# CURSOR

*Newsletter of the*
COMMODORE
COMPUTER
USERS
GROUP
QLD Inc.

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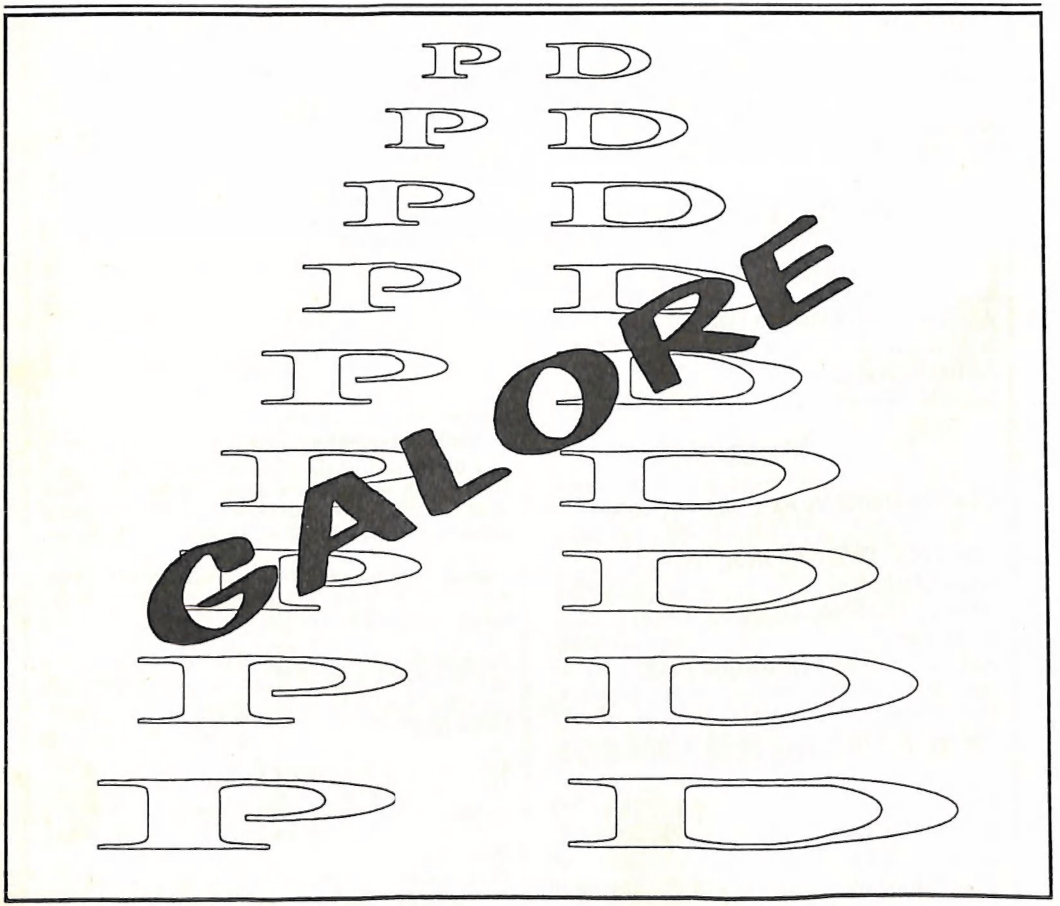


Our Next Main Meeting will take place on Tuesday, 2nd April 1991, at 8 pm (Libraries & Sales at 7 pm) at the Bardon Professional Development Centre

# COMMODORE COMPUTER USERS GROUP (QLD) INC

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PRESIDENT:
Greg Perry Ph. 366 3295
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Mike Williams Ph. 209 9084
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Andrew Hinz
CHIEF LIBRARIAN:
Phil Guerney Ph. 378 9756
NEWSLETTER EDITOR:
Ralph De Vries Ph. 300 3477
SUBGROUP LIAISON:
Steve Hovelroud Ph. 298 5128

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C-64/128 COORDINATOR:
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AMIGA GURU:
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Steve Hovelroud Ph. 298 5128

## B. B. S.: (07) 808 7694 & 808 8823

SYSOP:
Graeme Darroch Ph. 209 1999
ASSISTANT SYSOP :
Tom Yallowley Ph. 251 5845
ASSISTANT SYSOP:
Ron Lewis Ph. 341 3715

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Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.


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# MEETINGS

## MAIN MEETING

Our next Main Meeting is held on Tuesday 2nd of April 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 10th of March (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 288 8863 (a.h.).

## REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (Noon - 10pm) in the Cannon Hill State School.
Ph. Don Friswell - 343 1735 a.h.
KINGSTON: 2nd Saturday of the month (1pm - 12pm) in the Kingston High School.
Ph. Graeme Darroch - 209 1999 a.h.
PINE RIVERS: 1st Sunday of the month (1pm - 5pm) in the Strathpine State High School.
Ph. Barry Bean - 269 7390 a.h.
SHERWOOD: 2nd Friday of the month (7.30pm) in the Graceville State School.
Ph. Leigh Winsor - 379 2405 a.h. 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: $4.00 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: $15.00 per 10 (+ $2.00 P & P)
3,5" Disk Boxes (80 disks): $20.00 (+ $5.00 P & P)
3,5" Disk Labels (68x68mm) 4 sheets (= 48 labels): $1.00 (+ $2.00 P & P)
Amiga Dos Summary: $3.00 (+ $1.00 P & P)
Micro Switch Replacement Kit for Amiga Mouse $15.00 (+ $1.00 P & P)

## C64/128 SPECIFIC:

Public Domain Disks 5,25" Single Sided: $2.00 ea Double Sided: $3.00 ea (+ $2.00 P & P up to 5 Disks)
Public Domain Cassette Tapes (C-64): $2.00 ea (+ $1.00 P & P Per Order)
Catalogue Disk 5,25" for either P.D. or Lending Library: $2.00 ea (+ $2.00 P & P)
5,25" Blank Disks: $8.00 per 10 (+ $2.00 P & P)
1541 'Drive & Disks Testing' Disk: $2.00 (+ $2.00 P & P)
Public Domain Instruction Book (C64): $5.00 (+ $1.00 P & P)
Starting With Disk Drives : $2.00 (+ $1.00 P & P)
C-128 Memory Map: $2.00 (+ $1.00 P&P)
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)

## 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.)}

Please address PARCELS to:

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

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

## MEMBERSHIP FEES ETC.

JOINING FEE: $10.00
ANNUAL MEMBERSHIP FEES:
Ordinary Membership*: $25.00
Country /Associate Membership: $15.00
Pensioner Membership: $15.00
Family /Business Membership: $35.00.

(*Within the Brisbane 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:

Phil Guerney
29 Moorfields Street
FIG TREE POCKET QLD 4069

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 (MAY) Issue is:*
*FRIDAY 29th MARCH!*

Short articles (less than a page) and adverts for the BYTES column can be submitted in written or printed form, but we prefer to receive your articles on disk. Please use minimum 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, or 808 8823: CURSOR File Area).

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# CURSORY NOTES

## by Ralph De Vries

Here I am, three days before the deadline, and for once I'm stuck - hardly any articles for this issue and practically devoid of ideas for this page.

Now, I'm well aware that, if you get a 'dry spell' like this, you go over old material and re-hash it; after all that's what the professional computer press does all the time!

Anyway, I decided to have a look at my April Editorials for 1984, 1985 and 1986 and came to the conclusion that they weren't worth re-cycling, so that put paid to another good idea.

If you've read this issue of *Cursor* carefully, you will have noticed that both Greg Perry and I have decided not to stand for re-election this coming August. I cannot speak for Greg, but in my case the decision is primarily based on the fact that I'm going stale; it's time for some new blood.

I also find that my attitude towards computers has changed lately. At one stage I was perpetually amazed what those little boxes could do; all the way from the Pet to the Amiga. But now I look upon the computer as a tool; a very useful tool at that, but just a tool. If it does the job that I want it to do, great. If it does not, get one that will do the job.

In my case I am mainly interested in the printed word, so word processing, and to some extent desktop publishing, are my main interest. In addition I also have some use for spreadsheets and data bases, but that's about the sum total of my current interests.

However, within these narrow confines, I'm looking for the best possible solutions, and here it has to be admitted that other computer platforms offer better solutions than can be achieved on the Amiga. Please note I'm talking here about software and not hardware. The Amiga is potentially every bit as capable (if not more so) to provide these solutions as are MS-Dos and Macintosh computers, but the sad fact of life is that Amy is now usually perceived as a games computer or, in more enlightened circles, as a desktop video workstation, hence the limited supplies of high quality business-type software.

As I'm neither interested in games, nor in desktop video, I've (reluctantly) sold my Amiga, and will venture forth in that MS-Dos morass. I say that advisedly, because the MS-Dos world is total confusion - what between XT, AT, 386S, 386D and i486 machines, with and without Windows, DOS version 3 or 4 (and shortly version 5), and one starts to realise how deliciously simple the Amiga is! No wonder that most business houses buy an MS-DOS package with all their software requirements installed. If something goes wrong, they call technical support and fork out the cash.

The other reason that I've decided to switch is obsolescence. With the arrival of the A3000 it became clear that it's impossible to upgrade the A2000 to the level of the A3000 (it can be done, but it will probably cost as much as buying an A3000!). Rumours suggest that a future Amiga (A4000?) will be a fully fledged 32 bit computer (in short a faster computer with better graphics and sound), which means that even the 3000 will soon be old hat. By selling my A2000 I've lost approximately $2000. I cannot afford to lose that much every year, hence my decision to buy an MS-Dos clone which can be upgraded for at least a few years in the future.

Am I making a mistake? Some Amiga owners have told me that I'll be sorry, whereas some MS-Dos owners have told me that I'm doing the right thing. Perhaps I should save up for a Cray!

# OUR BBS - AN APOLOGY

## by Assistant Sysop Ron Lewis

Our new Bulletin Board has behaved less than great since we changed systems and it is felt that we should bring our member users up to date as to why they may have experienced problems.

As you know we changed to an Amiga Computer and Paragon software late last year. Although there were numerous reasons for this change, by far the predominant one, I believe, was to allow a second line to operate, thus doubling the capacity of the service. This was not possible under the old system, and if we were to cater for the greater demand this was the only viable alternative.

It is probably history now to say that the swap has been less than efficient, but it is important to realise that if Graeme Darroch, our sysop (BBS operator), can survive the Amiga BBS indoctrination (he's an MS-Dos man) then in time we will have one of the best BBS systems in Queensland, if not Australia. Certainly if the only criteria for the perfect system was the amount of time the sysop spends adjusting and repairing, then ours should be the best in the WORLD.

To let you into more detail as to why this changeover has taken so long, it must be realised that although Graeme was the King of all sysops on the old IBM clone previously used, but his experience with the Amiga was limited to accidentally touching one as he walked past a demonstration at Myers. Although Steve McNamee gave Graeme a crash course in Amigaization at the initial stage, it was thought by most that our early problems were attributable mainly to Graeme's newness of the system. We had little reason to doubt the software or hardware and have concentrated our efforts for correction on education and training. This line of action takes time and it was only lately that we've realised realised that perhaps the problems lie deeper than that and that, maybe, we have overlooked a hardware fault which causes our problems. Anyway regardless of the reason, the end result is a system that randomly crashes, disconnects you, or just goes damn slow and, unfortunately, until we can locate the trouble, this is the present state of affairs.

You can assist in the location of the BUG by recording the problem you have regardless of what it was and by leaving a message for me as to the symptoms you experience the next time you log on, i.e.:- *Crashed during Download 25/2/91.* I will then compile a dossier of symptoms and that may allow us a better chance of ending this ridiculous drama.

I'd also be interested in any suggestions or difficulties you may have using the software (I mean our BBS software, not your personal Comms program) as it is equally important that we don't make the system so efficient that NEW users find the experience of logging on a daunting one.

At the time of writing, we have the system only operating off the one line (line #1) while we check the mechanics on line two, but, by the time you read this, hopefully both lines will be operating perfectly. As the people who stuck with us will know, we are now running an updated version of Paragon, which appears to be a big improvement on the last. It is nice to know that the writers of this software take notice of your requests and we can now have access to the board whilst the BULK messages are being packed, a far cry from the old version which often left you wondering if the system was still alive.

To conclude, please accept our apologies for any inconvenience you may have experienced, and I would especially like to ask you to support our BBS service during this trying period, as it is only with a lot of feedback that the solution will be found. I cannot

but feel sorry for any new users who have purchased their modems recently and have met with a less than friendly welcome from our board. The drama I had in getting my license has been well documented, so if you are disillusioned about your purchase, or feel paranoid about its use, give me a ring and I'll put you back on the straight and narrow. Any of you who have delayed your modem purchase and are now patting yourself on the back for such a wise decision, forget it. Although you may have avoided a couple of rude disconnects, you sure have missed some fun. So if you're still thinking about a modem purchase, don't hesitate any longer; within weeks we'll be firing on all two (cylinders or phone lines), once again bringing you the latest and greatest in P.D. Software and communication with the masses.

I take this opportunity to publicly thank Graeme Darroch and his lovely wife for the enormous amount of time they spend rebooting and flicking switches to keep us BBS addicts satisfied. I know personally the amount of time Graeme must lately have spent on this task and can only say it's a good thing he started his family earlier in life, before he got involved with Bulletin Board Systems.

# BYTES

**STAR NX-10 Printer**, with a box of computer paper and some labels - $225, o.n.o.

**Amiga 1010 Disk Drive** (this drive has a pass-through port) - $150 o.n.o.

Contact Grant Robinson on (07) 359 4315 (a.h.)

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**Avtek Multi Modem** - $100.

**Amiga 1000, c/w Keyboard, Mouse, Joystick, 1080 Colour Monitor, 1060 SideCar, Software & Manuals.** - $1550.

Contact Glen Findlay on (07) 274 7154 (work) or (07) 398 8133 (home).

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**1084 Monitor**, in good condition - $275.

Contact Terry Steer on (07) 808 4666 (a.h.)

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PROTON MEMORY BOARD

One meg with clock, for Amiga 1000 - $250
Contact Mike Williams on (07) 209 9084 (a.h.)

*BYTES* are computer related adverts which are free to all financial members of the C.C.U.G.Q.

# LIBRARY NEWS
## by Phil Guerney

MAGAZINES

Our magazine collection has been a mess. Each month we pile up a mixed batch of rapidly deteriorating magazines onto a few tables and you have to sort through many old, and even duplicated, issues to find anything interesting. I resolved myself to do something about it sometime.

At the end of the February meeting, a few people helped me to sort all the magazines into order. I took all the pre-1990 magazines home and I have spent most of my evenings for the rest of the month working on them. This is what I have done.

1. All duplicates have been removed. Many old and infrequently borrowed magazines were duplicated, a few were in threes and, in the worst case, we had four issues of the November 1984 RUN (two had not been borrowed since 1987!). We actually only had duplicate subscriptions to a couple of once in-demand titles, the rest were donations. Now we will sell (cheaply) these duplicates back to whoever wants to keep a bit of computing history at home.

2. Issues have been grouped in, mostly, annual volumes and packed in a strong large plastic bag. The bags have been clearly labelled and one borrowing card is on the outside. Badly torn covers were fixed, but there was not time to mend everything. Future borrowers may like to help by repairing damaged issues in the bags they borrow.

The result is that we have reduced the borrowable number of 1989 and earlier "magazine" items from 818 to 56! You get mostly 12 consecutive issues as one item. And the magazines should stay in much better condition. I hope that the convenience of borrowing a pre-sorted consecutive batch of older magazines may mean that they are borrowed more often and we are left with less weight to lug back to the storeroom each month.

During the process, I often had cause to wonder why I was bothering to do the job, and even why the club bothered to spend members' money on a range of subscriptions. The answer to the first question was simply that I have always been a bit of a computer magazine nut and I still enjoy looking through older issues. It seems very few other people are like me. (Others have often told me this but I always thought it was them who were strange!) There were quite a few magazines that HAD NEVER BEEN BORROWED! This applied only to the weaker titles (mostly thin English magazines with not much substance like Commodore User), but the average magazine had only been borrowed 0-3 times each year. Many of the pre-1986 magazines had never been borrowed since 1987, and even those were only taken in my "Xmas" special bulk deals by those few members who took 50 or more home in December 1989 and 1990.

There is no doubt that the coverage on the use of the Commodore 64 in old magazines, since 1983 really, is as relevant now as it was then. Unlike the Amiga, the C64 has not changed at all. A machine bought today is programmed identically to the machines bought then. All hints and tutorials about BASIC, memory organisation and the use of sound and sprites is still correct. Most of the better application programs discussed are in our library and can be borrowed. Even the type-ins do not have to be typed in as most are on the collection of C64/128 "public domain" disks. What is more, the older magazines were better at explaining things than the glossy new ones full of software reviews. If you are interested in actually using your 8-bit machines, consider reading up on a batch of old Compute!'s, Compute! Gazette's or RUN's.

I suspect that one reason few members borrow older magazines is that they just do not know the titles and the typical contents of them. To remedy this, I am preparing a short summary about each title which will be published in Cursor and be available at the meetings.

A few points to finish with about the new magazine arrangements.

1. Magazines from the current issue to 6 or 12 months back will still be borrowable as single items. There will still be a limit of 2 of these per member until 8 pm to allow the new issues to be spread around a bit. After the meeting, you can borrow any number. There is no limit to the number of bags of older magazines you can borrow, except that you will need to be able to carry them!

2. Disks that go with specific issues will still be provided. They will not be in the bags (or else they will be stolen). Ask for them at the books/magazines borrowing desk.

3. There was a substantial scattering of missing issues. A few have been lost and reported by members, but most I suspect have just been stolen. It is never too late to bring back any club magazines you may have at home. The extent of missing issues is easy to see as they are marked on the card pockets. Donations of missing issues will be accepted. So will donations of earlier or later issues than in our collection of the classic titles. But no donations of issues we already have, thanks very much.

OTHER THINGS

I bought the third volume of the Addison-Wesley Amiga Technical Reference Series. This one covers Hardware and is the definitive guide to how to program the copper, blitter, sprites and interfacing.

