much longer than '88021' or some such ID, is it?

#	Field Name	Type	Size
1	Surname	Key	Length 28
2	Title	Text	Length 12
3	Adr1	Text	Length 24
4	Adr2	Text	Length 24
5	Adr3	Text	Length 24
6	Pcode	Text	Length 4
7	Phone	Text	Length 12
8	Sub	Text	Length 1
9+	....whatever else you think useful		

The 'sub' field is there to tell me that the member is currently financial. An 'x' in 'Sub' is used for this purpose.

My screen format looks like this.

```
                    LOWER BOGGY CREEK TENNIS CLUB
Surname    <                                >   Title   <            >
Adr1       <                              >
Adr2       <                              >
Adr3       <                              >
Pcode      <    >                              Phone   <            >

Sub        < >
```

There's usually a bit more - date paid, amount and so on. Jim Kennedy's 'SuperDesk' is a good model to work from, because he thought of darn near everything that anyone could ever want.

Now to my first entry. This is a person (no matter what others may say).

```
Surname    <BLAIR*P F                       >   Title   <MR          >
Adr1       <35 CALDER CRES                >
Adr2       <HOLDER ACT                    >
Adr3       <                              >
Pcode      <2611>                             Phone   <062 883584  >

Sub        <x>
```

Not all mail list entries are persons. Try a company-

```
Surname    <COMMODORE BUSINESS MACHINES >   Title   <            >
```

No courtesy title required here. The name of the addressee fits neatly into the first field. The [title] field is left blank.

Nothing too startling there, you say. True, but this set-up is very easy to search for a given key. By comparison, if you should use a membership number as key, but the subscriber forgets to tell you the number, then MATCH on a surname is very powerful, but slow.

Now to explain the '*' between my surname and initials. As I said earlier, inclusion of the initials give me great flexibility with unique key fields. All I have to do is slice up the key field by locating the '*' and I have surname and initials.

In the case of a company which has no [title], I can simply enter the business name and omit the '*'. A bit of thoughtful programming can handle these conventions.

The trick now is to set this all up for the most useful part of a mail list, label printing.

SB comes with 'makelabels' and 'labels', both very useful and flexible programs. I would encourage you to become familiar with these, because they allow you to handle quite complex situations. There have also been good programs published in ICPUG.

Like most people, I use '2-up' labels. Maybe that's a curiously Oz term, owing to a particular betting game played here (send a SAE for full details). It simply means two labels side by side. Because the printer works across the page, we need to design an output technique to print like this-

```
Mr Fred Jones              Mrs L Brown
123 Hawke Pl               456 Thatcher Rd
Paraburdoo WA 6754         Crawlie
                           Liverpool L4Q 9NW
```

We also need to cope with varying numbers of lines, which is why [adr3] is included in all my formats. Some people have quite complex addresses.

You will note that I try to make the last line compact and simple, with an eye to making life easier for the post office. Ours prefers the style of layout shown here, with the prime sorting details strung together, rather than having the postcode alone on a line below the rest. I think it has something to do with automated sorting gear.

Because I'm using 2-up labels, I need to read 2 records at a time. This is so each print line can be constructed properly. If I wanted 3-up (3 across the page) then it would have to be three records.

The task then is to read a record, remember the things I need for my print line, then read the next record. I can then print the pair of labels, and go on to the next 2 records. I'll explain this as I go along.

This is my 'simple labels' program. To provide cheaper mail rates for bulk postings, OzPost offers a pre-sort plan, based on groupings of postcodes. So the first job is to pick out the current financial members ('x' in [sub]) and create a list, 'h8sublist'. This is then sorted to 'h8subs' to make up the output in postcode order. If you don't need this, omit 'gosub 200' in Line 50, and omit Lines 200 and 210.

```
10 rem: mailing program/subscriptions/pfb
20 database "xxxxx":file "yyyyy"
30 display $147:display @24,2$158$18" PUT YOUR HEADING IN THIS SPOT"
40 display @15,4$153$2" AND ANY OTHER MESSAGE YOU WANT TO DISPLAY HERE"
50 gosub 200:select from "h8subs"
```

Line 60 is not essential. It's there to cater for the last group of 2 labels, where the total number of labels is odd. By doing this, the right-hand label is left blank in this situation. It's only a fine touch, which you could leave out.

```
60 m$=" ":n$=" ":o$=" ":p$=" ":q$=" ":r$=" "
70 a$=[surname]:b$=[title]:c$=[adr1]:d$=[adr2]:e$=[adr3]
   :f$=[pcode]:a=instr(a$,"*"):select n:eol 90
80 m$=[surname]:n$=[title]:o$=[adr1]:p$=[adr2]:q$=[adr3]
   :r$=[pcode]:b=instr(m$,"*")
```

As I explained above, I need details from two records. Line 70 picks up the details from the first record, then selects the next one (if there is one, otherwise it jumps over Line 80). Line 80 sweeps up the details of the second record.

If you want more or less labels across the page, then simply replicate (or delete) Line 80, using a fresh set of strings if needed.

Now to test if [title] has an entry or not. If [title] is blank in either record, the printer simply picks up [surname] and uses it in full. Otherwise, the location of the '*' is found and used to pop the initials in front of the surname, with the title ahead of the lot. The C128 'instr' is useful here. C64 users would need a small search-and-test routine to do this.

```
 90 if b$="" then lf$=a$:else lf$=b$+" "+mid$(a$,a+1)+" "+left$(a$,a-1)
100 if n$="" then rt$=m$:else rt$=n$+" "+mid$(m$,b+1)+" "+left$(m$,b-1)
```

Now the simple printing lines. A tab at '37' works fine for my labels, which are 89mm x 24mm. Adjust for your own stationary as required.

```
110 print lf$@37rt$
120 print c$@37o$
```

If there is no [adr3] then we need to put the postcode adjacent to [adr2].

```
130 if e$="" then d$=d$+" "+f$
140 if q$="" then p$=p$+" "+r$
150 print d$@37p$
```

Otherwise, put it next to [adr3].

```
160 if e$<>"" then e$=e$+" "+f$
170 if q$<>"" then q$=q$+" "+r$
180 print e$@37q$:select n:eol display:lmarg 1:wait:menu
```

Skip a couple of lines to get to the correct place on the next label, and around we go again until we get to the end of list 'eol'. What could be simpler?

```
190 print " ":print " ":goto 60
200 find "h8sublist" where [sub] is "x"
210 sort from "h8sublist" on [pcode]to "h8subs":return
```

Nothing here is exotic, and should be within the grasp of anyone who has read the first couple of tutorials in the SB manual. If you haven't set up a mail file before, then maybe these notes will encourage you to try.

-ooOoo-

C-64 MACHINE LANGUAGE - Part 3

by Will Erdmann

In my third article I would like to draw your attention to the different ways of loading the A,X and Y registers. For example when you type LDA #$01 you are loading the value of 1 into A (A = 1). The important thing is not to forget to type the # symbol. It tells the computer to load a number into A. On the other hand if you were to type LDA $01 this would mean that A is loaded with the contents of address 1. Any address in RAM (Random Access Memory) may hold a number from 0 to 255 at any one time.

```
1000 A9 93    LDA #$93
1002 20 D2 FF JSR $FFD2
1005 A2 00    LDX #$00
1007 A9 FF    LDA #$FF
1009 9D 00 30 STA $3000,X
100C E8       INX
100D D0 FA    BNE $1009
100F A9 C0    LDA #$C0
1011 8D F8 07 STA $07F8
1014 A9 10    LDA #$10
1016 8D 00 D0 STA $D000
1019 A9 40    LDA #$40
101B 8D 01 D0 STA $D001
101E A9 01    LDA #$01
1020 8D 15 D0 STA $D015
1023 EE 00 D0 INC $D000
1026 A0 09    LDY #$09
1028 A2 FF    LDX #$FF
102A CA       DEX
102B D0 FD    BNE $102A
102D 88       DEY
102E D0 F8    BNE $1028
1030 20 E1 FF JSR $FFE1
1033 F0 D1    BEQ $1006
1035 4C 23 10 JMP $1023
1038 00       BRK
1039 00       BRK
```

Here is the listing of the program "Simple Blob" I gave you in closing last month's article. Below is an explanation of how it works.

1. As usual the first two lines clear the screen.

2. Lines 1005 to 100D with the help of A and X, put the number FF 256 times from locations 3000 to 30FF respectively. The numbers put in this area (3000 -303F) determine the shape of the blob.

3. The hexadecimal equivalent of 192 (#$C0) is stored at 07F8 in line 1011. In books 07F8 is referred to as a sprite pointer.

4. The hexadecimal equivalent of 16 (#$10) is loaded into A and stored into D000, the location which controls the horizontal position of blob number one. (lines 1014 - 1016)

5. The hexadecimal equivalent of 64 (#$40) is loaded into A and stored into D001. The location which controls the vertical position of blob number 1 (lines 1019 - 101B).

6. A is loaded with 1 (#$01) and stored at D015 where a blob switch box is kept. When 1 is stored there blob number one is switched on the screen. If 0 is put there the blob will disappear. (lines 101E - 1020)

7. Now that the blob has been switched on, the horizontal position stored in D000 can be added to by 1 (or incremented by 1). (line 1023)

8. The delay loop is set up in a way similar to the Rainbow in last month's issue. (lines 1026 - 102E)

9.JSR $FFE1 (line 1030) means jump to the subroutine at the location of FFE1. FFE1 is the start of a routine written in the Read Only Memory (ROM) location of the computer which returns a value of 0 to the next line of the program only if the RUN/STOP Key is pressed. If the RUN/STOP has not been pressed the routine
returns a value of 1 to line 1033. Hence when the RUN/STOP Key has not been pressed the Branch only if Equal to Zero instruction written there (line 1033) is ignored and the next instruction (line 1035) is executed.

