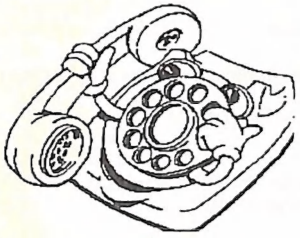
CURSOR

Newsletter of the
COMMODORE
COMPUTER
USERS
GROUP
QLD Inc.

Registered by Australia Post
Publication No. QBG 3958

VOL.7 No.11 JULY 1991



"Ronny Lewis is really going to town in this issue, isn't he?"

The Editor is speaking his mind in this issue.

"That lovely Paul Blair is writing about the new Superbase!"

The Treasurer is looking for your annual contributions again!

Fred Fish is back with lots more disks.

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

COMMODORE COMPUTER USERS GROUP (QLD) INC

MANAGEMENT COMMITTEE

PRESIDENT:
Greg Perry Ph. 366 3295
SECRETARY:
Mike Williams Ph. 209 9084
TREASURER:
Andrew Hinz
CHIEF LIBRARIAN:
Phil Guerney Ph. 378 9756
NEWSLETTER EDITOR:
Ralph De Vries Ph. 300 3477

COMMITTEE MEMBERS

C-64/128 COORDINATOR:
Peter Cotterell Ph. 369 5110
AMIGA COORDINATOR:
Robert Googe Ph. 288 8863
AMIGA GURU:
Steve McNamee Ph. 260 6327

SALES

C64/128 DISKS & ACCESSORIES:
Greg Jackson Ph. 285 3894
C64/128 P. D. DISKS AND TAPES:
Doug Maclurkin Ph. 350 4034
AMIGA DISKS & ACCESSORIES:
Ken Clem Ph. 287 3698
AMIGA PUBLIC DOMAIN DISKS:
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

CONTENTS

INFORMATION	02
A.G.M. Notice	06
Cursory Notes	07
BBS News	08
Introduction to our BBS - Part 2	10
My View on Bulletin Board Systems	19
Bytes	20
Library News	21
Holiday Capers'	23
8 BIT COMPUTERS	24
8 Bit Help!	25
C-64 Machine Language - Part 14	26
Geos Version 2.0	28
C64/128 SIG Nomination Form	30
AMIGA MONITOR	32
Amiga Help!	33
Amiga Public Domain Library	34
E.E.G. BBS Message Editor	39
About Viri	42
Scruff Tips	45
Super*Page	46

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.

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

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

Commercial Advertising Rate:
$30.00 per full page, per issue.
This rate is for camera-ready A-5 pages.

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

Printed by:
Townsend Printing,
P O Box 654, Woodridge Qld 4114.

MEETINGS

MAIN MEETING

Our next Main Meeting is held on Tuesday 2nd of July at the Bardon Professional Development Centre, 390 Simpsons Road, Bardon, starting at: 8 pm. Library: 7pm - 8pm & 9pm - 9.30pm. Sales: 7pm - 8pm. Entrance through the Centre's Carpark in Carwoola Street. Parking is **not allowed** in Centre's grounds!

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

WORKSHOP MEETING

The Amiga Workshop is held on Sunday 14th of July (12noon - 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. Public Domain Software (over 500 disks) available for copying (no charge, except cost of disks).

We also have a *HELP* support group for beginners.

For more information ring 288 8863 (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 (+ $3.00 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 (+ $3.00 P & P)
3,5" Disks: $15.00 per 10 (+ $3.00 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 (+ $3.00 P & P)
Amiga Dos Summary: $3.00 (+ $3.00 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 (+ $3.00 P & P up to 5 Disks)
Public Domain Cassette Tapes (C-64): $2.00 ea (+ $2.00 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 (+ $3.00 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 (+ $3.00 P & P)
Ribbons for MPS-1000, GX/LX-80 Printers: $7.00 (+ $2.00 P & P)
Ribbons for MPS-1200/1250, Citizen 120-D Printers: $10.00 (+ $2.00 P & P)
Ribbons for Riteman C or F Printers: $12.00 (+ $2.00 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*: $30.00
Country /Associate Membership: $20.00
Pensioner Membership: $20.00
Family /Business Membership: $40.00.

(*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 (AUGUST) Issue is: FRIDAY 28th June!

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. Articles can also be submitted as MS-DOS ASCII files in any format.

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).

PARCOM PTY LTD

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

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

AUTHORISED INDEPENDENT COMMODORE SERVICE CENTRES

- Professional Repairs and Product Support
- All Work carries our 90-day Warranty
- Fast, Efficient and Courteous Service

$10 Service Offer

Don't wait till it's too late!
Protect your Commodore or Amiga computer, monitor, drive and printer now and don't pay any repair fees for a full year!

- Send $ 10 per unit
- Abuse and misuse excepted
- Next day service
- Spare parts extra
- BC/MC/Visa/Cheque

MODEL SERIAL NO.

---------- ----------

---------- ----------

---------- ----------

CURRENTLY IN WORKING ORDER

SIGNATURE _____

COMMODORE COMPUTER USERS GROUP (QLD) INC,
P.O. Box 274 - Springwood - Qld - 4127

ANNUAL GENERAL MEETING - 6th AUGUST 1991
Election of Management Committee Members for 1991 - 1992.

NOMINATION FORM

POSITIONS VACANT:

PRESIDENT - SECRETARY - TREASURER
CHIEF LIBRARIAN - NEWSLETTER EDITOR

I hereby nominate .....

for the position of .....

Proposed by: .....

Seconded by: .....

Signature of Nominee: .....

This form to be in the possession of the Secretary no later than Monday 22nd July 1991.

Separate Here > — — — — — — — — — — — — — - < Separate Here

PROXY FORM

COMMODORE COMPUTER USERS GROUP (QLD) INC.

I, ... of .....,

being a member of the above named association,

hereby appoint ..... of .....

or, failing him, ... of .....

as my proxy to vote on my behalf at the Annual General Meeting of the Association, to be held on the 6th August 1991, and at any adjournment thereof.

Signed this .....day of ..... 1991.

Signature: .....

This form is to be used * in favour of / * against the resolution

* Strike out whichever is not desired

(Unless otherwise instructed, the proxy may vote as he/she thinks fit)

CURSORY NOTES
by Ralph De Vries

Yes, it's that time of the year again - Tax Time! Of course that also means that it's the end of another financial year; not only for you and I, but also for our Group. Hence you will find in this issue, as in previous years, your 'Membership Due' form.

Reluctantly we have decided to increase the annual membership fee by $5.00; the current economic climate has also cut into our reserves, and, to be able to offer you the same level of facilities as in the past, this has meant this slight increase in fees.

On the previous page you will find the notice for next month's Annual General Meeting. As most of you are aware by now, the majority of the outgoing Management Committee have decided not to stand for re-election. This means that here is a real opportunity for some new faces to take over the reigns of the C.C.U.G.Q., so consider nominating for one of the five advertised positions. If more than one nomination is received for any of these positions, a membership ballot, to be held at the August A.G.M., will decide the outcome.

MY PERSONAL VIEW

My eight year long reign as Newsletter Editor is soon coming to an end, so I would like to take this opportunity to air some personal views. I stress that these are *my views*, and thus they are not necessarily shared by my fellow committee members.

When I announced at the beginning of this year that I wouldn't stand for re-election as Editor, I gave as reason for this decision the fact that I was 'going stale'. This is indeed the case, but my real reason for standing down is, that I am sick and tired of the C64/128 versus Amiga debate.

During the last five years or so, the 'upstart' Amiga has gone from a slow start to its present state of dominance, where some 70% of our members are now Amiga owners. The day is indeed not far off when this percentage will have climbed to 100%.

I don't intend to waste this space on a fruitless debate on the merits of one computer versus another. Basically C64/128 owners who have not upgraded to a more powerful computer (be it Amiga, MS-Dos or Mac) haven't done so for two reasons:

1) They cannot afford it - a perfectly sound reason.

2) Fear of the new - this goes normally hand in hand with age.

These are both valid reasons, and I accept them for what they are, but for some 8-bit user to then go into print, and write that such and such a program is the greatest thing since sliced bread, without any basis of comparison, is just plain nonsense. I don't intend to cite individual cases here, but there have been several instances of this kind of review in recent months.

My own view is that our Group would be much better off, if the C64/128 users were to break away from the C.C.U.G.Q, and form a separate 8-bit Users Group. This would end the perpetual bickering once and for all, and, in the long run, would be better for the health of both computer types. How this is to be done is not up to me to suggest, but the A.G.M. appears to be the ideal forum to thrash out these matters.

There, I've said it! Agree or disagree with me, but come along to the August meeting and let's give it a public airing.

B.B.S. NEWS

by Ron Lewis

Since last months positive outlook towards the mechanics of our BBS, I'm pleased to announce that all is still well. We have had very few reports of misconduct by the system and feel confident that the gremlins have deserted the ship. Don't get me wrong, we're not saying it's perfect, but it is now 95% efficient and that's a far cry from our earlier escapades. I must say that our preconceptions of doom and gloom since the initial changeover have deserted us and we, along with many others, must congratulate the committee for their decision to convert to an Amiga system. The forethought of the system demand is vindicated and the two lines into the system are now a necessity and not a luxury.

Whilst on the subject of 2 lines, please allow us to make an observation and stress that this is not Club or Board policy, but! we've noticed many members using Line Number 1 (8087694) as a preference. Now could we just explain that this line is the only line capable of handling calls at 9600 BAUD and if you are using it at 2400 or whatever, then members who have 9600 modems are locked out, even though the other line is free. This we're sure would be irritating for those poor souls burdened with these super fast modems, who are then left with no other option but to wait. Having said that, we like to see the BBS used to its fullest and cannot justify limiting line 1 to a specific group. What we ask is that you try line 2 (8088823) first; if you find that line busy then by all means use line 1 (8087694) regardless. If we show at least this courtesy, then we should be able to cater for all of us into the future.

FILE AREA 18:- Some of the more alert amongst you BBS'ers will have noticed a change in the BBS file area over the past month. Apart from our normal categories, we have now developed a Special Area (File area 18) deliberately configured specifically to assist Newcomers to Modeming and or Amiga's. In this area you will find files to assist in archiving and setting up your utility files to get established. The files in this area were chosen by Graeme, Tom, and I as being not necessarily the best but were the easiest to use for a newcomer to computing. We have included everything that we use, plus many that we don't use any more but did find useful during our Amigaization. Currently there are 20 files and this will extend to 30 hopefully by the time this hits the press. I stress, this area has been established specifically for new users of either Amiga or modems and will have very little appeal for the majority. Needless to say it is open to all CCUGQ members and we are anxious to hear from you more established members who may have a favourite utility you would like to recommend for inclusion in this area.

FILE AREA 19:- Also we have included a specific area (File area 19) which will hold files which relate to education. This area we anticipate will be the place for you mums and dads to come, when looking for the program to tame little Johnny. All files will be Public Domain and will have a reference to anticipated age groups that the program could appeal too. Although we can't always guarantee the quality or usefulness of the supported programs, in most cases a separate documentation from Ron Lewis will give his view on the running and or setting up of same. Currently it holds programs on spelling and concentration but it is our wish that all you Students make use of this area as well to share your compositions, lectures, and anything related to your education that you wish to share. If you are shy or like me can't spell to save your soul, remove any identifying marks and I will mark the Uploader area anonymous, when it is validated if you so desire. When asked for a description, try and be as explanatory as practical, nominating the year, course, and subject etc.. because it's highly probable that a few subjects might just

be beyond our comprehension to explain. Now this area is not just for the big kids either, I remember back in the 7th grade that I would've killed for a composition on the mating habits of the tern toads of Southern Siberia, unfortunately BBS's were'nt around and I missed the points. (I would have cheated But!) Although we intend that this area be open only to members, it is anticipated that, to obtain maximum coverage, we should allow input from non members as well.

CLUB MESSAGE AREA:- To obtain views on the above and any other topic which you would like to raise regarding our club, a new message area has been established. It is anticipated that this area be used to voice your opinion (good or bad) on facets of Club Facilities. We hope that input can be generated on thoughts and ambitions of Club activities and where possible, if required, answers will be sought to relevant queries. As with most Clubs of our size, it is not always possible to have a say and have it heard. Well if you own a modem, or your friend owns a modem, and you feel you would like to contribute your thoughts, then this is the place for you. We cannot guarantee that your views will be acted upon, but we can guarantee that they will be heard.

BULK MESSAGE AREA (file area 17):- Because our new Software allows access for the user to continue his/her (oops! her/his?) business while the nominated messages are being packed and the fact that the system doesn't fall over any more whilst requested to increase its workload,.the decision has been taken to axe the Bulk Message Area. Although Ronald Lewy spat the dummy when told of his retrenchment, he seemed to calm down a bit when the doctor explained that the injection was not fatal, but was only to assist the guys installing the straight jacket. It's a sad state of affairs when a grown man cannot accept reality and must embarrass his peers by acting so strange during his dismissal. Anyway, for those of you who witnessed the sad occasion, I'm happy to announce that Ronald has survived his first week on the farm and when they manage to prize the telephone from his hand they have promised to remove the jacket.

UPLOAD of the Month must go to Peter Bruce of Glen Innes (I think). Peter uploaded a very authentic Shareware Game of CRAPS___.LZH. We weren't sure that we shouldn't have put this in the Educational area, because the instructions on game play are excellent. If by chance you wander down around the Casinos, I'd advise you take a look at this program first. Further, if you do happen to break the bank down there, remember where you got the education and skills. Thanks Peter for the upload.

Well that's about the lot for this month. Remember your Sysops anticipate and require input from you, the user. We can only guess at services you require unless you comee forward with your ideas. It is our aim to try and cater for the needs of every member if possible and this can only be achieved if we know what they are.

See you on the BBS.

Sysop Graeme Darroch
Ass. Sysop Tom Yallowley
Ass. Sysop Ron Lewis.

INTRODUCTION TO OUR BBS - PART 2

by Ron Lewis

Last month we went through the procedure you would experience if you logged onto our BBS for the first time. We are now going to travel through some of the different areas you are likely to visit and some that even the old hands at it don't even know exist. We'll start at the MAIN MENU but it's possible that if it is your very first time in, you will be presented with our BULLETIN Area that we displayed last month. Although we would like you to use this area it's hardly stuff to keep your attention here, so I'll leave it until later.