Those who have borrowed the book Amiga Disk Drives In and Out (Abacus) and typed in any of the programs will not want to know that I have bought the disk that accompanies that book. Future borrowers will love it!

THE END OF THINGS

I announced to those present at the December 1990 meeting that I would not be continuing as Chief Librarian past the December 1991 meeting. That would make it three years as Librarian, and I have been helping out behind the library desk almost every meeting since late 1984. You will probably know by now that several of the "old guard" have decided to quit major club positions so I have joined them in not nominating for re-election at the AGM in August.

If there is going to be a library at all after August, someone must run it. It does not even matter if the Chief Librarian does not do much work themself, but only delegates it to separate Disk, Book and Magazine librarians. Indeed, that may be a good way to spread the load. We still need a chief librarian but no one has approached me yet by this date (late February). I will be canvassing a few people I think could be persuaded into this "hobby" but traditionally our Chief Librarians have not come from the ranks of regular library helpers (I was an exception). Therefore there may be someone out there who thinks that this may be an interesting way to contribute to the club which brings with it quite a few perks. You get to help decide what new software to buy and then try it out first. You read all the magazines first (usually before they even appear in the shops). You contribute to general decision making about the club along with all other members of the main committee. Please contact me if you would like to help either as Chief Librarian, or as a deputy.

Remember, the changeover must be made at the August meeting, or else there will only be a returns desk at the September meeting.

-ooOoo-

# MAGAZINES IN THE LIBRARY

**by Phil Guerney**

Most of the magazines in the library are hardly ever borrowed. Probably members just do not know what to expect to find in old issues, most of which are no longer published.

Please note the following three things:

- Many articles in old magazines are just as relevant today, especially for C64/128 users

- I have just spent a month of my spare time completely reorganising the magazines from a mess into less of a mess (see Library News)

- If you do not borrow them, we just have to lug them back into the store room at the end of the meeting which hurts library helpers' backs

If you don't borrow them, I might make it compulsory to take a bagful home with every two software programs! That will make our load lighter!

The following short descriptions are to help you pick out the bag of magazines that will interest you most.

MAGAZINES WITH 8-BIT EMPHASIS

*Compute!* I mention Compute! first because it was about the first "good" magazine to cover Commodore computers. I couldn't believe that at last such a useful magazine had appeared when I saw my first copy of it in a technical bookshop in Sydney on a visit in late 1983. It didn't appear in Qld newsagents for some time and many of us old timers invested in a subscription to Compute! from about then. It also had articles on Apple, Atari, Tandy and Texas Instruments home computers and some programs had listings in the BASIC dialect for each one. Nevertheless, the emphasis on Commodore C64 computers was strong. Amiga coverage started in earnest in 1986. Every issue contained tutorial articles, reviews, general computer interest articles and several type-in games or applications (NOTE: NEVER attempt to type in any of these programs before looking on our public domain disks first - they are often there). And they were so thick in those boom times for home computing; the December 1983 issue was 392 pages! I remember looking forward to the next issue coming and glad that my subscription meant that I did not have to join the throng at the club library desk trying to grab a recent issue to borrow. We had to ration them and take a double subscription to keep more people happy. OK, so you now know that I thought Compute! was great. All those C64 articles are just as useful now and many are classics worth getting if you really use your C64 for more than games. Some examples from 1985 were TURBOTAPE (if anyone must use a tape deck still then you MUST use this program to speed up tape loads to the speed of a 1541 disk drive - I used it for a year to put off buying a 1541!), TURBODISK (speeds up the 1541 like Cockroach cartridges etc.) and SPEEDSCRIPT (a good word processor, enhanced in later years with features like 80-column preview mode and a spelling checker). Last year, Compute! made a policy change to be IBM-only, so we let our subscription lapse. Now, it has been taken over by the Penthouse publishers and appears in one cover with the spinoffs Commodore Gazette and Amiga Format (see below).

*Compute!'s Gazette* first appeared in July 1983. It was the Commodore only version of Compute! It tended to carry less technical articles, more games reviews and beginners' hints. The flagship Compute! still carried the programming and other technical articles. This is probably the best series of magazines for newcomers to take home to catch up on how to get the most out of their C64.

*RUN* started in Jan 1984. It is the ONLY Commodore-specific 8-bit only magazine still being published. Recent issues have become a bit thin and it has gone bimonthly during the American summer when computers get used less over there. The old issues were around 200 pages and were a bit glossier and chatty then Compute!. Many good introductory articles and light-weight technical discussions.

*COMMODORE MAGAZINE* started in Jan 1987. Before then it was called *Commodore Power Play* every second month and *Commodore Microcomputers* in the alternate months. The former was more accented to games and home use while the latter was more technical and business use (but not much). The combined monthly system went until 1990 when the best columns were incorporated into RUN. These magazines were actually published by Commodore so they were not exactly critical (but very few American magazines are). The issues were strong on software reviews but in other respects contained the same mix of articles as RUN and the Gazette.

*Transactor* was the major technical magazine for 8-bit Commodores. By technical, we mean an emphasis on machine language programming, hardware interfacing, programming algorithms, programmers' utilities and so on. The magazine contained almost no advertising and we have disks containing all the listings so you will never have to type in anything. It died unfortunately in early 1989. Some issues were published in Australia by Paul Blair of Canberra. The C64 is a much less daunting machine than the Amiga technically and these Transactor issues are the best way to get stuck into mastering the C64.

*Commodore User* is an English magazine for which we have a two years worth starting with Vol 1 Issue 1 of Oct 1983. The usual mix of reviews, type-ins and discussion articles. The later issues became more games oriented, but plenty of better reading in these earlier ones.

*Commodore Computing International* is a larger format glossier English magazine than the previous two. Tries to cover everything, for instance the December 1987 issue had articles on machine language programming the C128 to use burst mode on the 1571 drive (definitely technical!) as well as a tutorial on using the filter in the VIC chip for C64 sound, five pages of discussions about adventure games (including a detailed series of hints and a map for Zork 1) as well as 25 program reviews and 9 type-in programs all in 186 pages. Not bad, especially as you get 14 issues with that particular bag. Sold?

MAGAZINES WITH 8-BIT EMPHASIS UNTIL 1988 OR SO, BUT NOW AMIGA EMPHASIS

*ZZAP!* is a pure and simple games review magazine from England. Still published, it is full of real reviews written by people who actually play the games, not just type out the cover blurb. Helps if you understand modern pommy teen-talk. We have 1987, 1988 and 1989 issues. Lots of Amiga games reviews in later issues.

*INFO* has always been the only Commodore specific magazine to be completely published using only Commodore equipment. Our issues only start with 1988 when they were well into using Amiga's. They were always good and have had a bit of a "club" magazine atmosphere about them. They never neglected games, and have given honest reviews, with the rest being news and reviews. Info never has technical articles. They decided to drop all coverage of 8-bit machines in 1990.

*Australian Commodore (& Amiga) Review.* The "& Amiga" bit started in 1988 but they are still trying to say something about the C64 each month. I think this local effort rates about 2 out of 10. The covers are always atrocious and, annoyingly for librarians, they never print the year of publication on the front! Editing and proof reading just do not seem to happen. Never try to type anything in unless you scan the follow-

ing issues to read about all the typos, or missed chunks, from the original article.

AMIGA ONLY MAGAZINES

*Amiga World* is probably the biggest seller of Amiga magazines. Glossy and still reasonably thick, it emphasises reviews and help/tutorial articles. The first issue, in 1985, was interesting as it contained a full page ad by Borland International claiming that Turbo Pascal would be available in first quarter 1986. I wonder why they changed their mind? Another full page ad was for the integrated office package Enable "Soon for the Amiga - Nov 1985". Not so soon. No technical articles in this magazine but they are spinning off a new title to be published 6 times each year with a disk to cover Amiga technical issues. Of course we will subscribe.

*Amazing Computing/Amiga* is a bit smaller, but slightly more serious and does cover programming. Games are reviewed of course, and there are the famous Roomers pages where you read first about all the things that might, or might not be happening for the Amiga.

*Amiga User International* is an English title. Mostly reviews with a few "heavier" pages on programming.

*Transactor for the Amiga* had only a short life in a vain attempt to find a market that would support a magazine with very few ads and heaps of technical information for programming and using the Amiga.

*Ahoy's Amiga User* from America lasted only 12 months from its first issue in May 1988. We only got three issues from our two-year subscription; never again will pay for two years in advance! Not much too it, but what is there is OK.

We are now subscribing to a few other Amiga-specific magazines. but they only date from 1990 so are still available as single issues in the Library. I'll add them to this list later, but its now past my bedtime and the editor wants this tomorrow. Goodnight.

-ooOoo-

# YOU WROTE...

Ever looked at some old copies of Cursor? I used to look at mine and think it was written on a converted Chinese typewriter. Sometimes a fly must have crawled over the page with inky feet, other times they must have watered down the ink.

Cursor is a credit to our Editor, recent articles only highlight the amount of time, effort and skill he puts into every issue. I've never met the man, but all those who work at the meetings or write a few words deserve due credit, it takes a bit of time and effort. For all would be Desktop Publishers, we see what the equipment would cost to produce Cursor as delivered.

Computes' Gazette copped it too. No doubt the greatest 8 bit publication ever. They were like a teacher to us, entirely devoted to Commodore, giving us all they could, and more. Programs had some mistakes which were usually corrected a couple of months later. I never could get that darned Speedscript Justified to work! Did you ever read "The Secret Life of Fred D'Ignazio"? Doreen Horne and others would know him.

Australian Commodore and Amiga Review are making a great effort on behalf of C64/-128 and Amiga. Support them.

And Doug Maclurkin, perhaps he's a fiery Scotsman? Described as "Hero of the 64, Defender of the 8 Bit Faith, and an Antique Knight." Surely a warrior can proclaim his allegiance and fight fiercely for his beliefs. He's not alone, read ACAR.

The controversy over the best computer is interesting. I think ALL Commodore computers are BEST. What a dream machine our C64 was, and still is, our C128D is even greater. If I were into professional graphics or music I'd have an Amiga. Commodore did a great disservice to computing by dropping the C128D, they should have dropped the C64. I think bottom left page 22 March Cursor sums it up well, the 128D fulfils all the normal requirements for the average user, simplicity of use, multitude of cheap programs, drawings, especially in Basic 8, word processing and spreadsheets leave nothing to be desired in 128 mode. If you have written a great tune or graphic tell us about it, even if you are trying to do something, tell us about it.

As for me, I write a few letters on my 128D. Fontmaster 128 is my favourite WP. Our Editor told me not to send FM files, so I tricked him by PUTting them to disk as SEQ files, he'll never know.

Also I keep a Database of SW and CB stations on Superbase 128 (ver 3.01 now). Once kept cost of living, price increases on MicroSwift Spreadsheet 128 but it became too depressing.

Mainly I play around, trying to find new uses for programs like SAM or trying old programs, or things to connect to my C64, too slow to play most games and too thick in the head to even master Basic 2.0 or 7.0, what would I do with an Amiga?

And a bucket of cold water. Computers are best at working with words or numbers. Desktop Publishing and Graphics are for professionals. Drawing dot by dot and going blind is not my cup of tea. Scanners and frame grabbers have opened up a whole new world, but we never hear what our Amiga members are doing with them.

Better buy a 35mm SLR camera and make a real slide show with ALL Nature's colours, or use a video camera, or make high contrast B&W prints and paste them into a document. Or take up painting, you might make some money instead of spending it, or be famous after your death and become very rich.

Let's hope the Club never loses that fresh joy and wonder ushered in by the C64, see if we can surpass ourselves this year.

Lindsay Vardy

—

Thanks for your kind words, Lindsay. However, let us not forget that, as far as appearance is concerned, the current look of our newsletter is due to superior hardware and software. Four or five years ago it would have been impossible to get that sort of results on a home computer. You may well argue that a 5 Meg Amiga with a hard disk drive and a laser printer is way beyond the means of ye average home computer owner, and of course you would be right.

However. looking back over 10 years of home computer ownership, I am fairly confident that items such as laser printers will be within the reach of the average computer owner within a few years. After all ten years ago floppy disk drives were beyond the means of most home computer owners. Now we see hard disk drives falling to the price of floppies.

I would like to coin a new phrase, specifically aimed at all computer owners: *"What you don't know or own, you won't miss."*, and let us leave it at that!

Editor

# 8 BIT COMPUTERS

REPORT OF DISCUSSION
of future directions for the 64/128 Demo group at February Main Meeting.

The February Demo Group of 64/128 users held a general discussion of future directions for the 64 section of the Group, and in particular sought to find a replacement for its retiring 64/128 coordinator. Greg Perry addressed the group with some general words of encouragement, and complimented the group on their non-frivolous commitment to their computer. As retiring coordinator, I said again that I would continue to support and encourage the 8 bit group to the best of my ability, but felt that the Group would benefit from a new coordinator more intimately involved in the day-to-day excitement and frustration of using their 64s. I expressed the view that whatever else a coordinator should have, he or she should have a fresh engagement with the general range of the software and the capabilities of the machine, whereas I was increasingly drawing on memories of what I was doing 2 or 3 years ago. A number of members expressed interest in the position, or assisting with coordination, or, at least in ensuring that the position was filled -in particular Cor Geels (263 2839), Mark Rowe (201 1402) and Bob Abila; but they felt unsure about clashing time commitments. The group expressed their views of what they would like to see at future demos, and how better to organise the group for the year. They asked me to incorporate their wishes together with my view on what best can be done, in a note for Cursor.

WHAT USE ARE USER GROUPS?

Participating in a computer user group (at least our own group is like this), is like having a map of the territory: it allows us, and especially the new user, through shared experience, and seeing ourselves reflected in others, to know about what there is to discover about our computers, and even perhaps to see some of the follies of our own computer behaviour. It is no small thing to provide an environment of security and solidarity where users can overcome the sometimes paralysing uncertainty they feel with their machine, and begin to do their own exploring. After the new personal computer user opens up his metaphoric black box - having , of course, been assured that a computer is in some vaguely magical way educational (it will help the kids, do the accounts, and get a handle on a disquieting Technology), they may instead find themselves instead enmeshed in a form of compulsive behaviour; paying tribute to a god endlessly greedy for time as it alienates people from their real lives. Such are the new Game Players we meet. These, along with the Hardware Trauma cases (I'm frightened to read the Manuals in case it all blows up again!) can manage to gain a semblance of balance with the aid of a computer user group.

Beyond its pre-packages uses, a computer is a tool of curiosity, whose uses expand with the type of background knowledge, real curiosity and attention to the world. The real problem is enable people to gain enough mastery of their computers to do their own exploring. User groups are not schools: we can't teach people or make them creative or inventive, but we do try to provide an environment in which they can teach themselves. The only means we have to do this is by harnessing the voluntarist interest and goodwill of individuals in ways that benefit their community of interest.

WHAT AN 8 BIT COORDINATOR DOES

A coordinator needs to do very little beyond communicate with other users: it is entirely

proper to waste as little energy with formal organisation as possible; but the coordinator should plan ahead, know who is doing what, put the group in touch with its best talent, or most enthusiastic members. If he has a point of view on what is worth doing, that may be a help too: if people are getting stuck because they haven't mastered the basics, the coordinator can attempt to have more attention is directed there. Beyond that, there is the Main Meeting Demo where the coordinator tries to ensure that the demonstrator has the necessary support and resources to do justice to his topic. But really, everything is open to any good ideas that can work with the 64 group.

WHAT IS TO BE DONE

In the past the 64 demos have mostly focused on major software and its uses, and the assumption behind this, was that the best use of the Demo session was to show the 64 performing successfully- to picture what could be done so that less experiences users had some standards or goals to aim at even if they yet have sufficient skills to put all the elements together. At that time there was a workshop, lively 64 subgroups, and even Commodore 64 classes at T.A.F.E. with links to the Club, to compliment the demos. In its changed situation, the group expressed a preference for projects that explore a topic in depth over an extended period of time in which users could encourage and stimulate each other as they were actively involved in learning as a group.

CONTINUITY

Cor Geels has volunteered to present the April Demo with Abracalc, a very simple spreadsheet, which is in the Public Domain. What might be useful for the new-look 64 Demo is to bring in more computers and provide a hands-on look at some of the things that can be done with spreadsheets and, in particular, the very friendly Microswift, which is championed by Doug Maclurkin. There are lots of matters beside finance and accounts where spreadsheets can find a use, and perhaps this could be a focus for a continuing interest group.

As an example of the sort of effect that group projects for the 64 might generate, I'll mention the question asked ,with serious intent, by Mark Rowe at the February demo : could the 64 be made to work with Thai script? I've got no idea. But if we take the problem and consider it in stages we can see how computer skills have extended and unpredicted uses. Many of us know word processors (such as TWS, or Word Writer 4) which allow custom fonts on screen and unlimited macros to re-program the keyboard. So we would need to find an appropriate font editor. There are Public Domain utilities such as the Commodore Character Editor of Ultrafont, and heaps of others, some commercial. Next we might need to read up on how characters are stored; and there are comprehensive books like Raeto West. Next stage requires getting the characters printed, and involves knowing about printers, interfaces print buffers and so on...What if it doesn't work? Could the Desk Top programs work? Are there enough characters available in the fonts? What font editor should one use?, and so on. The point is that one only has an idea of whether a project will work as one becomes familiar with lots of diverse tools, and draws on bits of knowledge that otherwise seem mere odds and ends. And even if the project bogs down in futility, one has learned a lot along the way.

SUMMARY

In summary, the demo group desires to be more like a workshop with more computers brought in, more small demos, shared projects, continuity, more focus on public domain, utilities and their use. But if any of it is to work the 64/128 must learn to operate more like a working group than a polite but passive audience.

Finally, I ask your pardon for chattering on,

thank the many people who have contributed to the demos, acknowledge the 64 as a great comic adventure, teeming with eccentric characters with whom one encountered many unexpected and surprising things ... The next screen rolls up, a new coordinator appears, and the adventure continues?...

