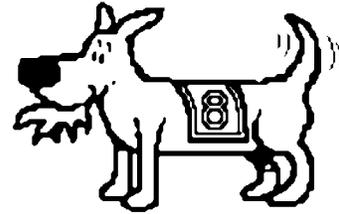


The Zero Page



Eight-bit keeps takin' a byte out of Commodore computing

The newsletter of the Commodore Users of Wichita
For the sharing, learning, and love of Commodore computers"

Number 13, November 1994

Random Access

by Dale Lutes



I can remember my high school Calculus teacher, Mr. Hayward, warning our class that we wouldn't be "spoon-fed" anymore once we got to college---that we would have to start thinking and doing for ourselves. It's a lot like that in the Commodore world today. Once, membership in our parent club, the Commodore Users Group of Wichita, could be numbered in the hundreds. Now that many of those people have "upgraded" (ahem!) to Amigas, Macs, and IBM compatibles, the pool of Commodore experts has dwindled. Sometimes, when you are trying to accomplish something with your system, you've just got to knuckle down and do it yourself.

I wanted to try my hand at writing a program that would run under GEOS. Armed only with a copy of geoProgrammer and an unofficial GEOS programmer's reference, I had no local expertise on which to draw. Nobody to "spoon-feed" me. There was nothing to do but set a goal for myself and go for it! The goal was to write a GEOS version of *Mine Sweeper*, a game that comes bundled (I think) with MicroSoft Windows. After about six weeks of hacking, mostly at night from 8:00pm to 1:00am, I accomplished my task. In addition (and this is the important part), I learned more about GEOS internals than I ever thought I would.

There is nothing like having a well-defined goal when you want to learn to do something new. If you want to learn BASIC, give yourself an objective such as a program that prints checks, or calculates bowling scores. If you want to learn how to use your printers built-in fonts, say to yourself, "I'm going to use my word-processor to print a sample page with every available font." (Ask Fred Earley about that one!)

If once you get started, your goal seems a little out of reach, don't give up. You may want to set it aside for a while and work on a

few intermediate projects. Before my work on *GeoMines*, I had already taught myself 6502 assembly language with a simple program to read input from my kids' Muppet Learning Keys. I was already familiar with geoProgrammer from the work I did on *Xdump* (Disk O'Quarter #3). Now, I am ready to go on to an even more complex project.

I think many of you will be pleasantly surprised at how much you can teach yourself about your computers if you just give it a try. Oh, and don't forget to share what you learn along the way with the rest of us! ;-)

**Next CUW Meeting:
Saturday, November 12
1:00 - 5:00 pm
1411 South Oliver**

**Robert Bales & Justin Riddiough
will be demonstrating offline message
readers for the C64 and C128. These
allow you to download messages from
bulletin boards, then read & compose
your replies offline.**



November Meeting Agenda

1:00 - 2:00	Equipment setup, informal meeting
2:00 - 2:45	Business meeting
2:45 - 3:00	Break
3:00 - 4:00	Feature demonstrations: <i>Offline Readers</i>
4:00 - 5:00	Meeting over, informal gathering, equipment teardown

Your CUW Steering Committee members are:

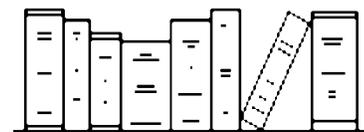
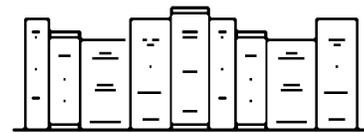
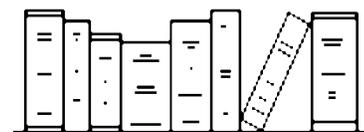
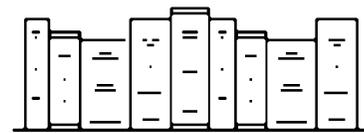
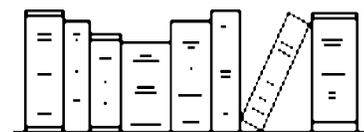
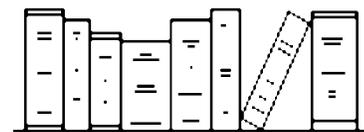
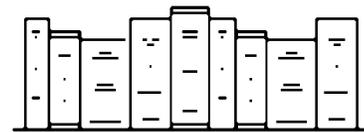
Dale Lutes	Chair & Newsletter Editor
Marie Both	Vice-Chair
Robert Bales	BBS Representative
Francis Catudal	Public Domain Librarian
Nate Dannenberg	BBS Representative
Arlen Gould	Commercial Librarian
Don McManamey	Disk Editor
Jerry Shook	Quartermaster

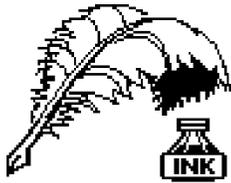
Wichita Public Library's Commodore Titles

compiled by Robert Bales

The following is a list of Commodore books at the Wichita Library. Titles with ellipses (...) on the end have been shortened. For only 25 cents, the Library will hold a book in reserve for you.