As you enter the board, the computer checks to see if there are any messages addressed specifically to you, if you have not left any, it is likely you'll be met by this little ditty:

```
 Sorry but there are no messages at present addressed to Joe Boggs

[THE MAIN MENU:-]                  Paragon Main Menu
        +-------------------------------+--------------------------+
        |  [A]djust Parameters          |  [B]ulletins             |
        |  [C]hat with SysOp            |  [I]nformation section   |
        |  [F]ile libraries             |  [G]oodbye (exit, logoff)|
        |  [L]eave feedback to SysOp    |  [M]essage area          |
        |  [S]tatus                     |  [W]aiting message check |
        |  [U]serlist                   |  [T]odays callers        |
        |  [D]oors                      |                          |
        +-------------------------------+--------------------------+
        |  [O] Other users online       |  [!] Multiuser Conference|
        +-------------------------------+--------------------------+
        |      Commands may be stacked with the ; character.       |
        |           ^C cancels most menus or text displays.        |
        +----------------------------------------------------------+
             NEW USERS SHOULD READ THE BULLETINS SECTION [B]
      Date: Sun, Mar. 24, 1991   Time: 12:12 PM   Remaining: 59 minutes

(59 min remain) CCUGQ> a  [I pressed a for Adjust Parameters <return>]

[C] Computer type        (now Amiga 500/1000)
[E] Expert mode          (now Off)
[G] Graphics type        (now 0)    [Note for Demo purposes I've turned off
[H] Hotkeys              (now Off)                ANSI graphics.]
[L] Line length          (now 80)
[M] Set screen length    (now 29)   [If you are using an Amiga Pal system
[P] Change password                  These settings will suit you.
[Q] Quit                             64 Readers I got no idea?]
[S] Screen clearing      (now On)

Choice: q      [To advance or exit any area use the q key & <return>]

               [Back to] Paragon Main Menu  [removed]

(58 min remain) CCUGQ> f  [From main pressed f <return> File area!]

[DISPLAY OF OUR PRESENT FILE AREAS]

   ######################################################################
   #                          Available areas:                          #
   ######################################################################
   # Area  1# USERS BITS AND PIECES  #  22 files #  1183656 bytes#
   # Area  2# AMIGA COMMUNICATIONS   #  27 files #  2189045 bytes#
   # Area  3# AMIGA COMPRESSION      #  16 files #   629968 bytes#
```

```
   # Area  4# AMIGA DISK UTILITIES   #  21 files #   562932 bytes#
   # Area  5# AMIGA GAMES (PD ONLY)  #  36 files #  2884219 bytes#
   # Area  6# AMIGA GRAPHICS         #  43 files #  4581959 bytes#
   # Area  7# AMIGA SOUND            #  18 files #  3048582 bytes#
   # Area  8# AMIGA UTILITIES        #  92 files #  3159235 bytes#
   # Area  9# AMIGA VIRUS CURES      #  11 files #   234147 bytes#
   # Area 10# AMIGA DEMOS            #  27 files #  4612853 bytes#
   # Area 11# AMIGA FISH LATEST      # 122 files # 11967669 bytes#
   # Area 12# 64/128 AREA            #  54 files #   453617 bytes#
   # Area 13# PROGRAMMERS CORNER     #  10 files #   411754 bytes#
   # Area 14# CURSOR DROP ZONE       #   2 files #   384820 bytes#
   # Area 15# USERS SWAP AREA        #   7 files #   147710 bytes#
   # Area 16# SYSOPS ONLY            #  16 files #   868299 bytes#
   # Area 17# BULK MESSAGE AREA      #  16 files #   680867 bytes#
   # Area 18# NEWUSERS GOLDMINE      #  30 files #   868299 bytes#
   # Area 19# TEACHERS GOLDMINE      #   2 files #   680867 bytes#
   ##################################################################
Total files in all areas: 540    Total bytes: 38001332 (36.2 Megabytes)

[B]rowse new files (verbose)  [Full description & details of new files]
[N]ew files scan              [Description only of new files]
[Q]uit                          [What leaving so soon?]
```

As you can see there is a wide range of topics covered here, with most files being the latest on issue. Your sysops attempt to keep up with the ever increasing supply of Public Domain Software that is both purchased and given to the Club. They are forever removing old files and replacing them with newer or updated versions. Having said that, it is fair to say that the clear majority of files have been contributed by our members. Brendan Pratt, who also runs a BBS service has been instrumental in uploading many of his files to our board, especially early in our BBS's life and still in fact plays a role behind the scenes. As a New User to our BBS you are probably not the least bit interested in either how it works, how the files get there or who aided in its creation, so I'll get on with what's in it for you and explain the File Area Titles.

Area 1# USERS BITS AND PIECES :- This area can be used by members to leave files that don't necessarily fit any of the nominated categories or for other members to pick up for personal use.
Area 2# AMIGA COMMUNICATIONS :- This area is Amiga only and contains files that relate to BBS software and also holds a few terminal programs, whatever they are?
Area 3# AMIGA COMPRESSION :- All files over 10,000 bytes long are compressed to allow for faster transfers. The programs for doing this are stored here. Note as stated elsewhere, our board only uses LHARC for this purpose but if you use other boards I'm afraid you will still require the myriad of programs that they use. Eg. ZOO,ARC,UNZIP.....enuff said!!
Area 4# AMIGA DISK UTILITIES :- Programs related to the storage and display of stored computer data.
Area 5# AMIGA GAMES (PD ONLY) :- A good game is a matter of opinion, but we do try and weed out the absolute dogs and only keep reasonable quality material.
Area 6# AMIGA GRAPHICS :- Programs or files relating to Amiga graphics. Gary Woods keeps this area ticking over with some absolutely EXCELLENT DIGI PICS. (Thanks Garry)
Area 7# AMIGA SOUND :- There are many Digi (digitised) sound files as well as Midi (?) along with Utilities and designer programs. ((M.Jackson! eat your heart out!!))
Area 8# AMIGA UTILITIES :- Clearly the 2nd most popular bank of files on the board, we try to keep the best of the Fish Submissions, along with users submissions. You name it! we got it! If it's any good of course.
Area 9# AMIGA VIRUS CURES :- Clearly the only way to keep your computer system uninfected is to make it remain a VIRGIN, however if the urge to exchange software is too great you will require protection. The very latest virus detectors and destroyers are just a phone call away. (I tink I herd that sumwar B4)
Area 10# AMIGA DEMOS :- Into Demos? Well this area holds 27 of the best

Demos ever produced. Programming groups from all over the world submit and we seem to receive them just after the ink dries.. PS Most of these files are CRUNCHED so don't carry the .LZH trailer. If the .LZH is not present then these files will RUN without unpacking.

Area 11# AMIGA FISH LATEST :- This area gets flushed every month or so and refurbished with files directly from the Fish disks. To the joy of the older users, the filenames are unaltered or aligned. We do not judge quality or performance and therefore can offer little assistance on program parameters in this area. Since introducing this area a little while ago it has quickly gained recognition for it's value, topping the charts 5 weeks in a row. This clearly is the most comfortable way of obtaining your weekly Fish ration and yes, on occasion we have taken requests.

Area 12# 64/128 AREA :- I can hear the complaints from here by our 8 bit groups, that our area should have been first and I tend to agree with you, as it was your computers that paved the way for our current progress. However at the time of writing you're stuck at No.12 and that's life!! I don't own a computer capable of checking out this area fully but can only guess that it contains heaps of goodies. Of course, if it doesn't then you 8 bitters had better get busy and make sure it does.

Area 13# PROGRAMMERS CORNER :- The intention of this area is for our programmers to have an area to hold banks of code for specific purposes known only to them. It will hold little appeal for our majority, but is open to all members for inspection. There could be argument to incorporate this area in bits & pieces and your view on this could be valued.

Area 14# CURSOR DROP ZONE :- Want to save a bob on postage? Simply upload your CURSOR articles to this area. Only the Editor has access to Download so your articles remain confidential and our poor spelling remains a secret. Cept for Ralph!

Area 15# USERS SWAP AREA :- I'm not to sure how this area was intended to operate so I'll zip it up.

Area 16# SYSOPS ONLY :- Our own PRIVATE little BIN, not for general usage.

Area 17# BULK MESSAGE AREA :- Used when the BBS was having heart trouble and is now redundant. Watch with baited breath as this area is converted into .TOP SECRET.

Area 18# NEWUSERS GOLDMINE :- This area has only just been created and is intended to offer the NEW USER a place where the occupants are USER FRIENDLY, USEFUL and RELIABLE. Extra documentation has been included in the files and I make no excuse for this practice. I recommend to the New User to find your way here and download the first 3 files as a starter, the first 2 are not packed and you will need them. LHARC the program you will require for unpacking the .LZH files is included here along with extra instructions for your use. On top of that we offer a Question/Answer service explained in the Docs, but NOTE this will only be carried out in the CLUB MESSAGE AREA.

Area 19# TEACHERS GOLDMINE :- Another new area designed specifically for STUDENTS or Parents of STUDENTS. If it's considered educational it'll be here, along with an appropriate age or school level tag. We hope also that students will contribute their hard work here for others to use and obtain ideas. Computer use is encouraged by schools and rightly so, but let's not keep it a secret hey!

I'll come back to the file area later, possibly next month. I think it's more important that we continue our trip through the board before our time is up. We are very lucky in Australia that our local calls are not timed, but although theoretically we could stay on the board until the milkman arrived the next day, for the sake of other members we must limit each call to 60 minutes.]

File library: q <return> to:- Paragon Main Menu

(20 min remain) CCUGQ> s *[FROM MAIN s FOR STATUS]*

Joe Boggs (CXY55) *[Here we can check our status, don't*
Edgeware Drive *know why you'd want to except to*
Rochedale, QL 4127 *prove to mum your number of calls.]*
Phone number : 341 3715
Computer : Amiga 500/1000
Access level : 15 (ASS.SysOp) *[Good boys get better grades!]*
Network credits : 20000
Messages entered : 285 *[Hate writing messages? hey!]*

```
Files uploaded    : 227 Files
Files downloaded  : 218 Files        [HOLY SMOKES, BATMAN, THIS
Bytes uploaded    : 11570972 Bytes    GUY'S SNUFFLED MORE FILES
Bytes downloaded  : 11244456 Bytes    THAN THE CIA!!!]
DL Allowance      : Unlimited files
Door points       : 1000
Calls to system   : 190 times     [Don't let mum see this little lot]
Calls today       : 0 (of 100)
Minutes per day   : 90
Minutes used      : 0    Press any key...
```

[During non working hours, it's possible Graeme may have a chat or just see you may be lost and offer guidance.. You will get a message like:-]

```
Watch It, The Sysops looking.........

You are a new user right///
yes///
Welcome to the CCUG BBS. Do you need any assistance???
No thankyou///
OK if you need any help just call. Use the C from the MAIN MENU///
Ok thankyou again..nice chatting///
Bye then///

Whew The Sysops gone.........
```

[Notice the /// used at the end of each line, this is to allow the other end to know that you have finished typing, similar to the OVER N OUT used on a two way radio.]

```
(15 min remain) CCUGQ> u  [From Main I typed d for DOORS]

FishFood V1.00 by Chris Hames.(Fido 3:633/353).
-----------------------------------------------
  eg '390' will show the contents of disk 390.
     '2-30' will show the contents of disk's 2 to 30.
     'music' searches for the word music in name/description.
     'Xoper' searches for the latest program name Xoper.
Enter (where # is 1 to 460) #/#-#/text/text/q to quit:q

 1) FishFood

Enter the door you wish to open (Q to Quit): q
```

[PS. Haven't quite worked this out myself, to be honest but I bet it's real good.]

[Remember the] Paragon Main Menu

```
+------------------------------+--------------------------+
|  [A]djust Parameters         |  [B]ulletins             |
|  [C]hat with SysOp           |  [I]nformation section   |
|  [F]ile libraries            |  [G]oodbye (exit, logoff)|
|  [L]eave feedback to SysOp   |  [M]essage area          |
|  [S]tatus                    |  [W]aiting message check |
|  [U]serlist                  |  [T]odays callers        |
|  [D]oors                     |                          |
+------------------------------+--------------------------|
|  [O] Other users online      |  [!] Multiuser Conference|
+------------------------------+--------------------------+
|      Commands may be stacked with the ; character.      |
|           ^C cancels most menus or text displays.       |
+---------------------------------------------------------+
     NEW USERS SHOULD READ THE BULLETINS SECTION [B]
```

```
      Date: Sun, Mar. 24, 1991   Time: 12:21 PM   Remaining: 10 minutes

(10 min remain) CCUGQ> o

Line Username                From                Where
---- --------                ----                -----
Loc  <Empty>
1    Ian Hazzard             Toowong Bris, Q     Downloading
2    Ron Lewis               Rochedale, QL       Listing Users On

                              Paragon Main Menu


(9 min remain) CCUGQ> b

                         Bulletin Section Menu
                         ---------------------

              1) About our Club          2) Main Meeting info

              3) Main Meeting When       4) Club Joining Info

              5) Sub Group Info          6) More Club Info

              7) Protocol Info           8) System Information

              9) Sub group news

                 When Finished viewing Bulletins Select Q)uit

No new bulletins since last date on.
Enter bulletin number (Q to Quit): q

                              Paragon Main Menu

                 NEW USERS SHOULD READ THE BULLETINS SECTION [B]
      Date: Sun, Mar. 24, 1991   Time: 12:22 PM   Remaining: 8 minutes

(8 min remain) CCUGQ> i
You are now entering the Information section of the BBS....

This section is to provide any information that members and non-members need. If you
have any suggestions of what  you would like to see here, please leave me a message!

The toggle download function lets you download any of these files instead of reading
them now! Just toggle download and select which file and you can then  download
them!

Information section
-------------------

Choose from the following topics

A. Other Bulletin Boards in Australia

B. Library Listing for the CCUGQ Library
   ( note these items are available at
                        the main meeting)
C. Rules of this BBS as displayed to new users


Choice (Q to Quit, T to Toggle D/L): q
```

```
                              Paragon Main Menu

(8 min remain) CCUGQ> m

-------------------------------------------------------------------------
              MESSAGE AREAS LIST FOR USER Joe Boggs ACCESS LEVEL 15
-------------------------------------------------------------------------
                        * <-- denotes messages waiting

 1  * GENERAL CHAT AREA                2  * MEMBERS Private mail
 3  * E-MAIL msgs to/from SYSOP        4  * AMIGA General
 5  * C64/128 Messages                 6    CLUB interface.
 7    CURSOR Control Centre            8  * C Programmers Sanitarium
 9  * Amos Programmers Haven           10  * Netmail
-------------------------------------------------------------------------
                              ECHOMAIL AREAS
-------------------------------------------------------------------------
 11  * AMIGA International             12  * AMIGA Australian
 13  * AMIGA Developers                14  * AMIGA Programmers
 15  * AMIGA Music                     16  * AMIGA Video
 17  * AMIGA Pointing                  18  * AMIGA Technical
 19  * Net 640 AMIGA                   20  * AMIGA Cando
 21  * Arexx                           22  * Brisprogrammers
 23  * Sydney 64 TALK                  24  * Sydney 128 TALK
 25  * Sydney AMIGA TALK               26  * Fastpoint
 27  * Chameleon                       28  * Trapdoor
 29  * Welmat                          30  * Australian Trading
 31  * BBS News
 32  * SYSOPS area                     33  * AMIGA Door
 34  * PARAGON PROGRAMMER              35    AMIGA Software
 36  * CBM                             37  * Gladstone
 38  * OZ AMIGA INFO
 50  * NET640 Sysop
 51  * MEGAHUB                         54  * PARAGON
 55  * OZ PARAGON                      56  * CANADIAN SYSOPS
 57  * MAILSTORM                       58  * COM Sysop

[A list of the various message areas available, please note depending
on your access level a few of these MAY NOT APPEAR.]

[A]ll new
[D]ownload messages
[T]hread read all new

New message area: 1

[C] Change message area              [D] Download messages
[E] Enter a message                  [G] Goodbye
[K] Kill message                     [L] Leave feedback
[O] Other message area               [M] Mark message
[N] Nodelist search                  [Q] Quit to main menu
[R] Read messages                    [S] Scan messages
[T] Toggle areas used by all-new

Hitting [Return] will start reading at the first new message.

[Nearly out of time but let's quickly leave a message so you can get
some idea of how simple it is.]

1. GENERAL CHAT [385/387]: e

        To <All>: <return>  [Just press RETURN if it's for everyone]
```

```
          Subject: BBS DEMO
[P] ParaText
[U] Upload
[A] Abort
Choice: p <return>          [RETURN ONLY WILL SUFFICE]

ParaText: All commands are preceded by '/'.
/S saves, /A aborts.  Do '/?' for a full list of commands.
There are 60 lines available.

 1) Hello madge, I'm having a great time on the coast glad you're not here.
 2) (Oh! Well; Life's like that!.)..Regards....Ron Lewis
[To save the message and have it recorded simply hit the '/' and then 's'
  eg. /s <return>  and you'll get]
 3)     Ed> Saving...


[C] Change message area                [D] Download messages
[E] Enter a message                    [G] Goodbye
[K] Kill message                       [L] Leave feedback
[O] Other message area                 [M] Mark message
[N] Nodelist search                    [Q] Quit to main menu
[R] Read messages                      [S] Scan messages
[T] Toggle areas used by all-new
```