Leigh Winsor

PUBLIC DOMAIN NEWS

There are now Catalogue Disks available for both Public Domain and Lending Library material. Cost is $2.00 per disk.

Public Domain Disks will now be made available in both Single Sided format ($2.00), as well as Double Sided format ($3.00). The latter, of course, hold twice as much material.

If you desire to pick up some disks at our Bardon Meeting, ring Doug Maclurkin on 350 4034, so that he can prepare the disks for you.

Elsewhere you'll find a substantial listing of newly arrived P.D. disks.

## *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: |
|---|---|---|
| Terry Baade | Contact for M'borough/Hervey Bay Members | (071) 215 059 |
| Eddie Brook | Amateur Radio Fax & Weather Programs | 349 4394 |
| Kerry De Baar | Basic, Assembly Language | 379 5617 |
| Cor Geels | SuperScript, WriteStuff, PaperClip, GEOS | 263 2839 |
| Cor Geels | C-64 Newcomers, Printers & Interfacing | 263 2839 |
| Doreen Horne | Programming Problems & Disk Corruption | 398 7441 |
| Matthew James | Basic, Logo, GEOS, WriteStuff, Games Tips | 300 5443 |
| Ivor Laggan | GEOS | 273 4212 |
| Doug MacLurkin | MicroSwift Spreadsheet, Basic | 350 4034 |
| Vic Mobbs | Contact for Sunshine Coast Members | (071) 941 330 |
| Vic Mobbs | SuperScript/Base 64/128, 1581 Disk Drives | (071) 941 330 |
| George Nelson | EasyScript, HAM Radio | 848 2456 |
| Angus Norrie | Simon's Basic | 371 2945 |
| Craig Rawlins | Pascal, C, Machine Language, Modula-2 | 379 8957 |
| Ron Rich | H'ware Interfacing for Amat. Radio Prgms | 355 2623 |
| 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!

# USING YOUR C-64 MONITOR AS A TV

**by Denis Wright**

The Christmas holidays have a lot to answer for. As soon as they start, there's trouble in the Wright household. Alice adores the cricket, and would remain glued happily to the set all day (and half the night) when a match is on. Sylvia detests the game as sincerely as Alice loves it, and wants to watch a video or some other junk usually served up in the off-ratings period. We have but one colour TV in our underprivileged household. Are you starting to understand the dimensions of the problem? I thought so....

Well, there is a solution, or at least, there was in our house. It just might work for you too, if you haven't already thought of it.

I noticed in Phil's survey of Commodore gear that a fair percentage of users bought a colour monitor when they got their system. You may find it useful to know that it is a very simple matter to connect your computer monitor to your video, and use it as a hi-res monitor, either to watch TV on one channel while someone else watches the regular TV on another channel, or to view a video while the TV is on. Here's how:

I assume that your TV aerial is connected to your video, and the signal from the video then goes on to your TV - that's how it usually works, anyway. What you need is a set of connectors, usually sold as a kit by electronics stores or disposals stores, that can be used to dub from video to video. You should be able to buy them for round $10-$15. Alternatively, you need the bits to be able to connect the audio and video outputs on the back of your video set to the audio and video inputs on the front of your monitor. The base line is that you need a dual cable just like most of the ones you get for attaching a CD to a stereo - very similar to the triple cable that came with your computer and attaches to the back of the monitor when you are using the computer - only dual, not triple. With male connectors at both ends.

Right. Unplug the triple cable from the back of your monitor, and connect the AUDIO OUT on the video to the AUDIO IN on the front of the monitor. Likewise for VIDEO out and in. [VERY IMPORTANT - there's a switch on the back of your monitor which you must turn over for the front inputs to work. Look at the back of your monitor - it's self-explanatory.]

Set your video to the position where the TV works on its own, and not from the signal direct from the video - in effect, as if you were going to record on one channel while watching another. The picture you will see on your monitor is whatever channel the video is on (or if you are watching a video, it will appear on the monitor).

Thus it is possible using the monitor, the TV and the video recorder, to operate two channels at once from one aerial (or a channel and a video). And if you direct the AUDIO output to your stereo rather than to the monitor, you can use headphones (or get wonderfully improved sound quality) through your amplifier - only through one ear or speaker, though, unless you adapt it to go through both.

So, that's the way I solved that problem. The only other one is - once it is all set up, Alice asks, "Hey Dad! Can you put the monitor back on the computer so I can play *Puzzle Panic*? AAAAARGH!!!

-ooOoo-

# USING THE 1581

**by Vic Mobbs**

After a short spell of owning a C-64, I bought a C-128, because I wanted to use my computer for word processing, spreadsheets, and the Superbase database program.

The problem with using a 1541 drive in conjunction with Superbase, meant that I ended up with the program and data files spread out over 10 disks. In time this grew to 20 disks. Changing over to two 1571 drives solved the problem of space on the disk, but not the number of disks involved.

As my *Dairyfarm Management* package of programs grew and grew, the space on the disks got less and less, until, finally, with a database of a thousand cows, I had run out of disk space. This meant a lot of re-arranging of existing datafiles on disk.

At that time an MS-DOS XT computer with hard drive seemed the way to go, but, to fork out an additional $2000 or so, seemed a lot of money. Then I read the reviews of the 1581 drive; it seemed to me that this drive would go a long way in giving me the storage space I needed at minimum cost. However Commodore in Australia decided not to import this drive, hence they were hard to come by. Eventually I obtained a new 1581 drive in Sydney for $400.

From that point on, my computing life has been made easier and easier. No more do I have to worry about the bugs in the 1571, no more hassles with *Disk Full* error messages. Indeed, there is so much space on the disks that I find that I am able to fit the entire program on one disk, if I wanted to. As things are, I find it more convenient to keep the various data files on separate disks.

From time to time I get together with another dairy farmer and cattleman who uses my program and has bought his own 1581 drive. We hook both our 1581 drives up to do any utility work, which results in extremely fast disk copying - with lights flashing on and off, the whole process is accomplished at lightning speed.

Because each disk will store up to 300 filenames, you might think that finding the file you want would be a tedious business. Not so. I'm using the *1581 Alphabetiser*, a program from Compute's Gazette - this gives me a very efficient listing of all files on disk. In fact, I've since acquired an MS-DOS computer, and I'm thinking of organising my hard disk in a similar way, eliminating the need to fiddle with sub-directories, etc.

To anyone who has a need for an inexpensive computer and drive, and requires a large file capacity, I would recommend the C128/1581 combination. The only disadvantage in owning a 1581 is the lack of good programs for this particular drive, however both Superbase and Superscript do support the 1581 (I'm listed in the *Help* Column for support with this combination).

P.S. - If any of my readers has a spare 1581 drive sitting in a cupboard, let me know - I can use it!

-ooOoo-

# PUBLIC DOMAIN LIBRARY - C64 & C128

## Compiled by Doreen Horne

The public domain disks ordered from the Independent Commodore Products Users Group in England have now been received and details of the programs they contain are below.

Disks for the C64 are numbered from 100 - 111 and those for the C128 from 112 - 158. C128 users will note that a few of the programs appearing on the GENERAL disks are also on other disks. ICPUG's system is to collect programs on the GENERAL disks and when they have a fair amount, they are then transferred to their applicable category disks and the GENERAL disks thus 'cleared' are removed from the catalogue.

All these disks can be purchased by mail as indicated in CURSOR or may be purchased from Doug Maclurkin at a Bardon main meeting, provided the disks are ordered from him by telephone in advance. Should the owners of C64s prefer to do their own copying, please contact Rod Watson, coordinator of the Windsor sub-group.

FOR THE C-64:

PUB. DOMAIN DISK #100 - ICPUG ADVENTURE 1

ADVENTURE 64 - Jim Butterfield's version of one of the first adventure games written - originally for a mainframe
BLOODY ADVENT - your task is to seek and defeat the evil Sir Sly Eclair - beware of the WAIT curse
THE GOLD ICON - marooned on an island, your quest is to find a hidden gold icon.
KREEN 2 - you are a mighty warrior of a tribe of humans in a world decimated by a nuclear holocaust in ages past.

PUBLIC DOMAIN DISK #101 - ICPUG EDUCATION 3

ASIAN CAPITALS - geographical quiz program
UK.GEOGRAPHY-64 - geographical quiz program
EUROPE - geographical quiz program
WORLD QUIZ - geographical quiz program
WEATHER MAN - conversion program for temperature etc.
TYPING TUTOR - - just that
WORD FLASH - word memory tutor
A OR AN - which one should you use
SPEED READ.C - will test your reading speed and comprehension
READER-64 - as SPEED READ but from Commodore Education series
REMEMBER-64 - can you remember what you saw
RHYME-64 - match words by rhyming
MUSIC LESSON.C - learn to read music notation
MAZIN MOUSE.C - learn to read compass points and estimate distance - fun!
ORG.CHEMISTRY - design a character set for use as organic chemistry symbols. Run the program then use the keys in the 'keyboard layout'.
COCO - learn how a computer works, thinks and programs.

PUBLIC DOMAIN DISK #102 - ICPUG GAMES 7

CARPET SOLITAIRE - the game
CHOPPER FLIGHT - collect the gems
ENGLISH DARTS - no skill,just luck
FISHERMAN - fend off the sharks with an unusual bit of equipments
GALAXIAN - space invaders type game
HOME RUN DERBY - baseball
JEWEL QUEST - platform game for jewel hunters
JOGGERS - no strain on the legs
KASINO POKER - poker
KRAKOUT - great P.D. version of a great game
METEOR STRIKE - shoot'em up space game
PETALS-ROSE - game of deduction
TWISTER - a P.D. implementation of TETRAS with an instruction file on the disk

PUBLIC DOMAIN DISK #103 - ICPUG GAMES 9

3DCITY - a demo in 3D graphics of a run around city streets.
ATTACKCOPTER - a shoot'em down
BUBBLEZ - another, this one with bubbles
MOON RAIDER - and this one in the dark
ODIN - and this one shoots'em up
PHASER - guide spaceship through underground cavern
PINK PANTHER - slide the puzzle pieces to make the pictures - music
ROCKET LAUNCH - strategy war game
TANKER RESCUE - save men from burning oil rig
THE BLACK HOLE - help Snoopy save Woodstock
TORPEDO STRIKE - shoot ships from your submarine
OUTER LIMITS - revolving graphics design with 'Outer Limits' music

PUBLIC DOMAIN DISK #104 - ICPUG GAMES 10

BREAKER - BREAKOUT type game
BRISK - card game with instructions
CHESS - with 5 skill levels. Play against the computer or watch it play against itself
CREEPS - space invaders type game with some good graphics and music
FOOTBALL ACTION - American football
IKARI WARRIOR 2 - P.D. version of IKARI WARRIOR
LUCK MACHINE - gamble with a fruit machine
SPIKE - fill squares in grid whilstavoiding spikes
THREE CARD BRAG - play cards and gamble with the C64
XXXXXXXX - more space invaders

PUBLIC DOMAIN DISK #105 - ICPUG MUSIC 4

DEVIATION - maths.graphics to music.
FINAL SYNTH S.I - play a variety of tunes or sound effects
HAMMER & JARRE - music of Jan Hammer & J.M.Jarre with an onscreen cassette player, which has FWD/REW/PLAY/STOP controls.
KAL-MARCH.J - kaleidoscope patterns set to marching music.
RAM-BOW.J - a programmer's lament set to OVER THE RAINBOW. The syntax error in line 6200 may be deliberate but it is easily fixed to complete the song. Good for a laugh.
REAL FANTASY - also known as SWINTH and is on other P.D. disks. A very good math.graphics demo.set to music.

SIDPIC V3.4 & SIDPIC.DOCS V3 - update of SIDPIC on P.D.#67. with Earth Adventure and Star Trek music and pictures.

PUBLIC DOMAIN DISK #106 - ICPUG MUSIC 9

SIDPIC V3.4 & SIDPIC.DOCS V3 - same version of the SIDPIC program as on #105. On this disk are 39 different tunes, mostly country or pop music with either an on screen sidplayer, words for a sing-a-long or a picture. The picture 'the trees' is an outstanding example of quality art possible on the C64.

PUBLIC DOMAIN DISK #107 - ICPUG GRAPHICS 2

COLPIXSHOW - loader for COLPIXMOVE which produces a HIRES screen show with seven different picture files.
G-TOOLKIT 2.0 - graphics toolkit with commands to be used in direct or program mode. This program is on our P.D. disk #71 without the demo file, which gives some indication of how the commands can be used.
G-TOOLKIT DEMO - demo for above
HI-RES LOADER - loads HI-RES DESIGNER - a high res. screen designing program with a help screen
SPRITE EDITOR loads SPRITE EDITOR 2 - extensive routine for sprite manipulation. The instructions in the sequential files were compiled using SUPERSCRIPT but may be read using any sequential file reader.

PUBLIC DOMAIN DISK #108 - ICPUG SPECIALIST 1

CROSSWORDC V2 - CROSSWORD COMPANION - an aid to crossword solving with files containing 18,000 words. Also has option to design your own crossword
INSTRUCTIONS - indepth instructions for the program

PUBLIC DOMAIN DISK #109 - ICPUG UTILITIES 7

CHANGE NAME/ID - change disk name and ID.
DIRECTORY 64 - organize your disk directoriesDISK DOC.64.V4 - updated version
DISK DOC.DELUXE - deluxe version
DISK DOCTOR DOC - extensive documentation file
DISK UNASSEMBLER - disassemble machine code program in usual mnemonics to either screen or printer
DISC-WIZARD II & DISC-WIZARD.DOC - an allround disk housekeeper with some interesting options, e.g. place markers in directory to show which files relate to the same program or write messages in the directory.
FAST FORMAT - fast disk format
NON-COM SCREEN D - non-Commodore printer screen dump - loads +GDUMP+MOVE
SEQ READER 3.1 - seq.file reader
SERIAL FORMATTER - format disks, add fast loader or both. Can format disks in succession with consecutive ID's
UNSCRATCH - unscratch a file
YEL PAGES.64.V2.1 - rearrange disk directory to suit your requirements

PUBLIC DOMAIN DISK #110 - ICPUG UTILITIES 17

EASY.SEQ.READ - read sequential files and dump them to your printer
C/RUN ME FIRST - loads the documentary files for PEEK A BYTE
PEEK A BYTE - disk and memory utility with many uses. Amongst others, read or write data to any sector on disk, edit disk, read the 64's memory and change or disassemble it. Read drive memory.
BOOT.DEMO - loads a demo which provides some examples of PEEK A BYTE's capabilities
PAB.128.DEMO.3 - demo for 128 users
LYNX17 & LYNX17.DOCS - compacter and decompacter for the C64. Condense multi-file programs into one file.

PUBLIC DOMAIN DISK #111 - ICPUG UTILITIES 18

FILE MOVER SB - will move any file to first place on disk
FILETYPE CHANGER - change file type - s,p,u,r,d
PRE-ORGANIZER - formats disk and prepares relative files for ORGANIZER V2.5.
ORGANIZER V2.5 - a database for your disk collection
DTS 64 - directory tracking system for manipulating a disk directory.
SET EDITOR 4.2 - character set font editor
PS/FONT CONVERT - converts PRINTSHOP side A fonts to side B fonts and vice versa
PS TAB LABELER - enables you to move start tab position for PRINTSHOP graphics
DISK LOG - DISK CATALOGUE V3.1. - catalogue and sort by ID, PRG type or file size up to 500 entries.

**FOR THE C128 (IN C128 MODE)**

PUBLIC DOMAIN DISK #112 - ICPUG ARTS 2

KOALA ROUTINE - use KOALA pictures in your own programs.
SIMPLEKOALA 1.3 - display a KOALA picture in 5-6 seconds
MOVIE 128.V2 + MOVIE 128.DOC - make and view color graphic movies in 80 column mode. There are ten viewing speeds. Boot MOVIE 128.V2 to RUN
SKETCH PAD 128 - joystick drawing program for 40 columns. Initial instructions for using the program are in the READ-ME file
SPRITE SAVER + SPRITE LOADER - save sprite data as SEQ.files
128 CHAR.EDITOR + CHAR.DOCS - very powerful char.editor/processor.
802/HIRES - this program has two maps for dumping screen to printer - normal (40/24) or expanded (80/48).
ANIMATER - requires a BSAVED sprite file and will animate your sprites in succession, one frame at a time. Can be used with SPRITE MAKER II
GALLERY.128 - allows the viewing of files from the PHOTO GALLERY
VICGRAPH8563 - a program for the 128's 80-column chip (VDC or 8563). The screen is much sharper on the 8563 and for those with only a monochrome TTL or single-mode RGB monitor, you can now see those DOODLE and other picture files. DDMIDDLE EARTH is a DOODLE pic.
COMOODLE DOODLE - a drawing program with 19 options
3D ROTATOR - program written for an NSF-funded research grant. It allows the construction of up to ten figures each containing up to 50 points and 150 lines and can be rotated into any angle on the Y and Z axes. Each figure may be set at any perspective ratio.
80DRAW - draw on the 640*280 hires screen with a joystick in port #2.For details about a necessary BOOT program please refer to the READ-ME file
NEW DRAW N PAINT - with the ability to add labels to your drawings
JOYSTICK CREATOR - a menu driven multi-color graphics drawing program in 40 column mode

PUBLIC DOMAIN DISK #113 - ICPUG ARTS 3

SOUND EDITOR - design sounds for music or sound

effects. Includes a listing of the patches needed to use the sounds in programming
SOUND C128 - experiment with the sound command (40 or 80 column mode)
128 SOUNDIII - more for sound on the C128
MCS POLYPHONIC - toggle between polyphonic and solo and other options. Instructions are included
MUSIC MAN 128 - 80 column screen recommended although usable in 40 columns. Read the READ-ME file for adjustments and instructions. Use 10 instruments at 8 volume levels with variable tempo. On screen keyboard.
128 COMPOSERMAIN - write songs with the letter commands that make up the 128's PLAY statement. There is an instruction file for this program.
128 COMPOSER PLAY - file created with the 128 COMPOSER program.
MUSIC MAN 128V3.1 - a later version of MUSIC MAN 128 with added features.
MUSIC MAN 128.40 - a 40 column version with a built in demo
MUSIC MAN 128 V7 - a later version with still more features
SOUND CREATER128. - use the ENVELOPE command to find the exactly right sound for your program
THE ANIMALS SHOW - create simple music with this graphic/music maker - choose your animal
C/SYNTHESIZER - for (computer) keyboard musicians. Uses the SOUND command of BASIC to create new combinations of sound
SDP - SPRITE DEVELOPMENT PROGRAM contains routines for programming sprites in machine code. Instructions in the file SDP TEXT

PUBLIC DOMAIN DISK #114 - ICPUG ARTS 4

A full disk of MANDELBROT:
REGION LDR - load and view regions 1 to 13 (in 40 col)
THE MB SET - a binary file containing graphics data created by the MANDELBROT 128 program. It can be viewed with the MANDELZOOM program. Also load the sequential file THE MB SET.XYE which contains coordinate data for this region
MANDELSPRITES - a binary file containing sprite data for use with the MANDELZOOM program
MANDELBROT INSTR - for the MANDELBROT 128 program
MANDELBROT 128 - machine language program for viewing the MANDELBROT set. Please read the READ-ME file for further instructions.
MANDELZOOM - zoom in for a closer look at the graphics you have created. The READ-ME file contains details about supplementary files.