10. By the use of the Jump instruction in line 1035 (JMP $1023) steps 7,8,9 and 10 are repeated. Therefore the blob is continually being moved.

You may be wondering what BEQ $1006 in line 1033 means. (There's no line number like that in the program). Look carefully at this-:

```
1005 A2 00 LDX #$00
```

The programmer understands this as LDX #$00 (or load X with 0). The computer only understands 1005 A2 00. It ignores the rest of that line. It counts in bytes. To it A2 is byte number 1005 and the number next door 00 is counted as byte number 1006. So the instruction BEQ $1006 means go to byte 1006 if equal to zero. Seeing that 00 means Stop, the program will end when line 1033 is executed.

You may be wondering why steps 2 and 3 are necessary. Here is what lines 1005 - 1011 do to make up the blob.

Because computers like to count in hexadecimals ML programmers have to design the programs so that the computer does things by multiples of 16 whenever possible.

1. X is loaded with 0
2. A is loaded with 255
3. A is stored at the hexadecimal equivalent of 12288 to 12543.
4. X is incremented (X = X + 1)
5. X is incremented continually (step 4 and 5 are repeated) until X is finally equal to zero (256 times later).

Because A is stored this way -:

```
STA $3000,X
```

The contents of A are stored from 3000 (when X is only equal to zero) to 30FF (when x is equal 255) each time X is incremented.
Lines 1005 - 100D

For the computer to be able to make the blob it needs to know 3 things-:
1. 64 bytes of information.
2. Where the information is held.
3. How to get there.

The computer has already stored FFs from locations 3000 - 30FF. It needs to know the start address where the 64 bytes of information to form its first blob is held. In order for the computer to do this the programmer has to give the number 192 to pointer number 1 which is 07F8. When the program is run the computer looks at the number stored at 07F8 (192 or C0 in hex) and multiplies it by 64. The result is 12288 or 3000 in hex. So that is how the computer looks from address 3000-303F hexadecimal for the 64 bytes of information with which to form its first blob. (192*64=-12288 or 3000 in hex)

Now type in from above or load from disk the program "Simple Blob". Run the program and do the following-:

1. Press the RUN/STOP Key when the blob has reached about half way across the screen.

2. Type M 3000,3040 press RETURN and look at the hex dump from 3000 - 3040. It's full of FFs isn't it?

3. Now type F 3000,30FF,00. This will fill locations 3000 - 30FF with 00s. repeat step 2 and look there. By the way what's happened to the blob....?

4. Type G 1000 and press the RUN/STOP Key when the blob has reached a convenient position.

5. Repeat step 2. What is in the hex dump ?

6. Load any of the blob data programs you will find on a disk I have sent to CCUG. These may be called "Duck","Bow","Arrow" or "Man". Type L"DUCK-",08 press RETURN while "Simple Blob" is still written from 1000 - 1038. The blob will change shape instantaneously. The number of the disk is PD #47 -V3.

7. Repeat step 2. There are some new numbers neither all 00s or FFs but some of both and some entirely different. Type F 3000,3040, FF and press RETURN. Has the blob changed back to a square ?

8. Now repeat step 6. When the disk drive has stopped purring type G 1023 and watch the picture move across the screen.

I have good news for those of you who still work with datassettes. I have heard that the library is going to put my programs on tape..!
At the time of writing this I think it would be good for all of you to know that as of 11.2.90 I have received 3 long distance phone calls from Toowoomba, Brisbane and the Gold Coast about my first article. If you ring or write please leave your address so I can contact you. Quite often I am out on the back paddock and the person who answers the phone may not be me...

As always if I can help in any way please write to-:
Will Erdmann, WESTERN AVENUE, MONTVILLE QLD 4560
Ph. (071) 429 226: Tue, Wed & Thu 2.00-8.00pm, Sat,Sun 10.00am - 1.00pm

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, WriteStuff, 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
Ivor Laggan	*GEOS*	273 4212
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
Vic Mobbs	*Superscript/Superbase 128*	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

S.A.M.

by Lindsay Vardy

Some time ago I received a copy of the NEWSLETTER from the Multiple Sclerosis Society of Queensland. Featured was a photo of a patient using a Canon Communicator donated to help residents with severe speech problems to communicate more easily. By pressing the letters and programmed words on the machine, a message is printed out on paper tape. Another article in the local paper showed an Epson computer with speech facility donated to a handicapped person.

Cost of the devices was not mentioned, and I thought how very suitable a second hand C64 (about $200 with Datasette),used with S.A.M., the Software Automatic Mouth, or the Write Stuff talking word processor would be for this purpose, apart from the fact of it's use for recreation or learning other skills. As a young teenager myself I was able to speak only a few words, I can realise the patient's feelings of frustration and helplessness.

Several people have shown an interest in S.A.M., and although this program is not now available in the shops, the very good Write Stuff 64 word processor and talking word processor using S.A.M, is available from our Group.

If you have the C64 version of Write Stuff, you can get a copy of S.A.M. by making a copy of the reverse side of the disk that contains the RECITER and SAM files, and add a simple loader file. This will only load the S.A.M. program which must use phonemes to speak. Not being a programmer, so far I have been unable to get the English text translator RECITER to load as well. Perhaps some programmer in the club could help us.

SAM loader:

```
10 POKE55,240:POKE51,240:
   POKE56,124:POKE52,124
20 IFF=0THENF=1:LOAD"SAM",8,1
30 IFF=1THENSYS38144:NEW
```

Save this with a filename such as "samload". S.A.M. will only speak 18 single letters of the alphabet, BDFGJKLMNPQRSTVWYZ.

These may be combined with each other, some with vowels, to make up the full range of speech sounds. Up to three repetitions of some letters such as MMM or RRR are allowed to prolong a sound. Quite elaborate sounds, words and sound effects may be constructed, a program could be written, or database used to list all common phrases and make writing sentences easier. Four punctuation marks add emphasis; the hyphen gives a short pause, a comma a longer pause, a question mark an equal pause and upward inflection, a full-stop even longer pause and downward inflection. One or more hyphens will prolong the syllable sound. Numbers 1-9 can be inserted into words for emphasis. S.A.M. will show his displeasure with a nasty beep if the syntax is wrong! The character causing the error will be shown in reverse by typing }ERROR.

A typical S.A.M line would read:

```
10 SAY"MAY4 NEYM IHZ SAE4M":rem HIT
   RETURN or
10 SA$="MAY4 NEYM IHZ SAE4M":SYS
   39424
```

More than one 40 char line can be used, each line must begin with SA$

The SYS may be placed on a following line, other SYS commands are:

Pitch SYS 39439,0-255 default 64
Speed SYS 39438,0-255 default 72
Lights SYS 39440,1 or 0 S.A.M speaks best with display OFF
Knobs SYS 38882,n,m default 128,128 throat and mouth control Range 0-255

Many publications such as Tandy's Semiconductor Reference Guide contain extensive information on phonemes and the Allophone Dictionary for the SP0256-AL2 speech processor and although S.A.M's syntax is not identical, it is close enough to act as a guide. Outdated copies cost about $1.

[Phoneme information is also available in the AmigaBasic Manual supplied with all Amigas - Ed]

The version of RECITER on the Write Stuff disk sounds the "e" ending on some words, you may not like this. If you have the original S.A.M program, first make a working copy of your Write Stuff disk, then scratch the RECITER file and using the Write Stuff word processor, load the "SPEAKER" program from the original S.A.M. Delete the first 14 characters, move the start of the line to HOME position and save the file as "RECITER". Although the new file is 68 blocks instead of 24 it seems to work O.K. While the file is in the word processor, study the way the text to speech translator is written.

I've written two programs to simulate a striking and talking clock.

[These will be incorporated on a P.D. disk in the near future - Ed]

BE WARNED however, there is a bug in the program, the clock loses about 3 seconds each time S.A.M announces the time, more if a vocal alarm is used, apparently S.A.M stops the TI$ clock, and I do not have the skill to add to the seconds display of TI$ to make up the lost seconds. Just reset the clock every few days.

Chimes may be added at the quarter hours and the alarm may be vocal or beeping. If alarm is not needed hit RETURN at the prompt.

A BIGPRINT display was tried but this makes the clock run at half speed, perhaps somebody could multiply the TI$ clock by 2, or write a display to poke in the characters. Don't forget S.A.M. speaks best with the LIGHTS OFF.

The clock and alarm can be reset by hitting RUN/STOP, RESTORE. STOP the alarm with the SPACEBAR, pressing the SPACEBAR will allow S.A.M. to speak the time, a monitor and disk drive are not needed, make a note of the prompts and save the programs to a Datasette and plug an amplifier into the C64.

Games like Mr.Mysto and Therapy from Compute!s Gazette are good examples for adding speech, however I found that using RECITER caused the computer to lock up and S.A.M. to wander off into the land of Never Never. Instead of SAY use SA$ and SYS 39430 after the text string for RECITER. Use SYS 39424 after a S.A.M. string.

The Write Stuff talking word processor will speak a 75 char text string using F7, or a pre defined macro string of up to 256 chars assigned to any key. If a variable is between two Basic text strings a plus (+) sign must be placed each side of the variable. A colon must be placed after THEN in an IF/THEN statement.