Hitting [Return] will start reading at the first new message.
[To read a message simply type 'r' and follow the prompts. If it's your first time in the area and it asks you where to start, nominate a number 10-20 down from the highest shown. That'll give you an idea of what's been going on.]

```
1. GENERAL CHAT [385/388]: r

[F]orward
[M]arked
[N]ew (default)
[Q]uit
[R]everse
[T]hread order forward

Read option: f      [FORWARD]

Messages range from 338 to 388. Start at: [338] 387  [I typed 387<return>]

Message #387 GENERAL CHAT (Read: 2)
Date: 24 Mar 91 09:38:18
From: Mike Williams
  To: Lindsay McKeon
Subj: Re: Dictators

From what I've seen, most people don't really care about their freedom.  As long as
they are well fed, or at least better fed than their neighbours, they  would accept
anything. Those that do care form such a small fraction that they are powerless in
the face of organised, society wide repression.I tend to waffle on this subject. Be-
sides there is a good counter example to  the above. Queensland had a free press
during the entire Joh era. I guess  some places are populated by sheep (places be-
sides NZ!).

- Mike.

Message is reply to #383.
```

[If you wish to reply to a message that maybe interests you, Simply type 'r' at the Message Command Prompt]

```
Message Command: r  <return>

    Private? [y/N] No
             To: Mike Williams
        Subject: Re: Dictators

Press enter by itself to keep this subject.

        Subject: <return>
[P] ParaText
[U] Upload
[A] Abort
Choice: p <return>

ParaText: All commands are preceded by '/'./S saves, /A aborts.  Do '/?' for a full
list of commands.
There are 150 lines available.

 1) Gosh! Mike Tom & I we  are only joking...gotta agree with you but..
 2) (Oh! Well; Life's like that!.)..Regards....Ron Lewis
 3) ?     Ed> Help!
[To obtain help whilst writing your message simply '/h' will produce
     the following.]

All commands preceded by /.

/A Abort
/B Change Subject
/C Center all text
/D Delete lines
/E Edit line
/I Insert text
/J Center justify previous line
/L List lines
/N New (start over)
/Q Insert quoted message here
/R Search/Replace text
/S Save
// Output a / (no command)
/? Help
[These aids are available and are all executed by the slash / and then
  the First Letter...eg /s produces:- ]

 3)     Ed> Saving...

1. GENERAL CHAT [389/389]: q

                              Paragon Main Menu

        +------------------------------+--------------------------+
        |  [A]djust Parameters         |  [B]ulletins             |
        |  [C]hat with SysOp           |  [I]nformation section   |
        |  [F]ile libraries            |  [G]oodbye (exit, logoff)|
        |  [L]eave feedback to SysOp   |  [M]essage area          |
        |  [S]tatus                    |  [W]aiting message check |
        |  [U]serlist                  |  [T]odays callers        |
        |  [D]oors                     |                          |
        +------------------------------+--------------------------|
        |  [O] Other users online      |  [!] Multiuser Conference|
        +------------------------------+--------------------------+
        |      Commands may be stacked with the ; character.      |
        |           ^C cancels most menus or text displays.       |
        +---------------------------------------------------------+
             NEW USERS SHOULD READ THE BULLETINS SECTION [B]
```

```
      Date: Sun, Mar. 24, 1991   Time: 12:29 PM   Remaining: 3 minutes

(3 min remain) CCUGQ> t [just a quick sticky beak, produces!]

Previous Callers...

Sun, Mar. 24, 1991 at 12:12 PM: RON LEWIS (2400 baud)
Sun, Mar. 24, 1991 at 11:58 AM: IAN HAZZARD (2400 baud)
Sun, Mar. 24, 1991 at 11:39 AM: JOE BOGGS (2400 baud)
Sun, Mar. 24, 1991 at 11:04 AM: MIKE WILLIAMS (2400 baud)
Sun, Mar. 24, 1991 at 10:19 AM: BRETT MAXFIELD (2400 baud
Sun, Mar. 24, 1991 at 9:37 AM: MIKE WILLIAMS (2400 baud)
Sun, Mar. 24, 1991 at 9:25 AM: LEIGH LAUGHLIN (300 baud)

Press return...
                                Paragon Main Menu

(2 min remain) CCUGQ> g [WHOOPS! TIMES NEARLY UP see yu!]

Logoff? [Y/n] Yes
Leave feedback? [y/N] No

Thanks for calling, Joe Boggs!

Please call again.

Final words of wisdom for the day:

I've never been drunk, but often I've been overserved.
 --George Gobel

Paragon BBS v2.0858, (C) 1989,1990,1991 by Jon Radoff and Eric Drewry.
Inner Circle Software, P.O. Box 486, Northborough, MA 01532
Support BBS: 508-839-4597
A## NO CARRIER
```

Well I hope you are still with me and have gained some knowledge of what our Bulletin Board Service Does. It certainly is a credit to the previous hard working members who got this system started that it now rates so highly in our community. Although I am the first to admit that getting started in this area is strange to the point of daunting for many of us, I'm also the first to endow it's virtues. Remembering of course that nearly all of the higher schools run their own boards and many of the Secondary Schools are starting to follow suit, it makes good sense to get started in this field on a friendly interface like ours, where at least you can have a personal contact with the managers. To my knowledge our Club can't supply modems etc. but I really do recommend that if you are contemplating a purchase, that you speak with other members for there advice. I make myself available for ANY enquiries regarding our BBS but unfortunately I can't wisely advise on price or quality of the hundreds of different hardware devices that may or may not be classed as modems. I anticipate another trip next month, back to the file area where, if I can obtain permission to publish, I'll demonstrate a DownLoad using GPTerm and then a follow up on unpacking and using the file.

-ooOoo-

MY VIEW ON BULLETIN BOARD SYSTEMS

by Ron Lewis

Ever since I was first enticed into modeming I've had a desire to try and make it easier for newcomers to enter this computer environment. It is no secret that my views on standardisation are radical, and almost considered naive by the old timers amongst us, but still I persist. It has been my goal to attempt to bring a bit of sanity to our BBS and at least have it appear on the outside to be cooperating with us humans.

Of course, first the mumbo jumbo of the past had to be exterminated, so while the oldies were at work and couldn't see, I snuck into the BBS file areas and kidnapped all of the files that weren't compressed with LHARC. With these files now safely in my grasp, I exterminated all of their predecessors from the board. Out went anything that didn't have the trailing .LZH. Now despite the kicking and screaming that went on during the executions, I felt no guilt as the ZOOs, ARCs, ZIPs and the rest of their mates went the way of all who fail to conform. In fact I felt a twinge of satisfaction that finally I'd triumphed over the source of my initial frustration and ignorance experienced during my maiden journey into BBS'ing. I gave the files the LHARC treatment and turned all of their tails into .LZH and then placed them gently back on the board without giving any thought at all to their original file numbers or organisation.

Little did I think of the consequences when members logged on and checked for NEW files, only to find our BBS displaying hundreds of new files that really weren't new at all. Anyway despite the fact that I'd made all of the previous file lists redundant, and caused Graeme to rethink his employment of me as his assistant, my ass was saved purely because it was seen as progressive and somewhat useful.

My next incursion into the Assistant Sysops domain was to add descriptions to files that thought that a 3 letter filename was enough to explain their worth. This problem in all fairness was created by a computer error and wasn't really a policy from the past. It was during this description update that it was obvious that, now that all of the files were .LZH'd, they were less than easy to read because the LZ and H blended into the filenames of files less than the recommended eight characters long. This was not quite as obvious during the past with the various zoos, arcs, etc., but now that I'd standardised our system to LHARC, it became clear that I'd only fixed one problem to introduce another.

With my thinking cap on, and being careful not to alert Graeme to the newly created problem, I went about adding underscore characters to all of the filenames that didn't meet the 8 character filename length protocol. I wasn't game to press my luck in all of the areas, but tried it on Area 1 and was astounded at the difference it made to the appearance and readability of the files. I continued this action through to a few more areas and then realised, that I'd now probably reset everyone's NewFile pointers again!.
It was with a bit of trepidation that I rang Graeme to see if I still had my job and was met with his usual friendly Scottish accent and it was obvious he hadn't viewed my latest incursion into his Dining Room (that's where our BBS lives - I don't know where they eat!). Graeme said, he liked the new format and reckoned that now that the BBS was getting used to my internal examinations that perhaps I'd better continue it through to all of the areas. There was some mention of his reluctance to stay home from work just to protect his years of work, but I think he was joking and I now thank him for allowing my tamperings. Anyway the main changes have been made and they appear to have been ac-

cepted by both the old and new members alike without to much drama. However the end result of all this is a board setup completely different to any others around.

I've absolutely no doubt that others will follow our example, perhaps with some kicking and screaming but until that happens could I express the following view:

If you wish to upload any of our files to other BBS's please feel free, but take the time to remove my underscores before you do so. Other sysops don't have the time to check files and I'm sure your contribution will be frowned on by the receiving party if it's found to be doubling up on what is already there.

The amount of BBS's operating in Brisbane is a credit to the dedicated computerists and clubs involved. The Sysops put in incredible amounts of time to make their systems available to the general public. Respect there time and systems and if it's obvious that they don't use underscores in their filenames, then remove them before transmission.

BBS's have the potential to be the nerve centre of information. Thanks to the work of past and present members we are blessed with a system capable of catering for all requirements. You as a paid up member of the CCUGQ have absolutely FREE access to this facility 24 hours a day, 7 days a week. If you don't use it, you're missing out on a rare opportunity denied to many members of computer clubs throughout the world.

Any members who don't own modems but would like to see how our board works are welcome to give me a call and I'll arrange a session at my place at a convenient time. Just call Ron Lewis on 341 3715 between 10:00 am - 9:00 pm (if it's engaged it's probably my wife Cath on the phone again.!)

I've been asked to recommend a modem by two separate people. Surely, by reading my ravings and rantings, anyone in their right mind would realise my knowledge on that subject is zilch. However research has suggested that Avtec and Maestro are the favoured flavour of the month. My suggestion is to go for a 2400 baud modem,but if the budget says 1200 then that's better than nothing. I believe our club can hire or lend you a modem to try for a short while and consider this an excellent opportunity if you are unsure. So don't be slow..... give it a go.

It's also possible that the club could organise a discount rate if enough people were interested. If this thought appeals give me a ring and if enough people are interested I'll phone around and squeeze out a good deal on both Hardware & Software.

BYTES

FOR SALE

BARGAIN - Complete Amiga Outfit, consisting of: **Amiga 500, with A501 Ram Expansion and Clock**, 1.3 Kickstart. **A590 20 Mb Hard Disk Drive, with 2 Megabyte** of extra memory. **A1010 External Floppy Disk Drive. Philips CM8833 Monitor**, Mouse, Manuals, Disks etc. Everything in A1 Condition. Original cost well over $2100. Sacrifice for $1400!

Contact Ralph De Vries on (07) 300 3477.

Manual Modem (300/300 & 1200/75) for C-64, with Software for Viatel and BBS - $150 o.n.o.

Contact William Brackenridge on (07) 351 5323 (after 4pm).

LIBRARY NEWS

by Phil Guerney

I missed my first CCUG meeting for ages in May, certainly since becoming Librarian at the beginning of 1989. My business trip was scheduled some time ago, but it was for the second week in May and the first Tuesday was clear. I had forgotten about that drat odd meeting which has to be put back to the second Tuesday because some other mob gets in more than the year in advance that we book the Bardon centre. Thanks to Bob Devries for looking after the chaos while getting some practice in for September when he takes over the show.

THE C64/128 LIBRARY

Elsewhere in this Cursor you will read about the formation of a SIG (special interest group) for our dedicated 8-bit users. This will mean the closing of the circle that started around five years ago when the first Amiga owners formed a SIG complete with its own library. The present Amiga collection in the Commercial library grew from the single cardboard box that then served as storage. Last month I called for a C64/128 library helper to look after this side of the Commercial library with Bob Devries after August. In the days following the mailing of the June Cursor I was pleased to receive several calls from people interested in the job. That position will now be a more official "C64 SIG Librarian" with responsibility for the well-being of the collection, and to form future policy for the use of the 8-bit collection in conjunction with the Coordinator of the C64 SIG and the CCUG Management Committee. I am concerned that most of the collection is infrequently borrowed but there are many people out there who could benefit from this software, much of which is now impossible to buy. Such people may be in the country, or handicapped in some way, in schools with underutilised Commodore 64's, or just at home unaware of what is here. I am sure that there are better alternatives than selling or giving away the collection.

I have been scanning the ads in RUN and the Gazette part of Compute for new C64 software, but all that is appearing are games. There are a few C128 applications, but I have bought some of these already and they are not being borrowed. However we are still getting regular new disks in the form of the Gazette disk every month, the reRUN disk every other month, and the two-disk Loadstar set every month. There is some good stuff on all of these.

AMIGA SOFTWARE

A few new programmes this month.

Quarterback Tools (V1.3d): This is the first program I have seen for the Amiga that will "unfragment" the files on your hard disk in the same way that I do occasionally on the hard disk of my PC at work where it certainly does make an improvement on the loading times of large programs (like most PC programs). I have tested Quarterback on a floppy and found the icons and files to load faster. I have not compared the improvement to B.A.D., but I know that the latter comes up with "Not enough memory" if I ask it to work on my A590 20MB hard disk, despite having 3MB. Quarterback tools will work on my set-up, but I am waiting until I scrap all unwanted and/or little-used programs and files, and doing a complete data file back-up, before running it. This is an ideal library item, in that you only need to use it once every now and then. But when you do, make sure you back-up everything irreplaceable first, and delete everything you don't need. It is no use unfragmenting files and then opening up little holes for bits of future files to fall in. Quarterback Tools will also recover lost files and attempt to repair some disk errors.

Professional Draw (V2.0): Paint programs like Deluxe Paint use bit-mapped graphics - they store your drawing as a series of dots and when you zoom in you see fat pixels. Pro Page is an object-oriented, or structured, graphics program which means that a line is stored in memory as a description including the beginning and ending points. When you enlarge the drawing the line does not get fatter and you can add detail that might disappear on reducing the scale, but which will reappear on enlarging it again. The main advantage is that the output will always be able to be at the maximum resolution of the printer, plotter or whatever. And Pro Draw can output encapsulated postscript files for top-end laser printers. Pro Draw will also make 3 and 4-colour separations including registration marks. Other powerful features include excellent control over curves, aligning text to a curve and distorting text and shapes.

Ishido is a Japanese tile (stone) placing game, and well-produced. Good strategy requires concentration! Lots of choices and help available and extras like an editor for the appearance of the stones.

UNCLAIMED CARDS

It has always been a puzzle to me. Why do so many people pay a library fee, requiring me to go through the pesky procedure of making up cards for them, only to never come and get them. For years. Many lapse membership without ever being seen but the ones listed below were financial as at May 1991. In an attempt to clear the desk before handing over the library, here are the names of people who have never collected their new cards along with when the cards were made up (Month/Year). If they would send me a stamp-addressed envelope then I will post the cards back to you. I know we could just spend $25 on stamps and envelopes and send them out to all 39 of you, but we won't.

Rod Augusten (6/90);
Judy Bagdon (pre-88);
Don Bechly (9/89);
Errol White (BSHS) (3/91);
Aaron Boyd (2/91);
Ron Bradford (7/90);
Cecil Burgess (3/90);
Vic Cairns (5/87);
Ann Calder (8/90);
Don Carr (9/90);
Glenn Cowley (9/90);
David Crouch (5/90);
Laurie Daley (11/90);
Darryl Ellwood (2/91);
John Gray (9/90);
Greg Grundy (3/91);
Campbell Gunn (2/91);
Scott Hamilton (3/91);
Ben Hatton (8/87);
John Herron (2/91);
Reg Holland (2/88);
James Hyde (4/90);
Peter Jones (2/88);
Robin Luiten (7/90);
Tom McRae (12/89);
Fred Natzke (4/91);
Kevin Nugent (4/90);
Greg Patterson (2/91);
Ron Perry (2/91);
Darren Phelan (6/90);
Michael Phillips (2/90);
Greg Pitman (7/87);
Bradley Ross (2/91);
Phillip Scholz (8/90);
Steve Solman (2/89);
Robert Thomas (11/90 and 11/89);
Lindsay Vardy (7/89);
Estelle Wilkes (3/91).

-ooOoo-

HOLIDAY CAPERS

by John C. Liddle

TIP No 1: NEVER tell your car you are taking it on a trip.
TIP No 2: Go by plane, boat train or hire a car but never take your own.
TIP No 3: NEVER ever call a Greyhound coach a bus. It isn't worth the walk home.
TIP No 4: NEVER pick up a hitcher. Mainly because they will never give you a lift.

