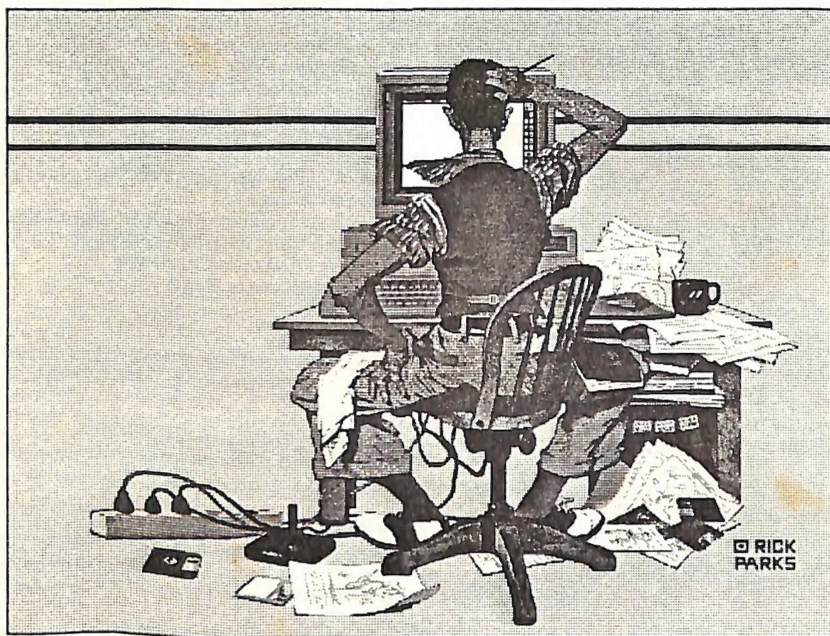


CURSOR

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

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VOL.7 No.3 OCTOBER 1990



"NORMAN"

by Rick Parks - from TBAG Disk of the Month No.44

Our Next Main Meeting will take place on Tuesday,
2nd October 1990, at 8 pm (Libraries & Sales at 7 pm)
at the Bardon Professional Development Centre

COMMODORE COMPUTER USERS GROUP (QLD) INC

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ASSISTANT SY SOP - C64/128:	
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Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at 300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

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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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MEETINGS

MAIN MEETING

Our next Main Meeting is held on Tuesday 2nd of October 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! Details of this month's topic can be found in the relevant section of this newsletter.

WORKSHOP MEETING

The Amiga Workshop is held on Sunday 14th of October (1pm - 4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth St, Rosalie. Bring your current membership card, as this workshop is strictly for members only! (i.e. no friends or relatives.) Disk & Accessory Sales: 1pm - 3pm. Bring your own Amiga equipment. This meeting is our LEARNING meeting, devoted to Programming, Software and Hardware problems. We also have a HELP support group for beginners. For more information ring 300 3477.

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 - 266 8991 a.h.

SHERWOOD: 2nd Friday of the month (7.30pm) in the Graceville State School. Ph. Leigh Winsor - 379 2405 a.h. or Philip Parkin - 818 1172 a.h.

WINDSOR: 2nd Tuesday of the month (7.30pm) at 70 Swan Tce, Windsor. Ph. Rod Watson - 857 6131 a.h.

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

PLEASE NOTE: Copying of COMMERCIAL SOFTWARE is an ILLEGAL activity and is NOT ALLOWED at our Meetings!

GOODS & SERVICES

(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3.5" Mail Order: \$5.00 ea (+\$2.00 Packing & Postage for up to 5 Disks)
Commercial Library Catalogue Disk 3.5": \$4.00 (+ \$2.00 P & P)
5.25" Blank Disks: \$8.00 per 10 (+ \$2.00 P & P)
3.5" Disks: \$25.00 per 10 (+ \$2.00 P & P)
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3.5" Disk Labels (68x68mm) 4 sheets (= 48 labels): \$1.00 (+ \$2.00 P & P)
Amiga Beginners Guide: \$3.00 (+ \$1.00 P & P)
Amiga Dos Summary: \$3.00 (+ \$1.00 P & P)

C64/128 SPECIFIC:

Public Domain Disks 5.25": \$3.00 ea (+ \$2.00 P & P up to 5 Disks)
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Commercial Library Catalogue Disk 5.25": \$3.00 (+ \$2.00 P & P)
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1541 'Drive & Disks Testing' Disk: \$2.00 (+ \$2.00 P & P)
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Macro Assembler Book: \$5.00 (+ \$1.00 P & P)
64 Sound & Graphics (by G.Perry): \$5.00 (+ \$2.00 P & P)
The Write Stuff (64 Word Processor), with Manual: \$18.00 - BB Speller (for C64Write Stuff): \$12.00
BB Talker (for C64 Write Stuff): \$12.00
(The above three items each: \$3.00 P. & P.)
The Write Stuff (128 Word Processor), with Manual: \$30.00. - BB Speller (128 Version): \$12.00 (+ \$3.00 P. & P. for the above 2)

GENERAL:

Back Issues of CURSOR: \$1.50 each
Address Labels (23 x 89 mm): \$14.00 per 1000 (+ \$2.00 P & P)
Ribbons for MPS-1000, GX/LX-80 Printers: \$7.00 (+ \$1.00 P & P)
Ribbons for MPS-1200/1250, Citizen 120-D Printers: \$10.00 (+ \$1 P & P)
Ribbons for Riteman C or F Printers: \$12.00 (+ \$1.00 P & P)

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MAILING ADDRESS

Please address all LETTERS which are not related to CURSOR, but including orders to:

C.C.U.G.(Q)
P.O. Box 274
Springwood Qld 4127.

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

Please address all PARCELS to:

C.C.U.G.(Q)
32 Bulwama St.
Shailer Park Qld 4128

When you are changing your address, please advise our Secretary of the address change and not the Editor of CURSOR or our SYSOP!

MEMBERSHIP FEES ETC.

Joining Fee: \$10.00
Annual Membership Fee:
Ordinary Membership*: \$25.00
Country / Associate Membership: \$15.00
Pensioner Membership: \$15.00
Family / Business Membership: \$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 32 Bulwama St, Shailer Park Qld 4128 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 (this includes advertisements for the Bytes column) to:

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

*Deadline for the next (NOV) Issue is:
FRIDAY 28th SEPTEMBER!*

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 or no formatting in your articles. Do not indent paragraphs and use a single space after a comma, semicolon or 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.

C64/128 Specific:

Supply your articles on a (1541) 5,25" disk in the following format (in order of preference): SEQ ASCII file, SEQ PET ASCII file, The Write Stuff, SuperScript, EasyScript, PaperClip/PocketWriter files saved with the SEQ save option, SpeedScript files saved with the SS converter program, option 2, (SEQ Standard ASCII file). Sorry, but we are unable to read or convert 1570/1571 formatted disks, nor are we able to convert GeoWrite, FontMaster or Bank Street Writer Files.

AMIGA Specific:

Supply your articles on 3,5" disk in the form of an ASCII file or a WordPerfect file with minimum formatting. Alternatively, if you own a modem, you can upload your articles, news, gossip, etc. to the Group's BBS (Ph.808 7694 - CURSOR File Area)

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CURSORY NOTES

ANNUAL GENERAL MEETING

As usual, our Annual General Meeting was held during the August meeting. After the opening remarks by our President, Greg Perry, it was the turn of our outgoing Treasurer, John Van Staveren, to present his Report for the financial year 1989 - 1990 (see last month's Cursor). The President proposed a vote of thanks to John for the first rate job he has done during the last three years; a fact that was acknowledged by sustained applause from our members.

He was followed by our Secretary, Mike Williams, who gave an overview of the current state of the Group's membership (as usual at this time of the year, a lot of renewals have still to come through). Current membership consists approximately of 58% Amiga owners, 38% C-64 owners and the remaining 4% of C-128 owners and 'miscellaneous' computer owners. It was stressed that these figures are only approximate.

The President then vacated the chair and handed the next part of the procedures over to Lester Bennett. Normally at this point in time we have the election of officers, but on this occasion there was a request from Doug Maclurkin to address the meeting, prior to this election.

Doug proceeded, after a Biblical quotation, to give us his views on the conduct and running of the Group, referring at length to a perceived con-

flict between 8 bit (C-64, C-128 etc.) owners and Amiga owners, and how to solve this conflict. He then went on at some length to attack the Editor for his refusal to print one of his articles. He concluded his remarks by reading the article in question, and then proceeded to withdraw his nomination for the position of Newsletter Editor.

Next on the agenda was the Election of the Management Committee. As there were only single nominations for each position, there was no need to hold a ballot, and last year's team was re-elected, with Andrew Hinz, our new Treasurer, as the only new face.

The floor was then thrown open for our members to have their say. Although only a few took up this opportunity, some interesting questions were raised, such as why only a limited amount of members attend our Main Meeting, why are we losing members, and why the tone of our Newsletter is so negative.

Although it was not my intention to speak at this A.G.M., I felt that I could not let all these attacks go unanswered. I pointed out to members that, at best, only a percentage of our members ever attend our Main Meeting. (It's a well known fact that quite a few members only attend to make use of our Library facilities, others only attend suburban meetings, and the third group consists of our country- and interstate members.) I also pointed out that for many years now, members 'forget' to renew their membership and only do so when

they no longer get their newsletter. (Although I didn't mention this fact, statistics have shown that during the last five years or so, approximately 15% of our members don't renew, but by the following December our membership is up to full strength again.)

As for the 'negative' aspects of our Newsletter, I mentioned that I've been attacked by both C-64 and Amiga owners but, as one of our other members remarked, if more members contributed to Cursor, there would be less room for the Editor to push his views!

To Doug Maclurkin, I pointed out that all his articles have in the past been published, with that one exception. On rehearing Doug's rendering of that particular article, I still felt that it has no place in our newsletter. I referred Doug to my remarks in last April's Cursor, pointing out to him and others that I edit this newsletter because I enjoy doing it. I get no financial benefits from doing this (in fact it has cost me a lot of money during the last couple of years), but if the task becomes onerous because of petty conflicts with fellow members, I shall be only too glad to quit.

On a more positive note, I was pleased to mention the substantial newsletter contribution which I received from Lindsay Vardy. If more members follow his example (see this issue), there will be far fewer reasons for complaints about our newsletter.

After my remarks the President closed the official part of the proceedings.

Well, this is the moment where I can let go at my critics, with both barrels firing! Sorry to disappoint you all, but I feel that nothing is to be gained by such an approach.

I welcome, as usual, all members' contributions, and hopefully lots of 'positive' ones, and this includes Doug Maclurkin's articles! Again, as usual, I will not publish anything which is slanderous, nor articles of the 'my computer is better than yours' type.

We need reviews; in the case of the C-64/128 I hope that members will take a good hard look at some of the older software - new members need this information. In the field of C-64/128 Public Domain software, we see again that lots of new members have forgotten or overlooked some of the 'golden oldies'. A typical instance is Greg Perry's program *Nice Lister*, which makes program listings understandable, and there are probably lots more like it. Or how about a list of your favourite P D utilities?

The same goes for Amiga owners. Articles and reviews from members have been rather tardy lately, and nobody can say that not enough Amiga software is being released.

And where (with the notable exception of Will Erdmann) have all the programmers gone?

Prove my critics wrong! I shall attempt to be more 'positive' (gosh, that will hurt) and surprise me with *your* positive contributions.

Ralph De Vries

WORDS

by Linday Vardy

Tired of playing games on your 64/128 or Amiga? Have you considered word processing as your next activity? Writing can give great personal and sometimes financial rewards. Why not write a few words to tell your fellow members of your failures and triumphs with Commodore, what do you really do with your computer? Has it enriched your life? Don't forget, "practice makes perfect".

You could be taking the first small steps in a great career!

The following words by David Gunston may inspire you. Presented by kind permission of Sunday Mail Colour, Sept 16, 1984.

The Magic and Mystery of Words

by David Gunston

Words are my stock-in-trade. As a writer I not only cherish them, I make them work for me, placing them in appropriate order and context. I try to give my thoughts and ideas the choicest, most apt, most effective words I can select, constantly seeking to display them to the most advantage, putting them on view so that they sparkle and shine and make the reader stop and think.

I am endlessly trying to enlarge my stock of words with new ones or re-furbished old ones. Nor do I forget that although my treasure may be "mere words", they are, as Rudyard Kipling pointed out, "the most powerful drug used by mankind".

Words are the nails I use for fixing ideas. Like nails they must be sturdy, sharp, well pointed, driven home skilfully, never misused.

I am fascinated by the power of words, by their mystery and their magic. Experience usually is quoted as the most valuable thing life offers, yet words are often just as valuable because they focus events more sharply and make experience last.

I remember years ago being told with exasperation by a young lady with whom I was trying to ingratiate myself, "Oh, you bemuse me with words".

This was flattering in a sense, proving to a young writer that he had a way with these elusive tools of life (and love), yet also somewhat absurd, with its suggestion that words were special entities with a life and purpose of their own, not products of prior thought or purpose.

Words do have that occasional disconcerting habit of coming out when it is not really their speaker's intention at all. "it just came out..." we say lamely.

The other day I came across one of those aphorisms that seem delightfully good on first acquaintance - until you examine them more closely.

Their author was Beverley Nichols, who has profitably spun a few million of them himself in his nearly 80 years. This is what he said: "words are the antennae of thought".

This is only partly true. It may be so for impulsive people like Mary Astor, who

once pleaded: "how can I know what I think until I see what I say?"

But in general Nichol's description applies only to some words, in certain situations, notably the "feelers" we deliberately utter to test another person's reaction.

Surely our best words, whether spoken or written, are the product of careful thought and consideration, rich and mellow words, "words long-aged in cellars of thought".

Words have many deep, unregarded powers. The words of a song have their own special importance. When heard or recalled in some personal context, they may create a mood so vivid as to almost unbearable.

The words ordinary people may put in a letter, or on a greeting card or on the flyleaf of a presentation book, reveal their own feelings delightfully. They may have a potency far beyond any literary pretensions. Robert Southey said that words are like sunbeams: "The more they are condensed, the deeper they burn."