To read a PRG file with RECITER, first write it to disk with:

```
10 OPEN2,8,2,"FILENAME,S,W":CMD2:
   LIST
20 REM AFTER WRITE TO DISK TYPE
   PRINT#2:CLOSE2
30 REM FOR TAPE USE OPEN2,1,1,
   "FILENAME":CMD2:LIST
```

Then read it with, for disk:

```
10 OPEN1,8,2,"FILENAME,S,R"
20 GET#1,A$
30 PRINT A$;:REM SAY A$ ETC
40 IF ST<>64 THEN 20
50 CLOSE1
```

For tape:

```
10 OPEN1,1,0,"FILENAME"
20 GET#1,A$
30 PRINT A$;:REM SAY A$ ETC
40 IF ST<>0 THEN 20
50 CLOSE1
```

Read DATA statements with these lines added to the start of your program:

```
1 RE :REM FOR RECITER. SET PITCH
PIn and SPEED SPn to suit
2 READ X
3 S$=STR$(X)
4 SAY S$
5 GET A$
6 FOR J=1 TO 200:NEXT
7 GOTO 2
```

Write a phoneme based reader if using S.A.M. alone, add extra instructions for characters not sounded in S.A.M.'s dictionary.

Apparently there are some problems with my talking clock program.

While writing the 3 introductory screens for the program I couldn't get CONCAT on the C128 to merge the two files, or MERGE on MetaBasic to work, so after several attempts I managed to merge the 2 files using the two screens on the C128. Here is my solution:

1. C128 computer end 80/40 column screen necessary. RENUMBER programs to be merged so that prog B has higher line numbers. PUT the two programs to be merged on a new disk to allow several saves. Pen and paper needed.

2. SWITCH to 80 col (ESC X) and LOAD prog A. LIST.

3. SWITCH to 40 col and LOAD prog B.

4. SWITCH to 80 col, go to top of screen and press RETURN over each line number.

5. SWITCH to 40 col. LIST to check if lines from prog A are added to prog B. Make a note of the first line #. SAVE as prog "1".

6. SWITCH to 80 col. LOAD prog A again and LIST to the line # immediately before number you noted down, e.g. LIST-XXX. The screen will fill as much as it can to the line # before the number you wrote down.

7. SWITCH to 40 col. LOAD prog "1".

8. SWITCH to 80 col. Go to the top of the screen and press RETURN over each line #.

9. SWITCH to 40 col. LIST to check, make a note of first line #, and SAVE as prog "2".

10. Continue as in steps 2 - 5 until all lines from prog A are added to prog B.

Scratch files 1,2 etc.

The improved version of my clock program has been forwarded to our P.D. Librarian.

Lindsay Vardy.

THE WRITE STUFF 128

by Lindsay Vardy

In Jan '88 SACCUG was the sole Australian distributor for The Write Stuff WPs. TWS-64 with SAM $19, TWS-128 40col/80col $20. We now see them advertised in Canberra at $49 each, inflation seems to be booming.

Although these programs have been mentioned before, Write Stuff with SAM is quite a powerful WP and several utilities come with the package. Apart from the Talking WP on the reverse side, there is a file reader, printer customizer, manual maker and an excellent disk menu maker.

For those members who may not be aware of the capabilities of The Write Stuff 128 word processor. TWS-128 is compatible with Superbase, 1700 RAM expanders and the very fast C/Gazette's Speedcheck 128 spelling checker. TWS-128 offers :-

*100% ML (40K) 63K text, 15K buffer
*1581 Sub-directory support
*Not copy protected
*Disk directory, Selective DIRs
*Includes 40 & 80 col versions
*Load/Verify/Save to disk or tape
*Menu and Command driven: (Help, Edit, Print, Load Menus)
*Load/Save to/from Buffer
*Load/Create printer drivers
*90K of on-disk documentation: 68 Help files (view any time)
*Load/Merge from directory
*Merge & Append files
*2-16 Help screens in RAM 30+ Tutorials and sample files
*View files anytime
*Limit lines/strip RETURN marks
*Includes printer customizer, menu maker and other utilities
*Load/Merge directories into text
*Supports double and dual drives
*80 column preview shows underlining and other special features
*Change drive device # (8-9)
*Auto SCRATCH and SAVE feature
*250 column page preview-scroll about entire page (80 column version)
*Linked file capacity
*Built-in file converter: Read/-Write SEQ/PRG/USR files ASCII<->Screen Codes<->True ASCII
*Quick preview to check part of text
*60 user-definable keyboard macros
*Built-in outline generator
*Built-in file translation for: Speedscript, Easyscript, Paperclip and 11 other word processors
*Auto numbering of lists
*Delete, transfer, copy text
*1 Pass double column output (all or part of text)
*Mach128 compatible
*Special autoboot option: Autoboots custom format file or user's current "ROUGH DRAFT" file
*Unique on-line macro feature: define 100's of macros-reduce typing by 25%
*Multi-text areas-have 1-10 documents in memory at the same time
*Dot matrix, LQ & laser printers
*Justification & Right alignment
*Supports 17XX RAM Expanders
*Micro justification/line spacing
*Supports Super Graphix Interface
*Screen dump (print help screens)
*Interface with Superbase 128
*Multi-line headers and footers
*Hunt/Search and Replace
*Odd/even page header/footer/offset
*Batch Search and Replace
*Odd/even page printing. Form feed
*Mail merge for form letters etc
*Auto-page numbering-Arabic/Roman
*Split screen option (80 column)
*Alternate left/right pagination

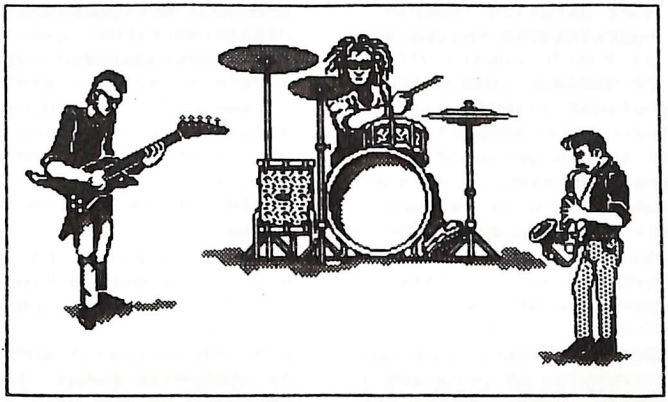
*Sort on 1-10 columns (A-Z, Z-A)
*Auto-centring (even double-width)
*Capitals, Autocaps & Insert modes
*Multi-copy printing-print labels
*Dvorak<->Qwerty keyboard toggle
*Print a given page-Skip to page X
*Hyphenator-easily add soft hyphens
*Margin release and Auto-indent
*Memorise/recall position in text printing
*Relative margins and Offset
*File encryption/decryption
*Soft hyphens, Active secondary address
*21 Function calculator-insert answer
*Auto-linefeed, true ASCII options
*Tabs (0-250). Decimal tabs
*Forced page and Wait options
*Word/Paragraph count. Alarm clock
*32 User-definable printer macros: 1 character = 1-32 character codes
* Single character support for Underlining, Italics, Boldface, Condensed, Reverse Field, Double Width, Emphasised, Sub & Superscripts, LQ/Draft Toggle, as well as 6 user-definable toggles.
*Bytes used and Bytes free
*All colours user- definable
*Key click, wide screen, word-wrap
*All, some, or no keys repeat
*User-definable screen font
*All DOS commands supported

===

Although our group has just begun to distribute the C-64 version of *The Write Stuff*, we have hesitated to distribute the C-128 version, as we find it difficult to estimate the possible demand for this program.

To obtain the best possible price for our members (around $30.00 for the C-128 version, including the spelling checker) we have to order a minimum of 10 copies. We have therefore decided that those members who would like to order a copy of the C-128 version should contact in the first instance Leigh Winsor (Ph. (07) 3792405), and place their order with him. If a sufficient quantity of orders are received we will go ahead and order the program. However if we only receive orders for a few copies it would be quite uneconomical for us and our members to order this version.

-ooOoo-



C-64 PUBLIC DOMAIN LIBRARY

DISK 047 - WILL ERDMAN'S TUTORIAL

Tape users please note. To enable all interested members to participate in Will Erdmann's machine code tutorials being published in Cursor, some of the programs described below on disk #47 can be made available on tape as well. Please contact the public domain librarian if you are interested. Many of the programs on this disk have been in our public domain library for several years. They are now being made available on one disk to assist those who wish to learn from Will Erdmann's machine code programming articles. The first appeared in the February 1990 edition of Cursor with further tutorials to come.

MON.SYS32768 - monitor which loads into the area 32768 to 36863 ($8000/8fff).
MON.SYS49152 - monitor which loads into the area 49152 to 53247 ($c000/cfff).
MONITOR INSTR.- instructions for using the monitors. two files provided. one may be read by speedscript which is on the public domain catalogue disk and the other by the sequential file reader on disk #47. more detailed instructions are contained in the book *COMMODORE 64 PUBLIC DOMAIN UTILITIES BOOK OF INSTRUCTIONS* which is obtainable either at main meetings or by mail from the goods & services section of the group. Please see the latest edition of Cursor for particulars in this respect.
SCREEN MAKER - a program written by Ron Lewis and provided by Will Erdmann, to which he will be referring in future editions of Cursor.