Have you ever noticed how well a car runs until you mention that fateful word: "HOLIDAYS".

After the usual fight with the kids to see who sits at the windows we are off. The 50km mark finds me cursing the unusually noisy trailer. The kids bikes are loose. No problem, just tension the ropes. Ha! With a grumble and a mumble I remember the extra fuel cans I tied on using the last of the rope?

After rearranging the load and half an hour later we are off again. 20 minuets later the bikes are again loose so I tie them to the roof racks, scratching the paint in the effort.

It is now 7:30 and I am trying to convince a flat foot that my trailer lights were working when we left home. I abuse the cop for booking me (under my breath) and away we go again. Strange isn't it, you get booked for a breach of the road rules and then get told to be on your way, exactly as you were before you got booked.

Put-put fizz, the engine dies. The fuel gage shows half full. Tapping the dash makes the gauge read empty, but, no problem we have extra fuel. Ha! Guess what is sitting on the side of the road at Amberley along with all my fishing tackle.

Fortunately, if that is a good choice of words, I got a ride with a trucky back to a service station that was just shutting.

After purchasing fuel and a bloody can and walking back to the car, I am pretty well fed up, but we press on.

"Crikey, what is that awful smell?" the wife asks. I pull over and steam pours from under the bonnet and I remember the radiator hose I was going to replace. After unloading the boot I am just about ready for the funny farm. The spare hoses and tools are sitting on the workbench nice and safe in my garage where I put them so they weren't left behind. Sh-t. At this stage I ponder the old can of fuel and match trick but with my luck the fuel would'nt light.

Midday finds me pulling into a garage, under the power of a tow truck. Have you ever tried to get a mechanic on a Saturday afternoon? We did.

Unfortunately he was fully tanked and muttering incoherently something about a three legged donkey that would only ever win a race in a dogs gut at Harold park. Maybe some of you punters know what he meant.

We eventually arrive at Newcastle in N.S.W. where I spend the remainder of my holiday drinking beer and brooding about the exchange motor, the tow truck and unplanned motel bills and those four bloody #!@*% push bikes.

Next time a holiday comes around I am sending the missus and kids and I'm staying home with a bloody case of booze and my computer.

-ooOoo-

8 BIT COMPUTERS

A SECOND ELECTION

Each year at this time you will find a Nomination Form for Management Committee positions in your newsletter (page 6 of this issue). However, in this issue you will also find a second Nomination Form, specifically aimed at C64/128 users.

As you all know, there has been a steady decline in C64/128 membership in our Group. As a result of that, some 8-bit owners feel that that the rest of the group has let them down. They apparently fail to understand that, once a C64/128 owner has moved on to a different type of computer, they soon stop using their C64 or C128 and devote all their spare time to their new computer. This in turn has meant that existing C64/128 users are now basically on their own, and have to make the best use of existing resources, as new books, magazines and software have virtually dried up.

Some members of the Management Committee (including your Editor) feel that the interests of 8-bit users would be better served if they broke away from the present Group structure and founded their own, independant and separate 8-bit Group.

However another view was that, given the state of crisis in the 8-bit camp, their interests would best be served by a **Special Interest Group** for C64/128 users, within the existing structure of the Group. This would basically be a self-help group which relies totally on the efforts of existing C64/128 owners to make it a success or otherwise.

Basically, the *C64/128 Special Interest Group* would require the following personnel to function successfully:

Coordinator - to coordinate meetings at Bardon and attend Management Committee meetings as representative for the C64/128 members.

Public Domain Librarian - cataloguing and distribution of P.D. software.

Commercial Software Librarian - works with the Chief Librarian, in charge of C64/128 software, books and magazines.

Agenda Secretary - supplies meeting details etc. to Cursor, and attends to correspondence with other 8-bit users.

These are the four basic positions required to give maximum support to our existing C64/128 membership.

However, if no nominations for these positions are received we can foresee the following consequences:

No Coordinator - no structure for monthly meetings, and no feedback to the Management Committee.

No Public Domain Library - no further supplies of C64/128 P.D. disks.

No Commercial Software Library - C64/128 books, magazines and software will not be made available at main meetings.

No Agenda Secretary - no C64/128 news in Cursor, and members' enquiries are not attended to.

Given that we can fill these four positions, there's no reason why the C64/128 SIG shouldn't flourish for at least another few years.

I don't think that there's any point in spelling out the alternative; the answer is plainly in your hands.

(Continued)

At the very end of this section of our newsletter you will find the nomination form for officers of the *C64/128 Special Interest Group.* This form should be returned to our Secretary by Monday, 22nd July 1991.

After the election of officers of the Management Committee at the Annual General Meeting, we will follow it with the election of officers for the C64/128 Special Interest Group.

Editor

JULY MEETING

At closing time, no details had been received about the forthcoming meeting for C64/128 users at the Bardon Professional Development Centre.

Editor

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!

C-64 MACHINE LANGUAGE - PART 14

by Will Erdmann

Today I am going to show you how to integrate the two main ideas explained last March into a larger program. In such programs their components fall under four headings. They can be given any appropriate labels. For convenience sake alone these are as indicated below.

```
HEX DUMP CHANGES FOR SCREEN SETUP

0F00 BF BF BF BF 00 FD FD 00
0F08 00 7C DE EE DE E4 78 00

SCREEN SETUP

1000  LDX #$00
1002  LDA $0F00,X
1005  STA $3208,X
1008  INX
1009  CPX #$10
100B  BNE $1002
100D  LDA #$93
100F  JSR $FFD2
1012  LDA #$1D
1014  STA $D018
1017  LDA #$41
1019  LDX #$00
101B  STA $05E2,X
101E  STA $05F4,X
1021  STA $0601,X
1024  STA $060A,X
1027  STA $061C,X
102A  STA $0632,X
102D  STA $0629,X
1030  STA $0644,X
1033  STA $0651,X
1036  INX
1037  CPX #$05
1039  BNE $101B
103A  LDA #$42
103C  LDX #$00
103F  STA $0679,X
1042  STA $066C,X
1045  STA $065A,X
1048  INX
1049  CPX #$05
104B  BNE $103F
104D  JMP $1060
1050  BRK

SCROLLING - LEFT TO RIGHT

1060  JSR $FFE1
1063  BEQ $1051
1065  LDY #$68
1067  LDX #$00
1069  INX
106A  BNE $1069
106C  DEY
106D  BNE $1069
106F  LDX #$27
1071  LDA $05E0,X
1074  PHA
1075  LDA $0608,X
1078  PHA
1079  LDA $0630,X
107C  PHA
107D  LDA $0658,X
1080  PHA
1081  LDA $0680,X
1084  PHA
1085  LDA $06A8,X
1088  PHA
1089  LDA $06D0,X
108C  PHA
108D  NOP
108E  LDA $05DF,X
1091  STA $05E0,X
1094  LDA $0607,X
1097  STA $0608,X
109A  LDA $062F,X
109D  STA $0630,X
10A0  LDA $0657,X
10A3  STA $0658,X
10A6  LDA $067F,X
10A9  STA $0680,X
10AC  LDA $06A7,X
10AF  STA $06A8,X
10B2  LDA $06CF,X
10B5  STA $06D0,X
10B8  DEX
10B9  BNE $108E
10BB  PLA
10BC  STA $06D0
10BF  PLA
10C0  STA $06A8
10C3  PLA
10C4  STA $0680
10C7  PLA
10C8  STA $0658
10CB  PLA
10CC  STA $0630
10CF  PLA
10D0  STA $0608
10D3  PLA
10D4  STA $05E0
10D7  JMP $1060
10DA  BRK

END - SET CHRS BACK TO NORMAL
1051  LDA #$15
1053  STA $D018
1056  BRK
```

1.lines 1000 - 100B transfer 16 bytes of information from locations 0F00 - 0F10 to 3208 - 3218 similar to before.
2. Check that all eight bytes from 3100 onwards are zeros before running the program.
3.Note that the screen display is different.
4. I have adapted the scrolling routine to move seven rows of characters from left to right of the screen. In order that this be continuously the locations at the beginning of each row are pushed (PHA) on the Stack. (106F - 108C)
5.Each character of each of the seven rows is moved from a lesser to a greater position on the screen.(108E - 10B9).
6. They are then pulled from the Stack (PLA) and placed at the locations at the other side of the screen which are-: 06D0,06A8,0680, 0658,0630,0608 and 05E0. So you have what was first pushed on the sack last to be pulled off.
7. The computer is sent back to the usual scan and delay loop routines in line 1060. This time however when a key is pressed the customised character set is switched off and the ordinary character set is switched on before the program ends.
8. Type S"GRAPHICSCRL1",08,0F00,10E0 press RETURN to save.

With the program still in memory make the following alterations to scroll in the opposite direction.

1. Type F 106F,10E0,00 press RETURN, then copy the following-:

```
106F  LDX #$00
1071  LDA $05E0,X
1074  PHA
1075  LDA $0608,X
1078  PHA
1079  LDA $0630,X
107C  PHA
107D  LDA $0658,X
1080  PHA
1081  LDA $0680,X
1084  PHA
1085  LDA $06A8,X
1088  PHA
1089  LDA $06D0,X
108C  PHA
108D  NOP
108E  LDA $05E1,X
1091  STA $05E0,X
1094  LDA $0609,X
1097  STA $0608,X
109A  LDA $0631,X
109D  STA $0630,X
10A0  LDA $0659,X
10A3  STA $0658,X
10A6  LDA $0681,X
10A9  STA $0680,X
10AC  LDA $06A9,X
10AF  STA $06A8,X
10B2  LDA $06D1,X
10B5  STA $06D0,X
10B8  INX
10B9  CPX #$27
10BB  BNE $108E
10BD  PLA
10BE  STA $06F710C1   PLA
10C2  STA $06CF
10C5  PLA
10C6  STA $06A7
10C9  PLA
10CA  STA $067F
10CD  PLA
10CE  STA $0657
10D1  PLA
10D2  STA $062F
10D5  PLA
10D6  STA $0607
10D9  JMP $1060
10DC  BRK
```

After running the program re-read what was written about the first program, compare it to the above, note the differences and, by doing so, see if you can follow how the second program works. You may need to use your calculator to calculate the precise screen locations. If you have further problems re-read what was said about this in March 91. I am sure that most of you can make up a step by step procedure on your own. It is just a matter of understanding the smaller programs noting their differences and applying the general information to the larger program.

If you still have any problems using the above, or any other designs you may have, use ULTRAFONT to design some other characters and send them to me on a disk. My address is-:

Will Erdmann, Western Avenue, MONTVILLE, QLD, 4560
Phone (074) 429226,2pm-6pm Mon-Fri & 11am-8pm Sat-Sun.

GEOS VERSION 2.0

by Jason Brock

In my brief experience with the C.C.U.G.Q, I have seen a complete disregard for, what in my opinion is, one of the best word processing / desk top publishing pieces of software available to the C-64 user, namely the "Graphic Environment Operating System", GEOS Version 2.0.

I understand that the distrust of this group of user friendly icons is due to the fact that previous versions were bug ridden and totally unreliable, but now with version 2.0 everything from complete page formatting to full justification of text is available in GeoWrite.

My biggest complaint of previous Geos versions was the lack of near letter quality support; every letter, hand-bill or any other document printed from GeoWrite would transpose itself onto paper with the boldness of braille text, but hurrah! with 2.0, NLQ standard graphics and text is possible, in fact it's an option!

This, together with many other features to numerous to bore you with in this article, make this bunch of user friendly icons a pleasure to use!

Please let's keep our support of Geos going; after all it is thriving in the United States due to independently run Geos user groups and abundant supplies of share-ware, public domain and commercial software all available for our beloved Geos.

Don't get me wrong; this software still has some limitations, as do all other word processors designed for the C-64, but for eye catching documents, incorporating graphics with stylish text you can't beat Geos 2.0. It's currently available from the commercial library at the main meetings, so do yourself a favour, get it out and have a play with it; I think you'll be pleasantly surprised!

Oh by the way, if you have any questions, or would like to acquire any of the public domain utilities available for Geos 2.0, either ring myself on 398 8772 or ring Ivor Laggan whose name appears in the 'Help Column' for GEOS support.

-ooOoo-

DON'T FORGET
THE NOMINATION FORM
ON PAGE 30!

THE SURVIVAL OF THE
C64/128 WITHIN THE GROUP
DEPENDS ON YOUR SUPPORT!

NOMINATION FORM
for the
C64/128 Special Interest Group

(see Reverse side)

COMMODORE COMPUTER USERS GROUP (QLD) INC.
P.O. Box 274 - Springwood - Qld - 4127

ANNUAL GENERAL MEETING - 6th AUGUST 1991

C64/128 SPECIAL INTEREST GROUP

ELECTION OF OFFICERS

NOMINATION FORM

POSITIONS VACANT:

COORDINATOR - PUBLIC DOMAIN LIBRARIAN
COMMERCIAL SOFTWARE LIBRARIAN - AGENDA SECRETARY

I hereby nominate _____

for the position of _____

Proposed by:* _____

Seconded by:* _____

Signature of the Nominee:* _____

* It is understood that both Proposer(s) and Nominee are current financial members of the C.C.U.G.(Q) Inc.

This form to be in the possession of the Secretary no later than Monday 22nd July 1991

AMIGANET

Ethernet network for Amigas.

* Industry standard Ethernet architechture.
* Networking software included.
* True peer-peer Amiga Networking - access any screen, hard or floppy drive, serial or parallel printer attached to any Amiga in the network.
* A500 version - ABS injection moulded case attaches to expansion port of computer.
* A2000 version enhanced with 64Kbytes data buffer with 16bit data path assisted by a DMA sequencer . (For high traffic centralised facility or a file server.)

AmigaNet A500	$700.00 (ex tax)
AmigaNet A2000	$900.00 (ex tax)

GPTerm-Amiga V4

Australia's most popular Amiga telecommunications software.

* Mouse or keyboard driven, fully multitasking from CLI or workbench, User defined 'configurations' for different services, 110 page manual and more.
* Full terminal emulations for videotex and ANSI/Amiga, IBM, VT100 ANSI terminal emulations for Viatel & Discovery 40/80, Pegasus and other text based services as well as BBSs
* File transfer with XModem, YModem, full ZModem, SEAlink, KERMIT, Punter and ASCII protocols. Batch transfers supported.

Packaged with an extensive manual, not copy protected.

GPTerm-Amiga V4 $99.00

Also available: Amiga and C64 Modem packages, GPTerm-64 (videotex and ascii communications for C64/128, rrp $59.00). Full range of NetComm and AVTEK Modems.

Available from your local dealer or direct from

GP Software

Specialists in Amiga Communications
21 Aloomba Rd. ASHGROVE Q LD 4060
Ph (07) 3661402

AMIGA MONITOR

MAY MEETING

At this meeting we had a demonstration of 'pointing' off a BBS. This demonstration was given by our Sysop, Graeme Darroch and the first 'pointer' on our BBS, Richard Carde (or, as our President put it: "Richard Carde and Company!).

Your intrepid reporter was unable to attend this lecture, but, according to those who did attend, it was very successful.

Pointing off a BBS is a way of uploading and downloading information in 'bulk', which considerably reduces the time that you spent on the BBS. This is obviously of great benefit to those people who cannot access a local BBS, but have to make timed calls to access a board. Effectively it is equivalent to having one's own private BBS, which becomes a 'point' of the main BBS. Hopefully at some stage in the future our BBS experts will explain in details what's required to run a point of our BBS.

JULY MEETING

In July we will have a demonstration of the Scandinavian graphics package *Real 3D*. This has been available for some time in Europe and has been widely acclaimed. If you are interested in 3 Dimensional Rendering, you won't want to miss this demo.

AMIGA USER INTERNATIONAL

This British magazine, which we have had in our library for some years, has changed its style and appearance. It's easier to read (and about time too), and comes now with a cover disk, as do several other British Amiga Magazines. An obvious improvement.

"WORLD OF COMMODORE" EXPO - JULY 12th - 14th.