Words are intangible things, clacked out on a typewriter or scrawled with a pen, mere blobs of ink on paper or wave-vibrations in the air. Yet they can dance and sing, teach, encourage, uplift, even sanctify.

They can incite to anger or violence, sting, taunt, goad, malign and hurt. How lightly we utter or write them every day of our lives, choosing them so casually, as if they meant nothing, had no more power than thistledown! We so readily forget that even thistledown comes to rest somewhere, releasing it's seed to grow into a spiky vicious weed...

Words are the key to man's advance from the cave, from lowly beginnings in raw nature, from barbarism and ignorance. They were mankind's first feat of magic. Without them, and without our facility for giving them a life of their own, our measureless ability to build them into phrases, sentences, newspapers, books, slogans, systems and sciences, we would still be confined "to the self-isolated prison of the cuttlefish or the chimpanzee".

"Be not the slave of words," warned old Thomas Carlyle long ago, yet are we not all just that, as well as, paradoxically, the slave-drivers who thrust our own ceaseless words upon the world?

The important thing, however, is that whatever we may have created with our words, "light as dreams, tough as oak, precious as gold", as the poet Edward Thomas so deftly put it, we have created living things, forever changing, forever adaptable. They have more vitality than anything else men have fashioned. This will always be so.

(© Sunday Mail, 16th Sep 1984)

-ooOoo-

APATHY: Lack of interest in things which others find moving or exciting (Macquarie Dictionary) - usually goes hand in hand with **SELFISHNESS**.

What makes up the membership of a computer users group? Here are a few ideas; I won't call them answers, as it depends very much on one's interpretation.

Type 1: The real computer hobbyists, call them freaks, nuts, hackers, what ever you like. They eat, sleep and dream computers, often to the detriment of wives, kids and their boring jobs. (Those are the worst ones, of course - some still do the washing up and mow the lawn occasionally.) They basically come in three varieties, although these tend to overlap:

A)- Programmers, a shrinking group, as computers become more sophisticated and harder to program.

B)- Hardware hackers. This group has grown in popularity because of the more open design of the current crop of computers.

C)- The 'software explorers'; they spend most of their leisure hours finding out what those myriad software packages out there can do for them. (Some even use the software!) A growing group.

Type 2: The games players. Mainly of high school age, but there are plenty of exceptions. Some of them become interested in programming, others in 'cracking' commercial software protection schemes and putting dirty little messages on the opening screens. For lots of them, but by no means all, com-

puter gaming is just another temporary hobby - once they are fed up with it they go back to their skate boards, TV watching, or even their studies!

Type 3: The 'computer consumers'. They've bought their computers the same way as they've bought their VCRs or CD players. They want to make better use of their computers and have joined a computer users group, because they hope to find some answers for some of their frustrating experiences; after all, your average computer has a lot more controls than your CD player. Some of them 'cotton on', but quite a few give up because they find the learning curve too steep.

Computer groups are by and large the brain child of people who belong to group 1, the computer enthusiasts. Now let us find out how many computer enthusiasts we can muster in our group. Take a look at pages 2 and 3 of this newsletter and add up the names which you see listed there. Add to this those 15 odd unnamed members who help out each month in the running of the library and you come to a grand total of some 40 members who are running the C.C.U.G.Q, or roughly 5% of our total membership.

Now take a look through the last eleven issues of Cursor and see how many members contribute to it; I've done this exercise and (not counting the Mail Box section) have come up with a grand total of 38 contributors; again about 5% of our total membership.

Perhaps this is a fair average and the best that we can expect of an organisation such as ours; remember we are

relying on the enthusiasts of group 1. Reading through other computer newsletters, we find exactly the same situation - requests for more members' contributions, be it in the running of the group or newsletter contributions. One large users group has had to resort, as an inducement, to offering their members a free Public Domain disk for each page contributed to their newsletter.

To be frank, I don't think that we can ever expect much in the way of support from either group 2, the games players, or from group 3, the computer consumers. The vast majority of them feel that their annual subscription entitles them to enjoy the facilities and benefits which the group offers, and that, as far as they are concerned, is the end of the story. The same, regrettably, also applies to quite a few of our computer enthusiasts of group 1. But... is this really so???

Just imagine that those forty odd enthusiasts who run our group decided to quit next month; they can do so if they like because, after all, they are only unpaid volunteers. Now, where would that leave you, that large 95% silent majority? Think about it for a moment, and you can only come to one conclusion - UP SHIT CREEK WITHOUT A PADDLE! (yes, that's also in the Macquarie Dictionary.)

It's pretty obvious that apathy and selfishness are the killers of volunteer based organisations such as our group. We are totally dependant on that small group of enthusiasts to keep the show going, but only 5% of our total membership is really not good enough!

Now, if we could only rouse another 5% of our members out of their deep sleep, then we would be really hum-

ming.... that would mean some 80 members to run our group; not an excessive amount, but it would make all the difference in the world. A committee member could then afford to be sick or absent in the safe knowledge that the show would go on without his or her presence.

Another forty new contributors to Cursor in a year, would mean that I'd never again have to worry how to fill up next month's issue. On many an occasion I've been listening in on conversations between members (computer enthusiasts of group 1) at the Main Meeting or Workshop, and heard what they are doing with their computers. I've even suggested at odd times that they write about their experiences. and sometimes I even get a vague promise that they will do so. Ha... ha...! As an example, how long ago since a member wrote about making music with his Amiga? Going by Cursor, nobody uses his Amiga for writing music. Do you believe it....?

Excuses about lack of writing skills won't wash - after all, that's what an editor is for (complete with spelling checker). I hear you say that you cannot write programming articles like Paul Blair or Will Erdmann; never mind, write an article like Ron Lewis has done about your trials and tribulations with hardware or software - the possibilities are just about endless.

So, how about getting the finger out and help us turn that 5% of committed members into 10%, be it in the running of our group or as a newsletter contributor. If nothing else, it gives you a nice feeling to know that you can do a bit of giving as well as taking.

Editor

MAIL BOX

I note with regret that you have seen fit once again to ridicule the Compute! group - page 22 Cursor September 1990 and page 15 Cursor July 1990. Personally I would prefer to pay tribute to their support of the 64/128 Commodore computers since 1983 or thereabouts. It has been outstanding. Their magazine is still worth the money paid for it (by direct subscription that is - the price from Australian newsagents is not their fault). The paper on which the magazine is printed is of no consequence but the contents of the magazine is and not withstanding the trials and tribulations of present times, they have, until the very last issue received, provided informative, helpful and interesting articles for the persons who have purchased subscriptions. In my view they have been endeavouring to fulfil their obligations to their subscribers.

Having not received any magazines since the June issue I telephoned them recently and was informed that they had been sold to 'General Media'. There, apparently will be no issues for July and August but magazines and disks should resume from September and I was informed that subscribers will be compensated for the two months gap. It remains to be seen what happens next but I, for one, am grateful for the books they have published and the many Gazettes and related programs to which I now have access.

It is my conviction that the 8-bit machines will survive for a long time yet to come even if the owners don't make waves within the User Group. As far as the 8-bit library is concerned and the frequently expressed lament that much of the software is no longer being borrowed, may I point out that in the City Council's book library, books are seldom borrowed by any individual a second time. The same applies to our software and I noticed several years

ago that new members were the chief borrowers. Much of the recently acquired 8-bit software is not in its first youth and seems to have been viewed by older members at other sources. Perhaps the time has come to make the unused material available to all country members and their views in this respect should be interesting.

Probably one of the most useful parts of the Cursor these days is the HELP! Column and I probably should request the addition of my name to the 8-bit list - help offered with - fixing problem programs and sorting out corrupted disks - no cry for help ignored!

Doreen Horne

Ridicule? Hardly that, Doreen; more like a factual statement. The new owners of the Compute! group, General Media, are the publishers of Penthouse and other magazines. Readers of the now defunct Amiga Resource magazine have received in its place the Omni/Compute magazine which covers a variety of computers as did Compute! magazine; and most of them were not impressed with the new publication. At this point in time I don't know if they have any intention to go on publishing the Gazette, or if subscribers will receive the Omni/Compute magazine.

The former Compute book division was sold off some time ago (to a different company), but is still publishing, albeit a more limited range.

I have no argument with you about the value of Compute publications (I've read their products since early 1982), but it's a great pity to see a once fine publishing group go down the gurgler.

Actually the rot set in some years ago when they were sold or taken over by the ABC publishing group - this outfit has also managed to kill off or cripple some good American photography and Hi-Fi magazines.

I have just received issue 31 of INFO magazine, which advised its readers that this is the last issue to cover the C64 and C128. In fact 128 users are advised to take up a subscription with Twin Cities 128, the sole remaining 128 publication.

Thus as far as the US is concerned we are left with Run magazine and (perhaps) the Gazette, as well as the Loadstar disk magazine. Like you I believe that the 8-bit machines will be around for quite some time yet. I also believe that there are sufficient programmers around to keep several magazines filled up. But, and this is the crucial point, magazines need advertisers. If there are no more 8-bit advertisers the magazines will fold, no matter how many articles are being written.

As far as a library service for country members is concerned, this is really Phil Guerne's province. However, if this idea was approved in principle, would you be prepared to run it?

I have added your name to the HELP! column, as requested.

—

We received another long letter from Fred Turnidge, most of it related to problems he is having with *The Write Stuff*. I shall leave this part of his letter to other members who are conversant with this program. However Fred did raise some other points which I'd like to quote here...

With the fast demise of software supplies, (some shops will not even take orders) how are we to obtain copies of old programs? When a book goes out of print, the copyright does not lapse but you can get a photo copy. So are we entitled to make copies of old programs?

Although copying of commercial software is not allowed at CCUGQ meetings, Brisbane members can borrow the disks and manuals, and don't tell me the majority don't take them home and copy them.

I don't pretend to be an expert on copyright law, but in a very recent issue of the ICPUG newsletter of the U.K., Tim Arnot, the editor and also a senior staff member of Precision Software, had to address the same sort of query (i.e. can one make copies of software no longer in production).

Well, the upshot of his reply was that copyright is retained by the original author /publisher, even if the product is no longer available.

This means that you are *not allowed* to copy or distribute the program or manual, period.

It's obvious from the above that we are not in a position to start copying and distributing discontinued software, because that would mean breaking the law. The only suggestion that I'm able to make is to put an advert in the *Wanted* column of the Bytes section of our newsletter.

Your assumption that Brisbane members copy programs and manuals is of course just that - an assumption; however this brings me to another aspect of lending commercial software. Recently some person or persons unknown tried to libel our Group because we have commercial software in our

library, and thus (as the libeller(s) put it) offer members the opportunity to make illegal copies; a practice which, incidentally, we don't condone.

For some unknown reason it's considered unethical for a computer users group to lend out commercial software, yet apparently it's perfectly alright for the Brisbane City Council to offer in their book libraries lending facilities for commercial cassette tapes. And than of course there are those myriad video libraries. So why the distinction against computer clubs? Surely this is a case of 'if it's good for the goose, it's good for the gander'. If and when our lawgivers decide to close down all forms of lending libraries and destroy all means of copying (photo copiers etc.), then I'm sure we will follow suit.

Software is grossly over priced in Australia. This is not only my opinion, but was recently also aired in the computer pages of *The Australian*. For the record, I have original copies of both WordPerfect and PageStream; the programs I use to produce this newsletter. Prior to purchasing I tried them out first. I could have copied them (although WordPerfect's manual is over 600 pages!), but I prefer owning the original, because as a registered user I am also entitled to upgrades. However, as both packages were locally very much overpriced, I imported both from the USA, saving approximately 40% in the process.

Thus, particularly in the case of high priced productivity software, I think that we are offering a real service to our members by offering them the opportunity to preview software to see if it suits their individual requirements.

I'd just like to add my five cents worth (no more 1 or 2's). I think the newsletter looks

great and show the amount of work put into it. The illustrations on the front cover look good and I'd like to see more. If anybody needs an index to the contents of different issues how about compiling the indexes together from past issues for those interested? (A year book?) I would like to see the front cover take on a more magazine type of look, with related pics or illustrations of contents and short titles on the contents.

How about an article about how CURSOR is produced? What was used to get the SAD SACK on the September issue? (bit-mapped or structured drawing?) and what size is the image drawn in? Perhaps there may be some artists in the group that would like to do some front covers. If you know of a particular theme of a future issue somebody could help.

Keep up the good work. By the way this note was prompted by the Mail Box September issue. Also would it be possible to put your reply to mail in a different font or something to make it easier to read. A request to other members; 'how about including any news or views about the Amiga in general to Ralph as not all of us can attend the meetings'.

Richard Wetton

Thanks for your kind words and suggestions, Richard. Yes, I'd love to see more black & white hi-res artwork from our members - much more interesting than clip art. Next month I might devote my DTP column to 'how it is done'. As you can see, I've used italics for members' wise words (although I'm not altogether happy with the appearance of italics). You and several other members have shown a preference for illustrations on the front cover, so they'll stay. (Sorry, Fred!).

Ed

GUILT-Y YER HONOUR, WITH AN EXPLANATION

by Errol Rayner

After reading the September issue of CURSOR I feel absolutely compelled to tell the Editor how much interest I found in his latest production, and the move into Desktop Publishing. If space had permitted I would have liked to comment on virtually every item, however with 52 mammoth pages of material to discuss and my predisposition towards longwindedness, such an article would have been both boring and too long. The simple fact is that if other readers have also been 'fired with enthusiasm' or even just a little interest then CURSOR will have achieved its purpose and Ralph (and all contributors) 'ought to be congratulated'.

Some members may find this to be an unusual comment coming from someone who considered resigning on three separate occasions over the last six months! During this time I thought that my feelings about resignation were brought on solely by a seeming changed direction of the club (eg. I disagreed strongly with some comments made in CURSOR). This was not entirely true as it turns out. Upon examining my subconscious mind (it only took 2.25 secs.) I discovered an additional cause.