On this disk are already some machine code examples of programs written by will erdmann using the monitors and screen maker:

MESSAGE MAKER - an on screen character printer with several variations in design. a very interesting program.
READ & PRINT SEQ - to read and print the sequential instruction files on this disk.
FILE COPIER - single file copier provided by Will to assist in making the work disk he recommends.
PRGM.LOAD INFO - provides the starting and ending addresses of any program.
START ADDRESS - this one reads the directory for those occasions when you have forgotten the exact name of the file.
TANDS MODIFIER - edit the tracks and sectors on a disk.
DISK LOG.C - resurrected from one of our old pd. disks and most useful for dumping to screen or printer the starting and ending locations of all files on a disk directory.
FILE PURSUIT - prints to screen or printer all the tracks and sectors used by a designated program.
DEC.DUMP - screen dumps to screen in decimal the value of each byte in memory between two selected locations.
MEMORY DECODER.C - disassembles to screen a designated area of memory.
DISASSEMBLE/PRNT - much the same as the memory decoder but can disassemble to screen, disk and printer. screen codes reproduced in kingsize.
HEX TO DECIMAL - simple conversion program.
DECIMAL TO HEX - the same in reverse.
DISK UTILITY.C - utility wedge with many functions. A program is provided for printing out the instructions.
DISK FILER - will sort and store up to 1080 file names. input from keyboard or the disk directory. a bonus for those keen students of

machine code who acquire this disk.
SPRITE MAGIC - design your own sprites. an information file containing some instructions is also on the disk.

DISK 048 - ALL SORTS & SIZES

MAILING LABEL - create mailing labels. Can be altered to suit most printers.
F.I.F.O. - Commodore educational software. demonstrates the first in first out method of inventory evaluation.
ELIZA - probably one of the first adventure type programs but this one asks questions one would expect from a psychiatrist.
LIFE EXPECTANCY - commodore educational software. predicts how long you will live after you answer a series of questions.
NUCLEAR PLANT - simulates operation of a nuclear reactor. the object is to operate the plant without causing a meltdown.
SPELLING TUTOR - commodore educational software. input up to 50 words for spelling practice. useful for younger students.
CUSTOM MENU - create your own personalised menu. an interesting program. long division - attractively designed. may be programmed to any student's ability level.
BUBBLE SORT DEMO - sort words into alphabetical order.
AMORTIZATION - commodore educational software. calculate repayments on a loan.
DISK MENU - reads the directory and then loads and runs the selected file.
MEASURE CONVERT - handy for converting measurements from one scale to another, including perches and stones into metric measure.
SCROLL/SYS49152 - machine code scroll.
BIG MATH - add, subtract, multiply, divide. some mental arithmetic required.
BIO-COMP - biorhythm compatibility test between two birthdates.
DISK INFORMATION - reads directory and dumps to printer number of blocks each file uses, load address and type.
1541 DOS MANAGER - disk housekeeping. change disk name change name in header.
CREDIT CARDS - keep a record of transactions relating to each card you use.
DISK MARQUEE - large size scroll on screen.
BUILDING COSTS - calculate costs for different types of construction work. the prices need adjusting to local circumstances.
EASY DRAW - do it with print statements.
WORD WORKER - user friendly, simple word processor with on screen instructions.
ALL ABOUT THE 64 - demo created from programs in the book *ALL ABOUT THE C64 VOL.2* by Craig Chamberlain. includes bitmapped graphics, sprites and music.
ELEMENT DRILL - do you know the chemical symbols for metallic elements?
ELECTRICITY USE - estimate the total electrical energy used in your home in one month. program needs kwh per appliance adjusted for individual use and also tariffs.

DISK 049 - ODDS AND ENDS

SNOOPY MATH - commodore education software. understand line graphs and the addition of integers. calculate the positive or negative distance between two points.
MENUMAKER - created the demo menu on this disk.
LIBRARY V5.0 - will join together in one file a group of related sequential or program files.
BASIC ACCOUNTING - introduction to the basic principles of accounting.
LOAN CALC - calculate loan repayment or rate of interest. rent or

own calculate the option to your advantage.
GROSS PAY - commodore educational software. calculate pay. an exercise in multiplication and division.
RECIPE CONVERSION - increase or decrease volume of ingredients according to number of servings required.
SHOE - a machine code boot created by the Boot Maker. Boot Maker created shoe which will in turn boot the boot maker.
EVENT CALENDAR - create your diary for the year.
KERNAL MODIFIER - provides extra ram and several other interesting features.
YELLOW PAGES - utility for transferring the disk directory files into preferred order.
DIRECT DESIGNER - do interesting things with a disk directory. the query option provides instructions.
DISK SURGEON - another version of disk doctor - a track and sector examiner/editor.
REM HIGHLIGHTER - load any basic program and then list to see all the rem lines highlighted.
KEY PHANTOM - print lines up to 254 characters in length and have them reproduced on the screen. several lines may be appended to each other.
PATIENCE - the solo card game attractively programmed. demo menu created by menumaker.
MORTGAGE - commodore educational software. calculate loan repayments.

DISK 050 - SCRAPS & BITS

ERROR REPORT - check tracks and sectors for errors.
PHONE DIRECTORY - change data statements to record your own selection of names, addresses and phone numbers.
LOAN CALC DEMO - an illustration of principal reductions in relation to loan repayments.
WEEKDAY - a routine for calculating a particular day of a month.
HOUSEHOLD BUDGET - maintain a record of household expenses and cheque and credit card transactions.
WEATHER ANALYSIS - store weather details and forecast expected conditions.
MAILPAC - create a mailing list and print labels.
YEARLY CALENDAR - print your own.
SUPERSORTER 111 - organise your disks. Program reads the directory, sorts files and creates a catalogue. over 2000 entries possible.
DISK MASTER - make disk labels, lock or unlock files, format, rename delete and other dos commands.
CHEQUE BOOK - reconcile your cheque book and bank statement.
PHONE DIRECTORY2 - record names and numbers. list program to see some fancy programming - and grammar!
ALARM CLOCK - a display ticks away the minutes and the computer sounds an alarm at a predetermined time.
BUDGET PLAN - keep a record of various expenses.
CHEV.RECORD BOOK - a maintenance record for a 1977 Chev. the program can be modified for any other car. fuel consumption calculate your vehicle's consumption.
C-64 CALCULATOR - works just like the pocket kind.
INVENTORY - useful for recording details of household items for insurance assessment purposes.
TIME - compare time around the world.
TURBO MENU MAKER - creates menu which turbo loads up to 26 files.
COPY SINGLE FILE - copy one designated file to another disk.
PRG.TO SEQ.CONVR - convert program to sequential files.
FAST ADD - timed addition.
THERAPY - a session with dr.rom. no computer problems solved.
STATISTICS - statistics for the non-statistician. mean, standard deviation, median or range values calculated.

ANOTHER CALENDAR - perpetual calendar. print to screen any month of a year since 1752.
SCREEN CHAR.DRAW - print enlarged characters on screen.
WORD SCRAMBLE - two player game. no spelling checker included!
RESET DIAGRAM - a schematic diagram of a reset switch.
JACKET PRINTER - make your own disk jackets and print alphabetically organised directories on the front. the print-out designs the shape.
DISK NAME CHANGE - change name in header.
MATH FACTS - arithmetic for young children.
SPELLING CRITTER - input 50 words up to 10 letters in length for a test.
BOOTMAKER - creates a machine code boot for other programs. demo menu created by turbo menu maker.

{Ed: Our thanks to Doreen Horne for preparing the previous four Public Domain Disks for our members.}

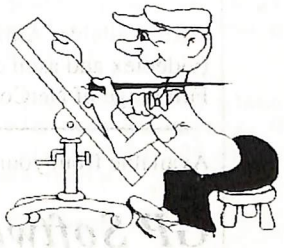
DISK 233 : (C)ABE JAN 1989D

NB: programs with an asterisk '*' have documentary sequential files which should be read using the seq. file reader.

PRINTBOOTDATA - this program permits you to print the directory of this disk as well as print the information found in this box.
SEQ READ & PRINT - use this sequential file reader/printer to read/-print the dbase64.instr file on this disk.
*DISK DOCTOR V2.0 - checks disk alignment before the re-alignment process is engaged.
STAR WARS - complete on screen instructions are included in yet another fine version of this arcade game.
*MEMORY-MANAGER - hold 8 basic programs in memory with this handy utility.
*EZ BIG ALPHABET - a nicely done tutorial demonstrating how to make large letters for video titles etc.
*2COL PRINTER2.5 - prints sequential files in two column format. useful for newsletters, etc.
*DRIVE YOU NUTS - a computer version of the rubix cube puzzle.
*PSI - this game tests your esp, or psi (pronounced sigh) abilities and rates your performance on a % basis.
*WITNESS IN COURT - a text adventure in which you testify to a crime you have observed.there are different choices to take, and 3 ways to win.
*DBASE64.V1 - a database with multiple fields, and many features found in professional quality programs. instructions included. saves to disk or tape.
*DISKMAGIC.2 - handy features of this utility include: write protect detector, and allows one to change screen colours.
*DANCE - an animated indian rain dance, complete with humour.
*LOG CABIN - watch this animated demo build a log cabin before your eyes.

Doug Maclurkin

-ooOoo-



AMIGA MONITOR

MOUSE QUALITY

When I bought my A2000 last November the mouse supplied with my computer lasted a day or two. This was duly replaced and the second one lasted for one month. Mouse number three started to show signs of uneven action after another month. I have now got mouse number four which has micro switches in its innards (the other three had membrane type switches), and I'm sure keeping my fingers crossed!

Editor

CLIP ART

We have just received our copy of issue 10 (Feb '90) of the *Graphics Palette* disk magazine. Included on these are approximately 150 pieces of hi-res clip art, which originated on a Macintosh computer. A gent by the name of Fred Muraca used his Mac and a Mac PD Terminal program called RedRider to transfer the Mac clip art by null modem to an Amiga. On the Amiga they were viewed with another PD program called Macview, which also saved the images out as hi-res (640 x 512, 2 colours) IFF files.

We have included several samples of this clip art in this issue. I think you will agree that the quality of most of this material is quite excellent. Let us hope that *Graphics Palette* will have a lot more of this hi-res clip art coming up in future issues.

CHEAP DISKS

Well, we have tried it again. Because of members' requests for cheaper 3½" disks, we managed to find a company which could supply us with disks which we could sell for $20.00 per box of 10.