Sydney's Darling Harbour will be host to the World of Commodore Exhibition, to be organised by the same people who run the United States based show under the same name. The show will be the launching platform for CDTV, which will be available the same month from retailers for around $1495. Commodore are planning to hold a number of seminars for resellers, developers and end users at the show. Some overseas and local keynote speakers will be presenting papers on a number products and applications. Entry will cost around the same price as a theatre ticket.

For information regarding exhibiting contact Howard Needleman at The Others on (02) 906-5088.

PAUL BLAIR

It's good to see another contribution from our 'Canberra Correspondent', Paul Blair, on his favourite topic, Superbase.

Over the years Paul has taken a great deal of interest in this database product from Precision Software in the UK. Most of us recall Paul's articles on Superbase for the C64 and the C128, and later for the Amiga.

However, during the last couple of years, Precision Software has discovered MS-Dos, which means that far less attention is being paid to Superbase for the Amiga. Rumour has it that a large USA software company wants to take over Precision Software. This may well be a major move to get a wider acceptance for Superbase in the USA, but will there still be room for an Amiga version?

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
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.

AMIGA PUBLIC DOMAIN LIBRARY
Available at Rosalie Workshop or by Mail

Fish Disk #471

BTNTape - A "Better Than Nothing" SCSI tape device handler. It provides flat file access to a SCSI tape drive from application programs using simple DOS calls to Read() and Write(). It can also be used with the Amiga TAR utility for disk backups. It requires a "SCSI-direct" compatible SCSI bus adapter but will also work with the A2090(A). It now supports many more tape drives, and has some new features. Ver. 2.0, an update to ver. 1.0 on #392. Includes source. Author: Robert Rethemeyer

MachIII - A "mouse accelerator" program that also includes hotkeys, features of sun mouse, clicktofront, popcli, title bar clock with a bbs online charge accumulator, Arexx support and much more. Updates for Workbench 2.0 have been added along with many fixes and new features. Ver. 3.1, an update to ver. 3.0 on #378. Binary only. Author: Brian Moats and Polyglot software

MoleWt - MoleWt is a molecular weight calculator. The program accepts a chemical formula and returns the molecular weight. Ver. 1.01, binary only. Author: John Kennan

Uedit - A nice shareware editor with learn mode, a command language, menu customization, hypertext, online help, a teach mode, split windows, copy and paste, undo, features. Ver. 2.6e, an update to ver. 2.6c on #415. Binary only. Author: Rick Stiles

Fish Disk #472

CNewsBin - Part 1 of a C News distribution for the Amiga. This part includes all the binary and text files necessary to set up and run C News. Part 2 is available # 473 and contains the source. C News uses UUCP, such as Matt Dillons implementation (see disks 479 and 480) or that included with this software's previous ver. (disk 319). This package has been reworked and now includes a newsreader, AmigaRN (Sharware). All major (and a few minor) features of Unix C News are implemented. The Author refers to this as release 15-Dec-90, an update to the orginal ver. on #318 and 319. Author: Various, Amiga port by Frank Edwards

ICalc - An expression calculator that works with real and complex numbers, has arbitrarily-named variables and user-defined functions, startup files and more. Ver. 1.0, includes source. Author: Martin Scott

IFFBeep - A small utility that lets you replace the screen flash of DisplayBeep() with any IFF 8SVX sound file. Also plays sounds # insertion/removal. It can be run from the CLI or Workbench and includes an interactive "control panel". Ver. 2.0, binary only. Author: Paul Wilkinson

Fish Disk #473

BigBrother - A virus infection detection program with some optional utilities. It runs as a normal task and checks every 1 second the important memory locations in the Amiga. As a bonus, BigBrother is capable of starting a new shell, starting script files, viewing and installing bootblocks. All this in a program less than 10K. Includes assembly source. Author: Erwin van Breemen

CNewsSrc - Part 2 of a C News distribution for the Amiga. This part includes all the source for C News. Part 1 is available # 472 and includes all the binary and text files necessary to set up and run C News on the Amiga. CNews uses UUCP, such as Matt Dillons implementation (see disks 479 and 480) or that included with this sofware's previous ver. (disk 319). This package has been reworked and now includes a newsreader, AmigaRN (Sharware). All major (and a few minor) features of Unix C News are implemented. The Author refers to this as release 15-Dec-90, an update to the orginal ver. on #318 and 319. Author: Various, Amiga port by Frank Edwards

Family_Sol - Preliminary ver. of the Authors "Family Solitair" card game. A standard game of Solitair with options for multiple players, sound etc. Binary only. Author: Errol Wallingford

MissileCmd - 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. Ver. 2, an update to the ver. on #444, with bug fixes and enhancements. Binary only. Author: Max Bithead

Fish Disk #474

Aequipot - A program that renders multicolor pictures using an algorithm based on electrostatic effects. Renders in low-res and high- res, and in two speed/quality modes. Includes both PAL and NTSC ver.s of the program. English and German docs. Ver. 1.06, includes source in PCQ, freeware. Author: Juergen Matern

AmiDock - AmiDock is an Amiga ver. of the NeXT's Dock facility. It will open up a small window on your WorkBench full of little IFF brushes, Each brush represents an application, like an ICON but it's a brush. Click on the brush and your application will start. Ver. 1.2.4. Shareware, binary only. Author: Gary Knight

CrcLists - Complete CRC check files for disks 401-470

using the brik program. These were made directly from my master disks. This is an update to the lists on #401. Author: Fred Fish

Enforcer - Detects/protects against illegal memory hits. Compatible with all OS ver.s & machines (requires a Memory Management Unit or 68030 processor). The low 1K of memory and all areas that are not RAM are protected from CPU reads or writes. ROM is marked as read-only. Ver. 2.6f, binary only. Author: Bryce Nesbitt

GreekFont - A 12 point font with Greek letters. Ver. 1.0. Author: Daniel Moosbrugger

Imperium Strategic - "RISK" style game for up to four players. Based in the ancient times of Rome, Athens, Alexandria and Carthago. Binary only, shareware ($10), Manx-C source available from the author. English ver. 1.66E and German ver. 1.79D. Update to ver. 1.50E on #362. Author: Roland Richter

Fish Disk #475

AssignX - A 2.0-only utility to create assignments when you get a "Please insert volume" requester. Also lets you cancel the request, forever. Installs by dropping into your WBStartup drawer. Ver. 1.0, includes source. Author: Steve Tibbett

Blankette - VERY tiny screen blanker/dimmer. Very nice on your system, very little CPU time, compatible with just about everything. Dims screen rather than going black. Includes assembler source. Author: Max Bithead

CITAS - Convert ILBM To Assembler Source. CITAS allows one to easily put graphics into his/her own programs. CITAS takes a standard IFF ILBM image file and converts it into either assembler or 'C' source code. Designed for blitter image control, all of the necessary labels are generated, along with color map information, mask generation, and other options. Ver. 2.0, shareware, binary only. Author: Max Bithead

GadgetED - A program for creating and editing intuition gadgets. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. Also comes with "PatchGE", a program for converting the original format of GadgetED binaries to be loadable by this and future verions. Ver. 2.3, an update to ver. 2.0 on #438, includes source. Author: Jan van den Baard

ToolLib - A shared library containing 45 useful functions for all kinds of programs. There are functions for ports, sorting, gadgets, memory, string, directory and file handling, etc. Ver. 8.1, an update to ver. 7.6 on #438, includes source. Author: Jan van den Baard

Fish Disk #476

Browser - A programmer's "Workbench". Allows you to easily and conveniently move, copy, rename, and delete files & directories from a CLI environment. Also provides a method to execute either Workbench or CLI programs. Ver. 1.7, an update to ver. on # 180, binary only. Author: Peter da Silva

MED - A music editor much like SoundTracker. A song consists of up to 50 blocks of music, which can be played in any order. Editing features include cut/paste/copy tracks or blocks, changing the vibrato, tempo, crescendo, and note volume. Other features include switching of the low-pass-filter on or off on a per song basis, and a cute little animated pointer of a guy doing "jumping jacks" in time to the music! Improvements include AmigaDos 2.0 compatibility. Ver. 3.00, an update to ver. 2.13 on #424. Binary only. Author: Teijo Kinnunen

Mostra - Is a shareware IFF utility featuring real-time unpacking scroll, dozens of options, "smart" analysis of any IFF file (FORMs, LISTs,... also nested ILBM!), total control over display modes, simple slideshow processing, pattern matching, SHAM, an external link to show Dynamic Mode pictures, double buffering, fast decompression, color cycling, TeXdocs, startup files for easy custom configurations and complete WB support, through ToolTypes and Style icons! Ver. 1.14, an update to ver. 1.0 on #330. Binary only. Author: Sebastiano Vigna

ToolManager - Is a full featured program to add programs (either WorkBench or CLI) to the tools menu of the 2.x WorkBench. Programs can be added by dragging their icons onto the ToolManager "config" window or the optional ToolManager icon or by editing the config file. Requires Workbench 2.0. Ver. 1.3, an update to the ver. on #442. Includes source. Author: Stefan Becker

Fish Disk #477

IRMaster - This is a hardware/software project to allow the Amiga to read an infrared remote control via the parallel port. Includes an ILBM of the schematic for a simple interface to the A1000 parallel port, some modifications are needed for other Amigas. The source code and executable for a reader program are included. For further functionality modifications to the source can be performed. Author: Ron Peterson

MegaBall - This is a new ver. of the game "Ball" by the same author. It is a Breakout type game, and is very good. Complete with impressive sound. This one's addicting. Binary only. Author: Ed Mackey

NoDelete - This program pops up a requestor to alert you of a file deletion being attempted via DeleteFile() and allows you accept or cancel it. This also pertains to any files you attempt to delete via "delete". Ver. 1.5a source is included. Author: Uwe Sch"urkamp

Fish Disk #478

LSlabel - A simple label printing utility. Very powerful as the user can/must do a lot of settings by himself.

Features include variable linefeeds (in 1/216 inch steps), a very exactly setting of the label length and freely configurable printer codes. Ver. 1.0, binary only. Author: Stefan Berendes.

MED-Songs - A selection of musical pieces created with MED, the musical editor program (see disk 476 for MED 3.00). Includes MEDPlayer ver. 3.0. Author: Hans-H. Adam

MP - A small, useful utility for sending any MIDI data back and forth between an Amiga and a MIDI instrument. Helpful for learning about MIDI, writing/debugging MIDI software, figuring out your instrument's system-exclusive implementation, and more. Very versatile. Ver. 1.0, includes source. Author: Daniel J. Barrett

NewList - A powerful LIST replacement. Supports many features including sorts, character filters, case sensitivity, most options offered by LIST, date construction, UNIX wildcards, and much more. Sort routines are very fast and memory usage is minimal. Ver. 4.9, an update to ver. 4.5 on #461. Binary only. Author: Phil Dietz

Fish Disk #479

CheckPrt - A small program for checking the presence of a parallel printer from within a script file. Binary only. Author: Tom Kroener

TDP - A small trackdisplay program that uses whatever screen is up front. Binary only. Author: Tom Kroener

UUCP - An implementation of uucp for the Amiga, including mail and news. This is Matt's ver. for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. Ver. 1.13D, an update to ver. 1.08D on #442, and consists of four parts. Parts 1 and 2 are on this disk, and parts 3 and 4 are on #480. Includes source. Author: Various, major enhancements by Matt Dillon

Fish Disk #480

Cryptor - A program that encrypts and decrypts data (files). It uses a mathematical algorithm with password key protection. Has both English and German ver.s and documentation. Ver. 1.0, binary only. Author: Thomas Schossow

NoCare - This utility speeds up your windowing environment. The OpenWindow vector is patched. When someone tries to open a window in the workbench screen, the lower refreshbit in the nw_Flags field is cleared. This way, only NOCAREREFRESH windows will be opened, resulting in faster window movements. Windows opened in customscreens are not affected. Ver. 1.5. Assembly source included. Author: Raymond Hoving

TplEdit - A gadtools template editor. It is able to generate nearly standalone C source code. The program will only run under OS 2.0, Kickstart 37.73 or higher. Ver. 1.00 Alpha. Includes source. Author: Matt Dillon

UUCP - An implementation of uucp for the Amiga, including mail and news. This is Matt's ver. for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. Ver. 1.13D, an update to ver. 1.08D on #442, and consists of four parts. Parts 1 and 2 are on #479, and parts 3 and 4 are on this disk. Includes source. Author: Various, major enhancements by Matt Dillon.

Fish Disk #481

K1 - An editor program for the Kawai K1-II synthesizer. Incl. a bankloader for single-patches and multi-patches, a single- patch editor, a multi-patch editor, and support for the effect-session and K1 controllers. V. 4.8, bin. only. Author: Andreas Jung

MCP - A "TRON" like cycle race game for up to four players. V. 13.76, update to v. on # 338, incl. source in assembly. Author: Jorg Sixt

TLPatch - A utility to allow corrections in pronunciation for programs that use the Translate() function. It allows you to extract the exception table from the translator.library, use a text editor to edit the table, and then restore it back into the library. V. 1.0, incl. source. Author: Richard Sheppard

WaveMaker - Is intended to give beginning music and physics students a "hands on" feel for how complex waves are made by adding a harmonic series of sine waves. A fundamental and up to seven harmonics are available. The resulting waveform can be displayed on the screen or played on the audio device using the keyboard like a piano. A game mode is also provided. V. 1.2, an update to v. 1.1 on # 318, with several bugs fixed, more efficient code, and a new display option. Incl. source. Author: Thomas Meyer

Fish Disk #482

Ephemer - A program which calculates the positions of the sun, moon, and planets for any date and any place. Incl. source in HiSoft BASIC. Author: Yvon Alemany

Molec3D - An interactive 3D solid modelling program for molecules. Produces a graphic, three dimensional representation of molecules, based on 3D coordinates data from geometry optimization programs, X-ray measurements, or any other source. Can handle up to 500 atoms at a time. Requires 1Mb or more of memory. V. 1.022, bin. only. Author: Stefan Abrecht

Fish Disk #483

ButExchange - An input handler to help left handed Amiga users. It reverses the function of the mouse buttons, so that the left button becomes the right and vice

versa. Very small, uses only 168 bytes of memory. V. 1.0, incl. source in assembler. Author: Preben Nielsen

ColorSamples - A few executable color samples made by ColorCatch from disk 396. Contains the 'old' colors from kickstart 1.3 and the 'new' colors from kickstart 2.0. Very useful because some programs/icons look awful when displayed in colors other than the ones they were created for. Author: Preben Nielsen

InputLock - An input handler to help Amiga users who have cats other pets (or children) that mess with the Amiga as soon as it is left for a second. It installs an input handler which lets you lock the keyboard and mouse by pressing a few buttons. Very small, uses only 190 bytes of memory. V. 1.0, incl. source in assembler. Author: Preben Nielsen

MED - Is a music editor that can be used to compose music for demos/ games etc. It can be used as a stand-alone music program as well. The features include built-in sample editor, synthetic sound editor, MIDI support (up to 16 tracks), and options to read/write NoiseTracker modules. Included are routines that allow programmers to easily incorporate music made with MED in their programs. This is v. 3.10, an update to v. 3.00 on # 476. Bin. only. Author: Teijo Kinnunen

MouseXY - A small utility that opens a little window in which it shows the mouse coordinates and the color at that position. It can be moved from screen to screen and is able to show coordinates even when you are moving/resizing windows or moving Workbench icons. V. 1.0, incl. source in assembler. Author: Preben Nielsen

PicSaver - A small utility that allows you cut rectangular portions of any screen and store them on # as IFF ILBM files. Also allows easy saving of windows and entire screens to disk. V. 1.0, incl. source in assembler. Author: Preben Nielsen

PointerX - Spins the hands of any pointer that looks like the standard AmigaDOS 2.0 Workbench "busy" pointer (a clock). Will also work with any application that uses the same pointer. Incl. source. Author: Steve Tibbett

PSX - A public screen manager for AmigaDOS 2.0. Lets you open, manipulate, and close public screens, set the global public screen bits, and provides a good example of using GadTools and ReadArgs. V. 1.1, an update to v. on # 418. Incl. source. Author: Steve Tibbett