GUILT! I had been feeling guilty because I didn't have the time to write articles, or otherwise help, within the club. Actually I love writing but, because I am a very slow writer, time becomes a problem, and lack of time is one very large problem for me. Anyway, as a result my little gray cells allowed a relatively small irritation to become a large obnoxious lump and all

because I didn't have time to do what I wanted to, which was to write several articles for CURSOR. I also forgot to uphold a very important maxim - the right of all people to freedom of speech, even if their ideas are in conflict with your own.

But I deviate. Having exposed my sins, I now feel much better (the articles in CURSOR also helped considerably) and would now like to make my point (at last!). My point is also a request, which is as follows: although the club badly needs contributions for CURSOR and demos at meetings, let us not nag the readers to a standstill on the subject, lest they also are assailed with excessive feelings of guilt, and possibly leave because of it. Ralph has said on many occasions that the eight bit group will stand or fall by its own contributions and I entirely agree but, if the 'ass' (is that the right word?) will not move, it is little use trying to drag it with a rope. I also think that members have a right NOT to contribute, if they so desire. Heresy? Perhaps.

I realise that the above suggestion may irritate some members, but not all of us are in such a fortunate position as to have spare time. I am sure that many members join 'just for fun' and WHY NOT? Providing, of course, that these same members don't complain about the lack of articles, etc. We are all indebted to the Committee, Library and other helpers who make the club what it is, though I would venture to suggest that many of these members actually like carrying out their duties, onerous though that may be. After all 'some are meant to be leaders, while others become followers'. Ralph admits that he enjoys being Editor (providing a happy

club spirit exists) and how could Phil Guerney do such a good job unless he liked what he was doing. And what about Leigh Winsor? Where would we eightbitters be without Leigh, whose unstinting and unselfish work for the 64 and 128 knows no bounds. This is not to say that their job is easy, quite the contrary, and it follows that those people who work hardest for the club should have the most say, while those, like myself, who do little, should think carefully before making any criticism, even though we might prefer a little

less nagging from all and sundry. I would also respectfully remind all members, and in particular 'those with the most say' that we all live in a democracy, a point that is sometimes forgotten in the heat of the moment.

And so Yer Honour, I rest me case! Me story is all done, and I am all done (probably overdone). Let's hope I'm not undone!

-ooOoo-

Welcome to the 10% club, Errol! Ed.

LIBRARY NEWS

by Phil Guerney

More new software. More second-hand software. The new stuff is for both 8-bit and 16-bit machines but C64/128 second-hand programs are coming in at a good rate. Anybody else with unused 8-bit ORIGINAL disk software sitting around since buying an Amiga is welcome to bring it along to a meeting with an asking price. If reasonable, you'll get that or we will offer you something less!

I need a special helper. I have failed repeatedly to bring out a new C64 version of the library catalogue disk since December 1989! This is simply due to too much else to do between updating the database on the weekend before a meeting and the meeting itself. This helper should have both a C64 or C128 and an Amiga. Once every three months, at least, I would pass an Amiga catalogue disk to you and you would use one of several means to transfer the files to a 1541 format disk. Then check that all the files read OK before making a dozen copies. Takes

about two hours. Please ring me or see me at a meeting. Please.

NEW FOR THE AMIGA

Distant Suns. A program you MUST view with the lights out! This astronomy program is truly designed to work properly that way - the stars and planets then look real, including being the right colour. I liked the "user interface" with Sky Travel on the C64 better, but Distant Suns has more features of course. Reviewed extensively in magazines. It took the programmer, Mike Smithwick, 3 1/2 years worth of spare time to write and is not very expensive. The PAL version from Creative Computers in the USA is \$US 41 (=£A 50) (but \$95 at Computer Spot, grrrr).

Where In Europe is Carmen Sandiego? Again, too well known to have to say much about except that there has never been a better way for kids to learn Geography.

World Atlas. More geographical information than Carmen, but much less

fun to learn from. A program disk and three data disks.

Sky Chase. A flight simulator with a choice of seven planes. Among them is the FA/18 Hornet, one of which I watched take off last week from Mt Isa airport while I waited to board my Brisbane bound 737. The pilot, who looked about 16, had just consumed a bucket of hot chips standing next to me in the waiting area before walking out, wiggling a few control surfaces and hitting the go button. I think it would have reached Brisbane before I had my seatbelt fastened.

Populous - please see separate article.

NEW FOR THE C64/128

Rendezvous with Rama. An Arthur C Clarke science fiction story set in 2130 turned into a text and graphics adventure.

Project Stealth Fighter. Combined flight simulator and game based on flying one of those "stealth" spy planes that were still "secret" when Microprose published this program in 1987.

Keys to Typing. Learn to type programs are always in demand by new computer owners. This attempt was published by Batteries Included (now dead!) in late 1984, and is better than most public domain versions.

War Games Pack. A 10-game pack on three disks published by ECP. The games are Skyfox, Task F, Tank Attack, Arcticfox, Star Force, War Zone, Star Trooper, Monolith Tank, Strike Force, Tiger Tank. The manual only seems to contain instructions to seven of the games.

Worms. A marvellous strategy game that even quite young kids can understand (my brilliant seven year old son, who takes after me of course, caught on immediately). Train up to four worms so that they make attractive and/or high scoring coloured trails on a grid of dots. Captivating. But start loading the game before dinner because this is one of those Electronic Arts loads that takes for ever, even with a Cockroach ROM etc.

Buggy Boy. Here I am, saying we do not buy new games for the C64/128, when I order Buggy Boy because it was going cheaply. This was because I think it has the best feel and playability of any racing game, and just about any other game, that I have played on the C64. Very well programmed, a challenge for all ages and great fun.

World Geography. A multiple choice question and answer program on Geography. Like World Atlas on the Amiga, discussed above, this is not nearly as much fun as learning the same facts about country locations, flags, currencies and languages than playing Carmen Sandiego. We have had a demonstration disk of this for some years, but this fully working version was provided unsolicited from the publishers, specifically for our library, along with a pile of order forms for the product.

The Image System. A drawing program (like OCP Advanced Art Studio) with some advanced features like being able to distort a drawing into any shape, grabbing brushes and textures, and colour filters. A 1986 program published in the UK and one I have not seen before. It uses a rather complex menu system that can be a bit hard to follow.

Muppet Learning Keys. This is a large (360x370 mm) flat "keyboard" with keys for the numbers one to nine, the letters and punctuation marks and simple maths operators, the eight colours, the four cursor directions and a few more. The software provided is designed for kids about 4-7 and is

reasonable fun. A great shame that no technical information is provided to allow writing your own programs to make use of it. Perhaps someone will investigate the joystick port signals for all the key presses and leave some programming hints with the package. Perhaps, but unlikely I guess.

CRACKED SOFTWARE FOR SALE - OFFICIAL!

by Phil Guerney

This story was too good to leave in my Library News notes. Some of you may have missed it!

We bought the well-known game Populous for our library from ECP, Southport, who are the manufacturers and distributors of the program in Australia. Guess what? You've guessed? Yep....

WE WERE SUPPLIED WITH A "CRACKED BY QUARTEX!" DISK

There, third line down on the credits that roll by if you just leave things alone after loading, was the incriminating line.

And the disk was really a cracked disk. I think the original is copy protected (there is nothing in the manual about first making a backup and keeping the original in a safe place etc) but this one sure was not. A straight DOS copy worked fine.

I rang ECP and told someone high up and all he would say was that he was flabbergasted. Nothing like this had happened before he said. He asked that we send the disk back for replacement with a proper issue and I am. (Sorry, but we must keep the library collection completely kosher or we could be in big trouble. I have weed out disks before from donations to the library that turned out to be cracked versions.) My information, from a reliable source as journalists say, is that the Quartex

cracking group are Australian, based in Adelaide, and very recently were raided due to being a bit greedy and selling their cracked games instead of passing them around like good fellows. Now, this does raise a weighty question. Note well that I do not want to accuse ECP of anything at this stage. This is just conjecturing. But where does ECP get its stock? This could be interpreted as evidence that they have by-passed the official copyright owner. Of course, it may equally be just an accident with a young careless staffer slipping his cracked copy into the wrong box after a long working lunch testing new games.

I am sending a copy of this article to ECP with the disk for replacement. Maybe next month there will be an interesting reply with their version of the story.

And as ECP are reading this I might as well add a gripe about their local products. The Australian produced manuals are usually reduced in page size and printed very poorly compared to the large and often glossy manuals that come when you buy the disk in America. Of course, ECP games are relatively cheap and this must keep the cost down. But some of the manuals we have had, particularly for the C64 disks, are almost unreadable. Please ECP, try to do a bit better for us.

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8 BITS & PIECES

OCTOBER DEMO:

Ron Rich and MODEMS, Part 2

For those who felt their heads might split with the technical detail of Part 1 of Modems (August Demo), Ron Rich promises Part 2 will be a totally "hands on" Demo - no baud rates to calculate, no esoteric words to confront, no numbers to crunch, or flow charts to navigate.

MODEMS Part 2 will be as practical as riding a bicycle, and easier than sitting on a hobbyhorse. We may even pick a model student and from scratch take him to proficiency in the use of a modem. (Doug Maclurkin has volunteered.) We will also try to access The Oracle which contains the book catalogue of the State Library.

Our aim in this Demo will be to abolish the gap between what our audience passively follows and what they can go home and bring to use.

Tony May of South East Computer Repairs has agreed to give a talk for the 8 bit Demo in the near future. He has asked for feedback on matters the group are most interested in. Put your questions in at the next Demo.

NEW SHOPKEEPER

Peter Cotterell has retired from the 64/128 Shop, and Greg Jackson has taken control of the stock.

TURBO-ROM CARTRIDGE (\$40)

Rod Watson, who coordinates the Windsor Subgroup, has taken the trouble to negotiate a deal for the

cartridge version of the Cockroach Turbo-Rom, and we now have stock. Thanks to his vigilance, we now have a version that works with *The Write Stuff* 64. The price is \$40. (Phone:357 6131 for details).

CHANGE OF PHONE NUMBER

Doug Maclurkin, our 64/128 Public Domain librarian, has changed phone numbers. His new number is 350-4034

QUICK BROWN BOX

Errol Rayner has been investigating the varieties and options of the *Quick Brown Box*. It seems that prices on 128K and 256K boxes have fallen significantly. A new information leaflet on QBB, which he received from *Brown Boxes Inc* will be available at next Demo.

FRED TURNIDGE AND TWS

Fred Turnidge (well known through our letters column) has sent a great quantity of questions on *The Write Stuff*, with some solutions. For the moment, all I can do is pass it to suitable people to ponder on. It occurs to me that Fred might like put his discoveries and problems on disk for inclusion in our Public Domain Library.

Leigh Winsor

COMMENT

After the computer wars, our people have resolved to settle down and work for our mutual benefit. Perhaps we should simply pay heed to that and get on with our own special tasks. But if I may be allowed the indulgence of one brief comment...

The ground of voluntary cooperation in a diverse group of temperaments and interests, relies not on the Pollyanna Principle that we must only express "positive" thoughts, but rather on a principle of respect and charity towards persons, while for ideas and opinions, (who are not sentient creatures), it should be strictly survival of the fittest.

The blighted philosophy that turns this principle on its head, displaying rancour and disdain towards persons, and indulgence and toadying to entrenched ideas, though rampant and respectable in our political culture, is as much use to us as another computer virus.

Leigh Winsor

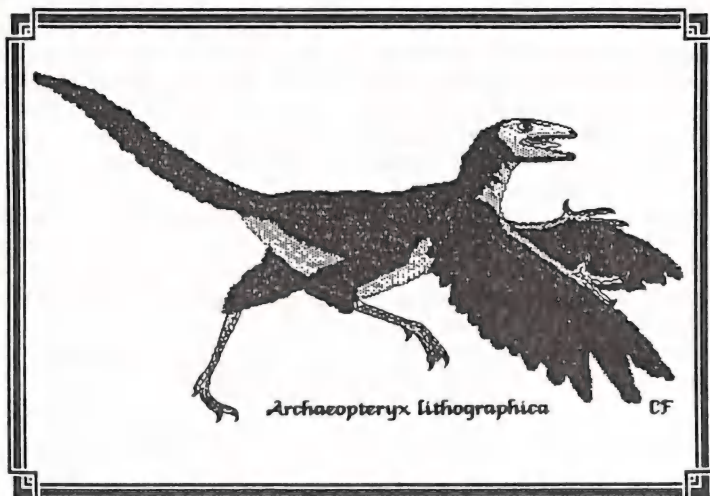
THAT'S THE WAY TO DO IT!

My thanks to Lindsay Vardy for his reviews of the Epyx Fast Load Cartridge and the Printshop program (as well as his other articles).

Yes, this is just the sort of thing that we have been waiting for, and I'm sure that lots of our new C64 members will appreciate these reviews of these 'golden oldies'.

I hope that this will be the start of a trend - the re-examination of soft- and hardware that has been on the market for some years. This will give our more experienced users a tremendous opportunity to show newcomers what the C64 and C128 are all about.

Editor



OUTLINE OF WRONG STUFF

by Leigh Winsor

It seems my brief note (CURSOR, June '90) drawing attention to the existence of *BB Outliner*, (part of *TWS 128*), and noting some of its features, has been misread by Dennis Wright (CURSOR, August '90). What I offered was not a categorical condemnation of software Outliners but a conditional: *If the user is not skilled the results are poor* (i.e. that skills (of an unspecified kind), are a necessary condition for a result.)

Now, this is hardly more than a cautionary platitude. But as my own habits are those of a bricoleur who reconstructs from found objects in the debris of memory, rather than a builder with a blueprint who orders and arranges prefabricated materials to fit his plan, this was as far as my own experience allows.

Serious evaluation (as for all software tools) would involve weighing the costs of acquiring the skills (and in this case discovering what they are) against the nature of the results. This is where the plurality of our Users' experience is so useful a guide. There are scores of 64/128 programs which promise "power and performance" on the box, but in the common experience of users they are found to be "complicated", "confused" and "absurd", - in short, "unfriendly".

The point of my sceptical remark was to invite users to try, and to judge for themselves.