After the first week of selling these disks the complaints started to roll in - a fair percentage of these disks refused to format. Of course our group will replace these disks to our members, but there remains a nagging doubt in the back of our minds; *how many of the remaining disks will keep on performing?*

On the strength of this experience we have decided to stop selling these disks, and we advise our members who value their data to stick with the RPS disks at $25.00 per box, as they have proved to be very reliable.

For those Amiga owners who find $25.00 too much to pay for good disks, we would suggest that you try to find your 'cheapies' elsewhere and, if you get problems with them, try to get a replacement out of your supplier.

HARRIS HI-TEK MONITOR SCREENS

Elsewhere in this issue you'll find an advertisement for this product. If you would like to own one of these screens, we may be able to negotiate a deal with the supplier for a quantity buy which will mean an effective price to you of $40.00 instead of $50.00.

If you are interested place your order with our Secretary, Mike Williams, phone (07) 209 9084 after business hours.

AMIGA SOFTWARE

Our lending library is on the lookout for more Amiga Software. If you own original Amiga software which

is surplus to your requirements, and which is complete with all its packaging and manuals, *and it will run under Kickstart/Workbench 1.2 and 1.3,* we may be interested in purchasing your material.

We normally pay 25 to 33% of the original purchase price, and we are prepared to haggle! Submit your offers to our Chief Librarian, Phil Guerney.

FEBRUARY MEETING

In the absence of the President, our group's Secretary, Mike Williams, welcomed our members to the first meeting for 1990.

He was followed by the Newsletter editor who gave an overview of new developments within our Group (mostly detailed in *Cursor*).

After the interval he continued by quizzing our Amiga members what they would like to see in the way of demonstrations during our Main Meetings. Several suggestions were put forward and will be up for consideration by your management committee. One member suggested to cut back on committee business and allow at least 1½ hours for the main demo/talk - a valuable point.

He finished the evening's procedures with a short talk on his overseas trip, with particular reference to Commodore and computing in Western Europe.

COMING IN APRIL

On Tuesday 10th April (second Tuesday!) our guest speaker will be our President, Greg Perry, who will give a talk on his visit to the Amiga Developers Conference which was held last February in Paris. This is your opportunity to find out what's up-and-coming in the world of the Amiga.

APRIL WORKSHOP

This workshop (Sunday 8th) will be a *Beginners Workshop*, where we take a look at the CLI & AmigaDOS.

TRUCKIN-ON

I'd like to thank the members who have rung me with positive things to say about my program. As a result of these comments I have rewritten sections of it to make it playable with only ONE DISK DRIVE. Also, thanks to our secretary Mike Williams, file access speed has been increased, making for a speedier transition between screens. At least 1 Meg of memory is still required and the program still resides on 2 disks. This new version is now in the Public Domain Library.

After copying both disks, be sure to remove the "COPY OF" from the disk name as the program now reads the disk name to access files. Those of us with 2 drives use Main in Df0: and Screens in Df1:.

Using 1 drive, boot up with "Main" and replace it with "Screens" when the prompt appears.

Members wishing to put it on their Hard Drives should contact Mike Williams for instructions. (Sorry Mike! but thanks for the help.)

I would suggest to any members with the old program to replace it with this later version as it clearly is superior in both graphics and playability.

Ron Lewis

ANOTHER ONE DOWN THE GURGLER

Following the recent failure of Aegis Software we've just read that the US company *C Ltd*, maker of hard drive interfaces, ram boards etc. has gone into liquidation. This is

the second bankruptcy for owner Ed Lippert - some years ago his previous enterprise *Cardco* (maker of Commodore 8 bit accessories) also bit the dust. They are now asking in the US where mr. Lippert will surface next.

PHOENIX BOARD

The Adelaide company which is going to manufacture the Phoenix upgrade board for the Amiga 1000 hopes to start production in March.

AMIGA OWNERSHIP

In the Sunday Mail of 18th Feb '90, it was claimed that Commodore has sold more than 100 000 Amigas in Australia, with about 11 000 of these sales having gone to Queensland. Even our friends Greg Perry and Steve McNamee got a mention for their Gterm (sic) program!

WARNING SIGNS

(The following few lines were cribbed from the Mar/Apr '88 issue of the *Amigan Apprentice & Journeyman*, possibly the best Amiga newsletter ever published - Ed)

There's rhyme and reason to the colours on Amy's screen when you cold boot (that means when you turn the computer on with the power switch - a warm boot is when you press the combination CTRL - Amiga - Amiga keys).
Dark grey means the micro processor is running okay; light grey, that ROMs passed a checksum test; white, that RAM is tested and system startup proceeds.

That's the normal course of a boot. But if something is wrong, you should see red for a ROM error, green for an error in chip RAM, blue for an error in the customs chips, or yellow if an error occurs before the error-trapping routines (which give you the GURU) are up and running.

Even the keyboard has a self-test routine; if that fails, the caps lock light blinks. One blink means that a check of keyboard ROM failed; two, that keyboard RAM is no good, three, that the keyboard's internal timer isn't scanning the keyboard properly; four, a short circuit in the keyboard. Such diagnostic signals can tell you (and the folks at the repair shop) where any problems lie. For more details, see *The Transactor* for March '88 (Canadian edition). If a line of apostrophes forms at boot, your keyboard connections are fouled up.

So far the article in the *Amigan Apprentice & Journeyman*, but your editor recently had a problem which was not documented above. When I cold booted my Amiga it started up with a red screen and then went normally through the dark grey, light grey and white screen sequence. There was a contradiction here of course, because red indicated a ROM error, yet light grey meant that the ROMs have passed the checksum test! However when I took my computer to the service agent (still under warrantee I may add), it turned out that one of the customs chips - Denise - was the culprit! A quick replacement and everything is as it should be.

But why, oh why didn't I get a blue screen to indicate that one of the customs chips was faulty???

STOP PRESS

Our intrepid travellers (Greg Perry and Steve McNamee) are back from their visit to the Amiga Developers Conference in Paris. As a lot of the new information is still 'under wraps', we cannot bring it to you in this issue, but expect a full report in next month's *Cursor*.

PANASONIC KX-P1124 PRINTER

Review by David Campbell

This review wouldn't be here if there wasn't a very large crack of lightning in a storm a few weeks ago, which killed a number of appliances in our house. It hit the CB aerial, killed the CB and its power supply, into the mains wiring, jumped two power switches which were off, into the computer, killed two CIA chips in the Amiga 1000, through the parallel port into the Epson LQ800 printer (on which I did a review ages ago), and somehow got through the monitor into the video to which it is connected in another room.

Fortunately, our insurance policy covers lightning damage, so in three days (thank you SEQ computer repairs), the Amiga was back, and working fine.

The LQ800 didn't fare so well, and it ended up with the insurance guy telling me to look around for a new printer. There's quite a big choice, but I ended up buying a Panasonic KX-P1124 from James Collins (voice 207 8844) the sysop of the Galaxy Guardian BBS (scored one month's free membership too), because he got me a good printer at an excellent price.

Some of its design features are quite innovative and it certainly gives you lots of choice, like continuous paper can come in through the front, back, or in from underneath, while single sheets come in through a panel that opens on the front.

When you want to print on a single sheet of paper, a panel on the front comes open, you slide the paper in, press a button, and it's loaded ready to print. If continuous paper was already in the printer it is possible to back it up to a position where it is out of the way, and when you're finished it can load the continuous paper back to the printing position. The result is that there's MUCH less mucking around, especially if you want to use both types of paper like me.

The front panel of the printer has heaps of controls where you can select the font and lots more (you can even do micro-feeds from the front panel). The printer also supports three macros which remember the current state of settings. You can get the printer to print out a description of all the settings and the settings of the macros.

Of course the KX-P1124 comes with all the features that are typical of all the 24-pin printers around. I won't bother giving font examples; I'll just say they are good, but typical of other 24-pin printers around.

The printer cost (with 32k print buffer option) around the $800 price mark which is a considerable markdown from the recommended retail price (thanks James).

Features:

Fonts: Draft, Letter Quality (Courier, Prestige, Bold PS, Script, Sans Serif)

Downloadable fonts with the 32k buffer option

Emulation: Epson LQ-2500, IBM Proprinter X24

Max speed: 192 CPS draft, 60 CPS letter quality

Paper feed: Both push and pull tractor, and friction

Max res: 1/360" (0.07mm)

Interface: Centronics, serial optional

PS: The LQ800 mustn't have been worth fixing so the insurance company is selling it to the repairer for spare parts. I still have the plastic facings from the printer, and they don't want them so if you have an LQ800 and have stepped on the plastic cover (I know a few people who have stepped on theirs), give me a buzz on 277-1277 and you can have them.

PPS: Does your insurance policy cover lightning damage? Do you unplug your equipment from the wall, and unplug your modem from the line every time you leave it?

-ooOoo-

HELP! COLUMN

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

Name	Help offered with:	Phone Number
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
David Walton	*Bridgeboard (IBM)*	(071) 834 742
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!

BASICS FOR LEARNERS - PART 6

by Mike Williams

In this article, we will continue to explore the various programs that are hidden in the drawers of your WorkBench 1.3 disk, and how they can help you.

Have you got your BACKUP COPY of the Workbench1.3 disk? If not make a copy now and boot up from the copied disk. (See part 1 of this series if you don't know how to copy a disk)

Now ... first, double-click on the Workbench1.3 disk icon to open its window.

In my previous article (Part 5), we were looking through the Utilities drawer, so double click on the "Utilities" drawer icon now.

We have already looked at the Word Processor "Notepad" and the Text-Reader "More", so what else is in this drawer?