PWKeys - An input handler that allows you to manipulate windows and screens by pressing keys on the keyboard. It currently lets you perform 17 different functions. Incl. an interactive program to define hotkeys. Very small, uses only 1124 bytes of memory. V. 1.0, incl. source in assembler. Author: Preben Nielsen

TD - A program like TrackDisplay on # 399 by Olaf Barthel. It monitors and displays the current track for each floppy disk connected to the Amiga. V. 1.0, incl. source in assembler. Author: Preben Nielsen

Fish Disk #484

BootPic - Allows you to install nearly any IFF picture that you like in place of the WorkBench hand that appears after a reset. V. 1.0, incl. source in assembly. Author: Andreas Ackermann

EZAsm - Combines parts of "C" with 68000 assembly language. The resulting code is optimized as much as possible. Now bundled with A68k and Blink for a complete programming environment. New "c.lib" functions and more. This is v. 1.5, an update to v. 1.31 on # 431. Incl. example source and executable files. Bin. only. Author: Joe Siebenmann

MSClock - A clock utility, which displays memory, date, time and online time (if connected to another computer via modem) in the titlebar of the WorkBench screen. This is v. 1.3, incl. source. Author: Martin Steppler

Spright - Is a sprite making utility. Simple or attached sprites can be saved to a file ready to be added to your program. The colors used with the sprite(s) will also be saved. V. 1.2, bin. only. Author: Todd Neumiller

TextPlus - Word processor for the Amiga, with both German and English v.s. This is v. 3.0, an update to v. 2.2E on # 465. New features include the ability to print footnotes and serial letters, multiple windows, an ARexx-interface with 120 commands, powerful block-operations, ANSI-compatibility, ability to load files crunched by PowerPacker, etc. Shareware, bin. only. Author: Martin Steppler

Viewer - Displays IFF pictures fast! V. 1.0. Incl. source in EZAsm. Author: Joe Siebenmann

Fish Disk #485

Drawmap - Program for drawing representations of the Earth's surface. This v. incl. a completely rewritten user interface and some new functions. V. 2.25d, an update to v. 2.0 on # 315. Incl. source. Authors: Bryan Brown & Ulrich Denker

NiftyTerm - Is an h19/VT102/VT52 emulator for the Amiga. It was originally designed to be used with DNet, but it has been expanded so that it may be used as a normal terminal emulator. Niftyterm was designed to be a good emulation of these terminals, as well as being fairly small and fast. V. 1.2, an update to v. 1.0 on # 403. Bin. only, source available from authors. Author: Christopher Newman, Todd Williamson

Spades - Amiga v. of the card game spades. It is a one player v., where the computer plays your partner and two opponents. This is v. 1.2, an update to v. 1.1 on # 392. Incl. source in C. Author: Greg Stelmack

Fish Disk #486

Metafont - Amiga port of the Metafont package, a program to create TeX fonts. Incl. v.s for 68000 and 68020. Disk 487 contains a copy of the Metafont font source files from the TeX distribution tape, including the Computer Modern Roman and the LaTeX fonts. This is v. 2.7, bin. only. Author: Donald E. Knuth, Stefan Becker (Amiga port)

SoundEd - Demo v. of an 8SVX sound editing package, written in machine code for optimum speed and minimum size. Can also be used for digitizing with SoundEd or Perfect Sound hardware. V. 1.0, demo, bin. only. Author: Howard Dortch and Mike Coriell

Fish Disk #487

AssignX - A 2.0-only utility to create assignments when you get a "Please insert volume" requester. Also lets you cancel the request, forever. Installs by dropping into your WBStartup drawer. This is v. 1.2, an update to v. 1.0 on # 475. Incl. source. Author: Steve Tibbett

MFSrc - A copy of the Metafont font source files from the TeX distribution tape, suitable for use with the Amiga port of Metafont on # 486. Included are the Computer Modern Roman and the LaTeX fonts. These should be sufficient to run a normal TeX installation. Author: Various

PPrint - A printing utility, designed for all those who slowly but surely become frustrated with programmers who think that they can do a form feed better than their printer can. This one relies on the printer itself to do the formatting, and on the program to send the settings. Features include a full icon driven user interface, the ability to convert tabs to any size, and the ability to save a number of standard settings. V. 1.10, incl. source. Author: Marc Jackisch

Fish Disk #488

LordOfHosts - A strategy game for two players based on a board game called "Shogun". Features include flexible mouse/joystick controls, undo and redo of up to 500 preceding steps, fully intuitionized user interface. V. 1.0, complete source code, precompiled include files and debugger files included. Author: Tim Pietzcker

MidiTools - A group of several different utility programs for those who run a Midi system. Update to v. on # 159. Incl. three new programs, two of which are synthesizer editors, and compatibility with AmigaDOS 2.0. Bin. only. Author: Jack Deckard

SGD - This program makes it possible to delete games, that are saved by any of the existing Sierra adventures (e.g. Leisure suit Larry). The program has a LEARN-option for including new adventures. V. 1.0, bin. only. Author: Maico Ditzel

SuperDuper - A very fast disk copier and formatter. Can make up to four unverified copies from a ram buffer in 36 seconds. Verified copies from a ram buffer take 67 seconds for one destination drive, plus 34 seconds for each additional destination. Bin. only. Author: Sebastiano Vigna

View80 - Scrolling text file reader with three scrolling modes controllable via keyboard or mouse. Opens file requestor if no filename is given. Automatically configures screen size for PAL or NTSC machine. V. 2.0, an update to v. 1.1 on # 365. Bin. only. Author: Federico Giannici

Fish Disk #489

Automata - Is an extremely versatile, cellular automaton simulation. . Bin. only. Author: Jerry Mack

MkBmap - Builds Amiga format bitmapped fonts from PostScript fonts. Uses the library "post.library" (disk 468) to render the characters. Best results are obtained with fully hinted type 1 fonts, such as those supplied by Adobe and other vendors. V. 1.0, incl. source. Author: Adrian Aylward

SKsh - A ksh-like shell for the Amiga. Very well documented. V. 1.7, an update to v. 1.6 on # 381. Lots of new features and bug fixes. Bin. only. Author: Steve Koren

Fish Disk #490

AmiCheck - An easy to use, intuitive, friendly checkbook program. Allows you to enter your checks in a very natural style, giving you a running balance as you do so. Options include reconciling your checkbook, starting new registers with outstanding checks only, printing all, cleared, outstanding, or selected entries, and more. V. 2.0, shareware, bin. only, requires AmigaDOS 2.0. Author: Jeff Hoag

AntiLemmin - Another great, humorous, animation from Eric Schwartz. This one was obviously inspired by the wonderful Lemmings game. Lasts a full two minutes and ten seconds. Requires at least 2 Mb of memory. Author: Eric Schwartz

Recolor - A fully configurable icon recoloring tool that can swap or shift the colors of selected icons and truncate the depth of the icon color map. Bin. only. Author: Michael Sinz

-ooOoo-

E.E.G. BBS MESSAGE EDITOR

by Ron Lewis

The halls of power have been abuzz of late simply because our BBS Message Area has come of age and introduced a Full Page Editor. For the BBS buffs this is the greatest news since Telecom migrated from the PMG Department. However for those of us still coming to grips with talking computers, pictures that run programs and phone lines that whistle and sing, this new found power may just be the final straw. Take heart, those amongst you who have tried it and failed, take the advice of an expert BBS crasher and don't give up entirely. Regroup, go back to the old line editor for a while to regain that shattered confidence and if necessary read the following docs supplied with the program the required 155 times and then write me a message on the macho new editor. If after this you still find it difficult to master, don't worry; you are not alone!. Seriously, though, I've got it on good authority that this program is very efficient and only requires a little practice to master. I've posted these instructions for the very purpose of offering an alternative to the old line editor, but for those really new to BBS'ing I'd suggest you stick with the way you know best and leave the Full Page Editor for the more experienced. Anyway as promised here are the Docs, I hope they can encourage me to have another crack at it!

Features Include:

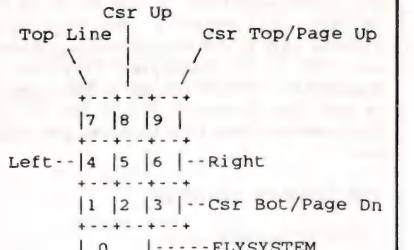
- o Full scrolling facilities.
- o Mark/Cut/Copy/Insert block operations
- o Screen refresh
- o Pull down menus
- o Full control and Amiga key sequences
- o Case translate
- o Quote Insertion
- o Page flip
- o Text search
- o Intuition Support
- o Palette requestor
- o REGISTRATION SPECIAL OFFER!!!!!!

Using E.E.G. from Remote

This section will fully describe all of the editors features as they apply to both ends of the line.

Entering & Editing Text:

Entering and editing text could not be simpler than using E.E.G. The only limitation is that you can not use any more than 60 lines for your text. This is not the fault of 061 Developments, but is STarNets limit to message length. Therefore, E.E.G. has been limited to 55 lines. The reason for this is that E.E.G. writes an origin line at the end of the message. When you enter E.E.G., you can start entering your message right away. There is no need for any complicated key sequences etc.. you can just tap away to your hearts content. But if that was all that E.E.G. could offer, then there would have been no point in making it. That is why 061 Developments have strived to bring you the BEST once again. We feel that this editor is very user friendly, and should have a lot of functions available to both the user and SysOp. At the top of the E.E.G. screen, you will notice a box which displays the cursor position (if on), the date, time etc... This box, also doubles up as a help panel. Also, you will find that the numeric keypad has some pretty useful functions to it as well. On the next page is a short description of the Numeric keypad functions.



The Backslash (\) key toggles the keypad functions on/off. The keypad defaults to Off. This gives E.E.G the full word-pro power from the REMOTE end of things, as well as from the LOCAL mode.

Keypad 7 - Will move to the first page of your text. This is a handy way of getting back to the start of your message.

Keypad 8 - Will move the cursor up one line, but will not move its x position. e.g. If you are situated at column 13 on line 12, then the cursor will move up to column 13 on line 11.

Keypad 9 - Will move the screen up by one page or to the top of the screen if you are on page one. The cursor will not move its columnar position.

Keypad 4 - This will move the cursors position to the left by one space.

Keypad 6 - This will move the cursors position to the right by one space.

Keypad 3 - This will move the cursor down one page, or to the bottom of the screen if you are on the last page. The cursor will not change its columnar position.

Keypad 0 - This will bring up the ELYSYSTEM within the status panel at the top of the screen.

Please note that the standard cursor keys will also move the cursor by one character in each of the appropriate directions.

If the keypad is off, then pressing the keys will produce their normal results.

ElySystem - The ElySystem, is the E.E.G. help screen which is shown in place of the status panel, and is activated by pressing 0 on the keypad when it is active. The ElySystem will give you all the functions of the pull down menus plus information on all the relative Control key sequences. It is a very helpful device and also does NOT take over the whole screen as do some other editors. The reason for displaying the help in this way, was so that people could view the commands available and still have the ability to enter text at the same time. To use any of the ElySystem functions, just press the letter enclosed in the <> symbols next to the appropriate functions.You may use ANY of the ElySystem functions available regardless of whether you are on the correct help page or not. For Example. If you are on page 1 of ElySystem and wanted to Find text, you may still press key F

The ElySystem commands

ELYSYSTEM PAGE 1

<E> Pressing E will return you back to the message, allowing you to continue with your editing. This option is available on all ElySystem pages.

<Z> This option is used for saving the message. Do NOT get confused between this and the save option in the pull down menus. This will NOT allow you save the message as a text file. This will only save the message to the user.

<A> Abort message. If you decide that you don't want to save the message, then pressing A will kill off everything.

<K> This will delete the whole of the line on which the cursor is situated i.e. if your cursor is situated on a character in line 9, then the WHOLE of line 9 will be discarded

<Y> This will delete all characters on the current line, from character to the right of the cursor, to the last character on the right.

<Q> Insert quotation from message being replied to. Almost the same as insert block. Allows you to display part or all of the message that was originally written.

<V> Inserts one full blank line. This will move everything from the current line, down by one line. I.e. line 8 becomes 9, line 9 becomes 10 etc..

<4> This will move the cursor to the left edge (first character) of the current line.

<6> This will move the cursor to the right edge (last character) of the current line.

</> This will toggle the Cursor Co-ords on/off. The cursor co-ords will be displayed in the status panel at the top of the screen when you have finished with the ElySystem panel.

<N> This will clear the all of the text that has been entered, allowing you to re-start your message.

< > (SPACEBAR) This will move you onto the next page of ElySystem.

ELYSYSTEM PAGE 2

<E> See ElySystem Page 1

<U> Moving the cursor to the first character of a word, this function will translate the word to UPPERCASE letters.

<L> Moving the cursor to the first character of a word, this function will translate the word to lowercase letters.

<H> This will move the cursor to the top left hand corner of the first page of text entered.

<F> This is a very useful function which allows you to search for text within your message. By entering a word or string, E.E.G. will search through the message for any matches.

<R> Refresh. If you are experiencing a lot of line noise garbage, this option will redraw the screen, and re-display the message, omitting all the garbage that occurred.

<B> Mark Block. This will be used when you want to Cut/Copy/Save Block. A block of text MUST have two markers set. They must be situated on the first and last characters of the block that is to be moved/copied/saved. The order in which markers are set is irrelevant. I.e. you may set the end marker first.

<C> Copy block. To do this, you must first set two markers (see above). The block will be copied to the end of the message.

<X> Cut Block. This will take the block of text OUT of the message and will store it in a buffer for later use by the copy block or insert functions.

<I> To do this, a block must first be marked. The text will be inserted at the current cursor line, and all text from the current line downwards, will be moved down by the length of the stored block.

<O> Toggle between insert and overwrite modes. Insert mode will allow you to 'add' text into any chosen position. All text to the right of the cursor will be moved and scrolled as necessary.

< > Same as Page 1.

ELYSYSTEM PAGE 3

List of Control key sequences that allow you to issue commands without entering the ElySystem. Please see Appendix on Control Key.sequences.

ElySystem Page 4

Control key sequence list. Please note that control key sequences will NOT be accepted within ElySystem, but are used from editing mode only.

ElySystem Page 5

More Control Key Sequences.

All available control key sequences relate to the available commands within ElySystem.

APPENDIX A

Amiga Key Sequences

All keys listed below, should be pressed simultaneously with the Right Amiga key:

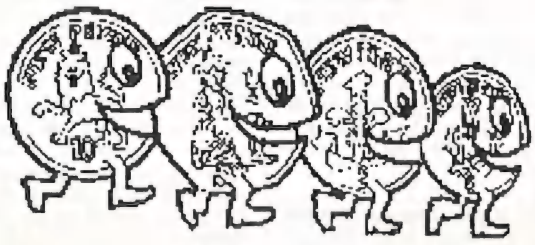
n - Save Block To File
w - Savep - Print Block
q - Quit
b - Mark Block
x - Cut Block
c - Copy Block
i - Insert Block
n - Save Block To File
? - Insert Quote
k - Delete Line
y - Delete to End Of Line
s - Search For...
u - UpperCase Word
l - LowerCase Word
/ - Toggle Cursor Co-ordinates
o - Toggle Insert/OverWrite
h - Home Cursor/Page

APPENDIX B

Control Key Summary

Below is a list of the available control key sequences. All keys should be pressed while simultaneously pressing the Control (CTRL) key. All keys have ElySystem equivalents.

A - Abort Message
B - Mark Block
C - Copy Block
F - Find Text
H - Home Page
I - Insert Block
K - Delete Line
L - LowerCase Word
N - Clear
O - Insert/OverWrite
R - Refresh
U - UpperCase Word
V - Insert Line
Y - Delete to End Of Line
Z - Save Message
/ - Toggle Co-Ordinates
4 - Left Edge
6 - Right Edge



Hurry up! The Treasurer is waiting for us!