More unfortunately still, in all innocence, my brief note seems to have embroiled me in further misinterpretation. Dennis Wright, who in his characteristically excellent article on Outliners, noted the uses of the Human Family (from Linguistics, I think) as an source of iconic symbols of logical structure. Playing the Language Game of comic misconstruction of technical terms, he jokes: "you're winning girls...".

Aware of how easily words and ideas slide into their opposites, I was tempted, and responded with an equally valid misconstruction of the family icon with Main Idea as Patriarch and its subordinate elements as offspring. Now, to my horror, Dennis Wright, takes back the language game he was playing and insist on meaning only the respectable technical senses of terms. And not only that, but reacts as if I had provided a warrant to set the Furies, or a Street Committee of Celestial Police after him. This is getting almost as dangerous as the average child's computer game, or the type of destructive game catalogued by the pop psychologist Eric Berne.

-ooOoo-

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 NO:
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
Doreen Horne	Programming Problems & Disk Corruption	398 7441
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) 371 124
Denis Wright	Easy/SuperScript, CBM & Epson Printers	(067) 751 793
Denis Wright	C64 <--> Non-Commodore File Transfer	(067) 751 793

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

PRICE REDUCTION

Members will be pleased to know that 5,25" disk prices have now been reduced to \$8.00 per box of 10.

A MIXED BAG

by Lindsay Vardy

Our Editor may have issued a timely warning regarding the disappearance of 64/128 programs. From the time that the C64 was launched Brisbane computer stores have quite often been less than helpful to customers looking for a particular program or accessory. They either don't know about it or are unwilling to advise where to get it. Such was the position a few years ago when I endeavoured to buy Fontmaster 128.

The position has not been helped by Commodore's strange pricing and supply policies - the chain store sales of Commodore products must have put a lot of Commodore dealers out of business.

A few years ago the song "We are the world" appeared. Perhaps our motto should be "We are Commodore". Without our support Commodore would not exist, we both depend on each other. Perhaps we should tell them.

Many previously unobtainable 64/128 products are available interstate. It will be noted some others are not now available. Quite a number of programs can be borrowed from the club for appraisal before purchase, some are only available now from England or America.

The Australian Commodore and Amiga Review magazine published in Sydney features ads from quite a few suppliers. Members should be careful that they are getting the latest version of the program. Most firms do not list all products and prices and will supply

a price list. There is a wide variation in prices, one item is available at \$69, \$95 and \$134!

Only a few copies of this magazine are available at newsagents each month, so you will need to have it ordered for you. You get about 80 pages of news, product reviews, mainly Amiga. In the past there have been reviews on Basic 8 programs and recently there are C64 and Geos columns, even one on screen graphics by Greg Perry. Very few program listings are supplied. Price \$3.50.

Members considering buying Fastload and similar cartridges should make enquiries to ensure that a particular item fulfils their requirements. My own preference is to be able to press RUN/STOP to load first file or a menu, then cursor to a file and press RETURN.

In Cursor May 1990, John Burfitt had problems loading Timeworks Wordwriter. The Timeworks programs should be BOOTed or a SYNTAX error will result. A backup of most 128 programs can be made with a 64 copy program. By copying on your own machine it does away with the 1571 dithering around trying to load a program. I have had no problems loading Datamanager or Swiftcalc 128, I think all these programs are available to try out at the Club.

Although many adverse comments have been made on the matter of copying programs, it is no joke to lose an expensive program. Backup of all disks should be made, it is quite easy for a child or visitor to turn off the disk drive before removing the disk; your

best disks always seem to be the ones corrupted.

Disk #45 recently bought from the Club takes 43 secs to boot up. When copied and given a menu from The Write Stuff it loads in 10 secs. Note that The Write Stuff Menu Maker is used in 64 mode - the menu then operates in 64 or 128 mode. You get to add a short description of the program after the filename. BB Menu Maker is compatible with Epyx Fast Load but not Mach 5 or The Final Cartridge.

The 128D is a great computer. You may read directories in either mode, or save mixed programs to the same disk

when experimenting. If you have an Aprosand 4 slot cartridge port Expander, you can leave your cartridges plugged in and simply switch them on and off when needed with the separate switch provided beside each cartridge socket. There is also a reset switch provided. Great for changing from 64 to 128 mode. Note that the Freeze Machine cannot be turned off in the Expander and must be removed.

The board in my 128D is too thick to take a Fastload or other cartridge and an Aprosand Extender had to be purchased, cheaper and more convenient than wrecking the cartridge socket.

RELAY

by Lindsay Vardy

We all know where to find the cartridge port on the C64. Commodore call it the Cartridge Expansion Slot, but the User Port, that other large port at the rear of the machine, is a bit of a mystery.

Turn your C64/128 around, looking into the back of it, on the right hand side you'll see a large port with 24 connections, 12 on top of the board and 12 beneath. Page 143 of your User Manual calls it the User I/O and the diagram shows it as looking straight into the port, #1 and A on the left.

On the top row #1 is shown as GRD, #2 as +5V and beside it reads MAX. 100 mA. The port can only supply 100 milliamperes of current at +5V. This is not much current.

On the bottom row left, skip A and B, the 8 connections C D E F H J K L can

be programmed from the keyboard as INPUT or OUTPUT lines to control other devices. Note that letters G and I are missing.

When the C64 is switched on the User Port is in INPUT mode.

Poking 56579,255 will switch the Port to OUTPUT mode.

Poking 56579,0 will switch off OUTPUT mode.

To get a practical knowledge of the USER PORT you will need a suitable edge connector, a miniature 12 volt model railway signal lamp or a red LED and 560 ohm resistor.

Connect the LED in series with the resistor (or use the lamp) between lugs 1 and 2 on your edge connector. The LED should switch on and off using the above pokes. Reverse the connections to the LED if it does not light up. The LED (Light Emitting Diode) acts as a kind of electrical valve allowing current to flow in one direction only.

LEDs in company with other types of diodes are used extensively in electronic circuits.

CAUTION. Be sure you are connecting to the correct lugs. Never connect plugs or leads with your computer switched on.

Poking 56577,1 will switch on connection C, third from the left at the bottom.

Poking 56577,0 will turn C off.

Remove the connection to lug #2 and connect it to C. The above pokes should turn C on and off.

Never use a LED without the correct dropping resistor, a direct connection to 12VDC can cause a LED to explode possibly causing eye injury.

Values for dropping resistors for LEDs: 6VDC use 220 ohms, 9VDC use 390 ohms, 12VDC use 560 ohms. A bit larger resistor will give slightly less light.

Use this program to turn your lamp on and off:

```
10 POKE 56579,255: rem set USER PORT
to OUTPUT
20 POKE 56577,1: rem turn on C
30 FOR J=1 TO 750:NEXT: rem leave C
on for approx 1 second
40 POKE56577,0: rem turn off C
50 FOR J=1 TO 750:NEXT: rem leave C
off for 1 second
60 GOTO 20: rem start all over again
```

Your lamp will be flashing at regular 1 second intervals. You now have a means of programming the on and off times.

Such a feature could be used for time lapse photography, switching light show. model railway points etc.

Write a loop program by poking 0-255

into 56577 to find turn on values for the other 7 lugs, D E F H J K L.

The minute current available at the USER PORT is of no value for any of these purposes; any attempt to connect them will damage the C64.

However, a small transistor powered by the user port, and using about 0.5 milliamps of current, can switch a relay on and off (Tandy 12VDC 4PDT relay). Unless it is very small, a relay is enclosed in a clear plastic case, where you may see the internal connections. A coil is connected to two pins on the base. Power applied to this coil switches the relay from one set of connections to another set. Thus we have some circuit turning off while another turns on. This is extremely useful.

Relays are rated at 5-6VDC or 12VDC. They usually operate quite well at 75% of their rated voltage. 240 volt mains relays are extremely dangerous and should only be used by experienced people.

By applying the correct voltage to the coil pins on the base of the relay the operation of the contacts may be observed.

One, two or four contacts may be switched at a time, specified as SPDT (Single Pole Double Throw) DPDT (Double Pole Double Throw) 4PDT (4 Pole Double Throw), great for use on model railways.

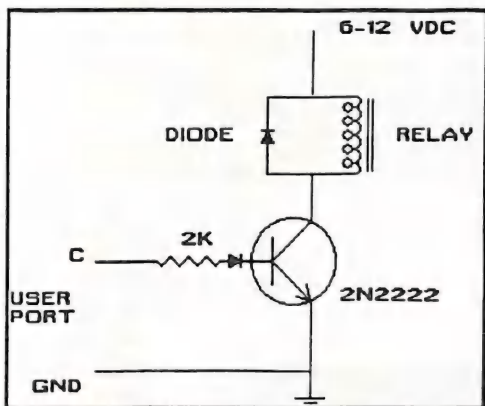
Relay contacts are rated in AMPS current carrying capacity, contacts may be connected in parallel to increase current handling.

A relay can switch on other relays, as they are energised these relays turn off and on other circuits.

A number of simple timing circuits using the 555 timer IC can be used with your relays. Available at Tandy, "555 Timer IC Circuits", price \$1.99.

The relay coils can be energised by a battery or a plugpack. Plugpacks are very useful to experimenters, a typical unit would be rated at 3, 4.5, 6, 7.5, 9, 12VDC, 300 milliamperes, and cost about \$17.

A silicon diode must be connected across the relay coil pins, the end with the band towards the PLUS or Positive power source. Without this when the relay is switched off the collapsing magnetic field generates a voltage spike which could damage your computer.



DIAGRAM

The connections for the above are:

Transistor (Tandy 2N2222). Looking at bottom of transistor with flat side to the left. Top leg C or Collector. Middle leg B or Base. Bottom leg E or Emitter.

Connect C leg to one relay coil pin. Connect B leg to band end (cathode) of a silicon diode. Connect a 2.2K resistor to other end of diode. Connect other

end of resistor to C lug on USER PORT edge connector. Connect E leg to GND lug on edge connector. Connect battery PLUS to vacant relay coil pin. Connect battery MINUS to GND lug on connector. Connect silicon diode between relay coil pins, end with band towards battery PLUS.

The diode on B leg prevents the relay being triggered in INPUT mode. The 2.2K resistor allows just enough output from C on User Port to allow the transistor to operate the relay.

The TI\$ clock may be used to set any number of ON and OFF times during the day. Try the following program:

```

10 MO=56579:CO=56577:N=1
20 POKE MO,N
30 PRINT"(SHIFT CLR)USER PORT CON-
TROLLER"
40 PRINT"(2 CSR DN)ENTER CURRENT
TIME":PRINT"(HHMMSS FORMAT):INPUT
TI$
50 PRINT"(2 CSR DN)ENTER TURN-ON
TIME":INPUT OT$
60 PRINT"(2 CSR DN)ENTER TURN-OFF
TIME":INPUT OF$
70 IF OT$=TI$ THEN POKE CO,N:PRINT
"(2 CSR DN)RELAY ON":GOTO 90
80 GOTO 70
90 IF OF$=TI$ THEN POKE CO,0:PRINT
"(2 CSR DN)RELAY OFF":FOR J=1 TO
2000: NEXT:GOTO 30
100 GOTO 90

```

Burglary is rife today. An essential unit to protect your computer and your home should be a burglar alarm. If our Editor permits, next month, using this same relay and transistor, I will show you how to build a simple, reliable and very economical to run burglar alarm. Have fun and happy switching.

-ooOoo-

FILE SPLITTER

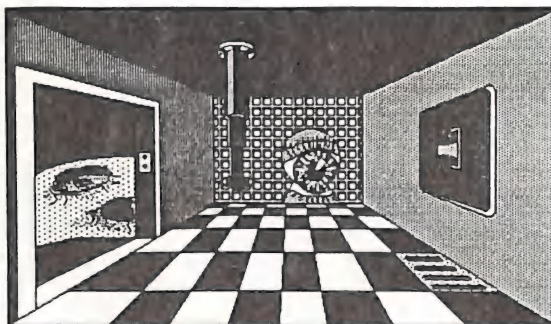
by Fred Turnidge

Most 64 word processors can handle a file length of about 60 blocks and for the 128 about 250 blocks. I have produced seq files of about 4-500 blocks when writing descendants charts to disk from my genealogy program. It is possible to break them up into files of any desired length using the program below but it takes forever. A much faster result could be obtained by reading the number of blocks in the file, then divide by a number to produce groups of blocks of required length. Then re-read and change the pointers on the new last block and save it with a new name. Then start at the next block and repeat the process. This approach will do the job in a couple of minutes and is real text-book stuff. Before I embark on it I wondered if anyone has a similar program ready made.

```
2 rem seq file splitter: run oct
1986 p 100
5 print"qqqqhave you been caught
with a sequential file which is
too long to";
```

```
6 print" load into your word pro-
cessor? this program will split it";
20 print" into smaller ones. it is
set up for 2 drives. for 1 drive
change ";
30 print"open 3,9,3 in line 130 to
3,8,3. it is slow and a bell rings
when";
40 print" job is completed."
50 print:print"10000 bytes = 41
blocks"
110 input"qfilename";n$:input"qsize
of new files (in bytes)";b$:
ck%=val(b$)
120 st%=64:n=49:open2,8,2,n$+",s,r"
130 aa$=chr$(n)+chr$(160)+n$:x=0:
q%=0:open3,9,3,aa$+",s,w"
140 get#2,a$:z=asc(a$+chr$(0)):
ifq%=1then160
150 ifz=44orz=59orz=58thena$=
chr$(34)+a$:q%=1
160 ifa$=chr$(13)goto210
170 ifstatusandst%thenprint#3,b$:
print#3:close3:close2:goto240
200 b$=b$+a$:goto140
210 x=x+1en(b$)
220 print#3,b$:ifx>ck%thenn=n+1:
print#3:close3:goto130
230 b$="":goto140
240 s=54272:pokes+24,15:pokes+1,110:
pokes+5,9:pokes+6,9:pokes+4,17:
pokes+4,16
250 goto240
```

-ooOoo-



PRINTSHOP

reviewed by Lindsay Vardy

The first practical program you buy for your computer may be a word processor. What marvellous things they are, you can cut and slice your text, move it around and even save it for another day.