CLOCK As the name implies, if you double-click on this icon, a clock will appear in its own window. How do I know it is a "Window"? Because of the gadgets at the corners.

If you remember my previous articles, these gadgets will allow you to do things to the window. The top L.H. gadget (the square with a dot in the middle) will close the window down. The top R.H. squares will put the window in the background (behind any overlapping windows) or bring it in front, into the foreground. The bottom R.H. gadget will re-size the window, to make it smaller or larger or a different shape.

To demonstrate this, follow these instructions:-

1. Move the arrow pointer to the top bar OF THE CLOCK WINDOW, over the word "Clock".
2. Press and hold down the L.H. mouse button.
3. Move the mouse up and to the left so that the clock window is at the top L.H. corner of the screen, but just below the top menu-bar.
4. Release the mouse button.
5. Move the pointer to the bottom R.H. gadget of the Clock window.
6. Press and hold down the L.H. mouse button again.
7. Drag the mouse down and to the right until it points to the bottom R.H. corner of the screen.
8. Release the mouse button.

Your clock will now be redrawn to fill the whole screen, but it will appear flattened and no longer a circle. Don't worry ... to fix it just use the bottom R.H. gadget again, but this time move the pointer TO THE LEFT until you get the right shape clock (about a third of a screen leftwards should do it).

Now, if you haven't already do so, click once on the L.H. mouse button while the pointer is in the Clock window. This is called "Selecting" the window, and the top menu-bar should change to read "Clock V2.22". By the way, the "V2.22" means that it is the 22nd update of Version 2 of this program.

You can now select different menu items to change the characteristics of our clock. Press and hold down the R.H. mouse button and the following Menu Headings will appear on the top bar "Type Mode Seconds Date Alarm".
Still holding down the button, move the arrow to "Seconds" and two menu items will appear "Seconds On" and "Seconds Off" (with a tick next to it).

Keep holding down the button and move the arrow to "Seconds On", then release the button. You will now have an orange second hand on your clock.

Explore the other Menu Lists "Alarm", "Date" and "Mode" but leave "Type" until last.

You might say "Well, this clock's fine but it takes up too much room. Wouldn't it be good if it was smaller and out of the way!" Well, this is where the "Type" menu comes in. It will show options of "Analog", "Digital 1" and "Digital 2".

Select "Digital 1" and the "Analog" clock turns into a digital one, displaying the time on one line and the date underneath (if you have selected "Date On" from the menu lists). But this clock is still 3 lines deep.
Selecting "Digital 2" will change this into a one-line clock that fits perfectly onto the R.H. side of the menu bar and is completely out of the way, yet still visible. So now you have NO excuse for going to bed late. You can run this "Clock" program, and set the alarm for whenever you should stop computing and go to bed. WIVES, TAKE NOTE !

CLOCKPTR If you REALLY want a small clock, click on this icon. Nothing will seem to happen, at first, but when you put your arrow pointer into the workbench window and click the L.H. mouse button, the arrow will turn into a tiny 4-digit clock. The top L.H. corner of the clock is used as the pointer.
The clock shows the hours and minutes. If you move the pointer to the top L.H. corner of the screen, it will display the minutes and seconds. If you then move it down, it will display the date.

Because there is no window or close gadget, you will have to run the program a second time to turn it off.

SAY This program will show off the speech capabilities of the Amiga. Double clicking on this program icon will open two windows called "Phoneme window" and "Input window". Enter any word or sentence in the Input window and the computer will say that word or sentence. The options to change how the voice sounds are put BEFORE the sentence. e.g. "-f -s250 -p250 Time to come to bed. Now, dear!" will sound like your typical spouse.
The "up-arrow" key will repeat the sentence, and you can use the left--arrow and right-arrow keys to edit it, and then press RETURN to hear it.
To exit from the program, just press RETURN without any Input.

CALCULATOR This is a 14-digit standard calculator. You can enter numbers by clicking on the digits with the mouse or via the keyboard. (The RETURN key also acts as "=").

CMD Briefly, this allows you to redirect output from your printer to a file (save it on a disk), instead of printing it out. This is much too deep a subject for this short article.

GRAPHICDUMP This program allows you to get a print out of the top screen on your printer. Your printer must be turned on and made ready with paper loaded etc first. The program gives you a delay of about 10 seconds to allow you to get the screen you want printed to be the top screen.
Say you are looking through some public domain disks and you find a beautiful picture of your next car (a Porsche Turbo). To print out that picture, here's all you have to do:-

1. Make sure you booted up with Workbench originally.
2. Open up the "Utilities" drawer (so that you can see the "GraphicDump" icon).
3. View the picture you want to print.
4. Use the front/back gadgets at the top R.H. corner to put the picture into the background, (the gadgets should be there, they are just invisible).
5. Double click on the GraphicDump icon.
6. Quickly, within 10 seconds, use the front/back gadgets again to bring your picture to the front.
7. Sit back and wait for the print out to finish.

PRINTFILES This command allows you to print out any text file (or series of text files). Simply click once on the file you wanted printed, hold down the shift key, then double click on the PrintFiles icon.

If you want to print out more than one file, just hold down the shift key and click on EACH file before double clicking on the PrintFiles icon.

INSTALLPRINTER This program helps you set up your WorkBench disk so that you can make your printer work.

To make your printer work, you must have a "printer driver" program installed into your "Devs/Printer" directory. There are different printer drivers for different brands and models of printers. These printer drivers (for most popular brands of printers) are all on your "EXTRAS" disk, and the best one for YOUR printer must be copied onto your Workbench disk.

Most printers, if they don't have special printer codes, are "EPSON--Compatible". So if you don't see your particular printer listed, try the "EPSON-X" printer driver first.

The "InstallPrinter" program does all the copying and installing for you. Just double click on the icon, and follow the instructions.
By the way, when you are typing in the name of the printer driver, type it in exactly as shown on the screen, including all the dashes and square brackets etc., and make sure your workbench disk is write-enabled.

After you have copied the correct printer driver onto your workbench disk, you are not finished yet! You now have to SELECT the printer driver, to tell the computer which one to use.

1. Open the "Prefs" drawer.
2. Double click on the "Printer" icon.
3. Use the arrow keys at the top, middle of the screen to highlight the printer driver you just copied.
4. Click the "OK" button at the bottom R.H. side of the screen.
5. Click the "Save" button at the bottom R.H. side of the screen.

Your workbench disk is now permanently set up to use the correct printer driver (until you change printers).

We will be going into the "Preferences" drawer in a later article, so don't worry at this stage about all the other options you saw in the "Printer" window.

Well, that completes our exploration of the "Utilities" drawer. We will continue with the "System" or "Prefs" drawers in the next exciting episode...

-ooOoo-

We want to buy your

AMIGA SOFTWARE!

but there are a few conditions:

*** 1 - it has to be original software, complete with all documentation and packaging.**
***2 - it must be able to work with Versions 1.2 and 1.3 of the Amiga Operating system.**
***3 - it must be Virus free!**

If your surplus software meets these requirements, our Chief Librarian, Phil Guerney, would like to hear from you.

As a rule we pay approximately 25% of the new price, but we are willing to haggle!

Get those "Golden Oldies" out now and contact Phil as soon as you can!

5¼" DRIVES FOR THE AMIGA

by Andrew Pascoe

I have had my 5¼" External Drive for my Amiga for at least a year and a half now and people have seen the drive at group meetings and have queried me about its practicality. This has prompted me to write this article about the trials and tribulations of owning a 5¼" drive for the Amiga system.

Firstly, I wanted another drive for my computer because it seemed as if I was always swapping disk when doing even the most simple of tasks and it was really beginning to get on my wick.

My two options were to buy either a 3½" disk drive which then cost about $300 or a 5¼" drive which cost around $400 (even though I got mine for $360). After weighing up the cost of the two different types of disks, I decided to get the 5¼" drive. After I bought the drive, the first thing that hit me was that if I wanted to run anything straight from the external drive (anything auto-booting stored on the 5¼" disks), I needed either to continuously load an EXTERNAL BOOT program (which seem only to have about 80% success at the best of times), or to get a switch installed so that my computer would boot off the external drive as if it were the internal. After a lot of searching, I eventually found a place that would do the hardware modification, namely Parcom. I gave them my computer and two days later I had an external booting switch for a total of $46, after club discount. (I was surprised by the story I was told by one of the guys at Parcom. According to him some other computer repair outlets now shy away from doing this particular hardware modification because of chances that this modification could blow the workings of the drive - they told me this after I paid them, not before!)

As soon as I got home with my computer, I started copying most of my computer programs from their original 3½" disks to my new supply of the much cheaper 5¼" disks. The switch for the drive change was right at the back of my computer (I have an AMIGA 1000) and it was getting a pain always reaching over and searching blindly for the switch. After a fairly long time, I eventually got sick of the inconvenience and had the switch moved to the front.

My main purpose for getting the 5¼" drive over a 3½" drive was the cheapness and the availability of the disks. Because I need to store mass amounts of data, the price of the disks was a major factor.

Looking back, I now have over 300 disks, 250 of which are 5¼" disks. I paid on average of about $7.00 a box (10), making the total amount I paid for the 250 disks about $175. If I had bought the same number of 3½" disks, the price for them would be way in excess of $600.

Some of the most popular question asked by people who come in contact with me and/or my 5¼" drive are:-

* Are the disks more or less reliable?
* Are they cheaper and if so by how much?
* Do the 5¼ disks hold enough information for the Amiga?
* Can you put a notch on the other

side of the 5¼ disks doubling their holding capabilities?
* The price and availability of the drives?
* Are the drives/disks totally compatible to the Amiga system and, if not, where do they slip up?
* Is the shelf life of the 5¼"disks the same as for the 3½ "?
* What the switch does in the front of my computer (DISK DRIVE BOOTING EXCHANGE SWITCH).