ABOUT VIRI (or VIRUSES)

compiled by Ron Lewis

(from information supplied by John Veldthuis for his program *Virus Checker*)

NON-STANDARD BOOT CODE

When Virus_Checker brings up a Requester that says the disk has non-standard boot code this means that the code in the boot block is not what should be there. This does not mean that it is a virus as many games use copy protection in their boot blocks. You should however be cautious if it is not a game. Do not replace the boot block if you are not sure. If something strange happens then please send a copy of the disk to me so that I can check it out. Here is a way of checking non-standard boot code

1. Format a blank disk so you know it is clear.
2. Make sure all disks except the one just formated are write protected
3. Boot from the disk that you suspect.
4. Place formatted disk in drive zero and then reboot.
5. Take disk out of drive zero and turn off computer for about 30 secs. 6. Run the Virus_Checker program. If the Virus_Checker finds non-standard boot code on the newly formated disk you have found a new virus.

Viruses Dealt With:

SCA - The SCA is the simplest virus to deal with, as it's not actually DOING anything except hiding in memory, until you reboot. We just look at CoolCapture and fix it to get it out of RAM.

AEK - This is a clone of the SCA virus and we get rid of it in the same manner

LSD - Another SCA clone and uses the same code

Byte Bandit (Now 4 versions) (Amiga Freak) - The Byte Bandit virus takes the DoIO() vector and redirects it through itself. Thus, any attempt to read or write the boot block (ie, AmigaDOS trying to figure out what kind of disk it is) results in the BB writing itself onto that disk. We couldn't just rewrite the boot block, we have to get him out of RAM first. This virus also has an interrupt that crashes the machine every 5 minutes or so after it's infected a few of your disks. Ow. It stays in memory not via the Capture vectors, but by a Resident module. When machine looks crashed press these keys at the same time from left to right LAlt,LAmiga,Space,RAmiga,RAlt. This will restore things for another 5 minutes

Revenge - Basically, a Byte Bandit clone except it will bring up an obscene pointer a few minutes after you reboot. We treat it much like the byte bandit.

Byte Warrior - Jumps right into 1.2 Kickstart. Won't work under 1.3. Hangs around via Resident struct, doesn't do any damage.

North Star/ StarFire - Like SCA, hangs around via CoolCapture, killing CoolCapture kills the North Star.

Obelisk Softworks Crew - Hangs around via CoolCapture, also watches reads of DoIO() (but doesn't infect EVERY disk - only ones you boot off of)

IRQ - This is the FIRST Non-Bootblock Virus. It copies itself from place to place via the first executable program found in your startup-sequence. It SetFunction's OldOpenLibrary(), has a KickTagPtr, and lives in the first hunk of an infected program.

Pentagon Circle - This one looks at the DoIO vector, and has a CoolCapture vector. It will write itself over any virus inserted, but not onto anything else. No danger, easy to eliminate. Holding left button while booting with this one shows different screen colour, but doesn't get rid of it.

HCS Virus - Hooks into the System Z protector - This is another virus protector that can write itself to disks. Anything that spreads itself, under any name, is a virus. Doesn't do anything except during a reboot, then examines disks and writes over viruses.

Disk-Doktors - This is another virus which looks at the DoIO routine for the reading of any bootblocks. If it finds one it will rewrite a copy of its code to it if it can. This one also patches into the Vertical Blank interrupt and seems to format you disk after a certain number of interrupts (can't be sure though).The nasty bit is it also creates a task called clipboard.device which spends its life copying itself through memory fragmenting the memory into small blocks. Calls ROM CODE direct so won't work under V1.3. We restore the DoIO routine, the Vert Blank interrupt and RemTask the clipboard.device

LAMER Exterminator - This virus was sent to me by Andrew Mercer of the Palmerston North group. His letter said that He noticed strange things on his disks. On disassembling the virus I found that most of it was encrypted and the data was encrypted randomly using the beam position of the screen. Thus it appears different each time. It patches the trackdisk.device to look at reads and writes, It patches the Sumkick vector in exec in case someone tires to get rid of it. When it detects a read or a write it will randomly select a sector on the disk and will check if it is a data block. If it is it will write LAMER! all over the sector and rewrite it. Some say this Virus will write to write protected disks. I have not had this happen to me and I can see no special code in the disassembly to accomplish this feat.

TimeBomb Virus - This is a strange Virus. It does not insert itself into any vectors.However it will copy itself back to the disk it came from. When the count gets to 2 it will wipe out the Root Directory of the boot disk and display an alert. If the count is over 2 it will just display and alert

GADAFFI Virus - Inserts itself into the CoolCapture vector, Uses a RomTag structure and patches the DoIO vector Jumps directly into the Kickstart so will only work under V1.2 Kickstart. After 13 copies it will Step the Heads of drives 0 and 1 in and out. We simply clear all vectors and Use the old V1.2 DoIO code entry point

BSG9 Virus - This is similar to the IRQ virus in that it does not live in the Boot Block. It operates differently. Inserts itself into the RomTag pointer. It then loads the program it replaced and executes it. On Reboot the RomTag is called. It patches the Intuition OpenWindow Routine to its code, It then returns. Once AmigaDos opens up the CLI window the virus code gets run. This gets the startup-sequence file and gets the first command that is run. It then checks if it is already here. No, then it moves this program from it's directory into the devs: directory and renames it a strange name. It then copies itself to replace the command it just moved. A give away is the file size. The Virus size is 2608 bytes and there will be a file with what looks like spaces for its name in the devs: directory. To get rid of we copy the file in devs: back to the c: directory and rename it.Then delete the file in the devs: directory. In memory all we do is change the RT_INIT code which is run on reboot to do an immediate RTS The memory for the program is still used but the Virus is disabled. It will display a screen of its own which says A Computer Virus is a disease Terrorism is a Transgression Software Piracy is a crime This is the Cure BSG9 plus some other junk

War Hawks - This Virus installs itself into the CoolCapture Vector. It copies itself to the disk when the computer is warm booted. After every four copies it displays a message. To get rid of it we simply clear the CoolCapture vector

VKill or Aids Virus - This is another virus hidden as a Virus protector. When booted it copies itself to the stack area that is not used. It then patches the CoolCapture vector to survive a reboot. It patches the PutMsg vector of ExecBase to watch for BootBlock reads and writes. When it finds one it checks it and tells you if a virus is present. If you want to get rid of it it will copy itself to the disk. To remove it we Clear the CoolCapture Vector and SetFunction the PutMsg vector

Ultra Fox - This one lives in the CoolCapture vector. When you reboot it will change the DoIO vector and wait for a BootBlock read. When it finds one and the disk is not already infected it will write itself to the bootblock. After every 16 copies it will put a custom copper list which displays greetings

PVLProtector - This one is another bootblock protector.When it finds a virus it will write itself to the disk instead of a proper bootblock. All we do is set the RomTag to do a RTS

DosSpeed - This is another file virus. It is supposed to speed up disk operations by 800%. This was found on a BBS and when run patches itself into several places. It will read the s:startup-sequence file on reboot and will edit it so that it runs itself as the program. It sticks out because the first line in the startup-sequence will be blank.When the Checker finds it look in the Root directory and you will find what looks like a blank filename. Virus Checker will rename this virus for you. You can then delete the virus and alter your startup-sequence to get rid of the first blank line

UnKnown - This is a virus that has no names anywhere and will only work under V1.2 Kickstart. Very easy to get rid of.

JITR Virus - Very mild sort of virus this one. Only writes itself to the BootBlock. Does nothing else. Easily fixed by clearing the CoolCapture vector

MicroSystems - Haven't got this one yet so can't tell you much about it. Just have to restore a vector in the Exec.library and clear the Exec CoolCapture vector.

Xeno Virus - This virus is a very nasty one in the way that it infects all programs that can be run. It does not need the program to be run but even someone doing a list or dir on a disk when the virus is present will infect all those other files on disk. It patches into the dos.library and takes over the OPEN,LOCK and LOADSEG calls in dos. This way it can intercept the files being looked at. It will copy itself to the start of every runnable program and alter the file so that it still works. There is also an encrypted message which says 'Greetings from the Xeno Virus' but I hav not worked out when this appears yet. To get rid of it from meory we have to reset the changed vectors. To get rid of it from the file is very much harder. First the file has to have the virus removed from the code. Then the relocation data pointers have to be changed so that everything still works. When Virus_Checker finds a file infected with the Xeno Virus it will tell you which file it is and bring up a requester. You can now check the files on drive zero for furthur viruses if you want. I will soon add a string gadget so that all drives can be checked.

16 Bit Crew - This virus does not do much and only infects disks that you boot with. To get rid of it from memory we clear the CoolCapture Vector and restore the DoIO vector.

New Alien Beat Virus - This one will only work under Version 1.2 Kickstart as it jumps into the ROM code directly. To fix in memory we have to manually patch the DoIO vector and FindResident Vector with the correct values for 1.2. and clear the Capture vectors.

JackFlash virus - This virus will display a message after a certain amount of copies of it have been made. It says that your computer is sick and has a virus. To remove it we just restore the DoIO vector and clear out the capture vectors.

Digital Emotions virus - This is another tame virus. Only infects disks when it is rebooted. Clean out the Captures vectors and it is gone.

ScarFace Virus - This takes over the BeginIO routine in the trackdisk.device to watch for reads and writes to the disk. When it finds one it will write itself to the disk. It also has a VertBlank intterupt which will do something after awhile. I think it only reboots the machine. It also has a romtag which we have to clear out.

Turk Virus - Another simple virus. Does not do very much. Simple to get rid of

Joshua Virus - Again, lives in the TrackDisk BeginIO and VertBlank Intterupt. Also has a RomTag to survive reboots. This one will display a sprite after so many interupts. I am not sure what it looks like but maybe someone wants to wait until it is triggered. It counts interupts. It will also infect every disk but in the drive that is not write protected. Data in it that says something is encoded. To remove we simply restore the BeginIO code and VertBlank Interrupt and wipe out the RomTag.

Butonic Virus - This is another file type virus. It uses the DoIO vector to check for reads to the Root Block of a disk. It wil then write the virus to the disk and add it to the startup-sequence as the first instruction. The filename of the virus and its comment make it invisible when doing a dir but shows up with a list. This will also bring up GURU messages and change the title of the active window to some german stuff. To get rid of it we clear the ROMTAG, restore the DoIO vector and delete the file off the disk. You will need to remove the blank line from the startup-sequence where the virus was.

Centurions Virus - Another file type virus. It hooks into the Trackdisk BEGINIO vector and waits for reads to the boot block of a disk. It changes the SumKickData vector so that it will survive a checksum. To get rid of it in memory we simply kill the RomTag vector, restore the SumKickData vector and patch the trackdisk code it uses to skip over the virus. When it finds a read to the bootblock it will check the write protect. It will then find the startup-sequence and find the name of the first command. It then looks for the command in the root directory, then the c directory. Once found it adds itself to the front of the file and is run when the startup-sequence is run again. Signs of infection are that it adds 3916 bytes to the size of the file it infects. After every ten copies it will change the pointer to a smily face and a message will scroll across it

Coders Nightmare Virus - A boot block virus. Fairly tame this one but it will wreck copy protected disks. It takes over the DoIO vector waiting for reads to track zero block 0 then it writes itself to the disk if it can. It has a level 2 interupt which after a time will display a message and then reboot the machine. To remove we just reset the DoIO and Level 2 Interupt vectors and clear out the RomTag.

Forpib Virus - Another boot block virus. It takes over the Trackdisk BeginIO vector and waits for reads to block 0. Then it copies itself if it can. It also has a VertBlank Interrupt and after a certain time a message will appear. (I think). There is a bug in this in that it tries to use a color register but it has got the wrong value in there. To remove just restore both vectors and remove the RomTag.

GX Team virus - Yet another bootblock virus. This just takes over the DoIO vector and after a certain number of copies it will bring up a requester then guru. To remove replace the DoIO vector and clear RomTag and Capture vectors. This virus will only work under version 1.2 kickstart.

Gremlins virus - Yes another bb virus. Sicking isn't it. Don't know what this one does but very easy to remove. Just zero the Capture vectors, restore the SumKickData vector and DoIO vector and it's gone.

Kauki virus - This boot block virus will only work under Version 1.2 kickstart. As I don't have it I can't tell you what is displayed but something is displayed. Easy to get rid of. Just clear the Capture vector and set the DoIO vector to $FC06DC just to make sure.

-ooOoo-

Viruses? What are you talking about? I cannot see any!

SCRUFF TIPS

by John C. Liddle

TIP No.1:

About 1½ months ago my A590 hard drive died, or to be more exact, its power pack did. It was two weeks out of warranty but needed repairing so in it went. At this stage I must thank South East Queensland Computer Repairs at Bundamba. After determining that the power pack had died, unrepairable, they assured me that Commodore would still honour the warranty, and they did. Thanks Tony.

There was no reason as to why it died, so I wrote it off to experience. Two weeks ago, on booting up my system, the Hard Drive started making high pitched squeaky noises and took about half as long to boot up as usual. Three finger salute and all is well, as was the 3rd, 4th and 5th re-boot.

The same thing happened the next day, and as I sat there wondering why, I noticed the power pack for the computer was right beside the Hard Drive power pack.

Recalling my school days in the science lab, I remembered about magnetism. I wondered, both packs work on magnetic fields don't they...? Maybe one is interfering or trying to depolarise the other. I placed them about 30" apart and have had no problems since. Maybe that is what killed the first power pack.

TIP No.2:

If you have trouble with a previously saved file on your Hard Drive, check the track and sectors. I have a drawer called Scruff_Stuff which I use for Kind_Words files. When I tried to save a file, the screen went a pinkish red with inverted characters all over the place, then GURUED. I changed the drawer and file name but still got the same results no matter how I tried (Save, Save as).

The file loaded O.K. but would not be saved at all. I loaded Kind_Words from DF0: and saved the same file to DF0:, no problems.

This isolated the fault to the Hard Drive. I then checked the track and sectors on the Hard Drive and found an unmarked bad track. When I first got my Hard Drive I marked the bad tracks. Or to be more precise, THE bad track. I marked the faulty track as bad and resaved Kind_Words to the Hard Drive, rebooted and bingo, no problems.

I called the agent I bought my computer from, who assured me that tracks on Hard Drives do sometimes die, but not too often. It would appear that part of the Kind_Words program was on the track that died, hence the GURU. It also proves the old adage, MAKE BACKUP COPIES of your work; it pays.

In answer to those who would ask, no I am not sure if the dead power pack contributed to the demise of the bad track.

-ooOoo-

[Ed: Has anybody else experienced similar problems with the A500 and A590 power supplies? I seem to recall having read that Commodore had a batch of faulty A500 power supplies, but I may be wrong. Let us hear it from our electronic experts.

Bad Tracks on the A590 - I've had problems marking bad tracks on the A590. Anyone with similar problems?]

SUPER* PAGE

by Paul Blair

Precision Software (UK) has just released a new version of Superbase Professional - one of the strongest database packages on the business side released for the Amiga.

This release has been mooted for some while now. About 18 months ago, Precision released Superbase 4/Windows (SB4W) for MS-DOS computers, and has been busy enhancing the product. The success of Windows in the PC world has been mirrored by Superbase, with reports of sales of over one quarter of a million copies to date. That's a lot of software!

The Windows version was somewhat more powerful than the then current Amiga version (generically known as V3), having a richer set of commands and a wider range of form design options. Being a user of both products, I began to feel that the Amiga version was a bit off the pace.

The story goes that Commodore wanted a greater degree of integration between PC and Amiga software, and encouraged (whatever that could mean) Precision to upgrade the Amiga version to match the PC version. Well, its here.

The new Amiga version is known as Superbase Professional 4. Its parentage is directly related to Version 1.2 of SB4W, so we have finally caught up. Well, nearly. Version 1.3 of SB4W is also due for release soon, so Amiga users will once more be a little behind the PC mob. SBpro4 is a port of SB4W, rather than an enhancement of Superbase Professional 3. That puts it well up into the high demand bracket - demands for memory, disk space and depth of pocket.