Unless you intend to write only, you will need a printer to put your efforts on paper, and a choice must be made as to its graphic capabilities. You may have Geos or wish to use other graphic programs.

Here you can gain great practical advice from members of the Club.

The Print Shop program is a miniature desk-top publisher. With it you can print greeting cards, letterheads and signs, certificates, or title pages for school projects - the possibilities are only limited by your imagination.

All modes such as graphics, borders, and text styles are selected by simple menus. Children find it easy to use. Borders, graphics and headings may be placed on any number of pages, the pages then run through the printer again to add or mix text from a word processor; Fontmaster 64 will allow mixed fonts of high quality to be used.

Print Shop supplies 60 graphic designs, with 8 type styles in two sizes, nine borders and graphics in three different sizes. A graphic editor allows you to create, save or edit any graphic, lettering may be solid, outline or three-dimensional. Pages may be "tiled" with great effect, borders and graphics can be coloured with felt pens, or printed on coloured paper.

Another program, Print Shop Companion, is a supplement to Print Shop. With it come 12 more fonts, 50 new borders and 20 new graphics, a Font Editor, Border Editor, Tile Maker and a Calendar maker for Weekly and Monthly calendars; you may print birthdays and special events on your calendar. Creature Maker allows creation of more than 1000 creatures assembled from body parts supplied.

All these modes are accessible to the user to enable modification of the graphics supplied, or the creation of new ones.

Price for Print Shop around \$72, PS Companion \$50, check around for a better price. Although not cheap, the savings in greeting cards will greatly offset the cost. The programs may be borrowed from the Club to really appreciate their capability and check that they are compatible with your printer. Several word-processors are available for you to test with Print Shop as well.

-ooOoo-

EPYX FAST LOAD CARTRIDGE

reviewed by Lindsay Vardy

The original Epyx Fast Load cartridge had several bugs; these seem to have been corrected, except the three noted below. The cartridge only operates in 64 mode - the 128D switches to 64 mode when it is used.

The word FASTLOAD denotes enabling. Programs will load at about 5x speeds, SAVES are at normal speed. Holding down the Commodore key and pressing RUN/STOP will load the first program on disk; great for use with BB Menus. FAST LOAD will not copy protected disks. The cartridge is sometimes difficult to find in Brisbane, but available in Sydney.

FUNCTIONS are as follows:

Type \$ and press RETURN to get a DIRECTORY.

Type /filename to load Basic file, same as LOAD"FILENAME",8

Type %filename to load Machine Language file, same as LOAD"filename",8,1

Type <-filename to SAVE a Basic program, <- is the BACK ARROW key

Type 'command to send a command to the disk drive, SCRATCH a file with 'S:filename, same as OPEN 15,8,15,"command":CLOSE 15

Type > or ' plus RETURN to report an ERROR if the light is flashing

Type English Pound sign for the FIRST MENU which reads:

- A. DIRECTORY - gives a directory showing blocks used, filename and type. Also BLOCKS FREE.
- B. RETURN TO BASIC - returns to the BASIC prompt, not to the FASTLOAD message.
- C. COPY - allows COPY a file, COPY a whole disk, FORMAT a disk, or make a BAM copy.
- D. DISABLE FAST LOAD - disables Fast Load.
- E. EDIT DISKETTE - allows EDITing a sector on a disk.
- F. FILE UTILITY - allows COPY a file, DELETE a file, LOCK a file, UNLOCK a file, RENAME a file.

FAST LOAD also includes a powerful MONITOR which is entered by typing !
FAST LOAD allows the following:

- + add
- subtract

&	bit-wise AND
!	bit-wise OR
?	bit-wise EOR
(begin new expression
)	end expression
#	decimal number follows
'	use the ASCII value of the next character
"	use the ASCII value of the characters between the quotes
<start>G	JSR to <start>
<start> <end>H22 33{44 55{...}}	Hunt
<low> <high> <start> <end>I	Display immediates
<start>J	JMP to <start>
<start> {<end>}L	Disassemble
N	No operation
<offset> <low> <high> <start> <end>Q	Relocate
{<start>{<device>}}R <filename>	Read binary data
<start>S	Step
<start>T	Trace
<start2> <start> <end>V	Verify
<start> <end>{<device>}W<filename>	Write binary data
<low> <high> <start> <end>X	Display indirect,X
<low> <high> <start> <end>Y	Display indirect,y
<low> <high> <start> <end>'	Display all indirects
<low> <high> <start> <end>Z	Display references
<.,	Separators
<start> {<end>}*	Display memeory in hex
<start> {<end>}~	Display memory in ASCII
£{A{X{Y{P{SP}}}}	Display/change registers
%	JMP to basic
><command>	Disk command
\$	Display a directory
<val>=	Display the value of
(A= displays HEX, DECIMAL, BINARY and ASCII values of A)	
<start>:<arg1>{<arg2>...}	Change memory

BUGS NOTICE to users:

The verify prints one more than the right memory location.
 When a "BRK" occurs the address displayed is two after the BRK.
 The end address of a display memory command is always rounded up to the nearest multiple of 8.

Other information such as memory usage etc is supplied in the 11 page booklet.

-ooOoo-

C-64 MACHINE LANGUAGE - Part 9

by Will Erdmann

In my ninth article I am going to explain how the multitasking balloon program works. Below is the copy of the whole program, just in case something was misunderstood last time.

SETUP

```
1000 A9 93 LDA #$93
1002 20 D2 FF JSR $FFD2
1005 A2 00 LDX #$00
1007 BD 00 0F LDA $0F00,X
100A 9D 00 30 STA $3000,X
100D E8 INX
100E D0 F7 BNE $1007
1010 A9 C0 LDA #$C0
1012 8D F8 07 STA $07F8
1015 A9 8D LDA #$8D
1017 8D 00 D0 STA $D000
101A A9 A2 LDA #$A2
101C 8D 01 D0 STA $D001
101F A9 01 LDA #$01
1021 8D 15 D0 STA $D015
1024 8D 27 D0 STA $D027
1027 78 SEI
1028 A9 40 LDA #$40
102A 8D 14 03 STA $0314
102D A9 10 LDA #$10
102F 8D 15 03 STA $0315
1032 58 CLI
```

Lines 1033-103F is the unused part of the program. This area is filled by BRKs.

```
1040 EE 00 D0 INC $D000
1043 D0 08 BNE $104D
1045 AD 10 D0 LDA $D010
1048 49 01 EOR #$01
104A 8D 10 D0 STA $D010
104D 4C 31 EA JMP $EA31
1050 00 BRK
```

You should all know by now that when 1 is stored at location D027 sprite 0 the first sprite is coloured white but from lines 1027 onwards 2 new concepts have been introduced. The first is the use of location EA31 in the program. This location is part of Read

Only Memory from where the multi-tasking function of the C64 can be performed.

The second concept involves the clearing and setting of location D010. This is part of Random Access Memory where at the appropriate time what is held in D010 has to be changed so as to allow the horizontal movement of a sprite from one border of the screen to the other.

When writing a program for multi tasking the programmer has to decide at what point during the execution of the program is it best to allow the user the option to run another program. If, in the above example lines 1000 to 1027 can be referred to as the SETUP, I have placed the multitasking sequence to happen directly after the SETUP and before the horizontal sprite movement in lines 1040-104D occurs. In order that the hardware program at EA31 be accessed its pointers have to be changed (or SET). These pointers are located at 0314 and 0315. You will notice that from lines 1028 to 102F 40 is stored at location 0314 and 10 is stored at 0315. When numbers are used in a program in this way they are referring to a four digit line number whose digits are 1040. On the other hand if the numbers 15 and 10 were stored in locations 0314 and 0315 respectively then another part of the program would be referred to. Line number 1015.

Now consider the following explanations of lines 1027-1033 and line 1040-1050 in the light of what I have just said..

1. Lines 1027-102F set the pointers of multi-tasking hardware program at

EA31 with the address of line number 1040.

2. The multi-tasking hardware program at EA31 is cleared in line 1032 allowing the user the option of running, saving, loading or editing a second program in another area of memory while the first is still running.

3. Lines 1040-104D increment D000 sprite 0's horizontal position.

4. Branch not equal to zero to line 104D. Jump to EA31 and look at what is held in 0314 and 0315. As these are 40 and 10 then repeat program from line 1040 until what is held at D000 is equal to zero only then execute lines 1045 - 104A.

5. Lines 1045 - 104A facilitate the horizontal movement of the sprite from one end of the screen to the other by changing the value held in D010 from 0 to 1 and from 1 to 0 each time what is held in D000 is equal 0. This happens twice during the sprite's horizontal movement from one screen border to the other. The first time is when the sprite has gone about four fifths of the way across the screen. The second time occurs after the sprite has moved underneath the right hand border and before it moves underneath the left hand border and appears on the left hand side of the screen. This is achieved through the use of the EOR instruction that swaps the value held in D010 at the appropriate moment.

So that's how a sprite is moved from one end of the screen to the other and that is all I am going to say about sprites for a while. Now I am going to show you how to position characters on the screen. Below is a program which places five hearts on the screen and colours them red.

```
1000 A9 93     LDA #$93
1002 20 D2 FF  JSR FFD2
1005 A9 41     LDA #$41
1007 8D 00 04  STA $0400
100A 8D 27 04  STA $0427
100D 8D F3 05  STA $05F3
1010 8D C0 07  STA $07C0
1013 8D E7 07  STA $07E7
1016 A9 02     LDA #$02
1018 8D 00 D8  STA $D800
101B 8D 27 D8  STA $D827
101E 8D F3 D9  STA $D9F3
1021 8D C0 DB  STA $DBC0
1024 8D E7 DB  STA $DBE7
1027 20 E1 FF  JSR $FFE1
102A F0 DC     BEQ $1008
102C 4C 27 10  JMP $1027
102F 00       BRK
```

Here are some points you need to know in designing a program such as this -:

1. Lines 1000-1002 clear the screen.

2. The hexadecimal equivalent of 65 which is 41 is stored in locations 0400, 0427, 05F3, 07C0 and 07E7. When 41 is stored in these locations in the above manner a heart will appear in the top left and right hand corners of the screen. Three more will appear. One in the center of the screen and 2 more in the bottom left and right hand corners. Lines 1005 - 1013. I wrote the program in this way so as to illustrate that when a number is stored in locations from 0400 to 07E7 a character will appear on the screen. What that character will be depend on what number it is. A complete list of these numbers are given in many books that use BASIC. All that needs to be done is convert these ASCII Codes to hex. Your CCUG librarian should be able to lend you a book with this list in it.

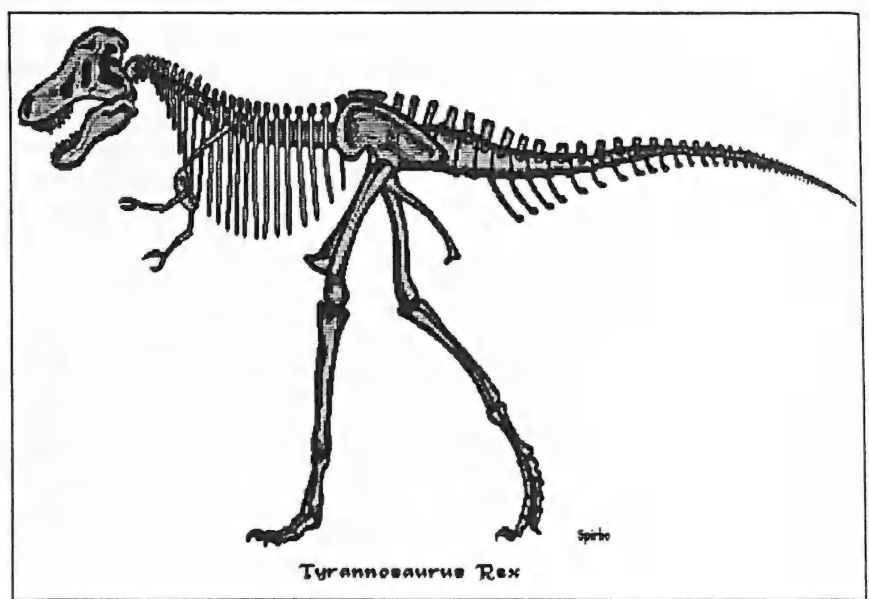
3. Lines 1016-1024 colour the characters red because 2 is stored in D800, D827, D9F3, DBC0 and DBE7 which are the correct areas of character colour memory. These numbers were calculated by adding 54272 to the decimal

equivalents of 0400, 0427,05F3,07C0 and 07E7. For example 0400 = 1024 in decimal so $54272 + 1024 = 55296 = D800$ in hex. By using your calculator you can follow this procedure to find out how the precise location in character colour memory was determined.
4. Lines 1027 - 102C program the RUN/STOP Key in the usual manner.

Well, that's all for now. If you have any difficulties with this program please write to:-

Will Erdmann,
Western Avenue,
MONTVILLE QLD 4560
Phone (074) 429 226 2pm - 8pm Mon,
Tues, Wed. 10am - 8pm Sat, Sun.

-ooOoo-



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A CHALLENGE

One reads and hears a lot about all those magnificent Graphics and Sound packages available for the Amiga - you know the sort of thing; Turbo Silver, MovieSetter, DPaint, Dr.T's Sequencer, Bars & Pipes, etc. etc.

Trouble is, the owners of that software never show us any results! My question is: 'do they buy this software just to tell their friends how powerful it is, or do they actually use it?'

Let's face it, if you cannot draw or paint with conventional art materials, you aren't likely to do much better with a computer graphics package, no matter how powerful it may be. The same goes for the non-musician who owns compositional software. They're just showing off, and /or wasting their money.

It was only the other day when I saw some animations done by our member Lindsay Whipp, using DPaint III. Now Lindsay is a professional animator who normally uses conventional art materials for his animations. Given the right sort of computer equipment, this is one guy who actually can use these types of programs, because he has the necessary professional skills.