The answers to some of the questions are:

* The disks are just as reliable as their 3½" counterparts
* The disks are much cheaper than 3½" disks
* The 5¼" disks do hold enough memory for the Amiga
* A 5¼" drive writes on both sides, therefore notching the other side of the disk is pointless
* The price of the drive, I already have mentioned
* The disks and the drives are totally compatible with the Amiga system
* The shelf life is the same
* The switch is as I have mentioned before in this article.

People wanting to buy another drive for their computer come up to me and ask my opinion about which kind of drive to buy (either 5¼" or 3½"), and my answer is usually the same: "From my experiences with both kinds of disks, I would choose the 5¼" drive..."; I then go on to discuss why I feel that way. Although my reasons sometimes change, my opinion has always been in favour of the 5¼" drive.

-ooOoo-

A590 WOES

by Steve Hovelroud

Just before Christmas I purchased a 590 Hard Drive Expansion unit for my A500. After arriving home and following the instructions to the letter I soon had the unit up and running and I must say it sure beats floppies!

As you have probably heard there is some problem with the 590 unit on powering up; it may or may not boot as the hard drive isn't ready by the time the 500 is. This proved to be the case with my drive as well and a quick three fingered salute (Ctrl - A - A) remedies this situation.

After a few days I noticed that my unit never booted at all on power up, and sometimes would not even boot after a warm reset. On further investigation I noticed that the sound coming from the unit was not the same as the normal sound and, after removing the plastic cover and disconnecting the fan, I discovered that there were no noises coming from the unit at all - the main drive motor wasn't spinning!

Switching the power supply for the 500 on and off eventually kicked the motor into life and the unit would perform flawlessly from then on until powering down, when I would be faced with the same situation the next time I powered up.

Occasionally the unit would boot up o.k., but most of the time it would not.

After about a week this got totally out of control and it came to a head at the main workshop meeting at Rosalie; the unit refused to start up at all! After one hour of switching the 500 on and off I was resigned to unplugging the unit and going back to floppies.

After discussions with various people the cover of the A590 was removed and by using a pencil the flywheel of the drive was turned a fraction and, on power on, came to life. As soon as I got home this procedure was repeated and a backup was made of all the data - then the unit was packed up to be taken to be fixed.

South East Queensland Computer Repairs was chosen for the repair work, where I was informed that there was a two day waiting time before the unit could be looked at.

This seemed fair enough; I gave the young girl all the information and left. The next day I received a call to ask me to bring the power supply of the A590 unit as well; my fault, you should always take all the equipment! Anyway by Friday I was informed that the hard drive in the unit had been replaced and was asked whether or not I wanted the unit formatted or not as they required the setup software from me if this was the case. I usually make my partitions of the drive different from the standard so I wasn't too concerned about the drive being formatted or not. A trip up to the repair centre and the unit was retrieved.

Coming home I attempted to format the drive; according to the manual the drive must be 'prepped' (Ed: a terrible computer term - it means a low level format for a hard disk drive to check the surface for faults) before being formatted and all attempts to 'prep' the drive failed. (Some message about an illegal address was returned which didn't make any sense at all.)

Many phone calls were made and after trying every known way of getting the drive to format I admitted total defeat!

Back to the repair centre the next Monday and found that the technician knew all about my problems via our President, Greg Perry whom I had hassled during the weekend!

All the bits and pieces were in the box, so I left and didn't hold out much hope for a quick fix. Much to my surprise that afternoon the call came to pick up my unit as all was well. It was formatted and ready to go and they would appreciate it if I would be kind enough to take it out of their sight!

The bottom line (a familiar story):

It seems that the Western Digital hard drive is also used in Commodore's Colt PC and the only difference between the units is a jumper on the drive itself. Needless to say the drives supplied by Commodore to S.E. Qld Computer Repair Centre were in the Colt configuration and Commodore had forgotten to inform their service centres about this!

It is now three weeks later and the new unit is performing flawlessly (always with the exception of the power up boot) and I am extremely happy with it. I would like to add that I found the staff at S E Q C R very helpful, in particular the technician. Being a technician myself I fully understand the problems when one is faced with a situation where all the information about a new unit is not supplied by the manufacturer or distributor.

-ooOoo-

AMIGA PUBLIC DOMAIN LIBRARY

CCUGQ DISK # 1

A series of 11 paintings/pictures, mainly by Jim Sachs using Deluxe Paint and GraphiCraft. Viewing the pictures is by Icons, using the "GShow2" viewer program.

CCUGQ DISK # 2

Another series of 17 paintings/photos, including some black & white screens taken from the TV showing very fine detail in medium resolution. All pictures have icons and use the "GShow2" picture viewer program.

CCUGQ DISK # 3

"CSIRO InfraRed Satellite Images of Australian States - Release #2" It contains satellite images of parts of Australia (including Brisbane) showing the land and ocean according to thermal and InfraRed values. Hot areas will be coloured red and orange,and the cooler areas will be yellow and green and cold being blue and black. The photos were taken by the NOAA-9 satellite launched by NASA and were received by the CSIRO Division of Oceanography in Hobart TAS. More info or images are available from the CSIRO using an Amiga and modem.

CCUGQ DISK # 4

This is disk #2 of the CSIRO Satellite Images of Australia. Refer to the previous disk CCUGQ-PD3.

CCUGQ DISK # 5

A good selection of AmigaBasic programs and games which are split-up into different drawers as listed below :-
ACTION - Tightrope; Climber 5; Marbles.
STRATEGY - Farm Game; Ganymede; Lawn Mower; Laser Chess; Monte Carlo.
EDUCATIONAL - Simple Drill; Valencies; Word War; Roman Numbers.
DEMOS - Dice; Rondo Music; GraphicDemo; Colourex; Fractal Mts.
UNDR.ADV - An underground text-adventure, written in AmigaBasic.
ARTWORK - Lo-Res - Outpost, Money, Little House, Wraith, War, Marty Monster. Interlace - Reflections in A1081 Brush - Moneybag, Batman1
PEASANT - Farming simulation in an agricultural setting.
ICON LIBRARY - A selection of 30 icons of all types, including some workbench program replacements.
OUTPOST 1.3 - Interstellar Strategic Warfare in AmigaBasic.
UTILITIES - BardsTale Editor.

CCUGQ DISK #6

MONOPOLY - Without a doubt this is THE BEST Monopoly game for the Amiga. Written by our own club member, Ron Lewis, in AmigaBasic. The board covers a full, borderless, medium resolution Pal screen with 16 colours and moving sprites, sound effects etc. Allows up to 4 players to play against each other and follows faithfully the Parker Bros game. The game is fully

mouse-driven. For those of you with early NTSC Amigas, Ron has written a second program and cut down the board to fit into the 640x400 NTSC size, instead of the 640x512 Pal screen size.
ZORKLOOK - A program to look into the InfoCom text adventure games and gain valuable information on playing ZORK and similar games.
BLACKJACK - The traditional Casino Blackjack card game written in Amiga-Basic. All options are allowed including up to 4 "shoes" of cards, Splits, Doubles etc.
DISKMAN - A workbench method of operating the CLI, similar to DiskMaster, ConMan etc. This one uses a Hi-Res Interlaced screen.

CCUGQ DISK # 7

This is the clubs Virus Killer disk and is regularly updated with both the latest programs and the latest versions of existing programs.

VirusX Version 4.0 - The latest version (January 1990) of this famous - Virus Checker and Repairer. Sits in the background and checks every disk inserted into the main or external drives. Written by Steve Tibbett and Dan James. Includes full documentation on viruses in general and the specifics and all known viruses (11 pages).
ZEROVIRUS I & II - Written by Jonathan Potter of S.A. and the Phoenix board fame and an all Australian product. It is the only Virus checker we have seen that does the lot! It is based on a "BrainFile" system and can "learn" new viruses and update itself. You can view bootblocks & non-standard portions are highlighted in red. You can use this program to make copies of the bootblocks of your commercial programs, and if they get infected, it can copy the bootblock back onto the disk. It will also check for "File" viruses. Like VirusX, it can be "Iconified" and sit in the background disguised as a menu bar clock. It will then check every disk inserted in any drive connected to the computer. It has a host of other features too numerous to mention. Highly recommended as the ultimate virus checker.
VIEWBOOT - Allows you to view the boot blocks of a disk inserted into a drive, and also view your memory for viruses too.

CCUGQ DISK # 8

This disk contains files and programs written in the "C" language, and may be useful to programmers and/or dabblers. The files etc do not have icons attached and so cannot be run from the workbench (except for "SpeechToy").

CCUGQ DISK # 9

AmigaDEN Icon Compiling Routines - This is a combination of the Lattice disks C_Disk#1 and C_Disk#2.> The basic functions needed to compile a source file are intact, but the assembly (asm) files have been deleted along with most of the regular "c" directory.

CCUGQ DISK # 10

A series of 31 pictures/slides. All pictures have icons and use the "GShow2" picture viewer program.

CCUGQ DISK # 11

A series of 21 pictures/photos in low resolution mode. Most are digitised in HAM (Hold And Modify) giving 4096 possible colours, with DIGI-VIEW.
-Uses the "SeeAll" viewer program.