PUBLIC DOMAIN DISK #115 - ICPUG ARTS 5

NEW SID 128 - a menu driven program in 40 column mode
SUPERDRAW - an aid to drawing on a 40 column screen - instructions in the program
GAS128 - GRAPHIC ASSAULT SYSTEM. Instructions are in the program and also in two DOC files.
DESIGNER/FP & CPAINT 2.0 - these programs needs ULTRA HIRES from ICPUG DISK A1 to operate. Unfortunately A1 was not in good order.
PS.A2B2A.128C80 - move PRINT SHOP files from one disk to another (80 cols)
PS ENVELOPE - for addressing envelopes
SCREEN ENHANCE 1 - changes the raster lines on an RGB monitor to improve the resolution of the 80 col.display
SCREENDUMP128 - HIRES screen dump

PUBLIC DOMAIN DISK #116 - ICPUG EDUCATION 1

AMAZE - will yield a quadratic polynomial equation in two independent and one dependent variable
ISOPLOT - isometric surface plotter (40col.screen) includes a demo
PERGEO - a perspective geometry tool and graphics utility with demo
T-PAR - parameterize curves in the XY plane. Menu driven with printer output
WORD HUNT - find specific words or letter sequences hidden in a 10 by 10 letter matrix
BLACK FRIDAY - stockmarket game
NONLINEAR.V2.0 - determines the best straight or curved line to fit a set of data points. Solves related problems for up to seven unknown parameters. A program with various related details and results can be sent to printer
FORECASTER - forecast the weather given a few variables
FORMULAS - for electronic technicians, hams etc. A collection of most of the major electronic formulae used. It is also a scientific calculation program
HALEYS - a self running program showing the flight of Haley's comet through our solar system. Shows each planet and gives some information about each
MORSE PRIMER 1 - instructional program for beginners utilizing BASIC 7.0 commands with sound and graphics
PARTICIPLE - fill in the correct form of a given word into a sentence

PUBLIC DOMAIN DISK #117 - ICPUG EDUCATION 2

GUESSWORD 128 - guess a word from a jumbled sequence of letters
HURICANE - follow the hurricane trail
THATS BUSINESS - marketing simulation game
BIORHYTH - computes your biorhythms and displays a chart for the current month
SURVEY V1.1 - will calculate survey transverses and intersections with an added option to locate any round object of known diameter
FM DIS N 128 - a text file written with FONTMASTER II. It provides an interesting and informative look at our computer toys. Everything from past promises (CBM'S) to software, books and CP/M use is discussed
MUTX - a multi-regression analysis program for determining the dependence of a variable on other independent variables. This type of analysis is primarily used in economics engineering and trend projections (stock market)
CURVE FIT - fit a straight line to data and give the equation of the line. Output to printer
GALILEAN SAT - display the location of the four largest moons of Jupiter
TEMPCON - a temperature conversion program with output to screen or printer
STATES V2 - name the states and their locations
WEATHER CHART/BF - catalogue temperature data and display it both graphically and in text form
S-P-C - a quiz relating to the state and province capitals of Canada
MENTOR 128 - artificial intelligence program
VOCABULARY - can be used with various foreign languages to assist the student in remembering vocabulary
MULTIHELPER 128 - help with multiplication tables
PRECAL ASSISTANT - highlights some of the themes of the pre-calculus math course. A program with many details
128 FAMILY TREE - a fun program for genealogists

**SUPERBASE/SUPERSCRIPT APPLICATIONS:**

PUB DOM DISK #118 - ICPUG SUPER DESK 80 S1

SUPER DESK 80 is a utility package based on Superscript and Superbase 128 and written to cater for all normal office functions. The main files on the disk are:
LIST-ME.S1 - description of files relating to SUPER DESK
README - full description of the SUPERDESK system and how to use it
DEFAULTS - default settings which may be reset to your own requirements
START.P - main start program for SUPER DESK 80
LTRFORMAT - blank letter format for use with SUPERSCRIPT. Alter as required
POSTALRATES MEMO - blank memo form
MAINPROG.P - for use with SUPERBASE
H8MENU1 - SUPERBASE
UTILPROG.P - to print out lists,etc.
H8MENU2 - SUPERBASE
DAY - latest date
NAMES - main database dir
LIST - file for names and addresses
TCOSTS - file for telephone costs
EXPENS - file for expenses
BDAYS - file for birthdays
DISKCAT.P - DISK CATALOGUE SYSTEM USING SUPERBASE 128. This program can be used to create a catalogue system for data and program disks. The MENUS and HELP screens have been designed for an 80 col. screen. According to the author of the program, he had already used the system to catalogue over 400 disks and 1200 programs and still had a way to go on his data disk before it would be filled. Details of how to use the system are in the READ-ME files.

PUBLIC DOMAIN DISK #119 - SUPERSTORE S2

SUPERSTORE is a utility package based on SUPERBASE 128 and written to cater for the STOCK CONTROL system of a small business (in 80 col.mode) There are LIST-ME and READ-ME files for further information and instructions.

PUB DOMAIN DISK #120 - SUPER ACCOUNTS S3

The programs on this disk are a set of SUPERSCRIPT formats and macros with which may be kept the accounts of a small business. The READ-ME file contains further information about the system and instructions for the use of the suite of programs. The files include DAY BOOK, SALES LEDGER, BANKING, PURCHASES, STATEMENT, SALES REQUESTS, ANALYSIS BY ACCOUNT, PURCHASES LEDGER, STATEMENT DUES

PUBLIC DOMAIN DISK #121 - SUPER DESK 40 S4

The functions of SUPER DESK on this disk are the same as those of SUPER DESK 80 on #118 but the files have been modified for use on a 40 column screen.

PUBLIC DOMAIN DISK #122 - ICPUG UTILITIES 11

AUTOBOOT - as it says (in 40 cols)
SPRINT V1 - file reader
LABELER 128 - 80 column address label maker
READWRITESAVE1.2 - 80 column read/print/copy sequential file
FILEMAX128 & FILEMAX.DOC - write, read, print, delete sequential files. Create,read,write, print,delete relative files. Also has a direct disk access menu for block-allocate-write to any un-allocated block on the disk, read any block or free any previously allocated blocks. Also has a disk housekeeping menu. The program is designed specifically for a C128/1571 setup
CAT 80 V3.01 & CAT 80 DOC - dimensioned for 1550 entries - database
DISK FILE 5.0 - 80 column menu driven catalogue for disks. Can support two drives
SEQ.DIVIDER - divide a large sequential file into as many parts as required
SEQ READ/PRINT 128

PUBLIC DOMAIN DISK #123 - ICPUG GENERAL 19

DOSHELL BOOT - run the C128 DOS SHELL utility without rebooting the computer.
DOS128 - a wedge with extended DOS commands
FILE READ 40/80 - fast file reader/printer/converter which when reading waits for a keypress every 23 lines and thus does not scroll off the screen. Can convert 40 col.text to 80 columns and vice versa
128SH-RUN/STOP - disable SHIFT-RUN/STOP and avoid accidental loss of a program
3 US WINDOW - three usable windows on one screen for your programming
CP/M TRANSLATOR - this program will take a downloaded CP/M PRG file from a CBM (1541/1571) disk, load it into memory, boot CP/M,and save the program to a CP/M disk. Instructions in READ-ME file
OKISET-UP.128 - for OKIDATA 92 printer using the Tymac Connection Interface. Sets up all the different layouts and print styles
SG10 SETUP - set for device three and much the same as the one above
BOOT VALID - validates a disk and reallocates the boot block
PULL DOWNS - demo of how to use windows using HIRES graphic commands (40 col)
PGM SEARCH & PGM DATA & PGM DOCS - this two program package was designed to provide an easy method of locating specific programs or groups of programs within a large program library.
VERIFIZER 128.40 - TRANSACTOR MAGAZINE'S checksum program
DISK MASTER - disk database with DOS commands
DISK ENVELOPE V6 - make a 3 column disk envelope label
128/80 DISK UTIL - a super disk editing utility by Paul Blair. Refer to READ-ME file before using (1571/80 columns)
DUAL-71 FAST CPY - a dual 1571 double sided fast copier.
DISK FILER V2.1 - probably a database
DIR.128/80 - print a three column directory for your disk jacket
DISK UTILITY2 - COMMODORE MAGAZINE's disk utility
DISKY/128 - housekeeping for the 1571/1541
MENU MAKER - a small auto load menu for your disks
MENU-MASTER - quick menu loader program (80 columns)
MENU 128 - select and run files from a menu
DBLDIRSCAN - prints the directories from drives 8 & 9 side by side on the screen
POOTER PEEKER - watch your computer while it works.

PUBLIC DOMAIN DISK #124 - ICPUG UTILITIES 2

CONVERT BASICS - conversion of programs from BASIC's 2 and 4 to BASIC 7
DELETE ALL - delete several programs from disk at

one time
CROSS-REF128 - will show line numbers of all variables, GOTO's and GOSUB's
DISK EDITOR - read,modify and rewrite data back to disk
LIST ALL - assists in converting BASIC programs from other CBM systems to C128 BASIC
LOCK - lock or unlock disk files
LOCK2 - as above, but will step through the disk directory highlighting each file for possible locking or unlocking
MFM ANALYSE - will analyse and report the MFM format of a disk (1570/1571)
MFM FORMAT - will format disk to MFM format
MFM INST - instructions
SPECIAL DIR - print out start addresses, record lengths etc.
STRING THING 128 - this is a C128 version of Jim Butterfield's String Entry Utility
DISK EDITOR - another
DISK TIDY - rearrange the file names in a disk directory
DISK MANAGER - like DISK TIDY but has many more features. There is a separate instruction file and the program works in 80 column mode only
SEQ READ/PRINT - as stated
CASECONVERT SUB - a short subroutine80COL
SCREENDUMP - to printer
PENPAL and the following files are a small database
COPY-ALL 128 & UNICOPY128 - as stated

PUBLIC DOMAIN DISK #125 - ICPUG UTILITIES 3

MENU128 - 80 col menu program
CAPSQ - cures the CAPS LOCK 'Q' bug
128/80 DISK UTIL - print the disk BAM to screen or printer (80 col.only)
80 COL CHAR EDIT - character designer
TIGERCAT & TIGERCAT.II - 80 column dir. display or sort to screen and printer
LPD-40/80 - track and sector printed
LPC-40/80 - lists and prints the directory
DADU-40/80 - direct access disk utility
PSF-40/80 - spooling file utility
LPD -40/80 - print disk memory
COMPRESSED/ELITE/PICA are all Olivetti drivers
DISK DOC 128 - 40 column disk search display. PEEKS into all files on the disk for the line you want
1571SDBU - single 1571 back-up
1541/1571 COPY - copies between drives
FORMAT CP/M-MFM - formats a disk in 128 mode for CP/M and in MFM format
MFM 5 FORMATS - use format of your choice
IBM 34 FORMAT - as stated (1571)
FORMAT ANALYSER - 1571 only
UNSCRATCH a deleted file
DISK UTILITY will display even the scratched files
FKYMAN11a - redefine the function keys
DISPLAY BAM - as stated
CHANGE FILETYPE - as stated
BYTESUM - search program
AUTOBOOT MAKER
SDU128 - 1571 disk utility
SEQ128 - 40/80 column reader
GO64BOOT - boot up in 128 mode,automatically drop to 64 mode, then RUN a program
CPMTRA.128 - CP/M memory save using RAM
KEYPAD 64 - use the keypad in 64 mode
FORMAT&CPY BOOT - format a disk and copy the boot sector on tracks 1 & 2
See also COPY BOOT & COPY BOOT AS P
DUAL-DUMP 128 - 40/80 column screen dump
MOD-SUB - this is the missing MOD command
SPACEWAIT.SUB - wait for the space bar
DAYS BETWEEN - calculates the number of days
TEMP F TO C - temperature converter
KEY BEEP - puts a BEEP on every key
REM WARNING TONE - gives a BEEP when you are 2 characters from the end of a line in BASIC
PLOTTER PROG - prints graphs on a plotter (40 column screen)
HEAD ALIGN - for 1541 only. Align the head on the drive
HOME BOOKKEEPING - as stated. Read instruction file before using

PUBLIC DOMAIN DISK #126 - ICPUG UTILITIES 4

KERNALMATE displays information about each KERNAL routine, start address, registers affected, error returns etc.. This disk is intended as a quick reference guide and only works in 40 columns. It must be loaded before any BASIC PROGRAMMING begins. Start of BASIC is moved to $2800 to create a free area for the multiple screen configuration. Screen 1 is title and input area, Screen 2 information, Screen 3 normal BASIC. Once loaded KERNALMATE remains invisible until the HELP key is pressed. You are then moved to Screen 1. From there you type the name of the routine you wish to reference and the relevant file is loaded. You are moved to Screen 2 where it is displayed. From this screen you have the option of continuing or returning to BASIC

PUBLIC DOMAIN DISK #127 - ICPUG UTILITIES 6

ALL NOTES - a program for keeping short notes
CALC-128 - a calculator
L WRITER V3.1 a simple word processor
MOVIE BASE - a database for your VCR tapes
NAME ADDRESS-128 - name, address and phone number filing system (80 cols)
QUICK FILE - a mini-data base (80 cols). Information is entered via data statements
MEMO - for storing memoranda (40 cols)
HOUSE INVENTORY - maintain an inventory of personal possessions
CHART V2 - draw and print results of pie,block and line graphs
C128DATAFILEV4.8 - 80 column mode only - database
APPOINTMENT CALA - for keeping track of your appointments
PS ENVELOPE - make envelopes for greetings cards designed with PRINT SHOP
128 MAILING LIST - in 80 column mode
DISK FILER V2.1 - database for your disks
SALES.ANALYSIS - originally written for an IBM mainframe
JOG 128 - an appointment calendar and daily organizer
ULTRACAT 1.0 - disk directory catalog program in 80 column mode with pull-down menus and command windows. Can catalog up to 500 files on 50 disks in one data file
AUTO-CUE DEMO - the grammar in the READ-ME file defies interpretation
TAX TRACKER - keep a running tally of sales tax or any other cumulative data
BCARD Maker - make your own with the messages you prefer

PUBLIC DOMAIN DISK #128 - ICPUG UTILITIES 7

DATA BASE - in 80 col. mode with tutorial. This entire disk relates to the database. It has an extensive file

handling report and labelling section and there are help files

PUBLIC DOMAIN DISK #129 - ICPUG UTILITIES 8

HOME FINANCIER - both BASIC and PETSPEEDed versions supplied. There is a screen dump as well
TIERRABASE 128 - another database
SEQ BROWSE - a fast sequential browse utility and there are documentation files
128 MAIL N PHONE - address and mailing label program
DISK FILER V3.0 - (80 columns only) Database for disks. Can extract file names from directories and reads both 1541 and 1571 disks by permitting the switching of the drive status
PHILEMASTER.80 - a 128 version of a C64 program published in TRANSACTOR Magazine. A database, menu driven
AR FILTER - files created with the ARCHETYPE word processor contain codes for margins, headers, etc. This program removes those codes and produces a text only sequential file that can be read with any file reader.
LPSF-40/80 - a machine code sequential file reader (40 or 80 columns)
LOANCALC128 - a quick business loan calculator
VIDEO.80 - a database manager for videotapes with some useful features. Finds blank spaces to record new shows, considers for replacement shows designated as 'temporary'. Locates shows by type, name or tape number. Provides bar-graphs of each tape and a chart of tape usage. Provides a variety of printouts and supports up to 250 tapes and 1000 separate shows

PUBLIC DOMAIN DISK #130 - ICPUG GENERAL 1

MUSIC - the main menu for the music on this disk, which includes a selection of Christmas carols
GRAPHICS - the loader for 5 graphics demo. files
AUTO BOOT - this will allow the initialising or cancelling of AUTO RUN on a disk
BANNER - print out posters on a Commodore printer
BUBBLE SORT DEMO - demo of a machine code bubble sort
COMPACTOR - compact a program into as few lines as possible
CONVERT BASICS - convert programs from BASICs 2 and 4 to BASIC 7.
CROSS REF - reads a BASIC program and reports the line numbers on which each variable occurs and provides a list of GOTO's and GOSUB's with their destination line numbers
DAY OF THE WEEK - provides the dayon which a date occured
DELETE ALL - delete several programs at one time
FUNCTION KEYS - makes them compatible with the C64 to allow the running of C64 BASIC programs
LINKLIST - a demonstration of how a list of items can be linked in sequential order
MERGE - two BASIC programs
PETSORT - demonstration sort of a set of strings
UNCOMPACTOR - used to uncompact BASIC programs for editing. Use in conjunction with the COMPACTOR also on this disk
SUBROUTINES have all been written to start at line 50000
BYTE-NIBBLE.SUB - will convert a byte to high and low nibbles
DEC-BINARY.SUB - will convert a decimal number to an 8 bit binary number
HEADER.SUB - this subroutine sets the ICPUG header in some of the programs
INT RND NOS.SUB - returns integer random numbers
POS.CURSER.SUB - will position the cursor at a particular column/row
SELECT DEV.SUB - selection of an output device
SPACE-WAIT.SUB - will display PRESS SPACE BAR TO CONTINUE on the bottom line of the screen and then wait for the SPACE BAR to be typed