To all those proud owners of these graphics and sound packages, I would like to issue the following challenge:

Show us all some of your work which you have created with your magnificent software. If unable to do so, sell it to our library!

Editor

THEFT

We have had several reports from our suburban sub-groups of software theft.

In most cases it concerns the disappearance of the group's Public Domain disks, but we've also heard of cases where members found that disks were missing when they came home.

Until the culprit(s) are caught we would advise all our members to bring only a minimum quantity of disks to the meetings and physically check their disk stocks before going home.

Sub-group coordinators are advised to institute a similar system of checking Public Domain disks in and out as is employed at our Rosalie meeting.

It is also stressed once more that suburban sub-group meetings are for members only! We would advise all our coordinators to have regular checks for membership cards. Ed.

STOLEN FISH

Last month, 3 Fish disks (356,357,358) disappeared from the Public Domain Fish Disk box that circulates between Cannon Hill and Sherwood Subgroups. Over the last year a dozen others have disappeared. I am not going to waste ink in moral invective; but clearly we must find a mechanism which prevents it happening. This circulating box is an important club resource, and it is very important that we find an Amiga user to take personal responsibility for its supervision at Cannon Hill. (Volunteers contact Don Friswell or Leigh Winsor).

Leigh Winsor

OCTOBER MEETING

We hope to have an Amiga 3000 at our October meeting. Not only will this give us a chance to see how good this model is, but it will also give us the opportunity to have a good look at Version 2.0 of the Amiga Operating System.

If we are unable to obtain the A3000 for this meeting we will arrange a demonstration of AMOS, a new Amiga computer language which is optimised for Games programming.

See you there!

OCTOBER WORKSHOP

The Amiga workshop which is held on Sunday 14th October at the Ithaca RSL hall, is our Learning Workshop, where members bring their software-hardware- and programming problems. We also have a HELP support group for newcomers.

CORRECTION

In last month's Bytes Column, Paul O'Brien's phone number was wrongly listed. Paul's number is 07 397 4102.

-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 NO:
Dave Apelt	Vector Graphics	366 4761
Ellen Appleby	Using Amigas in Education	369 4629
Bob Devries	OS9 Operating System	372 7816
Ralph De Vries	Printers - WordPerfect	300 3477
Robert Gooze	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.

DESKTOP PUBLISHING - PART 2

by Ralph De Vries

In this second article we shall first take another look at some of the materials and equipment required for desktop publishing.

One important item, which I overlooked in my previous article, is a word processor or text editor. Yes, you can enter text direct into a desktop publishing program, but it is both slow and tedious. It's much faster to write your text first in a word processor and then import it into the DTP program.

For example I am writing this article with WordPerfect and I can even do all the normal tricks of the trade such as **BOLD** text, *ITALICISED* text and UNDERLINING, and then import this article into PageStream (which recognises WordPerfect files), in the knowledge that these simple text enhancements will transfer successfully.

PageStream recognises WordPerfect, Scribble, ProWrite and Excellence files, but if you use another word processor the answer lies in saving your file as an ASCII text file (most word processors have this option), and then import this file into PageStream (other DTP programs allow for the importation of different word processor files). The other option, as I mentioned previously, is to use a text editor such as Ed, Micro-Emacs, CygnusEd, etc.

PageStream has a built-in spelling checker, but I found it very slow, hence I prefer to do my spell checking with WordPerfect's spell checker.

WordPerfect will also give me a word count, if required.

But back to printers. We will just go over the range of printers available, which are suitable for DTP. As the Amiga uses printers with a standard Centronics interface (as used by MS-DOS computers), there is a very wide range available and not only from Commodore dealers.

Competition in printers is very intense and prices have been falling steadily. I have seen 24 pin printers advertised from \$500 upwards. Buy the best printer you can afford. Speed of printing is not the sole criterium. Mechanical stability is equally, if not more, important for desktop publishing. Don't get talked into buying a printer of a brand you have never heard of. If in doubt, ask first. I'm always available for advice.

9 Pin Dot Matrix Printers; the lowest priced printers available, starting at about \$350. Questions to ask: "a) what are the standard features, b) is it supported by Preferences, c) what is the graphics output like?". Did you know, as an example, that Commodore's bottom-of-the-line printer, the MPS 1230 (made by Olivetti) is unable to print in Italics in 'normal' text mode? A good 9 pin printer should be able to use the EpsonX printer driver (the default standard), and offer graphics printing to a maximum dot density of 240 x 216 dots per inch.

24 Pin Printers are the preferred option if you can afford it. Make sure that they are either EpsonQ or NEC compatible - these are by now the default standard for 24 pin printers on the Amiga. Graphics output should be 180 x 180 d.p.i., or (even better) 360 x 360 d.p.i. There are lots of new models on

the market, and it pays to scout around.

Inkjet Printers. Not a very wide choice. There's the Epson SQ850/2550, which is totally compatible with the Epson Q 24 pin printer drivers. A lovely and fast printer which gives very consistent results (the inkjet output doesn't vary till the ink cartridge runs out). Price from about \$1700 upwards. The alternative is the H-P Deskjet Plus. This printer uses the HP Deskjet driver, which is on your 1.3 Workbench disk. List price is about \$2000 (but you can haggle, can't you?), and it has only one inbuilt font (extra font cartridges are available at a price). However its graphics printing capabilities (and hence its DTP capabilities) are the nearest thing to a 'real' laserjet printer. Very popular in the United States.

Laser printers come basically in two flavours; H-P compatible and PostScript lasers. The H-P compatible lasers use the H-P Laserjet driver, which means that for normal text, using a word processor, you can use one of these printers. However, there are some major snags, so we better cover them first. Every so often you will see some very cheap laser printers advertised, say round about \$2000. BE CAREFUL! Laser printers come with built-in memory. Standard is 512K or 1 Meg. This is NOT ENOUGH, if you want to print a page of graphics or do desktop publishing. 2 Megabyte is a minimum and more is better! The next thing you have to find out what 'engine' is driving the laser printer. Laser printers are really glorified photo copiers, and the majority use either a Canon- or a Ricoh engine. To run them, both need toner which comes in cartridges. However the Ricoh engine also requires every so often a cleaning cartridge which costs an additional

\$150! My advice is to buy only a laser which has a Canon engine. This will be found in the Canon (naturally!), Apple, Hewlett Packard and Star laser printers, amongst others. H-P compatible laser printers use the PCL printer language.

PostScript Lasers are the top of the tree, in terms of price and quality. Don't expect to get too much change out of \$8000. These employ the PostScript language (by Adobe) and are capable of the very best results. However there are definite signs that computer companies are getting fed up with Adobe's licensing monopoly, and they are looking for alternatives. One of these is the Compugraphic Font System, which is now incorporated in several DTP programs. It is also supported by several H-P compatible laser printers (our H-P Laserjet III has two inbuilt Compugraphic fonts), and Commodore is supposed to have signed a license for incorporating the Compugraphic font technology in a future upgrade of Workbench 2.0.

In the mean time several H-P compatible laser printers offer now optional PostScript compatible cartridges, but installing these, usually also requires that you install several more Megabytes of memory. In practice this means another \$3000 odd, so it's not a cheap exercise.

And what about colour printing and printers? Basically there are four options, most of them *not suitable* for DTP. At the bottom of the range is the Okimate, a thermal paper type printer, which is far too limited and too expensive for DTP. Dot matrix colour printers, be they 9- or 24 pin, use colour ribbons, which give a result of sorts, but are totally unsuitable for mass reproduction, as the colours lack den-

sity. Then we have several colour ink-jets which are capable of giving quite good results, but again not suitable for bulk reproduction. The only viable option is a PostScript Colour Laser (won the lottery lately?), or a conventional PostScript laser with colour separation capabilities - this is the preferred option. Two computer magazines use(d) this option. One is the (now defunct) Canadian magazine, *Amigo Times*, and the other one is *Info* magazine. As colour reproduction, done properly, requires professional equipment, we will leave this topic to the professionals.

Well, by now you should have seen our September newsletter which was the first one totally produced using DTP techniques. It has been an interesting and time consuming experience, to say the least! Like that fine Sunday when I decided to re-format my half finished newsletter in two column format... I worked steadily for some five hours at it, and then PageStream guru'd on me and, yes, you guessed it, I had not saved my files! Oh well, that'll teach you, Ralph. I am now very careful in doing frequent saves, just in case. As I go along I'm learning all the time. It is only with consistent use that you get to know all the tricks of a program like PageStream. I found that the manual has quite a few 'gaps' where the information was rather scanty to say the least. Still, another six months, and I should be alright!

Another aspect of the program is its fonts. There are lots of them, but the majority of them are downright ugly. I did test prints with some 15 different serif type fonts and settled for the Palatino font. All the sans-serif fonts supplied I consider unusable (particularly in sizes of less than 15 points), as their stroke thickness is not uniform.

We still get underlining problems with letters like p, g, y, j and q where the descenders go through the line - this is a sign of bad font design. *Italics* suffer from spacing problems. I shall have to try to rectify this with some of the kerning options. Let's hope that V.2.0 with the Compugraphic Fonts is not too far away.

I am still totally befuddled by PageStream's graphics importation routines. Why does a huge overscan hi-res picture import as a smaller graphic than a standard 640 x 512 hi-res picture?

The most interesting aspect is printing on the LaserJet III. If I set up a single A4 or A5 size page which contains a lot of different fonts and/or font sizes, as well as graphics, it can take up to 7 minutes to print a page. First PageStream takes about three and a half minutes to create the bit-map and then the LaserJet takes a similar amount of time to print it. However these times drop quite substantially when I print a file with some 20 A5 pages. This is done in about an hour, or a page every three minutes or so; hardly very speedy, but I can live with it (till a faster option comes along).

Well, there you have it. I am fairly certain that the appearance of Cursor will change during the next few months, as I get more experienced in the usage of both software and hardware, because at this stage I'm far from satisfied. By the same token, I would love to hear from any of our members who can come up with suggestions or *constructive* criticism to improve the appearance of Cursor; after all, it's *our* newsletter!

-ooOoo-

DEVCON ATLANTA

This year's annual meeting of the Amiga Developers in the USA took place in Atlanta, Georgia from the 27th - 30th June. These annual affairs are usually attended by some 400 Amiga soft- and hardware developers.

Although there wasn't a great deal that was totally new, there was a lot of talk about *standards* - a standard user interface, a standard file requester, a standard font requester, and standard ways of addressing almost any action on the Amiga. Commodore programmers have provided these standard features in the 2.0 system software, and it's hoped that most programmers will follow the rules...

A lot of conference time was devoted to networking. What with ARCNET cards, ETHERNET cards and TCP/IP cards in the works, programmers had a ball. One conference was devoted to the Standard Amiga Network Architecture (SANA); another sign of emerging standards.

It appears that Commodore in the USA is starting to make some headway with Amiga sales in the government arena. NASA has for quite some time now been a user of Amigas, and another federal government department has ordered at least three thousand A3000 computers. Networking is very important for this kind of user.

Most of the A3000 talks were devoted to discussing the new Zorro III bus structure. Although compatible with the Zorro II bus of the A2000, it's hoped that hardware developers will come up with some specific A3000 cards that will take advantage of the 32-bit bus standard.

Of course a fair bit of conference time was devoted to Version 2.0 of the operating system, such as the new Preferences options, the new icon library and icon editor and on ways to use and program AREXX.

It is now official - Commodore has signed a licensing agreement with the CompuGraphic Corporation and this means that will have scalable font technology on the Amiga, but not in the forthcoming release of V.2.0!

This will come in a future upgrade of V 2.0, so we will have to wait a bit longer for these beautiful screen- and printer fonts. In fact several sessions were devoted to both old and new font technology, as users of V 2.0 will be able to change fonts relatively easily, as they change to one of the many new screen size options; a Topaz 8 font would be rather too small for a 1280 x 400 pixel screen! The scalable font technology brings with it an additional series of problems to solve for programmers.

A great deal of excitement was generated by AmigaVision and the new CDTV (see last month's *Cursor* for a short description of the latter item). Apparently Commodore is planning to license the CDTV technology to other companies in the hope that an international standard will emerge. Another standard has been announced by Philips, Sony and others, the so-called CD-I (Compact Disk Interactive), but this is not ready for the market till some time in 1991. Will Commodore pull this one off? Present plans indicate an October release in the USA, with a (hoped for) range of 100 disks, covering information, education and entertainment software.

Amiga Vision was used by the majority of speakers at the conference to present their slides and other video materials. AmigaVision is now being bundled in the USA with sales of the A3000, A2000 and the A500P. AmigaBasic is still being supplied with the A500C. (And in case you are wondering, in the USA the 500P comes standard with 1 Megabyte of memory and the 500C is the standard 512K computer. As

AmigaVision requires a minimum of 1 Meg to run, this decision makes sense.)

Those who attended the conference went home with over 800 pages of notes, so they will have some bedtime reading for quite some time to come!

[From notes by Betty Clay in the July / August 1990 issue of the ICPUG newsletter.]

A1000 - ASSEMBLER - KICKSTART - BOOTROM

by David Campbell

If you're (still) an A1000 owner like me, you'll know that before you can put your workbench-type disk in, you must let the computer read the kickstart disk first. In 500's and 2000's, the kickstart disk isn't required because the operating system is already in ROM. I like having the operating system on disk because it is easily replaceable.

Since the A1000 requires a kickstart disk, it follows that there must be some extra ROM to tell it how to make the audible tweedle-doo (you 500/2000 owners don't get to hear this), and to load the kickstart disk into memory. And if you like exploring your system you might think "Where is that rom located in memory?"; well, you won't find it (normally) because it vanishes.

What happens is that when the boot-rom has finished reading the kickstart disk into memory, it writes the value \$1111 into location \$f80000 (where the boot-rom is located before it vanishes), and this tells the hardware that the boot-rom is no longer to be visible, and that the kickstart memory can no longer be written to.

The only way to make the boot-rom visible again is to execute the reset instruction (after which a reboot would normally be required - which makes the boot-rom vanish).