CCUGQ DISK # 12

A selection of 29 Sonix scores. The titles are listed below :-

42	Alex	AnotherYou	Asia	Axe1F
Boy	Breaker	Candy1	Chor	Deuling
Easy	HR4Echo	LikeaBird	LitPeople	LostSpace
Mag2	Nothing	Pass1	SignDeath	StayHome
Strings	TimeAgo	Tonight	Trance	True
UpInSky	VoiceAfter	Woodway	XmasDemo	

CCUGQ DISK # 13

Another selection of 31 Sonix scores. The titles are listed below:-

AngelHigh	ComeAllYe	Eleanor	Fetz
FireRain	Follow	GhostBust	HiHeady
HillStBlu	JustThWay	LadyJane	Lips
MiamiVice	Monkeys	MusicBox	NewRock
Pars1	Parse2	PearlGate	Police
Raindrop	ROTS	SleepKids	Smoke
SpanFlea	Split	Tan1	Turn
View2Kill	WildWest	YouBelong	

CCUGQ DISK # 14

These 3 songs have sounds and voices digitised off the original recordings
and used as instruments in a Sonix score, together with other Sonix instruments. The titles are listed below :-

CameoTune	TubularBells	You'reTheVoice

CCUGQ DISK # 15

Here are another lot of 31 Sonix scores:

64	99LuftBallons	9to5	BabyFace
BadMoon	Bananas	Bianca	BlubaYou
CalifGirls	Chariots	Country	Daisy
Doodle	Eileen	EyesOnly	FuerElise
HardMoney	Havanagi	HelloDolly	HeyJude
IWalkLine	IWill	Karma	LadyMadonna
LetItBe	Liebestraum	LikeAVirgin	Lonesome
MamaMia	Maple	March	

CCUGQ DISK # 16

More Sonix scores. These songs use a lot of sampled instruments and so I could only get 14 scores on this disk; but the quality makes up for the quantity. The titles are listed below:-

Arkanoid	BeatIt	CoolTuneSonix	DarkNight
DeltaTitle	FinalCountdown	H-Tune	ManiacSonixTune
PapaDon'tPreach	Rollover	TakeMyBreath	Welcome
YesSonix			

CCUGQ DISK # 17

Another good selection of 24 Sonix scores. The titles are listed below :-

A3	Believe	Blood	Blues
CatchHim	ColdMind	DangerPlanet	FunkyTown
GoSeeDoc	HeIsCrying	HighFreq	HiMabuse
I_Did_It	Jays-Remix	JaysSong	NeverGiveUp
OurHouse	SmileMonst	TakeItEasy	TheRightWay
TooMuchCoffee	VoiceAfterVoice	Volfie	WonderfulSmiling

CCUGQ DISK # 18

Yet another lot of Sonix music scores. There are 14 on this disk. The titles are listed below :-

Ballade	Ballade2	Blues	Dream
DrunkBustards	Funk	I.O.U.	March
SpinMeRound	Terminator	ThemeAmiga	TopSecret
WorldOfOurOwn	YellowSunday		

CCUGQ DISK # 19

20 ClipArt screens in medium resolution.

CCUGQ DISK # 20

This disk contains three drawers (directories) of med-res ClipArt.

CCUGQ DISK # 21

This is the Megadisc - FONTS Public Domain Theme disk (which has had several changes and improvements) and is a collection of all sorts of Public Domain information on Fonts, including articles, reviews, various PD fonts, etc.

CCUGQ DISK # 22

Large Fonts - Converted from Fish Disk no. 135

CCUGQ DISK # 23

This disk was originally F.A.U.G. Disk 30 and is a pictorial study of the

Graphic Art of M. C. Escher (1898-1972) by James M. McInnes. It contains 13 pics which are viewed with the "SeeAll" program.

CCUGQ DISK # 24

5 Games written in ABasiC (Amigas first Basic language) by David Addison:
MONOPOLY - The traditional Parker Bros board game. In this version you play against 3 computer foes.
BACKGAMMON - Dice and board game with nice colour and sound effects.
CRIBBAGE - The popular card game, where the scoring is done on a board with pegs.
OTHELLO - Jump your Computer opponent's pegs and turn them into your own. The one with the most pegs at the end is the winner.
KLONDIKE - The popular Patience or Solitaire card game.

CCUGQ DISK # 25

8 Sonix type scores:

BreakIt	CrazyLazyLarry	EmptyHands	Mixture
PoorGhost	PumpUpTheVolume	Rainbow	UnknownSpace

CCUGQ DISK # 26

A disk full of all those useful utility-type programs that you probably have spread all over your disks:
DirMaster - The program used in our Public Domain Catalogue Disk; allows you to search for a particular program and tells you what disk(s) it's on.
IconLab 1.1 - An icon manipulation program which allows you to load and display any icon or .info file. You can also use this program to change the type of icon it is e.g. from a Disk icon to a Drawer icon.
DiskSalv - This program is similar to DiskDoctor in that it attempts to recover damaged or corrupted disks. It varied from DiskDoctor in two ways:- Firstly ... IT WORKS! which DiskDoctor never did for me. And secondly, it doesn't further corrupt the disk by deleting and overwriting files on the original disk. Instead it copies as much of the disk that it can onto another disk, while bridging the gaps around the unreadable data.
VirusX - The program and the documents for this excellent Virus detection and killer program.
Arc.Manual - This was the biggest "Catch-22" file ever! Arc is a file compression and crunching program used widely on BBS's. It compresses text files and makes them unreadable until they are "un-arced". Of course, just to make it simple for the beginner, the manual to tell you how it all works was also Arc'd, so you needed to know how to run the program, so that you could read the instructions to tell you how to run the program! Now however, the full instructions are on this disk, IN NORMAL TEXT FORMAT.
Zoo.Manual - Just in case you thought that the Arc problem couldn't happen again, the same thing DID happen to another Compression program called ZOO. The full instructions to Zoo are also here IN NORMAL TEXT.
C Directory - In this directory are all the text-reader programs you are likely to need while looking through the Public Domain library. It seems

that every READ-ME file you strike these days needs a different file--reader, and sometimes with the shuffling around of programs from one BBS to another, the reader file is forgotten, and so you end up with a READ--ME file that you can't read. Included in this C drawer are:- LESS - MORE - MOST - MuchMore - ppMore - QView - PR View - Printext - ticon
Almanac - This is a basic program supplied to us by Michael Holmes, a Club member from Mildura Vic. It gives many details including sunrise, sunset, moonrise, moonset etc. for any location in the world (as long as you know the latitude and longitude) and for any time, past or future.

CCUGQ DISK #27

This disk is the first of our THEME disks and is a selection of Public Domain GAMES, all written in AmigaBasic.

Draw Poker - Written by Mike Williams-Secretary CCUGQ. This game uses full colour cards and is completely mouse-driven. One player against the computer. Turn the sound up to enjoy the computer's comments (or down if you can't stand them).
Solitaire - The "Canfield" patience card game. Mouse operated.
Push-Over - A simple board game that can become very addictive. One player against the computer.
Money - A vertically scrolling game using a joystick in port 2. Has good sound effects and multiple levels.
Backgammon - The dice and board game. Either 2 human players or you against the computer. All verbal instructions given.
Poker_Square - Put down 25 cards on a 5 by 5 grid to make the best possible combination of 25 Poker hands. Play solitaire or against another player. Full colour cards used.
Yacht - The "Yahtzee" game which uses 5 dice - similar to draw poker. From 2 to 4 players against themselves.
Crimebusters - A well done board-type game, similar to "Cluedo". Up to 4 players against themselves.
Slot - 3 wheel poker machine.
TicTacToe - The original "Noughts and Crosses". 3 levels of play.
PuzzlePro - Make any picture into a jig-saw puzzle. Different levels vary the size of the pieces.

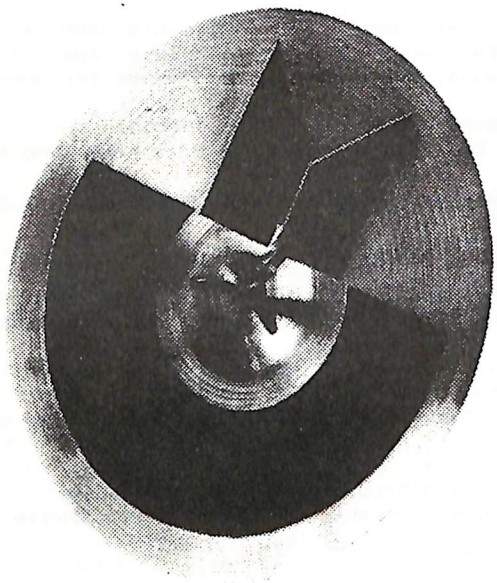
CCUGQ DISK #28

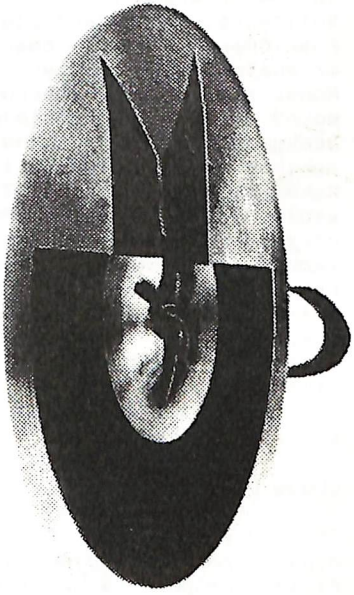
This is a selection of Public Domain programs, all written in AmigaBasic:
Hyper-Typer - A typing tutor and practice game, with different levels.
Finance Helper - Gives loan repayments and loan payout details.
Wood - A program to help you figure out the best way to cut up a standard sheet of plywood/chipboard so you can make your next woodworking project.
Deluxe Draw - A drawing program in AmigaBasic that has most of the standard features of the commercial programs.
Household Inv - Keep a separate inventory of all your goods and chattels, for record or insurance purposes.

CCUGQ DISK #29

A selection of Public Domain Icons (.info files) and programs used to make, change and manipulate Icons.

The Number One Symbol in Computers. Commodore.





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