PUBLIC DOMAIN DISK #131 - ICUG GENERAL 2

80 COL POKE PRG - displays any character at any position on the 80 column screen
80 COL REGISTERS - set up the 80 column registers
C64 BOOTER - will format disk on the 128 for use in C64 mode. The program sets the auto boot on the disk so that it switches to C64 mode with the 1570/1571 in fast mode
CENTRONICS I/F - machine code patch allowing the use of an EPSON printer via the user port
CROSS-REF128 - machine code version of the program on G1. Shows line numbers of all variables, GOTO's and GOSUB's
DATAMAKER 128 - convert machine code into data statements
DISK EDITOR - as usual
BASIC DRAW - allows the 80 column area to be used as disk RAM when using 40 column mode
LIST ALL - assists in converting BASIC programs from other CBM systems to C128 BASIC
LOCK & LOCK2 - lock or unlock files
MFM ANALYSE - will analyse and report the MFM format of a disk (1570/71)
MFM FORMAT - format disks to MFM format (1570/71)
MPS801 - true descenders for the MPS801
MPS801 PATCH - machine code for PLOTTER PROG - plots equations on the screen
SPECIAL DIR - print out directory showing start addresses, record length, etc.
STRING THING - C128 version of Jim Butterfield's STRING ENTRY UTILITY
SET KEYS - assign strings to the FUNCTION, HELP and RUN/STOP keys
GEN.KEYS & STD KEYS - example key definitions
TURBODISK 128 - the boot program to speed up the 1541 drive
TYPEWRITER - use a DPS1181 printer as atypewriter
W.P - a simple word processor
COMPUTER - HIRES demo
GRAFIX-128 - HIRES demo
HI FI - graphics demo
OUT FISHING - HIRES animation demo
U.K.MAP - HIRES map of the UK
40COL.SUB - checks that the C128 is in 40 column mode
80COL.SUB - ditto for 80 colums
HELP KEY.SUB - redefines the HELP key
SHRDLU - simulated artificial intelligence
GOLD ICON 128 - adventure game
HANGMAN - simple game for the kids

PUBLIC DOMAIN DISK #132 - ICPUG GENERAL 3

DISK EDITOR - as usual
DISK TIDY - move file names into any order required
DISK MANAGER - this is a far more comprehensive disk manager than DISK TIDY. It is for 80 col.mode
EXT BASIC - adds 6 extra commands to BASIC 7
STOCK MKT 1525 - keep track of your investments
128CURVEFITTER - a statistical analysis program to calculate the regression formula and correlation factor for data
LABELPRINTER - 80 column program which prints

labels to an EPSON printer in ELITE script
GETINPUT.SUB - subroutine to allow the input of a string containing commas etc
APOLLO START - a game in which you command an APOLLO spaceship
DRAW3 - use your joystick as an artist's brush

PUBLIC DOMAIN DISK #133 - ICPUG GENERAL 4

128 DISKCAT V1.0 - disk catalog program allowing up to 2500 records per file, 40 and 80 column output and, amongst other features, the addition of whole directories with simultaneous editing. It is usable with the 1541/1571/1570/1581 (can access drive 8 or 9)
C128-C64 BOOTER - write a boot, redefine F7, and write a program named SERENDIPITY onto a newly formatted disk. SERENDIPITY will load a C64 program in the fast C128 mode and then switch to C64 mode and run the program
RYAN-DOS V3.0 - a DOS housekeeping utility
128 LAYOUTS - print overlays for your keyboard
CASINO128 - play several different CASINO type games of chance
TWIN BAGELS - A Butterfield program. Try to guess the secret code the computer is thinking of while it tries to guess your secret code
SHUFFLE - A grid game which needs the numbers shuffled into order
DEEP SIX - an arcade type game
TIE FIGHTER - a shoot'em down
STOCK MARKET - an educational game based on the stock market. It provides practice in interpreting the effect of the market movement on your investments
MUL MASTER - multiplication table drill
RELFILETUTOR - this program illustrates the use and operation of relative files
COMPUTERS - a program that tells you some of the things a computer CAN'T do
BARTENDER - A Butterfield program which will hold 75 drink recipes in a disk file.The accompanying file named DRINK RECIPES already contains some recipes.
VIDBASE 6R1 - a video tape filing system
BENT SPACE - a graphics demo
SCREENMAKER III - design 40 column screens for your programs
DANGER ZONE - inspired by the movie TOP GUN and has a nice graphic of the TOMCAT fighter
EZTUNE - a music utility to help you write, play and save tunes for your programs
AWAY IN A MANGER - Christmas carol

PUBLIC DOMAIN DISK #134 - ICPUG GENERAL 5

DIRECTORY 128 - displays the directory of a disk and allows you select a file for loading, viewing or printing
CUSTOM SCREEN V2 -for designing low resolution graphic screens to use in your own programs. Instructions in READ-ME file
DIR PRINT - print your disk directory in the format of your choice
DISK GUARD 128 - lock or unlock a disk
CUSTOMIZER 128 - changes the basic C128 set-up. Several keys are redefined to make normal activities easier
BLACKJACK - a Jim Butterfield program. Some strange things happen when you play the game
SUPER WHEEL - based on the TV game show WHEEL OF FORTUNE
DOMINOES - the usual game with a few special features when playing against the C128
TRAINS - this gets exciting when you have several trains on the track at the same time
CHECKERS 128 - an excellent version with instructions in the READ-ME file
NUMBER INVADERS - educational game for practising addition, multiplication and HANGMATH - multiplication problems and the usual hanging of the poor little man if answers are inaccurate
SIMBIZ V3.0 - a business simulation program
PBIO - BIORHYTHM program. This version dumps the screen to printer
JOURNAL - a Butterfield program for simple bookkeeping. Designed for 300 entries each containing four fields of data
REPORT GENERATOR - a Butterfield companion program to JOURNAL. Select a desired set of accounts, sort as required and print with subtotals
DUMP - dump text and keyboard graphics to printer
STOCK TRACKER - maintain price data on 25 stocks for 10 weeks. Use the data (contained in data statements) to perform an analysis
WINDOW WORLDS - graphics
DRAGON - picture
BRANDENBURG - classical music and a superb demo of the power of the SID chip
MAN OF STEEL - music, graphics and authentic red and blue leotard.

PUBLIC DOMAIN DISK #135 - ICPUG GENERAL 6

ASCII CONVERT 128 - convert a sequential file from TRUE ASCII to PET ASCII or vice versa
ML FINDER - find the starting and ending addresses of almost any machine code program
DOUBLE-SINGLE - erase the back of a double sided disk and reset the DS/SS flag to single sided
DISK TIDIER - as stated
LIST ALL - a Butterfield program to assist in converting BASIC programs from other COMMODORE computers and have them run on the C128
ADVENTURE 4LEVEL - adventure game
EXPLORE - a Butterfield text adventure game
THREEDOX - three dimensional TIC-TAC-TOE
ARENA - a game for two joysticks
SAUCERS - arcade type game
STATES QUIZ - guess the name of the unmarked state on a map of the US
MORTGAGE - a Butterfield program which calculates a mortgage payment and generates a payment schedule. READ-ME file has interesting information about using this program
KEYBOARD PLAY - press any key on the keyboard for some fun
TRIP PLANNER - a program to help plan the family vacation
MANDELBROT128 - read the instructions, generate the sprites and enjoy the program

PUBLIC DOMAIN DISK #136 - ICPUG GENERAL 7

COPY ALL 128 - a C128 version of a two drive copier originally written by Jim Butterfield for the C64. This version has a lot of added features
COLLECT/PROTECT - this program works like the normal COLLECT command but it will additionally rewrite the AUTOBOOT sector back to the disk
FILETYPE EDIT - Change the filetype designator of any file as you wish. Also locks and unlocks files
TRI DIRECTORY - print a tiny disk directory in three columns for use as a disk label
CATACOMBS - a text adventure of the DUNGEONS AND DRAGONS variety
FROUNTGUARD - an arcade type game with vertically orientated radar
FOOTBALL 128 - computer version of American foot-

ball and most of the features of a real game are included
CRAZY EIGHTS - card game
COMPUFARE - a fun program which displays some wierd audio-visual effects
FACTOR RACE - a competitive game for learning factors
STATES - learn the names of the capitals, largest cities and nicknames of the fifty US states.
GUESSWORD 128 - educational game for either 40 or 80 column screen
AMORTIZATION - calculates the amortization schedule for a loan of any size, time and interest rate
CLOCK LOADER - will load and run ML/CL to generate a clock in the upper right hand corner of the screen
BALANCE SHEET - keep track of your personal financial situation
FRACTALS - create multicolored MANDELBROT fractals that can be saved and/or magnified
HAPPY - draws a HAPPY ANNIVERSARY message
SIDPLAYER1750B - Instructions in the documentary file. There are also three tunes provided on music files and a further five tunes on PD disk #139

PUBLIC DOMAIN DISK #137 - ICPUG GENERAL 8

SHELLCOPY - copies the DOS SHELL to a newly formatted disk
DISK FILE 128 - a file catalogue program in 40 column mode
SUPER.SWEEP.128 - a utility for converting data and text files to and from different formats. CPM<=>MSDOS(SLICER), CPM<=>GRC, GRC<=>MSDOS, PETSCII<=>ASCII. Even accepts disks formatted like an IBM system FILE
RETRIEVER - 80 col.mode only.Scans the disk for link bytes and reports the size,start track and start address of all files on the disk. A second option will retrieve block by block a particular program then save it to another disk. Useful for recovering files on a corrupted disk
FIND128 (4864) - the FIND command missing in C128
BASIC SHELL SORT - sorting routine
DISK DOC-128.V2 - disk doctor and monitor
DIRECTORY-PRINT - list a directory to printer
DRUCKERTR. 128 & DRUCKERTR.BAS. - are parallel printer drivers
128 PERFECT TYPE AUTOBOOT MAKER C128.
XMODEM - 1650-1660 autodial
SMALLTERM/XMODE - this version allows for files over 255 blocks and CP/M programs
128EDT & 128ASM - a ML Assembler and full screen editor

PUBLIC DOMAIN DISK #138 - ICPUG GENERAL 9

CHANGE DISK - a Butterfield program that will temporarily change the device number of a disk drive
RECOVER SIDE2 - recover the back (tracks 36-70) of a disk which was originally formatted as double-sided, but the back side of which is no longer recognized by the 1571. This can occur when writing to a double-sided disk while in C64 mode
DOS SHELL BOOT - will load and start the DOS SHELL from the 1571 TEST-DEMO disk on a newly formatted disk
MERGEKEY - load MERGEKEY into memory and then merge two BASIC programs
UNICOPY128 - a single drive file copier
EARTH FIGHTER - a one player arcade type game
HAMURABI - this is a C128 version of one of the very first home computer games.
BARRICADE - block the path of the bouncing ball with barricades
TANK BATTLE - a simple game
WORLD CAPITALS - learn the names of the capitals of the different countries of the world. You can even update the names that have been changed since the program was written
GEOGRAPHY - in both 40 and 80 col.modes
NUMBER DISPLAY - a Butterfield program. Ever wonder why PRINT 123.45 - 123.40 does not give you .05 (close, but...)? Almost all numbers held in the computer have a slight error. This program will tell you the EXACT value the computer is holding. (if you think a value of 2.34 is held as exactly 2.34, try it ... or try something very big like 22E22.
PCALEN - a printing version of the CALENDAR program.
WORLD TIME - this program will show you the time at various locations throughout the world
TYPE/PRINT 128 - a simple computer-typewriter converter program
FINANCE CALC - performs nine different financial calculations
NEW DRAW N PAINT - drawing program CL.BINARY MOON & S1.BINARY MOON are sample files created with the program - one is high resolution and the other low resolution
FISHTANK - a graphic simulation with fish, snail, bubbles and plant
XMAS SONG - JINGLE BELLS with a graphic display
RUDOLPH - the REDNOSED REINDEER

PUBLIC DOMAIN DISK #139 - ICPUG GENERAL 10

ADDRESS CATALOG - reads the disk directory and prints to either screen or printer the program name, its starting address, ending address and length in both decimal and hexadecimal
RUN64- load a long C64 program in fast 1571 mode and then automatically switch the C128 to C64 mode to run it
AUTOBOOT - make any program of your choice one which will AUTOBOOT
DISK LOGGER 128 - similar to ADDRESS CATALOG but does not provide ending addresses and is consequently faster
NIGHT ADV - a text ADVENTURE game
ROADRACE TOMBS - an ADVENTURE game
BATTLESHIPS - do battle with the computer in destroying ships
ALDEHEDRON - arcade type game
COMPUTER QUIZ - tests your knowledge of computer use and the care of your disks
PRINT QUIZ - print a hardcopy of the questions contained in the quiz
GUESS AGE - will guess your age by asking questions
POEMS - another Butterfield program. This one writes simple poems. The theme is related to cats and the jungle
LOAN ANALYSIS - helps with decisions concerning instalment loans, with output to printer
GROSS PAY - calculate a worker's gross pay
DAYCALC 128 - calculates the number of days since the beginning of the year and the number to go until the end
BETTOR'S EDGE - a thoroughbred handicapping program. The following comment is in the READ-ME file - We don't know much about horse racing so we don't know whether it is any good or not. We suspect that if it worked more often than not, it would be locked up in a safe and not in the public domain.
PERGEO - a perspective geometry program which will create a three dimensional picture of any object

defined by inputting the cartesian coordinates. There is a demo program SPRITE 128 DEMO
JUKEBOX - plays several songs.
MUS.FILES - five music files to use with SIDPLAYER1750B on PD disk #136

PUBLIC DOMAIN DISK #140 - ICPUG GENERAL 11

BOOTSECTOR - sets up the boot sector on disks
DECODER - displays on the 40 col.screen the value of the key pressed in decimal and binary
VELVEETA 128 - produces a text file from an instruction program 1670
DISABLE - prevent your 1670 answering the phone when you are powered up
L.WRITER.MON - a word processor
CHECKBOOK - keep a record of your bank cheques.
DRIVE ALIGNMENT - check your drive (1541 0r 1571)
8563 EXPLORER - explore the 8563 80 col.
VIDEO CHIP VIRDIR - display of file type, program length, track,sector and load address in three columns on screen
MINIDOS - This is a DOS wedge.You may set the time and date, press the HELP key for a HELP screen, do housekeeping and many other options
DIS V1.0 - a disassembler with comments. Program will read a file from disk or memory and print the file to screen or printer
FAST MODE 80 - C128 FAST MODE demo
NIGHTMARE ADV - text ADVENTURE game
DEEP SIX - arcade style game
CLUBHOUSE TURN & HORSE DATA - bet on the horses game
REVERSE - reverse the position of numbers to get them into the right place
BRAIN QUIZ - a game of trivia M.M - a menu program

PUBLIC DOMAIN DISK #141 - ICPUG GENERAL 12

ARENA - a game for two players
SPRITE EDITOR
FORMAT MFM - there are three formats available in this program - OSBORNE I DDSS, KAYPRO II DDSS, KAYPRO Iv DDDS
DUAL COPY 128 - 1571 dual drive backup
SINGLE COPY 128 - 1571 single drive backup
MON80COL - a guide to making up a lead for a monitor like the 1702 PRGM CLASIFIER
PAPER CRATE 128 - database
NAME ADDRESS - an address file program
CROSSREF 128 - a Butterfield program which reports the occurrences of variables and their line numbers
CAGEN DISK-KIT - for checking your disks
CALC 128 - calculator
WINDOW - three windows on one screen
DATA MKR - converts machine code in memory to data statements
FUNKEYS V3.5 - redefine your F KEYS and produce a layout
KEYSCR.IMG - explanation in READ-ME file needs clarification
FKEYS 80COL - according to the READ-ME file this program is like the other one!!
FKEY TEMPLATE - does a layout of the FUNCTION keys
FPROGRAM - this provides an overlay
KEYPRINT - prints a list to printer or screen
SEQ READ 128 - to screen or printer The following eight sequential files are about CP/M and can be read using SEQ READ 128: C128 MEMMAP, CPM-CBM.DOC, CPM.271.DOC, CPMTRANS.DOC, RAM MAP 128.TXT, ROM MAP 128.TXT, KERNAL 128, CPMTRA.DOC.