Temporary solution to execute the reset instruction and jump into the kickstart manually.

```
SECTION kickwrite, CODE
```

```
; Trap necessary to get CPU into supervisor mode  
; Sort of unethical, but it works...
```

```
; This reboots your Amiga, then you will have boot-rom  
; visible and kick enabled.
```

```
move.l #JumpKick, $80; trap #0 vector  
trap #0; jump to JumpKick
```

JumpKick

```
; do not change this - because memory gets reset by reset
move.l$fc0004,a0; get kick entry address
reset
jmp(a0); start kickstart
```

END

A more permanent solution to modify the kickstart so it executes a reset instruction before it does anything.

Get hold of DISKX or some sector editor, and edit a COPY of your kickstart disk. Read in sector 1 (track 0, head 0, sector 1) - you should see

```
000: 11 11 4E F9 00 FC 00 D2 00
                        ^
                        |
                        Change this D2 to D0
```

When you write the block, DO NOT fix the checksum.

Why do all this? -> you're changing the jmp address.

```
FC0002 4EF9 00FC00D2jmp$FC00D2
```

Take a look at this:

```
FC00D0 4E70reset
FC00D2 4FF9 00040000lea$40000,sp
```

It normally jumps into fc00d2, but the modification made it jump in to fc00d0, and do a reset instruction, making the boot-rom visible and the kickstart memory writable. Isn't it handy how the reset instruction is already there for us!!

Every time you press Ctrl-A-A, the bootrom is run, except that normally the kickstart checksum is correct. If the kickstart checksum is not correct, then it will ask you for the kickstart disk again.

If you plan to make modifications to kickstart in-memory, here is a program to fix the checksum, so the next time you press Ctrl-A-A, it won't ask you for the kickstart disk:

```
; Correct the KickStart checksum on your kickstart image in
; memory. Use SumKick to correct the disk checksum.

; Assumes the KickStart area is writable.
; if kickstart is protected.

; If you want to then copy this image to a kickstart disk then
; you will have to copy from $fc0000 to $ffffff to the kickstart
; disk starting at block 1.
```

; Flogged and modified from Benjamin Fuller's SumKick (Fish 179
; kickfont directory) -> thanks ReSource

```
base_addrreq$fc0000  
chksum_addrreqbase_addr+$3ffe8
```

```
SECTION SumMemKick, CODE
```

```
move.l#$fffa,d0  
leabase_addr,a0  
bsrDoSum  
move.l#chksum_addr+4,a0  
move.l d0,d2 ; first part of checksum  
moveq#5,d0  
bsrDoSum  
addq.l#1,d0  
add.l d0,d2 ; add in second part  
leachksum_addr,a0  
move.l d2,(a0)  
moveq#0,d0  
rts
```

```
DoSum
```

```
move.l d0,d1  
clr.l d0
```

```
NextLong
```

```
add.l(a0)+,d0  
bcc.sSkipAdd  
add.l#1,d0
```

```
SkipAdd
```

```
sub.l#1,d1  
bne.sNextLong  
not.l d0rts
```

```
END
```

I have been disassembling the bootrom with that BRILLIANT program called ReSource. There is 64k of ROM there, and only the first 8k of it is used, the rest is all nothing. It looks to me as if they left plenty of space for me to put whatever I like in there. The ROM chips are supposed to be replaceable by 27512 eproms (thanks Gerry), so I plan to re-rom my own version.

What I envisage is when I power up my Amiga, it will wait for me to press a mouse button. If I press the left one, it reads the kickstart from the SCSI drive, if I press the right, it reads it from the floppy. How about putting a decent debugger in there, replacing Debug0.

If anybody known exactly how to manually autoconfig a board, please let me know because before I can read the SCSI drive, the controller baud must be autoconfigured. (07) 277 1277. Thanks.

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Fish Disk 361

Brush_4D - Converts IFF images into Sculpt 4D object format. Works with any IFF image, including HAM & Extra Halfbrite. Convert brushes in full color, with optional wrap, to 3D shapes. Also includes optimization routine. Version 1.00, shareware, binary only. Author: Bruce Thomson

FileMaster - A file editor like NewZap or FedUp, which allows you to manipulate bytes of a file. You may also change the file size or execute a patch. Version 1.20, update to version on disk number 298, includes source in assembly. Author: Roger Fischlin

TextPaint - Version 0.97 of the Ansi editor. Several significant enhancements and bug fixes since the release of version 0.90 on disk number 346. Binary only. Author: Oliver Wagner

Turn - An interesting board game with the simplicity of checkers yet requiring the "move-lookahead" of a good chess player. Binary only. Author: Peter Handel

XColor-Lib - Link library with a full-fledged color requester along with several color functions like copy, spread, exchange, antique black & white, etc. to aid in creating your own custom color requestors. Contains several demos along with include files for C, AmigaBasic, DevPac Assembler and KickPascal. Author: Roger Fischlin

Fish Disk 362

ArchEdge - Intuition interface for several of the more popular archiving utilities such as ARC, ZOO, LHARC and PAK. Includes an "Auto-Pad" function that will automatically add some morsels for the modem. Version 1.5, includes assembly source. Author: Robert Lang

Fenster - A program which can operate on windows owned by another program, to close them, change their size, refresh gadgets, move the window to the background, etc. Version 2.2, update to v. 2.1 on disk 305.ly. By: Roger Fischlin

Imperium_Romanum - Strategic, "RISK" style game for up to four players. Based in the ancient times of Rome, Athens, Alexandria and Carthago. Binary only, shareware (\$10), with C source available from the author. Version 1.50E. Author: Roland Richter

KeyMenu - Allows fast, easy access to pull-down menus from the keyboard without having to

remember all the special amiga key sequences
Version 1.01, bin. only. Author: Rainer Salamon

MemRoutines - Some "plug-compatible" replacements for the Lattice C functions memcpy(), memcmp(), and memset(). Unlike the Lattice functions that deal with data one-byte at a time, these versions deal with longword chunks, which can improve performance of Amigas equipped with a 68020 or 68030. Includes source in assembly. Author: Robert Broughton

PUZZ - Very nice implementation of the sliding-block-puzzle concept. Good graphics and the ability to create your own puzzles using an IFF ILBM file and a text file. Inc. source and sample puzzles. Ver.n 1.0. Author: Martin Round

Rubik - Another 3D Rubik's cube solver independently authored from the version on disk #285. V. 1.0, incl.s source. Author: Martin Round

sMOVIE - A smooth scrolling text displayer, useful for creating video titles, slide show intros, etc. Includes source. Author: Martin Round

Fish Disk 363

BootBase - Another bootblock save/restore utility. Includes an auto-compare function. Includes source. Author: Steven Lagerweij

LabelPrint3.5 - A program that allows you to easily print labels for your disks. This is version 3.5, an update to version 3.0 from disk 277. Shareware, binary only (source available from author). Author: Andreas Krebs

MigaMind - A small WorkBench "Master-Mind" type game. Incl. source. Author: Ekke Verheul

PLW - Phone-Line-Watcher. For users of Hayes compatible modems. Monitors the serial port and records all incoming calls. Current version only allows remote user to receive a predetermined message, login, and leave a reply. Possible updates will allow them access to AmigaDos. Version 1.1, binary only. Author: Christian Fries

RandSam - Plays random soundsamples at random times, with random volume, random cycles, and a bit random period. It will definitely catch the attention of the unsuspecting Amiga user (particularly one that has the stereo turned up!) when a lion suddenly roars as they're typing away on their favorite word processor! User modifiable start-up configuration file. Incl. source. Author: Steven Lagerweij

SampleScanner - By-passes the Amiga Dos file system and scans a disk directly, block by block, for sound samples. Allows you to "hear" the disk as it is being scanned. If a sample is found, it can be saved to disk for editing, direct use, etc. Author: Steven Lagerweij

WO - An intuition-based address book that allows saving of data in normal or password-encoded form. Version 1.0, includes partial source, (password encoding routines not included). Author: Heinzelmann

Fish Disk 364

Aniptrs2 - Some more animated pointers to choose from to "liven" up your display environment. Binary only. Author: Bob McKain, pointer animation program by Tim Kemp

DPFFT - Update to version on disk number 324. Includes the ability to plot a Fast Fourier Transform (FFT) of the data, customized amplitude and phase spectrum, prewhitening capability, and a Welch window for spectral smoothing. Version 2.2, binary only. Author: A. A. Walma

Iconaholism - A selection of some very nice looking icons designed for an 8-color WorkBench. Includes script files to view the icons in their intended colors. Author: R.G. Tambash

MemLook - Similar to "MemFlick" on disk #206. For lack of a better explanation, it gives sort of a graphical view of your machine's entire memory area. Features memory gauge and controllable scrolling speed via the cursor keys. Version 1.1B, binary only, source available from author. Author: Thomas Jansen

SNAG_Pointers - Results of the Southern Nevada Amiga Groups (SNAG) first animated pointer contest. Authors: Various, pointer animation program by Tim Kemp

Fish Disk 365

Badger - Reminder program for your startup-sequence. Badger will open a window and display any important events that are 'due'. Badger will not bother you if there is nothing to report. Events are entered via menu and prompts. Binary only, shareware. Author: George Kerber

DmeAsm - A utility for those who use Matt Dillon's Dme editor and HighSoft's DevPac Assembler. DmeAsm is a CLI command file that takes your source code as a parameter and opens a window similar to the Assemble window inside Devpac (Genam2) and gives similar options.

If no parameter is supplied then the window will still open and you can supply your own. Version 1.1, includes source in assembly. Author: Nic Wilson & W Weber

EasyBackup - A CLI-based hard-disk backup/restore utility. Features incremental backups by archive bit status, by datestamp, or command-line query. Incremental backups can be appended to an existing backup set. Includes source. Author: Oliver Enseling

EasyMouse - Another threshold- mouse- accelerating, screen-to-back, window to-front, mouse-blanking, screen-blanking, auto-window activating, low-memory-warning, auto-window sizing, configuration-saveable clock! Version 1.0, includes source. Author: Oliver Enseling

TrackDos - A program that allows easy transfer of data between DOS, memory and track-disk.device. DOS means the data contained within a file, memory means the data contained anywhere within the memory map and track-disk.device means data stored on a disk not accessible with DOS (eg. bootblocks special loader disks etc.). The transfer of data between these three areas is not normally easy or convenient. TrackDos was written to overcome this. Binary only. Author: Nic Wilson

Password - A program which enhances your computers security by making it complicated enough that users without your password will get discouraged trying to boot and use your system. This should keep out most casual or non-technical users. Update to version on disk #243. V. 1.42p, binary only. Author: George Kerber

Udate - Udate is a replacement for the AmigaDOS date command, containing many options similar to the UNIX date command. Udate will allow you to set the date and time via prompts or directly from the command line, will display any part of the date or time using the options in any color desired, and will also make an automatic adjustment of your system clock for Daylight Savings Time so your computer will be one less clock you will ever have to set twice a year for DST. Update to version on disk #311, this version is slightly smaller and works correctly with the 68030. Version 1.14c, binary only. Author: George Kerber

View80 - Very impressive scrolling text file reader. Three scrolling modes and controllable via keyboard or mouse. Opens file requestor if no filename is given. Automatically configures screen size for PAL or NTSC machine. Sample operation in reading the document files. Version 1.1, includes source. Author: Federico Giannici

Fish Disk 366

3DTicTacToe - A three-dimensional "four-in-a-row" version of TicTacToe, human against computer. Version 1.2, binary only. Author: Ron Charlton

DosError - A small CLI utility that will return a slightly more verbose description of a DOS error code than that returned by the System. Can save a trip to the manual for vague or unfamiliar error codes. Version 2.0, includes source in assembly. Author: Robert Lang

IntuiFace - An intuition interface that handles the important functions of creating, inserting, extracting and listing files for three popular archiving utilities: ARC, ZOO and LHARC. Version 1.00, bin. only, shareware. Author: Matthias Zepf

LoanCalc - Entirely keyboard driven mortgage utility. Although similiar programs exist, this one is unique in that it is designed to track 'Open' mortgages that allow any size payment to be made at any time as well as providing an amortization table for fixed mortgages with monthly, semi-monthly, bi-weekly and weekly payment schedules. Version 1.2, binary only. Author: Robert Bromley

Makewords - "PhoneWord" takes a full or partial telephone number and attempts to create a word from the various "alphanedigit" combinations. "Unjumble" may useful in solving the Sunday morning newspaper "Scramble". Includes source. Author: Ron Charlton

MeMeter - A small utility for monitoring the Amiga's memory usage. Unique snapshot facility allows you to store the current numbers, launch a program, see how much memory it requires, end the program, and see if it returns all the memory. Version 2.1, binary only. Author: Gaylan Wallis

NDebt - Amusing, but saddening, this program opens a small window that displays a continuously updated tally of America's national debt, based on its historically phenomenal growth rate. Version 1.1, includes source. Author: Ron Charlton

PrintStudio - Very nice intuition-based general purpose print utility that prints text with a variety of options. Prints several graphic formats with yet more options. Print any part of a picture, print screens and windows, save screens and windows as IFF files, modify color palettes, change printing parameters and lots more! Version 1.2, binary only, shareware. Author: Andreas Krebs

Fish Disk 367

Enigmas - Nifty graphic simulation of the World War II German Enigma-Machine, a message encoding/decoding device that produced extremely difficult to crack cryptographic code. Binary only. Author: Gaylan Wallis

GwPrint - An intuition-based text file print utility. Offers a wide selection of adjustable features for controlling pagination, headers, trailers, margins, date and page-numbering and various print styles/sizes. Version 2.0, binary only, shareware. Author: Gaylan Wallis

HyperDialer - Database for names and addresses, full intuition interface. Dynamically allocated, with configurable script startup file. Iconifies to titlebar icon. Search, sort, insert, delete, full file requesters. Uses modem to control dialing of multiple phone numbers. Binary only, shareware, with source available from author. Author: David Plummer