There are many differences between Superbase Professional 3 (SB3) and Superbase Professional 4 (SBpro4) - not the least of these is the size of the programs. SB3 was around 354K, while SBpro4 goes just over 527K. For comparison, SB4W is nearly 503K. The Forms Editor that came with SB3, FE3, was 204K, while the upgrade, now known as Form Designer 4 (FD), is nearly 241K. It was possible to load both SB3 and FE3 together into a 1 MB Amiga, and test form design on the fly. In my 1 MB Amiga 500, I can certainly load both SBpro4 and FD, but with only 65K of free memory remaining, there's not much of practical value that I can do. SBpro4 on its own leaves me around 350K of memory. To my surprise, a few of the demo programs that came with SBpro4 crashed on me with only that amount of memory. If you have more memory in your Amiga, there will be no problems.

SBpro4 certainly deserves a hard disk to live with, but its not essential. If you want to make a self-booting floppy-based version of SBpro4 with the usual libraries and so on, you will probably need to have SBpro4 and FD on different disks. I even went so far as to put parts of CrossDos onto a SBpro4 disk - and finished up with less than 5K free on disk, and 55K less memory when SBpro4 was up and running. Later I will tell you of my experience with this combination.

There is another important difference between SB3 and SBpro4. Precision Software has been progressively upgrading much of the internal design of Superbase, and has designated files produced by early releases (up to V1.11 on the PC and V3.02 on the Amiga) as "Version 1". Later files are designated "Version 2". This now shows up on the File Status after the file size statement as V1 or V2. V2 can read V1 files, but V1 cannot read files created with V2. This is a deliberate safeguard for you, because V2 introduces new numeric field types which V1 cannot handle. You can convert V1 to V2 with REORGANIZE.

No longer do you need a dongle. If you were sick of constantly plugging and unplugging the dongle to swap in your joystick, rejoice.

That's set the general scene. Now lets look at what you get with the upgrade. My problem is knowing where to start. I will generally assume that my reader(s) will have some knowledge of SB3. Some may even know a little about SB4W.

If you have used SB4W, you will transition to SBpro4 without any problems. In fact, I don't have the SBpro4 documentation yet, but work from the SB4W books without any difficulty. There are a few minor differences, which are documented in a Read_Me file on the distribution diskette.

The SBpro4 screen environment is very similar to SB3. There is the working screen as before, with the VCR-type control keys along the lower edge. There are the usual scroll bars and sizing gadgets. Overall, the screen gives a tidier appearance now. When you come to requester boxes, there is a new form of check box (which now has an Amiga tick to say its "on") and there are radio buttons, too. More about them later.

I have not done any comparisons to see whether SBpro4 is "faster" than SB3. The reason is simple. I'm working off floppies, and the speed of processing will be largely influenced by data transfer rates out of the drives. We know that's not high by modern standards. Besides, what do those sort of things prove anyhow? If I get much more power with no less velocity than before, who am I to grumble?

MENU CHANGES

Starting from the top, the main menu bar now has seven items, one more than in SB3. EDIT is the new group, which has been inserted between PROJECT and RECORD. SYSTEM has been renamed UTILITIES, while PROGRAM is now DML.

PROJECT: NEW now allows for you to make an EMPTY COPY. OPEN has gained a dBASE entry, and lost FIELDS, which moves to the SET option. EDIT is now MODIFY, and PRINT has been added to give a one-stop place to get hard copy of almost everything. ABOUT gives you the company banner.

EDIT: the new menu bar entry, covers operations to the CURRENT record, and the usual CUT, COPY and PASTE things.

RECORD has lost EDIT and REMOVE. I have strong adverse feelings having to CUT to delete a record in SB4W, and this horror has now been visited on us in SBpro4. Bah!

PROCESS loses PRINT and COMMUNICATIONS, and gains REORGANIZE. A new entry is SPLIT, whose meaning will be obvious.

SET alters a lot. PAGE VIEW is trivial, but FIELD SELECTION, SHOW FIELD NAMES and PRINTER SETUP are now positioned more logically in the menus.

UTILITIES (that was SYSTEM) gains COMMUNICATIONS, loses REORGANIZE, LIST becomes TYPE. The DIRECTORY display and TEXT EDITOR now launch from here. Funnily enough, we lose the ability to "change directory" here.

DML (renamed from PROGRAM) is not much altered. PRINT is now under PROJECT, of course, with SAVE AS added. For whatever reason, neither SB3 or SBpro4 offer a macro facility. SB4W does. There is a MACRO keyword in SBpro4, but with no macro recorder, it may just be a leftover from the conversion from SB4W. SBpro4 has no context-sensitive on-line Help.

There are a few smaller changes as well. Overall, the menus now closely mirror SB4W. For a multi-version user, that's fine by me. The groupings are probably more logical, too.

FIELD TYPES

There have been some changes in field types. Using the SB three-letter abbreviated code, we now have NMI, NML, LOG, PBT, RBT, CBX, VTX, VNU, VNI, VNL, VDA, VTI, VEX, and VLO in addition to the previous types.

NMI and NML introduce new numeric types - integer and long. The previous storage of numbers has been termed "real", and are NUM. Longs and integers have considerable processing speed and storage advantage over reals. Use them if you can.

LOG is logical - a one character text-type field that will accept only Y, N, T or F (yes, no, true or false). PB means push-button, RB means radio button, and CB is check box. RBT in Oz stands for random breath testing, but that's not what SB understands!

The principal inclusion here is what is termed a "virtual field". This is not a real field in the sense that it is stored on disk along with everything else. It is usually composed from parts of other fields - eg., the first four characters of a surname field together with the last four digits of the persons phone number would give a very unique virtual field. Its very useful for indexing files (we used struggle with all those Smiths and Browns, didn't we?) because you may specify a high level of uniqueness. Virtual fields consume only one extra byte of disk space - SB uses this flag to rebuild them from their source data each time a record is used.

Virtual field abbreviations all start with a V, and take the first two characters of their generic abbreviation - eg VTX is Virtual Text, VDA is Virtual Date. Try working out the rest of the list just a few lines up.

REQUESTERS

There's not been much functional change to the major requesters, although most of them look different - even smarter.

THE DML LANGUAGE

Oh brother. So much to experiment with and write about. I think I will leave a description of all the new goodies for another note, after I have had time to assess and analyse them. One new keyword listed in the program is SQL. I doubt if it is actually implemented.

FORM DESIGNER (EDITOR THAT WAS)

FD is for the most part a vastly improved version of FE3. The ATTRIBUTES floating box has been replaced with a toolbox across the bottom of the screen. I have mixed feelings here. The toolbox can actually get in the way of form design, because it hides the lower (read useful) part of the screen. This is the usual place for "Continue" type prompts. You have to scroll the screen or turn off the toolbox to work there. Not a problem, just a bit inconvenient compared to the previous floating box.

The principal additional controls in FD are a CMD (command) function with push-buttons, radio buttons and check-boxes. If for no other reason, these mechanisms make SBpro4/FD a cut above SB3/FE3.

CMD can be likened to the SB VCR controls. Each CMD, which looks like a small button or bar, makes up a small DML program, which you activate by clicking on it. In practice, the VCR buttons - Select First, Select Next and so on- merely activate a small DML command in the same way. You can make buttons act as you want. Setting up CMD is easy - point to the place on the screen where you want the button, give the command a name (a$ or b%, for example), type in a one-line DML-type command, and give the whole thing a "name" or function (eg Enter Data). SB will set up a push-button icon, centre the name in it for you, and put it all onto the screen. Like any screen object, it can be sized, coloured and moved around.

RADIO BUTTONS are a great way to simplify data entry. On screen, you see a round button that begs you to click on it so it can look as if you pushed it through the glass. The best use for these devices is to allow selection from a range of options. For example, you may have a field in which you want one of perhaps 5 responses. You put all 5 possible responses on screen with a selection button beside each candidate answer. Click on your choice, the button changes to show what you have pressed, and a pre-set entry goes into that field. Lovely stuff, just made for accurate laziness (or lazy accuracy!)

CHECK BOXES are handy to capture data when there are only 2 options - such as when the desired response is Yes or No, Up or Down, Black or White.... They give you a toggled response, and greatly speed up a lot of data entry. But make sure the user can understand what the action means, don't give them room to misinterpret the outcome of clicking on the box.

There is a useful trick with buttons and boxes. The usual thing is to put text beside the button/box to indicate its function or response. If you want, the button/box may be resized to "cover" the text. The button/box doesn't change size, but now you can click on either the button/box or the adjacent text to select the function. Good for the morning after!

All these mechanisms can be edited with the usual tools. With careful selection of colours, fonts, size and placement, the user can work with a very pleasant and efficient screen. Just don't go overboard and plaster too many buttons, boxes etc on one screen - remember to keep things to human scale.

File linking (for creating relational ties) can now be done on a graphical screen. You point and click to the links you want, and SBpro4 shows you the links being created in a pictorial tree structure. Whether to help you, or someone who has to come along later and try to figure things out, this is a boon.

There is a lot more, of course. But I still can't draw diagonal lines or circles with FD. This is a darn nuisance, because I do more with FD than just databasing. I use it to prepare visual presentation material, which I can project onto a wall or screen for an audience through an overhead projector. Its a lot faster to prepare slides this way - even the PSL management have been known to use this trick!

And still onto graphics - one of the selectable borders for drawing boxes has small "ticks" on it - the sort of thing that you would use to draw a box outline and then fill with an internal grid by drawing lines, using the ticks to give you a launching point and a sort of scale. Well, if you draw a horizontal line from a tick on the left side of a box, it doesn't match up with its opposite tick on the right hand side of the box. The same goes for a vertical line top to bottom. The result is a boxed grid with furry marks around the inside edge of the outline.

AN ODD ONE OR FOUR

If you have a utility that lets you set up one Amiga drive to read MS-DOS disks (such as CrossDos) you may then use files, DML programs, queries etc. created in SB4W directly with SBpro4. You can also read dBase files. The main area of difference concerns forms - neither SBpro4 nor SB4W can read/use the other's forms, for pretty obvious reasons.

I made up such a disk, set up to allow DF1: to be DI1: for MS-DOS disks. Now I can dump SB4W files from the office onto a disk to use with SBpro4 at home. This works just fine - I can read the files without any problem. I can even define a new file and have it stored on DI1:. I can write text like this with the Text Editor, and save it to DI1:.

But for some reason, I can't add data to the file I have just created, or edit records from an existing file. I get a "DOS error writing data" message and sullen silence. Maybe I haven't set things up correctly, or (if I read the manual that's still coming) I might not be

able to do these things anyway. With heaven so close, I can only wish.

One other annoyance (more stupidity on my part?) is the method of swapping drives. If I want to change from, say, DF1: to DF0:, what do I do? My menu item has gone. At present I kid that I want to open a file, and fiddle around with the selector boxes. But that's only my clumsy workaround.

SBpro4 now includes a Status Bar, where you can give short (even helpful) messages. It is actually a "header" on the VCR panel (a second window), so if you turn the controls off, your status message goes with it.

And Digits/Fingers (Tim Arnot, ICPUG) is in there too. Peeking through the code (another of my bad habits) I came across one very familiar name. The pity is, the software credits no longer appear on screen unless you know a special trick... See if you can work it out.

Perhaps it's my worn mouse, or maybe it's just that I can be clumsy at times, but I often find myself brawling with the Form Editor/Designer. I plan to resize something and find I've accidentally grabbed more than I really want. Then, having grabbed it, I can't put it down again. The pointer jerks across the screen, and suddenly the whole kit and caboodle has gone scroll-about on me. The SB4W version is smoother than Amiga copy, for reasons that I can't pin-point. Am I alone in this? Do others have problems? No? Ah well...

And there is a funny bug somewhere in the transaction form facility. Suppose I have a "one-too-many" relationship set up - the details at the top of the page come from one file, and the multiple entries down the page come from another. The number of entries can vary from record to record, so I want to count them. That's easy enough to set up (see the syntax for RECCOUNT in the manual), and usually works fine for any number of entries from one upwards. But if SB finds that if there is no matching entry when the files link, it still tells me that there is one entry. This occurs in SB4W, SB3 and SBpro4. Maybe someone who has encountered this and worked out why it happens can enlighten me.

BOOKS

There has been a decided lack of interest in writing and publishing books for SBpro4 in any incarnation. Users of SB on the Commodore 64/128 will remember the fine book by Bruce Hunt, which provided inspiration for many people. But, until now, Amiga and PC users have been out in the cold.

I am aware of two recent issues, however, and have a copy of one of them to look over. Its title is "The OCTS Superbase 4 Workbook", and was published by Oxford Computer Training Services Ltd.

The book is written for PC users, running SB4 under Windows. Amiga gets a passing mention only. While many of the routines and key sequences are PC specific, the mechanical processes of using SB translate to Amiga without any real problems. As a way of coming to grips with SBpro4 on the Amiga, the book would be useful. A second book is planned, which will cover SB DML (database management language) aspects.

After a once through of the book, its pleasing to see that its easy to read, logical in the way it develops user skills, and (a rarity these days) has very few potential sources of error or misinterpretation. That may sound trite, but if you read enough manuals and texts, literal errors are usually all too obvious.

The preparation of the textual content shows a lot of care, but the layout of the pages shows obvious haste, and could use a whack of editing to make the presentation easier to follow. Particularly annoying is the small and inaccurate index, and the use of small indecipherable "keys in boxes" in the text to show you to press the CTRL or SHIFT (which looks like a four letter word) keys at the right time.

The book comes with a disk of examples. I don't know of any Australian reseller, so you might have to go direct to OCTS, Wolsey Hall, 66 Banbury Rd Oxford OX2 6PR, England. They don't take plastic. Price is around 36 pounds sterling. Postage unknown.

The second book, which I haven't seen yet, comes from Heinemann - the author is Arthur Tenneck. Price in the UK is about 15 pounds sterling My spies tell me that Butterworths Bookshop at 233 Macquarie Street, Sydney knows about this one. If you are interested, give them a call.

THANKS

Readers in the UK are probably so used to having PSL and ICPUG live near them that they forget to be appreciative that help and advice are so close at hand. Out here, 12000 miles away, we can sometimes feel a bit on the outer. Notice my neurosis?

A recent visit by Nigel Lovett-Turner of PSL to show off SB4W (1.2 and 1.3) blew away a lot of that feeling. Nigel visited most of the places where we live in bulk, and presented SB4W to Oz with skill, knowledge of the product, and a dry humour that we felt easy with. His memories probably include the heat of a very warm Oz summer, endless hotel rooms, hundreds of faces and litres of tasteless airline coffee. Our memories now include a nice bloke, who is welcome to revisit whenever he likes. Preferably soon.

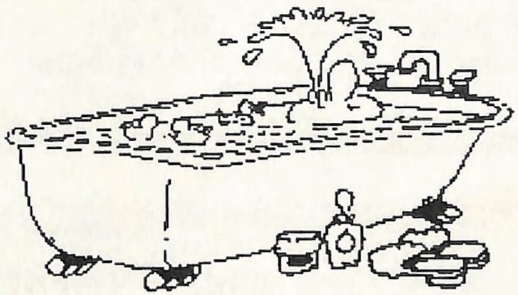
(C) Paul Blair 1991

LATE NEWS

I have a SBpro4 Trial Pack (1 disk complete with on-disk instructions) if anyone wants a copy. Send me a disk, mailer and return postage, and it will be my pleasure. My address is 35 Calder Crescent, Holder ACT 2611. The demos require LHARC to uncompress the files onto a hard disk, or two floppies.

There is a further upgrade to SBpro4 in the wind - which will make it as close to V1.3 of SB4W as possible. DDE (dynamic data exchange - a data swapping feature of Windows) and LAN features are obvious exclusions.

There was a mention of SQL ("sequel") above. This will be an optional extra for SB4W when V1.3 is released. An Amiga implementation will probably depend on the level of acceptance of SBpro4.



This cartoon has got nothing to do what so ever with either Paul Blair or Superbase!

For All Your Commodore Warranty & Non Warranty Repairs

- Professional Staff (Senior Technicians)
- Fast Turnaround
- Flat Rate Charges
- All Work Guaranteed
- Special Rates for C.C.U.G.Q. Members (on production of membership card)

MOUSE TIME!

We have a quantity of genuine Amiga Mice for sale at $50.00 each (less 10% for CCUGQ members on production of Membership Card)

SOUTH EAST QUEENSLAND COMPUTER REPAIRS
(Tony May - Manager)

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