2MHZ C64ONC128 - this BASIC program demonstrates the speed of maths calculations on the C64. It could be useful for speeding up calculations or sort routines
KEYPAD V.2.0 - ?
GO64.IMG - This program will put a boot on a disk, load a C64 program and then boot in 64 mode

PUBLIC DOMAIN DISK #142 - ICPUG GENERAL 13

HAMLOG - program for the radio ham to record dates and times, call signs and connections
DISK COM 128 - put special characters at the end of file names
KT0H LOGGER - also for radio hams. Asks for band mode,power,time,date 128
SEQ.EDITOR 6 - create, read,save, edit, print to screen/printer sequential files
128 DISASSEMBLER.V1.0 - disassembles from memory or disk
1571 MFM FORMAT - 5 different formats - IBM, KAYPRO and OSBORNE. Formats your disks for CPM in CBM mode
TYPEOFSYSTEMTEST - checks the computer and drive in use and whether the system is in 40 COL.or 80 COL.mode
THIRTY SECONDS - copies disks in thirty seconds or 45 if you want verification. The program is for 1570/1571 drives and copes with CPM, single sided and double sided disks but is not for the 1541 drive
DOUBLE TOUCH - is the same as THIRTY SECONDS but for dual 1570/1571 systems
DISC WIZARD II - is in C64 mode. A good housekeeping program
CONVERT - convert version 2.0 and 2.1 of ULTRATERM to version 3.0 to make the phone index file compatible with V3

PUBLIC DOMAIN DISK #143 - ICPUG GENERAL 14

BOOT UTIL - apparently boots LABEL-UTILITY and LABEL-LINKER
CONCATSD.BAS - a screen dump routine
DBASE128-40 - name,address,telephone number and other info. Dimensioned for 150 records.Can print labels three across or singles. Even prints a telephone and name list to hang on the wall
DBASE128-80 - same as above but in 80 columns
KEYPAD 64 - places a machine code routine in the cassette buffer which enables the C128's numeric keypad to be read in 64 mode
PHONECALC - record the cost of your phone calls
USER DEFINE CHAR - a character editor in 40 col.mode
80 COL GRAPHICS - read the text file for instructions
CHAR.DES80 - 80 col.character designer.
CHAR.LDR80 - loader program for CHAR.DES80 and can also be used to load your own character sets into your own programs
HIFI SOUNDS - in 64 mode put a music tape into your tape cassette and press play. The music will be played through your TV or monitor
START - a utility which defines the function keys, loads a turbo if you are using a 1541, then loads the FIND utility and centronics interface

PUBLIC DOMAIN DISK #144 - ICPUG GENERAL 15

128 DISKCAT V1.0 - disk catalog program which stores up to 2500 records per file (40 and 80 column output). Sort by filename or disk ID, add whole directories directly from disk with simultaneous editing. 1541 or 1571.

DISK GOODY V5 - an 80 column disk utility which uses a vertical split screen window to display a menu on the left and a current directory on the right. Menu options include usual housekeeping, formatting both single and double sided disks, print sequential files and safe validating to protect autoboot sector
NEW BOOTWRITER - Autoboot BASIC or machine code programs in either 128 or 64 mode and display messages while the programs are loading
FILETYPE EDIT - change filetypes to/from SEQ, PRG or USR. Also lock and unlock files
DF SEARCHER - will search through a disk and look for a given string.
FDE 3.6 - FLOPPY DISK EDITOR V3.6.(80 column only). View, edit, print to printer any valid track & sector on a 1 or 2 sided disk.
ID CHECKER - will report the true ID number of a track (not always the same as that recorded in the BAM)
FORMATTER - format disks on the 1571 in single or double sided format. The program also keeps a sorted list of the ID numbers used so far in a SEQ.disk file. Information in this file can be constantly updated either by the drive or using the keyboard
SECTOR SAVER - this program will transfer from one sector to a whole track of disk sectors to another disk (or the same disk) It will write them to any place on the disk that you specify. Useful for transferring boot sectors
TR53 - with this program you can get 18 more blocks worth of data onto a disk with a 1571 drive.It will move a program or file of your choice to track 53 blocks 1 through 18 then will deallocate the blocks that it was on thereby giving you up to 18 more blocks to a disk
DISK EDIT 80 - an 80 column disk editor.It features two added commands and a printer dump. It must be BLOADED.
DISK MENU.80 - an 80 column disk menu that reads the directory and loads a selected file for you
POWER 128 - will help with disk housekeeping. It is possible to customize it with your own routines and if you do not like the colours, the printer settings or the way it prints disk envelopes, you can change the relevant values in the program with the MC monitor. The program can restore directory tracks, modify BAM & directory, protect and unprotect disks and files, sort & modify directory entries, print selective directory, print disk labels, BOOT-HELP

PUBLIC DOMAIN DISK #145 - ICPUG GENERAL 16

DISK MODE - re-programs the function keys. Then,instead of typing a long line to change from 1571 mode to 1541 mode or vice-versa, just press a function key
ASCII CONVERT128 - will convert a SEQ.file, disk to disk, from TRUE ASCII to PET ASCII
LABEL MAKER 3 - updated version lets you print by ZIP code, name or street
128 DISK LIBRARY - supports 2 drives (1541 or 1571), catalog entries by keyboard or directory.
AUTOBOOT MANAGER - 1541,1571,OR 1581 This is an update of V.Singleton's widely used program that combined all the various C128 AUTOBOOTING utilities that were floating around.
SCRN SCROLL.128 - this is a demo of a *SMOOTH* full screen scroll for the 128 in 40 column mode
TOD.ID.AM-PM/40 - this program displays AM or PM as well as the time. The time is printed in the upper right hand corner of the screen, and as it is interrupt driven, continues to display it while the computer handles other things
TOD-DEMO.ID/40 - a TIME OF DAY demo for the 128 in 40 column mode and can easily be used in your BASIC programs
SCREEN DUMP128 - (40 or 80 column mode) Dump the contents of the screen to printer in either upper or lower case
FUNCTION KEYS - 10 function keys have been redefined for useful purposes
SHELL KEYS - redefines your function keys to put the DOS SHELL on the HELP key. The rest of the keys are only slightly redefined.
RODENT CONTROL - use 1350 mouse or joystick to control the cursor. Use the 'fire' button for RETURN
MODIFY INPUT 128 - this is an INPUT routine that gets around all the hangups of the normal BASIC INPUT function
STROBE - make your own strobe light effects
128 DISPLAY BAM - a revision of the program provided on the 1571 test demo disk
SCR FUNCTION/80 - function keys defined as you wish and so that you don't forget what you decided the top 8 lines of the screen comprise a BILLBOARD that shows the current set-up
MERGE 128 - true MERGE utility which supports both 40 and 80 column mode.
SEEFILE 128 - allows you to inspect any files your program has written
DISK WHIZ V1.1 - an easy to use disk housekeeping/menu system for the C128 which performs operations on a single file or group of files. The use of color windows is very attractive and the program works with the 1541,1571 and 1581 drives. The file copying routines are quick and easy to use
MAXFILE.1581 - how to get 2800 files (small files) on a 1581 disk
EZKEYS.1281 - a function key definition utility (80 col). It features a built in BASIC reserved word table for quick data entering
SEQ SPLITTER128 - will re-write a long file as a series of short files
TEXTVIEW.128 - for program or sequential files
SECURITY - a security system program for which you can choose your own access code if you can find your way into the correct part of the program.
SPEAKER DESIGN - CAD program for designing loudspeaker enclosures with test procedures

PUBLIC DOMAIN DISK #146 - ICPUG GENERAL 17

P-UNASM128.V1 - a compiled version of UNASM128.V1. Follow prompts to disassemble into CBM assembler code
OLDMAKER - this is the slickest UNNEW method ever for any Commodore computer.
MDISK - a very heavily commented M: disk reader
COLOR DEFAULT - a routine which prevents the current screen, border and character colors from being reset by RUN STOP/RESTORE
VERIFIZER 40/80 - a modification to correct problems in the original for 80 col. mode (TRANSACTOR Magazine's checksum program?)
M/L INPUT128 - a controlled input routine which works in both 40 and 80 col. modes
EXPWEDGE820 - use STASH FETCH and SWAP commands in 64 mode with either the 1700 or 1750 RAM EXPANSION MODULE
80 COL FIXER - center your 80 column display
AUTOMENU - a generator for three files that will allow you to redefine your DIRECT-MODE functions without RUNNING or BOOTING a program
RAMDISK-1750 - capable of loading, saving,giving directories with block size,file name and filetype. Also reads sequential files from RAMDRIVE
TOD.DEMO.80 - TIME OF DAY clock demo for 80 col. mode

BLC - BASIC LOADER CREATOR
COLOR TEST - adjust the video controls to get the best colors for your C128 and monitor
FF APPENDER - FAST FILE APPENDER. Append one BASIC program to the end of another
FILE VIEWER - you can view text files (PRG or SEQ) and LIST BASIC programs without disturbing memory. You can also dump the contents to printer or to another drive
TOKEN128 - convert sequential files to program files
SG10 CMDS V3 - for STAR SG10 printer
RAMEX - this program adds some commands to BASIC 2.0 so that you can access the RAM EXPANSION in 64 mode
QKREAD V2.2 - multi drive seq.reader which also has a print function
128/FILE EDIT1.4 - seq.files can be loaded, saved, created, edited or printed

PUBLIC DOMAIN DISK #147 - ICPUG GENERAL 18

1571 MANAGER.ORG - although a sub-utility for DISK ORGANIZER this may be run as a stand alone program for DOS housekeeping functions
RESET 1571 - this program RESETS a 1571 to a 1541 single/double sided or back to 1571
1571 SPINNER - use in conjunction with a drive head cleaner (1571)
SWITCH HEAD FRMAT - a format program for the 1571 which formats in 1541 mode on both sides
1525 DUMP DEMO 1 - dump screen to a 1525 printer
1525 HIRES DUMP1
PAGE COUNTER LINE - prints the page number by counting the lines in the text
PAGE COUNTER CHR - as above but counts by character
PRG DISBLR & PRT - disassemble a program file in decimal to a printer
DEF RUN/STP-HELP - redefines the RUN/STOP and HELP keys
PROGRAM CATALOGER - another disk cataloger
VCR PROGRAM - keep track of your video tapes
SEQ.READER&HEADR
MARCA DIR FILER - list the directory from drive 8 to drive 9
SEARCH DISK - demonstration of a search by track and sector
CASSETTE LABELS - print the end part of a cassette case with the title of the tape
ENVELOPE TESTER - test the sound chip for different types of sound
2 SIDER - a formatting program for 1571
APPEND128 - join together two BASIC programs
128 CATALOGER - update of previous version. The printer and video output are now dual column and it has a custom character set. Also on #157
DISK DIRECTORY - print multiple directories - 3 at 10CPI or up to 5 at 17CPI
DBL FORMATER - update of the DUAL FORMAT PROG for the 1571
SCREEN MODULE ML - configures the VDC to display 27 lines
DISK ORGANISER - a user designed and highly organized menu system inspired by the ever popular IBM program HARD DISK ORGANIZER.
MENU C-128/80
KEYPAD+PC2 - a BASIC loader for a revised version of one of the KEYPAD ACTIVATOR M/L routines

PUB DOMAIN DISK #148 - ICPUG RECREATION 1

SHRDLU - simulated artificial intelligence program
GOLD ICON 128 - adventure game
YAHTZEE.128 - a game with five dice and up to seven players
HANGMAN - simple game
LOTTO 128
BRAIN QUIZ - trivia type quiz
CLUBHOUSE TURN & HORSE DATA - bet on the horses
ARENA - a two player game
DEEP SIX - arcade style game
GO 128.BASIC - a demo using the 40 and 80 column screens at the same time
QNEWS - what QLINK is all about
SPACE - shoot the aliens
REVERSE - reverse the position of the numbers to get them into the right place
APOLLO START - command an APOLLO spaceship

PUB DOMAIN DISK #149 - ICPUG RECREATION 2

TTT(IX TAC TOE) - noughts and crosses
TRIVIA GAME - questions and answers
TRIVIA - make your own with new questions
GOLF - verbal golf
FORREST FIRE - put out the fires or die in the flames
BIP - play with a WORLD WAR 1 biplane
ALDEHEDRON - a PD version of ATARI MISSILE INVADERS
TIE.FIGHTER - a corrected version. Shoot down the fighters with your lasers
LOTTO-48
HALLOWEEN - a program for scaring your neighbours on Halloween
LOT-5 - generates six random numbers from one to forty-nine
LOTUS 123 - as far as it got for an 8 bit machine
MEGABUCKS - pick lottery numbers
SPACE ATTACK - shoot the alien ships
TUG OF WAR - requires two joysticks
SAUCERS - a simulation of a space battle between you, the pilot of a V12 rocket fighter, and a swarm of flying saucers
TRUCKER.128 - a text adventure and trading game. Mind the speed limit!
NIGHT GR/SCR - a text adventure/nightmare
BASIC BOOST 128 - a program for a joke

PUB DOMAIN DISK #150 - ICPUG RECREATION 3

NIGHT ADV. 40 - a 40 column color version of NIGHTMARE THEATRE
INVADER - attack earth, flee to another planet or make peace
WAR GAMES - you control half the world and try to conquer the other half. All text no graphics (80 column RGBI mode)
RACECAR V3 - stay within the track boundaries
ROADRACE - car racing game
BASIC 9.9 - uses just about any command in 7.0 plusa few added extras
BASIC 9.2 - this is 128 HUMOR BASIC which recognizes many BASIC 7.0 commands plus a few!
LABELLE DE LUCTE - a difficult game of SOLITAIRE in 80 columns
TANK BATTLE
SHOOTEMUP - STAR WARS type of action
FOOTBALL-40 - 40 col.version of FOOTBALL
PREDICT - predict the outcome of games taking into account several factors
FOOTBALL PREDICT - 80 column version of the above
WIN - generate numbers for a state lottery (out of 42 numbers)
NJ - an all graphic LOTTERY game

LEMONADE.128 - a PD version of the game for the 64. This one saves the score after a day's trading
CHECKERS 128
HANG-A-MOON - land your ship on the lunar surface
CATACOMBS - a role-playing adventure game which requires a printer
TRICKY TIC - a 2-9 player score 4 type game
SUPER 7 - pick 7 numbers out of 80
ARTILLERY - enter the angle and force of your shot when trying to wipe out your opponent
SPACE WARS.MAIN - shoot enemy space ships

PUB DOMAIN DISK #151 - ICPUG RECREATION 4

ADVENTURE/80 - Jim Butterfield's rendition of the original adventure
COLLOSAL CAVE
WORDORAMA.V2 - word game
NORAD - of course you aren't on the modem, breaking into NORAD's main computer centre. The program just simulates the process
FOOTBALL-2 - an update of FOOTBALL-80 with a printer option.
FRG30 - generates sets of six rndom numbers
DIGITS - tests the way you use logic
WIN - pick a lotto number
WON - another version
PIC 4.128 - pick 4 lottery numbers
PIC 3.128 - and this one picks 3
KISS V1.00/128 - an interactive game for 2-20 players
GALACTIC128 - more action in outer space
PRO FOOTBALL - an advanced text version with a window display
LOTTERY - more LOTTO numbers?
GEM MASTER - utility for Advanced Dungeons & Dragons. Creates the charts and returns the true value of one or more gems,along with the types of stone. Output to printer

PUB DOMAIN DISK #152 - ICPUG RECREATION 5

FAMILIAR.128/80 - the complete combat and dice roller program for Advanced Dungeons & Dragons. All the combat tables in the DMG are used in this except for the assassination table
STRANDED - 80 column adventure game
ADVENTURE 4LEVEL - adventure with 4 levels
ZORK - a PREBOOT for 128/1571 owners to allow the CBM ZORK disks to run under the 128 KERNAL with disk I/O at 1571 speed. Works with many of the early INFOCOM games
ADD CHARACTER - AD&D - create, save, load, verify and print characters
ELECTRO-DESTROY - a game like AVOIDBINGO
128 - plays BINGO and has a built in BINGO card printing utility
OTHELLO
FOOTBALL - a modified version of PRO FOOTBALL 128 - in 80 column format with some other features
MBUCKS TOTALER - gives you a set of 10 combinations with each combination consisting of six numbers.
CATACOMBS V3 identical to V2 but no printer required. The puzzles, music, graphics and new locations are all still included.
HEXPLUZZER - a game of moving and ordering letters and numbers
SLING SHOT - shoot target for points
BURGER KING - in one of BURGER KING's computers
ARENA OF DEATH - animated battle to the death

PUB DOMAIN DISK #153 - ICPUG RECREATION 6

128 INVADERS - a shoot'em up in 80 columns
SOLITAIRE.80
TICTACTOE2.0 - like noughts and crosses
SURVIVAL - a nuclear text adventure in 80 columns
CASTLE QUEST - adventure game written in BASIC
GALACTIC V9.0 - Galactic adventure game of strategy in 80 column mode
VIDEO POKER - play computerized video poker machines
STAR WARP - STAR TREK adventure with dialogue instead of graphics.

PUBLIC DOMAIN DISK #154 - ICPUG EDUCATION 3

FOURIER128 - a calculus program that finds the coefficients of the trigonometric Fourier Series.
TYPING TUTOR III - improve your typing speed
PRESIDENTS - learn the names of the US Presidents from Washington to Reagan - how about adding Bush? (80 columns)
LEAST SQRS-128 - enter a set of data points for a graph and this program will calculate the equation of the best fitting line and the correlation coefficient of the points to this line
MATHS GRAPHS - takes your maths equation and converts it into an X-Y GRAPH in HIRES
HEX MAIN 128 - do basic math problems using hexadecimal numbers
VOLTAGE TO POWER - convert many different values of voltage to power in WATTS across a specified load impedance. Output to printer
MATH128 - an all purpose math quiz. Add, subtract, multiply, divide, percents and square roots
THE HUNTER - a 4-part program that tests your knowledge of hunting
MORSE CODE 128 - take advantage of eye/ear/hand coordination in tutoring the Morse code system.
WEATHER - a weather forecasting program
NUMBER INVADERS - shoot the number by getting the sum right
FACTOR RACE - reply the correct answer to win the race
GEOGRAPHY - play against the computer by guessing names of places around the world
PROVERBIAL - this is a collection of sayings, proverbs and definitions
DEFINITION - based on a TV game of the same name. Word or phrase guessing game

PUBLIC DOMAIN DISK #155 - ICPUG EDUCATION 4

BOWDITCH - about BOWDITCH curves
ALPHABET ZOO - a program to teach very young children about letters, using hires pictures of animals to match the letters accompanied by nursery rhymes set to music or familiar folk songs

PUBLIC DOMAIN DISK #156 - ICPUG UTILITIES 9

VIDEO LABEL MKR - will produce a label 15/16" by 3 1/2" in enhanced character mode. The label may be either 2 or 3 linesFASTFILE 128
XMASCARD MAKER - make a your own personalized Christmas cards
BASIC BUDGET - keep track of your financial situation
CHECK EXPRESS V2.0 & V3.05A - check book programs for 80 column mode. V3.05A has more enhancements and runs of two drives
ULTRACAT 2.0 - disk database. This version uses ten separate catalogs to store filenames and each one can contain up to 1000 filenames on up to 100 disks, in all about 7500 filenames on a double-sided disk. Many other features including pull-down menus

YEARLY BUDGET - a simple budget program with provision for check account balance, two incomes and 15 bills for each of 26 pay periods
BUDGET.80 - a monthly budget program for a small business
OUTLINE EDITER - designed for editing outlines or any text organized into headings and sub-headings.