SCM - Screen Color Modifier. A palette program that allows the changing/saving/loading of a screen's colors. Includes a separate loader program that can be used in batch files to set a screen's colors to predefined values after a program has been launched. Version 1.0, binary only. Author: Jean-Marc Nogier

SuperView - A shareware file-viewer that displays all types of IFF files with many features like: Workbench support, all display modes, auto overscan, color cycle (CRNG, CCRT), AmigaBasic ACBM files, first cell in and ANIM file, Type 5 animations and more. Written in assembly, pure code for residency under 1.3. Version 3.0, binary only. Author: David Grothe

Tricky - Another of Peter's innovative and addictive games. Sort of a "video-bowling" concept where the object is to wipe out groups of "computerized" symbols in such a fashion that the last item hit becomes the target for the next ball (with a few tricks of course!). Lots of levels and the usual level editor that accompanies most of Peter's games. Binary only. Author: Peter Handel

Fish Disk 368

Elements - Very nice interactive display of the the Periodic Table of Elements. This is version 2.0, an update to version 1.3a on disk 297. This version adds general row and column information, plus a test mode where the program asks specific questions about the selected element or row/column. Binary only, shareware. Author: Paul Thomas Miller

GraphicsPak - A set of functions for general graphics operations such as boxes/lines, blitting, and opening/closing the libraries. It is used by both of the PopMenu and ListWindow test programs. Includes source. Author: Paul Thomas Miller

Lila - A shareware utility that allows you to print listings or other text files on Postscript printers, with header, page numbers, and multicolumn pages. Can print in portrait or landscape orientation. Version 8912a, binary only. Author: Bertrand Gros

ListWindow - Gives simple initialization, handling, and freeing of Macintosh-like "list-windows." These are user-sizeable windows with a scrollable list of text strings, optionally sortable. The list can be scrolled with a scroll-bar, up and down arrows, arrow keys, or a SHIFT+key combination which searches for the first occurrence of the specified key. Source and a sample program included. Author: Paul Thomas Miller

NewEx - An assembly program to replace xicon, IconX and similar utilities. Unique in the fact that it uses a WorkBench "Tool" icon instead of a "Project" icon. This allows workbench startup of programs that could ordinarily only be started by the CLI. Version 1.1, includes assembly source. Author: Kjell Cederfeldt

PopMenu - A set of functions for the setting up, drawing, and handling of pop-up menus that are affixed to windows. Clicking on the menu box area will open up the full menu, with the list of menu items inside. Source and a sample program included. Author: Paul Thomas Miller

SuperMenu - An information display system you can use to quickly and easily display text files (and sections of text files) with the press of a button. Version 2.0, shareware, binary only. Author: Paul Thomas Miller

SysInfo - A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. Version 1.4, binary only. Author: Nic Wilson

Today - Amiga implementation of IBM PL/1 history program. Tells you important events and birthdays on current or specified day. Command line options include once-per-day setting for startup sequences. Version 0.91, binary only, shareware. Author: David Plummer, data files originally from an IBM VM/CMS version by Mike Butler

Fish Disk 369

AQData - Information to aid users in updating B. Lennart Olsson's Aquarium Version 1.12 database. Includes information on disks up to number 360. Author: Howard Hull

Flip - Another program in the long tradition of screen hacks. Run it and see what happens. Binary only. Author: Andreas Schildbach

Fortune - Randomly display a 'fortune' selected from a fortunes file (supplied), by text or voice. New version will work from the Workbench or CLI. Version 2.04g, update to version on disk #311, source included. Author: George Kerber

Spy - A program that tracks calls to AmigaDOS and Exec functions, reporting them to the screen, along with their calling parameters and the results. Version 1.0, includes source. Author: Federico Giannici

VAXterm - A VT220 terminal emulator that is close to the real VT220 terminal in both supported facilities and user interface. Designed primarily for connection to VAX/VMS, it should work with any host computer with VT220 terminal support. Supports file transferring for ASCII files by means of DCL commands. Version 2.4, includes source. Author: Tuomo Mickelsson

XprTransmit - XprTransmit is an Cli-based command that allows you to easily access to any Xpr Library without having to worry about call-back-function et cetera. It is able to access every "serial.device"-like exec-device. Only little documentation. Version 1.0, binary only. Author: Andreas Schildbach

Fish Disk 370

SKsh - A ksh-like shell for the Amiga. Some of its features include command substitution, shell functions with parameters, aliases, local variables, local functions, local aliases, powerful control structures and tests, emacs style line editing and history functions, I/O redirection, pipes, large variety of built-in commands, Unix style wildcards, Unix style filename conventions, filename completion, and coexistence with scripts from other shells. Very well documented. Version 1.5, an update to version 1.4 on disk 342. New features include user definable keymaps, an ARExx port, many new internal and external commands, selective disabling of wildcards, prepping of script files, bug fixes, and more. Author: Steve Koren

TBAG Disk of the Month #43

AmiGazer - (Game)
DiskStik - (Utility)
ATC - (Game)
Montana - (Game)
China_Challenge - (Game)
RM - (Utility)
Idle - (Utility)
SetFont - (Utility)
LhArcA - (Utility)
Vibrator - (Demo)
LVR - (Utility)

TBAG Disk of the Month #44

FlashDisk - (Utility)
Stymie - (Picture)
GShell - (Utility)
TrackSalve - (Utility)
Norman - (Picture)
VBHI - (Utility)
Requestor - (Utility)
Winter - (Demo)
Stepz - (Game)

WHERE IN THE WORLD IS CARMEN SANDIEGO?

A review for the electronically illiterate by one of their own...

by Donna and Robert Googe

This article was written in the most part by my wife, Donna. I have added some of the technical points toward the end of the article, basically to give the 'electronically literate' readers a few pertinent points on program operation.

This review is written by a computer-widow (??), who happens to be a teacher. Despite our school having two computer rooms, packed with almost 40 Sperry/CCS IBM compatibles, I have never taken a class to a "computer lesson". Now, before you throw your hands up in horror, there is a simple explanation - a lack in our school of software suitable for my subjects of History and Geography. However, this is not to be a complaint about school facilities, but a chance for computer-users to obtain another point-of-view.

SOME BENEFITS

Process or Reasoning Skills:

Students today are actively encouraged to reason through a problem, using knowledge they already have.

In 'WITWICS?', users are given a series of clues to reason through, in a bid to discover the thief's identity and hiding place. They are then given **immediate** feedback on the correctness of their choice(s) - invaluable assistance in the decision-making process. Players are also encouraged in their efforts, by visual and aural indicators. Users are made to use their "little grey cells", not just zap, blast and blam....

Content or General Knowledge Skills:

It is a sad fact that many students cannot find Australia on a world map, let alone "foreign" countries. 'WITWICS?' shows the user where cities are, in relation to each other, on a world map. This is much easier for some students to handle than to find a city in isolation from others.

Users are also given "cultural" information to aid their choice of destination. This gives them some idea as to the **nature** of the location.

SOME PROBLEMS

There is a "World Almanac" supplied with the program, but it is far too complex for younger users to comprehend. As well, to use it, and concentrate on the game, can spoil the pleasure of playing.

Some of the language may be difficult for students to understand. They may require an adult nearby to help them understand the language.

Some Uses:

Home: Parents of the world rejoice! Your kids will enjoy this game, and not even realise they are learning! This will benefit students from about Grade 5 upwards, whether or not they continue with Geography at high school. For those students who continue their geographical studies, it re-enforces their spatial knowledge; for non-Geography students, it can provide the spatial knowledge they may otherwise miss out on.

School:

- addition to process and content skills.
- use of an atlas, to extend the work done with the program.
- to use as a reward system for "good" work.

In conclusion, 'Where in the World is Carmen Sandiego?' is quite a good program, from both a player's and tutor's point-of-view.

THE GAME....THE GAME....THE GAME....THE GAME....

"WITWICS?" (Where in the World is Carmen Sandiego?) comes packaged in a cardboard box, which is a little flimsy and does not stand up to repeated handling well. Inside, you will find a single 3,5" disk, a manual plus addendum, a World Almanac and a warranty registration card.

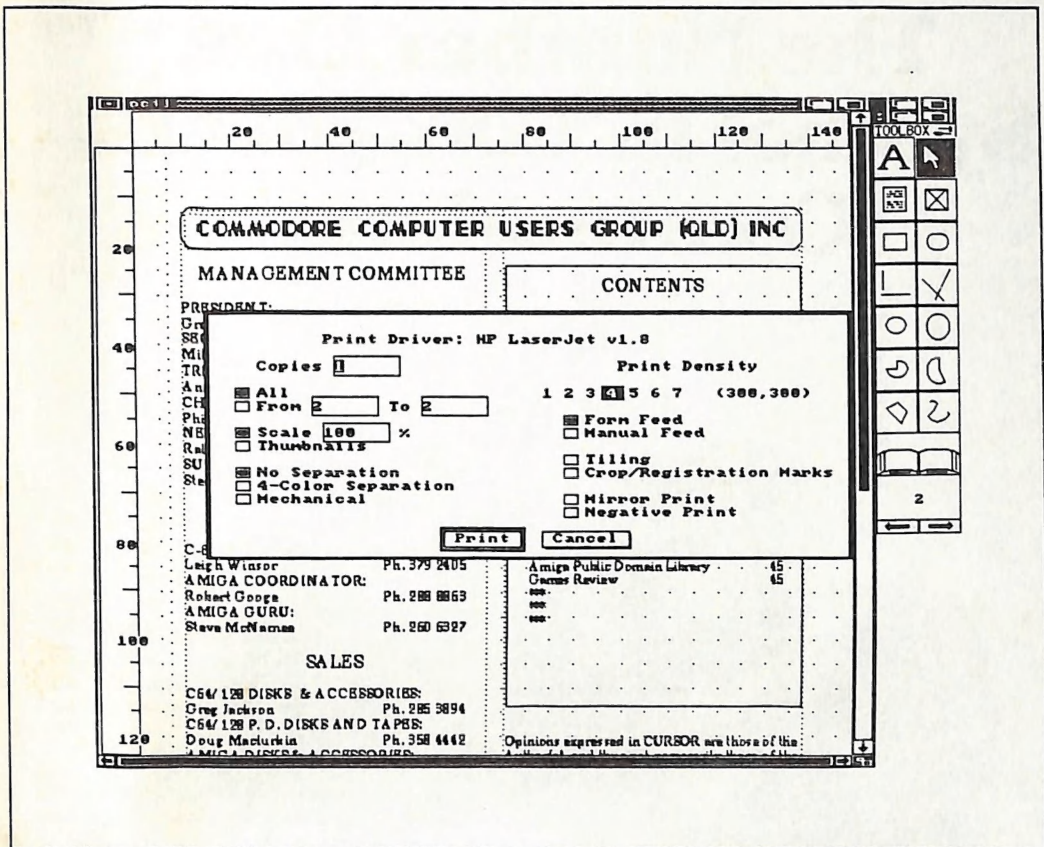
The loading of the program is quite straight forward from the original disk. The disk is copy protected, which prohibits a backup copy being made; even the best archive programs fail to replicate this disk! There is provision for installing the package on a hard disk, but each time the program is run, you need to insert the original disk. Registered users can send away for a backup copy for a minimal cost, but this is little comfort when the software company is in the United States and often cares little for users in other countries.

The program opens by requesting you enter your name as a new 'detective'. The game progresses through solving more and more difficult cases of international theft and espionage. The program is supposed to work on a 512k Amiga (although we did not test it); it does work well on a one Meg machine.

Requirements: Amiga 500/1000/2000
Min. 512k Memory (One Meg is desirable)

Cost:RRP \$79.00 (probably less if you shop around).

-ooOoo-



THE PENULTIMATE PAGE

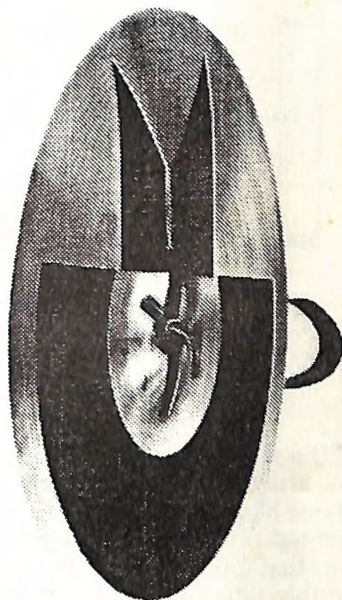
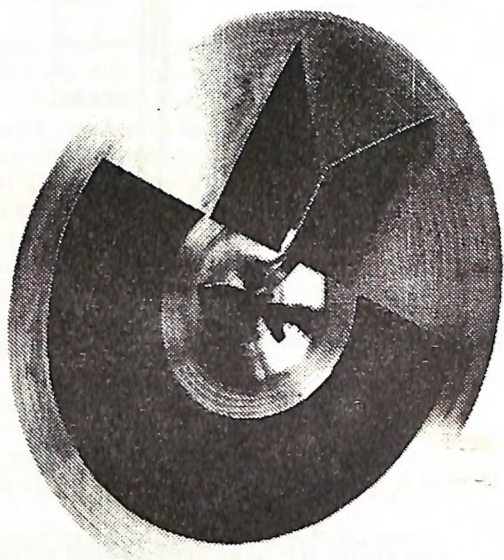
Well, there you are then..., you've put all the articles together and you are left with one blank page. As our newsletter is printed on sheets of A4 paper, this means that four A5 pages fit on a sheet of double sided A4. Hence I've always got to work in multiples of four.

On many an occasion I've had everything laid out neatly on the Thursday before the closing day, and then at the last minute some more articles arrive on the Friday, and you are back at square one! So what do you do? Well,

you either try to squeeze some articles up, or you remove an article and hold it over to next month, but I don't like doing that. So the alternative is to publish and be damned! Just make sure that you fill up the cracks!

My crack is filled up with a picture of the PageStream program with page 2 of our newsletter in place. To really appreciate what it looks like 'live', I'd suggest that you shake this page vigorously to emulate an Amiga in Hi-Res mode!
Ed.

The Number One Symbol in Computers. Commodore.



C= commodore
COMPUTER
Keeping up with you.