PUBLIC DOMAIN DISK #157 - ICPUG UTILITIES 10

ROLL-O-DEX 128 - a card based name, address and phone number database plus in 80 column fast mode with printer and 1670 modem. The program will dial a phone number either from keyboard or from the currently displayed "CARD" without having to enter the number
CUSTOMIZER.128 - reprograms the function keys - these can be redefined as wished and then the CUSTOMIZER can be used as a boot program
CHART AUTOS 128 - choose up to five transmission ratios, or final drives, or tyre sizes and produce a chart (80 COL) of RPMS/MPH. Input max RPMS and choose your tyres or final drive ratio to achieve the speed you want, or simply (mostly) see what revs you spin as you wind through your gearbox
AP LEDGER - Accounts payable ledger
CARD LIBRARY - ?
READWRITESAVE1.2 - for sequential files
CHKACCNT V1.0 - an excellent check-book manager.
ACCOUNTS - upgrade of AP LEDGER. Has 9 categories, up to 15 ledgers each 30 entries per ledger. Creates its own files. Will use most of a single sided disk.
128 CATALOGER - this is the update of DISK CATALOGER. Also on #147
WE128 - like a little word processor with a built in terminal in 300 / 1200 baud. Disk functions, load & edit, save and do a lot of other things with it
PROGRAM CAT 1.5 - 80 column display. Catalogs alphabetically & categorizes by program type, disk#, side A or B, 64/128

PUBLIC DOMAIN DISK #158 - ICPUG UTILITIES 1

LAZY GREENIUS - this is an assembler/editor for the C128 which has been used by its author to write games and commercial software. The program autoboots and a manual for printing is then available, also a number of other options. There are two versions on disk. The first is a single disk for 1571 and the second requires 2 disks for 1541/1570. The second disk has the manual on it. The program has a RAM disk file, can write to IBM format and has MODEM RX/TX facilities. (According to ICPUG this should be a double-sided disk but the second side, when received in Brisbane, contained no data at all. Something appears to have gone wrong in the copying process. According to the information on the catalogue disk, quoted above, the manual is on the second side but it is noted that the first side has on it several 'doc' files. Hopefully the assembler/editor is still usable by owners of 1571 drives.)

# BREAKDOWN

## by Linday Vardy

Many times I read about loading troubles with the 1571 drive and thought to myself how lucky I had been with my 128D, but as they say, all good things come to an end.

Some months ago my son remarked that the 128D would not load the RAMBO program, although the 1541 drives would. Sure enough, it would not load the original from storage either, although all other programs loaded OK. But not for long.

Soon the drive would begin to load a program and then Bang Bang and the message "device not present". The read/write head would be stuck right at the front end of the rails and no formatting with a blank disk would move it, push it back along the rails and the above could be repeated.

It came back from the repair shop with the message that the RAMBO program was faulty even though it loaded on the 1541 drives.

Not to be outdone, I connected up a 1541 drive as device #9 and loaded the RAMBO program, copied it and saved it out to the 1571 drive. Now this disk loads on the 1571 and the 1541 drives. Strange things these drives; many times users complain about certain programs not loading, so don't give up if your favourite program won't load. On inspection of the mechanicals it's a wonder that diskdrives work at all considering the precision needed, it's a tribute to the engineers at Commodore who have given us such great computers and almost trouble free drives.

-ooOoo-

## AMIGANET

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# AMIGA MONITOR

## FEBRUARY MEETING

After a break of two months, it was good to see the large rollup for our first official meeting for 1991.

Greg Perry welcomed members and visitors and then announced that both the newsletter editor and himself would stand down at the end of the current club year (July '91).

This was followed by a plea for a new C64/-128 Coordinator, as Leigh Winsor is standing down after the March meeting.

After the interval, Ralph De Vries gave members a demonstration of some of the features that can be found in the latest version of *PageStream*.

Because of time constraints, it was only possible to cover a fraction of the features found in this program. Ralph had prepared a series of printouts of some of the PageStream screens, both on the HP Laserjet printer and on a 24 pin dot matrix printer to give our members some idea of the sort of quality that can be obtained from a modern DTP package which uses the Compugraphic font technology.

## APRIL MEETING

By courtesy of Greg Howe of Pactronics (distributors of *AMOS* amongst other things) we will be demonstrating a Black & White, and a Colour Scanner for the Amiga.

## APRIL WORKSHOP

To be held on Sunday 14th April 1991 from 1 - 4 pm at the Ithaca RSL Hall in Rosalie. This is our trouble shooting and learning meeting, and we have help available for new Amiga owners.

## LOST: A NAME

Would the member who contacted Ron Lewis (via our BBS), regarding a Video Titling Program, please contact him again, as Ron has mislaid your name!

## COMPUTER CONSUMER WATCH

The idea of this column was to alert members to 'shady practices' in the computer industry, be they software- or hardware based. However, as Ron Lewis pointed out, "why not also include more positive aspects of computer consumer products?", and this makes a great deal of sense. So without further ado, here goes the first of, hopefully many, positive aspects of computer equipment...

## AMIGA MOUSE

Ron Lewis reports that his old mouse packed it in, and started to look around for a replacement. He ended up buying an *AGILER* mouse complete with mouse pad, and is absolutely ecstatic with the quality of the rodent. The combination of the new mouse and pad "is as smooth as a baby's bottom" in Ron's words. A friend of Ron who is physically disabled and has great difficulty in managing the 'normal' Commodore mouse, has no trouble in handling the Agiler mouse.

Ron purchased his new mouse from United Computers and reckons that at $69.00 R.R.P. it's a steal.

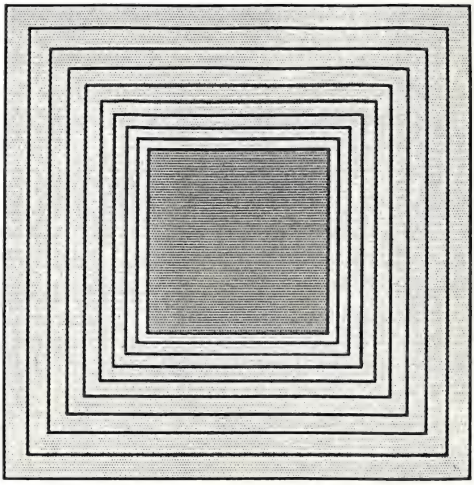
If you own a 'normal' Commodore mouse and it starts to play up, there are usually two causes:

A: The lead often breaks near the point where it disappears into the mouse. Solution is to cut a small section off the lead and refit and resolder it (only if you know what you

are doing - if in doubt take it to a service centre).

B: The mouse switch(es) have given up the ghost. This normally happens with the so-called 'bubble switches'. The solution is to buy from the Group a micro-switch replacement kit ($15.00 + $1.00 postage). Again, if you're not sure what you are doing, get a competent technician to do it for you.

By the way, did you know that, if your mouse gives up the ghost, you can emulate the mouse action with the Amiga, Shift and Alt keys, in conjunction with the Cursor keys? It's all in the manual that came with your computer!



## *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 - PageStream | 300 3477 |
| Robert Googe | Video & Audio Digitising | 288 8863 |
| Steve Hovelroud | Audio Digitising, Amos | 298 5128 |
| Gary Lloyd | C Programming (Beginners) | 269 7818 |
| Paul O'Brien | Amateur Radio Communication | 397 4102 |
| Brendan Pratt | Modems, Telecommunications, Sidecar | (075) 463 317 |
| Grant Robinson | AmigaBasic | 359 4315 |
| John Van Staveren | Easy Ledgers Accounting Program | 372 3651 |
| David Walton | Bridgeboard (IBM) | (071) 834 742 |
| Mike Williams | AmigaBasic (Beginners), Sound | 209 9084 |
| Rod Williams | Monitors & Video Interfacing | 260 6237 |

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 7

**by Ralph De Vries**

A STRANGE BUG

Some days ago our President had to print a multiple page A5 document on the Laser printer. Because he had been using *Professional Page* (1.3) he had set up his document with this program. When he was ready to print he instructed the program to print 5 copies. Much to our surprise the program printed out one copy of all the pages in the document, and then it started all over new to print the second copy, etc.

As it stands, Professional Page takes twice as long as PageStream to print a page on either a dot matrix printer or an HP compatible laser printer. However, in the case of PageStream, if we instruct the program to print multiple copies of a document it prints all the copies of Page 1, followed by all the copies of Page 2, etc. This, in effect, means that PageStream is many times faster than Professional Page when it comes to printing out multiple copies.

PAGESTREAM 2.1

In my last article I mentioned briefly the arrival of the latest version of this program. It now appears that registered owners of PageStream V. 2.0 received a complete replacement, i.e. 4 disks plus manual. Registered owners of earlier versions received an update disk and four A4 pages of updated instructions. For another US$25 they can order the latest version of the new manual.

I shall not detail all the bug fixes of this latest version (a full list is provided with the update disk), but it appears that Soft Logik has squashed the majority of the more serious bugs. They have tried to speed up text display by basically going back to an earlier version, and use bitmap screen fonts in point sizes below 24, in the CS Times and CS Triumvirate Fonts. However this has resulted in a display which is far from WYSIWYG, so I've removed these display fonts and gone back to the slower, but more true font representation of Version 2.0.

This brings me to my major complaint about PageStream, namely screen updating. When you produce a newsletter such as ours, the screen updating drives you up the wall at times, particularly if a page consists of a variety of elements such as text, boxes and graphics. If, for example, I shorten the line that runs through the centre of the page, the whole page, including text boxes, is usually re-drawn. One learns to become very patient indeed!

One major improvement is the ability to use clips produced by the opposition's (Gold Disk) product *Professional Draw*. This means that it's now possible to take some existing (bitmap) clip art, convert it in Pro Draw to a structured drawing, and then import it into PageStream. Result: clip art without the 'jaggies'. I hope to do some experimenting with this combination in the near future. It's even possible to edit or modify these Pro Draw clips in PageStream.

PROFESSIONAL PAGE 2.0

By the time you read this Pro Page Version 2.0 should be officially released. As far as features is concerned it will well and truly have caught up with PageStream (it even includes a word processor - the former *Transcript* program, now called *Transwrite*), so from the enduser's point of view, it's then purely a question of which program suits his or her particular requirements best. I hope to be able to report on Pro Page 2.0 in our next newsletter.

-ooOoo-

# AMIGA PUBLIC DOMAIN LIBRARY

## available at Milton Workshop or by Mail

Fish Disk 441

Deksid - A disk and file hexadecimal editor. Useful for editing binary files. Version 1.10, shareware, binary only. Author: Christian Warren, Marc Dionne

DiskPrint - Prints labels for 3.5" disks, primarily for PD library disks. Label data files can be loaded into memory so labels for special disks are available without having to type anything in or without having to wait for AmigaDOS to read in the full directory. Version 2.3.5b, update to v. 2.3.5 on disk 433, and fixes a minor problem with some printers. Shareware, binary only. Author: Jan Geissler

Dme - Version 1.42 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version 1.38 on disk 284, includes source. Author: Matt Dillon

Fish Disk 442

ToolManager - With ToolManager you can add your own programs to the tools menu of the 2.0 Workbench. Requires Workbench 2.0. Version 1.2, includes source. Author: Stefan B.

UUCP - An implementation of uucp for the Amiga, including mail and news. Version 1.08D, update to v. 1.06D on disk 360, and consists of three parts. Parts 1 and 2 are on this disk, and part 3 is on disk 443. Includes source. Author: Various, major enhancements by Matt Dillon

Fish Disk 443

DICE - Dillon's Integrated C Enviroment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). Version 2.06.14, update to v. 2.02 on disk 359. Shareware, binary only. Author: Matthew Dillon

UUCP - An implementation of uucp for the Amiga, including mail and news. Version 1.08D, update to v. 1.06D on disk 360, and consists of three parts. Parts 1 and 2 are on disk 442, and part 3 is on this disk. Includes source. Author: Various, major enhancements by Matt Dillon

Fish Disk 444

ChinaChallenge - A game similar to Shanghai or Mahjong. The goal is to remove all parts of the pile, the so called Dragon, step by step. This dragon is composed of 120 different game pieces. You can always find four pieces displaying the same picture or chinese symbols. Version II, update to the version on disk 312. Changes include some bug fixes, unlimited undo, saving and loading of games, background music, title screen, etc. Binary only. Author: Dirk Hoffmann

EliteBBS - An online message and file handling system. Features include a message base, private mail, file library, support for xmodem, ymodem, and zmodem, fully buffered serial I/O routines for top speed, time limits, and more. Version V.31, binary only. Author: Nick Smith

MissileCmd - A fast Missile Command game written in assembly. Features include using a hires interlaced screen, time based events for correct operation on any speed Amiga, multitasking friendly, and sound effects. Binary only. Author: Max Bithead

RegExpLib - Shared library that implements regular expression pattern matching. Version 1.0, binary only. Author: Stephen Moehle

UltraF-4 - Demo version of a super graphic based floppy format program that can format four floppy disks at the same time and even format disks that other programs give up on. Binary only. Author: Terry Bullard and Signa Bullard

Fish Disk 445

MWTape - A tape handler which uses scsi.device to implement serial access to typical streaming tape devices. Includes source. Author: Markus Wandel

OptMouse - A program which allows you to use a Mouse Systems M3 serial mouse on the Amiga and instructions which allow a serial mouse to be modified to plug directly into the Amiga mouse port. Useful as an example of how to "fake" mouse movements and may be of use in writing drivers for digitizers, light pens, and the like. Includes source. Author: Ed Hanway

Tar - A port of a UNIX tar clone that can work with the TAPE: handler (also on this disk) to read and write UNIX tar compatible tapes. Includes source. Author: John Gilmore, FSF, Jonathan Hue, et. al.

TurboText - An almost fully operational demonstration copy of a new sophisticated text editor for the Amiga. Features many unique capabilities including an impressive ARexx interface with over 140 commands available, full outlining abilities, clipboard support, complete reconfigurability, recorded macros, programmer's calculator, emulations of many popular text editors, and much more. This demo version does not

allow saving or printing of documents and limits the size of cut and paste operations. Version 1.0, binary only. Author: Martin Taillefer

UUCP - A bug fix for UUCP 1.08 released on disks 442 and 443, which had already been finalized at the time this fix reached me so could not be included there. Fixes a serious bug in uucico. Author: Matt Dillon

Fish Disk 446

CanonBJ - A printer driver for the Canon BJ series of printers. Faster and supports more graphic and text modes than the standard Commodore driver. Shareware, binary only. Author: Wolf Faust

GamePort - A toolkit with link time and shared libraries that allow easy access to the GamePort device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham

Input - A toolkit with link time and shared libraries that allow easy access to the Input device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham

PointerLib - A disk based shared library which provides programmers with easy access to custom pointers and a consistent user selected busy pointer. Includes source. Author: Luke Wood

Post - An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+. Version 1.4, update to version 1.3 on disk 408. Includes source in C. Author: Adrian Aylward

Fish Disk 447

AmiBack - Demo version of a new backup utility. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), no copy protection, configuration files, complete backups, incremental backups, selective backups, file exclusion filter, setting of archive bit, etc. Demo version does not have restore, compare, or scheduler. Version 1.0, binary only, requires AmigaDOS 2.0. Author: MoonLighter Software

BackPac - Demo version of a new backup program. Features include intuition interface, data compression, 907K written per floppy, full and incremental backups, full or selected restores, inclusion/exclusion patterns, user defined config files, multitasking friendly. Version 1.3, binary only. Author: Canadian Prototype Replicas

DFC - Disk Format and Copy program. A nice, general purpose, disk formatter and copier. Version 5, update to the version on disk 131. Includes source. Author: Tom Rokicki and Sebastiano Vigna

FlashBack - Demo version of a new backup utility. Fully functional version except for the restore operation. Features include backup of multiple partitions in one pass, backup of non- AmigaDOS partitions, backup to a file, automated unattended backups, pattern matching, and streaming tape support. Version 2.05, binary only. Author: Leon Frenkel, Advanced Storage Systems

SMan - A Mandelbrot generation program. Uses the mouse to select regions within borders of the Mandelbrot set to zoom up to magnifications of 10**19. Includes math coprocessor support and options to save images as an IFF file. Shows example of assembly programming of extended precision for the 68881. Includes source. Author: David McKinstry

TCL - Port of Tool Command Language, a simple textual language intended primarily for issuing commands to interactive programs such as text editors, debuggers, illustrators, shells, etc. It has a simple syntax and is programmable so TCL users can write command procedures to provide more powerful commands than those in the built in set. Alpha 2 version, binary only. Author: Dr. John Ousterhout, Amiga port by Hackercorp

Fish Disk 448

AmigaPet - Another cute screen hack. Version 2.52b, binary only.. Author: Patrick Evans

FifoDev - FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. V. 2, update to disk 432. . Author: Matt Dillon

Mkid - A program identifier database package that provides a logical extension to "ctags". The ID facility stores the locations for all uses of identifers, preprocessor names, and numbers (in decimal, octal, or hex). Includes source. Author: Greg McGary, Amiga port by Randell Jesup

NightMare - A handy little program that uses "shock" techniques to scare people. Fun to watch while someone else is using your computer. Version 1.0, binary only, source available from author. Author: Patrick Evans

OnTime - Holds up a task until a given time and then releases it to run. Version 1.0a, binary only, source available from author. Author: Patrick Evans

PicToANSI - Converts a one bit plane 320x200 IFF picture to a file that displays the picture on any ANSI compatible terminal. Binary only, source available from author. Author: Patrick Evans

SolitaireX - A solitaire game. Features include all possible moves shown with a pulsing green box around the card, reshuffle, unlimited undo, and tournament mode. Binary only. Author: Stephen Orr, Gregory M. Stelmack

ST2Amiga - A program to convert Atari ST format relocatable executables to Amiga format relocatable executables, for subsequent loading into the ReSource disassembler and conversion to Amiga. ST2Amiga should also compile and run on an ST. Version 1.1, includes C source. Author: David Campbell

Swish - A small simple screen hack that pushes the screen around using the view port, and simulates a floating motion. Binary only, source available from author. Author: Patrick Evans

Fish Disk 449

Globulus - Demo version of a new arcade game that is reminiscent of the old Q-bert game. You control a cute little character and hop him around pathways in a diagonal kind of world, while trying to avoid bad things and catch good things. Binary only. Author: Innerprise

Handshake - A full featured VT52/VT100/VT102/VT220 terminal emulator. The author has taken great pains to support the full VT102 spec. Supports ANSI colors, screen capture, XPR external protocols, user selectable fonts, ARexx, and more. Version 2.20c, update to v. 2.12a on disk 172. Binary only, shareware. Author: Eric Haberfellner

Iff2Ansi - Turns any two-color low-res IFF picture into ANSI text that can be displayed on any ANSI compatible terminal. This is version 0.1, includes source in assembly. Author: Carnivore/BeerMacht

Shazam - A picture viewer for Dynamic HiRes images created with Macro Paint, the 4096 color high resolution paint program from Lake Forest Logic. Version 1.1, includes two sample Dynamic HiRes images and source for display program. Author: Lake Forest Logic

WonderSound - Wondersound is an additive harmonic instrument design tool with a separate envelope design window and 16 relative harmonic strength and phase angle controls. Version 1.7, an update to version 1.6 on disk 428. Binary only. Author: Jeffrey Harrington

Fish Disk 450

AmyVsWalker - Another cute animation from Eric Schwartz. This one has Amy the Squirrel attempting to take a wrench to the a "Walker" from "The Empire Strikes Back". Author: Eric Schwartz

MinRexx - A simple ARexx interface which can be easily patched into almost any program. Includes as an example the freedraw program from disk number 1. This is version 0.4, an update to the version on disk 188. Includes source. Author: Tomas Rokicki

Tabu - Quarter inch cartridge (QIC) tape backup utility. Works with Microbotics HardFrame. May work with other controllers as well (untested). Includes source. Author: Roy C. Sigsbey

UUCP - A bug fix for UUCP 1.08 on disks 442 and 443, which had already been finalized at the time this fix reached me so could not be included there. Includes a new getty and some bug fixes. Author: Matt Dillon

Fish Disk #451

'Liner - A shareware outliner whose function is to create outlines for notes or export to other programs. 'Liner can save an outline as ASCII text and is clipboard compatible. This version utilizes a number of AmigaOS 2.0 features and thus requires 2.0. Support for the new ECS Denise display modes is also included. Version 2.11, upgrade to v 2.00 on 394. Includes source in C. Author: Dave Schreiber

Convert - Converts 39 different image formats into CBM standard 24 bit IFF files for display on devices such as Black Belt Systems HAM-E product. Version 1.6, binary only. Author: Pete Patterson and Ben Williams

ProDrivers - AmigaDOS 1.3 printer drivers for IBM 4201 and 4202 series of printers. Version 1.0, binary only. Author: David White

RCS - The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently, for example programs, documentation, graphics, papers, form letters, etc. Update to RCS version 1.2 on disks 281 & 282, and includes only the files that have changed. Author: Walter Tichý. Amiga port by Raymond Brand and Rick Schaeffer.

RRamDisk - Another recoverable ram disk. This one supports up to 32 units and can be autobooted. Unused sectors are deleted from memory. The ram disk can be formatted, copied to, or used just like a normal disk drive. Binary only. Author: Bob Dayley

SnoopDos - Utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Ver 1.2, update to v. 1.0 on disk 388. Includes source in C. Author: Eddy Carroll

Fish Disk #452

Budget - A program to help with managing personal finances. Ver 1.302, update to v.301 on disk 416. Binary only. Author: Le Lay Serge Camille

FLODemo - Floorplan Construction Set demo. Fully functional except the Save IFF function is disabled and 15 pages of clip rooms have been replaced by a single

sample page. This is version 1.48, binary only. Author: Jim Hennessey, Gramma Software

ImageLab - A program which performs image processing on IFF pictures. Includes standard image processing functions such as convolution, averaging, smoothing, enhancement, histograms, FFT's, etc. Also includes file conversion functions, a clipboard, and other useful functions. Ver 2.4, update to v. 2.2 on disk 243, includes bug fixes, PAL support, overscanned and super-bitmap image support, improved paint operation, better area selection, HAM histograms, and FFTs. Binary only. Author: Gary Milliorn

MandelPAUG - A version of MandFXP with complete online help, a fully implemented Mandelbrot and Julia set "movie mode", and many improvements in the user interface. Version 2.1, binary only, source available. Author: Bruce Dawson, Steve Larocque, Jerry Hedden

Fish Disk #453

AmigaTration - A "Concentration" like game for the Amiga, where you must locate matching tiles on a grid that can range from 4x4 (easy) to 12x12 (difficult). Version 1.0, binary only. Author: Gabe Dalbec

Lemmings - Demo version of an enchanting new game from Psygnosis. The lemmings are cute little guys you have to guide across the screen from one level to the next, over and under and around various obstacles, by using your mouse and changing each lemming's characteristics to get them to perform various useful tasks such as building bridges or digging through obstacles. Binary only. Author: Dave Jones, Gary Timmons, Scott Johnston, and Brian Johnston

ProjMot - A Projectile Motion plotter. Plots the path of a projectile fired with a variable initial velocity and angle. Display can be scaled, and time can be accelerated. The program returns the distance traveled and the time it took. This is version 1.01, includes source. Author: Chris Hopps

Quick - Utility program specifically targeted at hard drive users to eliminate the frustration of launching programs on the Amiga. It eliminates the need to open Workbench windows and/or remember and type in long pathnames to executables. Version 1.0, binary only. Author: Greg Gorby

Fish Disk #454

Decigel - A software fix for programs that use instructions which are priviledged on the 68010/020/030. Update to the version on disk 18. Includes source in assembly. Author: Byrce Nesbitt

Enforcer - Uses the MMU to build a shroud of protection over anything that is not legal memory. Any empty holes in the address space are marked as illegal. Reads of the system ROMs are allowed, but not writes. With the exception of longword reads of location 4, the lowest 1K of memory is completely protected. When an illegal access is detected, the power LED will flash and a detailed message will be sent out the serial port. Author: Bryce Nesbitt

Redaktu - A PostScript program which runs on PixelScript to edit other PostScript programs. Several examples and a detailed explanation are included. Author: John Starling

StillStore - Program designed for freelance, corporate, and broadcast television. It loads and displays IFF images of any resolution interchangeably from a list file or as inputted directly (I.E. random access). Ver 1.2.1, update to v. 1.2 on disk 317. Binary only, source available from authors. Author: R. J. (Dick) Bourne and Richard Murray

Vortex - A universal accented character converter for Amiga, IBM-PC, MacIntosh, and C64 files written in most west european languages (Danish, Finnish, French, German, Italian, Islandic, Norwegian, Spanish, Swedish, and more. Works with either ASCII or Word Perfect files. Version 1.5, includes source. Author: Michel Laliberte

Fish Disk #455

AngusCopy - A disk copy program with intuition user interface. Version 2.0, shareware, includes source in Modula II. Author: Andreas Gunser

ConvMacF - Converts MacIntosh type 1 Adobe fonts to a format usable on the Amiga. Reads a compressed MacIntosh format Adobe font file and unpacks it to an ASCII text file, which permits sending the font to a printer as a PostScript program. Includes source. Author: Unknown, Amiga port by Joe Pearce

MemMon - A small memory monitor. Version II, shareware, includes source in Modula II. Author: Andreas Gunser

VIt - Is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. Features include use of ARP, an ARexx port, XMODEM 1K/CRC and Kermit protocols, support for additional serial ports, external file transfer protocols (XPR), a "chat" mode, and scrollback/review/history buffer. It comes in two versions, one with Tektronix emulation, and one without. The Tektronix emulation allows saving IFF files, PostScript files, and printing bitmaps to the printer. Ver 5.034, update to v. 4.846 on disk 410. Binary only. Author: Willy Langeveld

Fish Disk #456

CheatSheet - A compilation of cheats, hints, backdoors, helpful bugs, passwords, codes, solves, and walkthroughs for over 150 Amiga games. February 1st, 1991 edition, an update to January 1st edition on disk 431. Author: Mark Shnayer

CManual - Parts 1 and 2 of a complete C manual for the Amiga which describes how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, Hints and Tips, etc. The manual also explains how to use your C Compiler and gives you important information about how the Amiga works and how your programs should be designed. The manual consists of 15 chapters together with more than 100 fully executable examples with source code. When unpacked, the manual and examples nearly fill up four standard Amiga floppies. Ver. 2.0, update to v. 1.0 on disk 337. Because of its size, it is distributed on two disks, parts 1 and 2 on disk 456 and parts 3 and 4 on disk 457. Author: Anders Bjerin

Fish Disk #457

CManual - Parts 3 and 4 of a complete C manual for the Amiga. Ver 2.0, update to v. 1.0 on disk 337. Because of its size, it is distributed on two disks, parts 1 and 2 on disk 456 and parts 3 and 4 on disk 457.
Line - A shell written to enhance the bare-bones CLI with features that many people find useful in the UNIX csh, including history, aliases, a directory stack, etc. Version 1.15, includes source. Author: John D. Aycock

QuickReq - An "Ask utility" to replace the "ask" command from AmigaDOS. QuickReq can load arguments from files thus making it possible to handle long questions and texts. Also supports optional line breaks in BodyText, an option to center text to window, DisplayBeep when requester is activated, setting your own FrontPen number, specifying requesters width and height and all kinds of overscan displays. First public release. Version 2.0, includes source. Author: Markus Aalto

Fish Disk #458

ATCopy - A program to copy files from the Amiga side of a system equipped with a PC/AT bridgeboard, to the PC side, using wildcards. Ver 2.2, update to v. 2.1 on disk 429. New features include much faster copying and selection of all options using WorkBench. Shareware, binary only. Author: Peter Vorwerk

Csh - Version 4.02a of a csh like shell derived from Matt Dillon's shell, version 2.07. Update to v. 4.01a on disk 331. Changes include bug fixes, preservation of file protection bits by cp, some new commands, and reformatted documentation. Includes source. Author: Matt Dillon, Steve Drew, Carlo Borreo, Cesare Dieni

GIFMachine - A program that will convert CompuServe GIF image files into IFF SHAM and 24bit ILBMs. It offers a number of extra options like dithering, horizontal and vertical flip, as well as automatic border removal. Requires KickStart version 2.0.. Ver 2.116, update to v. 2.104 on disk 405. Author: Christopher Wichura

TeXify - Package of ARexx scripts, for CygnusEd users, which allows total control of AmigaTex from within CED. Version 1.10e. Author: Wolf Faust

Fish Disk #459

AmiDock - Amiga version of the NeXT's "dock", but more versatile and not as limited. Provides you with a number of buttons on the WorkBench screen that, when pressed, will launch other programs. These buttons are fully configurable to run any program you want. Version 1.2.4, binary only. Author: Gary Knight

Conquest - Lore of Conquest is a war game similar in concept to the board game Risk. This is a two-player game, so be prepared to defend yourself and take what is yours! Ver 1.3, update to v. 1.2 on disk 432. Binary only, shareware. Author: Michael Bryant

Rxgen - An ARexx library that allows you to call any function of almost any Amiga library from an ARexx program. This is version 1.0 Author: Francois Rouaix

XprZmodem - Amiga shared library which provides ZModem file transfer capability to any XPR-compatible communications program. Ver 2.10, update to v. 2.0 on disk 261. Includes source. Author: Rick Huebner

Zoom - A fast and efficient floppy disk archiving utility based on the data compression / decompression algorithms used by lh.library. Has an Intuition and a Shell interface, fully supports Kickstart 2.0, is able to add texts and notes to archived output files, knows 66 different bootblock viruses, includes a number of compression parameters (such as encryption of the output file) and a lot more. Ver. 4.1, update to v. 3.10 on disk 436. Binary only. Author: Olaf 'Olsen' Barthel

Fish Disk #460

JMenu - This program allows an AmigaDOS script to display a menu, wait for the user to make a selection either with the mouse or the keyboard, and return the selection back to the script through an environment variable. It can also immediately execute any valid AmigaDOS command based upon the menu selection. The maximum size of the menu is based on the screen resolution and font size, up to a maximum of 26 selections of a maximum of 80 characters each and an optional title area of up to 4 lines. Version 1.1, binary only. Author: James Collins

NetHack - A screen oriented fantasy game where your goal is to grab as much treasure as you can, retrieve the Amulet of Yendor, and escape the Mazes of Menace alive. Ver 3.0, patch level 10, update to v. 2.3 on disks 189 and 190. Binary only, source available. Author: Various, see documentation.

ShadowMaker - Demo version of an Intuition based Font shadow generator. In seconds you can convert your favorite fonts into color fonts with professional video shadows built right in. The only restriction for this demo is that the final font height at SAVE times must be less than 40 pixels in height. Version 1.5, an update to version on disk 428. . Author: Stephen Lebans

# SOFTWARE WARRANTY

COMMERCIAL SOFTWARE -

The following warranty is enclosed with a flow charting package for programmers, called *Interactive Easyflow* (MS-DOS?):

*We don't claim Interactive Easyflow is good for anything - if you think it is, great, but it's up to you to decide.*

*If Interactive Easyflow doesn't work, tough.*

*If you lose a million because Interactive Easyflow messes up, it's you that's out of a million; not us.*

*If you don't like this disclaimer, tough.*

*We reserve the right to do the absolute minimum provided by law, up to and including nothing.*

*This is basically the same disclaimer that comes with all software packages, but ours is in plain English and theirs is legalese.*

PUBLIC DOMAIN SOFTWARE -

Extracts from the accompanying documentation of a program called *TextCalc* v1.5 by John A. Samuels:

*WARRANTY: None whatsoever! This program does not work, will not work and never did work the way it was intended. I couldn't care less if TextCalc causes your Amiga to explode and take a city block with it.*

*HERE, THERE, AND EVERYWARE: You are hereby granted a lifetime site license to use and abuse TextCalc as you see fit. Of course, the above-mentioned lifetime may be abbreviated if you steal my code or make money of the fruits of my labour by selling this program for profit. So don't do it. That being said, if this program proves so valuable that you can't remember what life was like Before TextCalc (B.T.), you should immediately send me a certified cheque for one half of your total assets (please don't send farm animals through the U.S. Mail).*

*COPY PROTECTION: You need the code wheel that was included with this program's packaging. Then copy the 17th character of the 15th word on the 13th line of the 11th page of the manual. You will have to type it three times. Then, turn off your Amiga and, with your index finger in your left nostril, recite all of the words to Marty Robbins' "El Paso". Then turn your Amiga back on and gently kick your dog. You are now ready to use TextCalc.*

(much later in the same file...)

*COMMONLY ASKED QUESTIONS ABOUT TEXTCALC:*

*WILL TEXTCALC WORK ON THE AMIGA 3000? I have no idea. Send me one, freight prepaid, and I'll let you know.*

*WILL IT WORK ON MY PC OR MAC AT THE OFFICE? No. Neither will anything else of consequence.*

*WHY SHOULD I USE IT? Because WordPerfect's math is too complicated and from a cursory reading of the manual it appears that all numbers have to be in columns before you can do any math on them. And who amongst us knows how to make columns in WordPerfect? And because UEDIT, the exquisite text editor by Rick Stiles, will only do addition and subtraction. Of course, if Rick Stiles reads this, he'll put out the 3000th revision of UEDIT which will do multiplication and division and put TextCalc and its humble author to shame.*

*WHEN WILL THIS DOCUMENT EVER* END?!? Now.

(This is *not* an April Fool's Day joke! — Ed)

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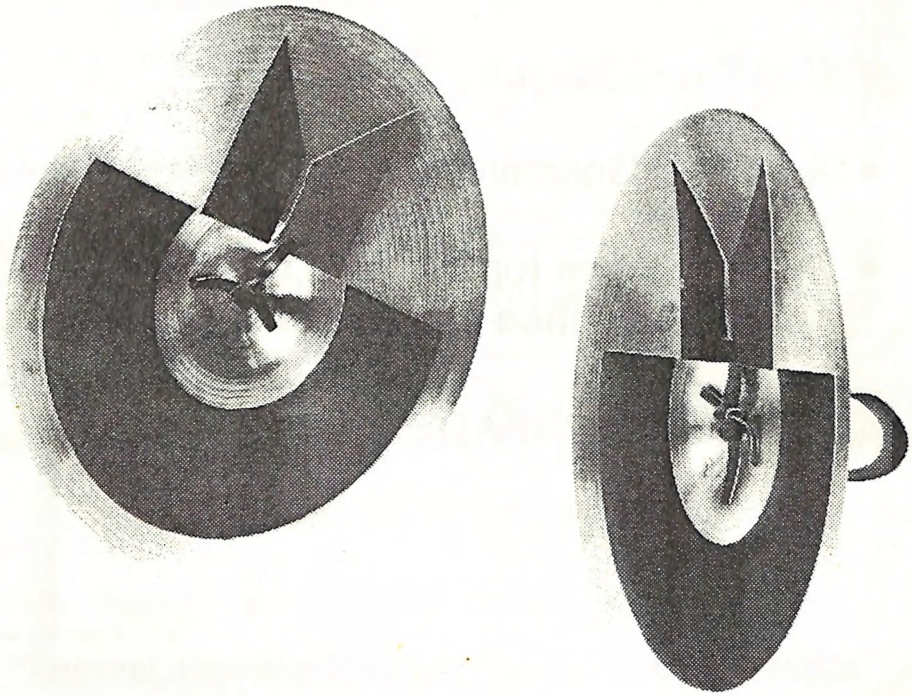

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