☆ Commodore 64 programmers's Reference guide	1982
☆ Commodore software encyclopedia	1983
☆ The Commodore Vic 20 user's encyclopedia	1984
☆ Personal computer system guide, 128	1985
☆ Basic programming for kids: basic programming on personal computers...	Ault, Roz. 1983
☆ Commodore 64 LOGO primer	Bittler, Gary G. 1985
☆ Commodore 64 micro mansion...	Bonynge, David B. 1985
☆ Keyboard challenge with Commodore 64	Busch, David D. 1985
☆ Commodore 64 & 128 programs for amateur radio & electronics	Carr, Joseph J. 1986
☆ Kids travel on the Commodore 64	Dickey, Larry W. 1986
☆ Easy interfacing projects for the Commodore 64	Downey, James M. 1985
☆ Commodore 64 data file programming	Fisher, Glenn 1985
☆ Commodore 64 basic made easy	Gardner, David A. 1985
☆ Managing money with your Commodore 64	Glazer, Amihai 1985
☆ The musical Commodore	Glicksman, Hal 1984
☆ Learning Commodore 64 logo together: an activity book...	Goldberg, Kenneth P. 1984
☆ How to build programs on your Commodore 64	Goldstein, Lou 1985
☆ The Commodore 64 guide to data files & advanced basic	Goodman, Paul 1985
☆ 100 programs for the Commodore 64	Gordan, John 1984
☆ Your Commodore 128: a guide to the Commodore 128 computer	Heilborn, John 1986
☆ Commodore 128 reference guide for programmers	Heiserman, David L. 1986
☆ Free software for your Commodore 64, Vic 20, PET, CBM	Heller, David L. 1984
☆ The Commodore 64/ VIC-20 Basic handbook	Hergert, Douglas 1984
☆ Using and programming the Commodore 64, including ready-to-run pgms	Herriott, John 1984
☆ The Commodore 64 experience	Klein, Mike Dean 1983
☆ Commodore 64 favorite programs explained	Kreutner, Donald C. 1983
☆ Advanced Commodore 128 graphics and sound programming	Krute, Stan 1988
☆ Commodore 64 graphics with COMAL	Lindsay, Len 1985
☆ Troubleshooting and repairing your Commodore 128	Margolis, Art 1989
☆ Troubleshooting and repairing your Commodore 64	Margolis, Art 1985
☆ Computer programming for the compleat idiot: Apple II/ Iie, C64	McCunn, Donald H. 1984
☆ InfoWorld's essential guide to the Commodore 64	Mileski, Richard A. 1984
☆ Start with basic on the Commodore Vic 20	Monro, Donald M. 1982
☆ Commodore care manual: diagnosing & maintaining your 64 or 128	Morrison, Chris 1988
☆ The academic Commodore 64	Mowe, Richard 1985
☆ Commodore 64, getting the most from it	Onosko, Tim 1983
☆ Graphics and sound on the Commodore 64	Perry, Gregory J. 1985
☆ The Commodore 64 user's encyclopedia	Phillips, Gary 1984
☆ Hands on basic workbook for kids using the Commodore 64	Reh, Jane G. 1985
☆ 1001 things to do with a Commodore 64	Sawusch, Mark 1984
☆ How to program your Commodore 64: basic for beginners	Shipman, Carl 1983
☆ Childs play: a self-teaching guide to the Commodore 64	Sutphin, Susan 1985
☆ Power programming the Commodore 64: Assembly language, graphics,...	Sutton, James 1985
☆ The home computer wars: an insiders account...	Tomczyk, Michael S. 1984
☆ Taking off with basic on the Commodore 64	Watson, Nancy Ralph 1984
☆ The essential Commodore 128 users guide...	Willis, Jerry 1986
☆ Programming the Commodore 128	Worlock, Peter 1986





Don's Digest

by Don McManamey

Last month I offered to help those who wanted or needed basic instruction on *The Write Stuff*. As Jerry's and Kaycie's demo had quite a following and

no one approached me on basics, we let that tutorial slide by. I am working on a video to take care of that. In the mean time, I will try to be ready at a moments notice to give basic help. If all goes well I'll also be ready this month and every month to give instruction on how to set up *The Write Stuff* for your printer. Unless you run with a Commodore printer you will need to know how to do this. I am far from an expert on the subject, but can shed some light. There are also some short cuts you should know. If you upgrade to the speller or want to configure the talker to drive your printer or the like, there are some short cuts there as well.

If you are contemplating a printer purchase, check the club to see what people there are using. Not only can you learn how happy people are with theirs or what bad things they have heard but also they might have the info you need to get your software set-up to your printer. For example, 4 of us have the Star NX-1020 rainbow. One member was looking for a good color printer and when a sale was running on the 1020, he not only got it at a great price but got a copy of *The Write Stuff* all set-up and ready to go. Now one more person is planning the same purchase and can expect the same backing. That is part of what the club is all about.

As I thought about what I could write about this month the question entered my mind, "what is new in Commodore computing?". Recently I got a free copy of Load Star in the mail. Could there be a clue there? Then it hit me. What sets Commodore users apart from IBM or Mac users. The word is "user". What do you want to do with your computer? When I was green, and running a Vic-20 one old hand told me that I didn't know the fun of computing unless I wrote programs. Boy, he must be crazy, I thought. And now you'll think the same of me. Why not try your hand at programming? Don't expect to be able to write high resolution arcade games right off. I have written lots of programs and yet wouldn't try animation or shoot'em up games. If you have a 128, many things are easier than on the Vic-20 or 64. That does not mean that you shouldn't try though.

Mathematical programs are probably the easiest. For example, you can add, subtract, multiply, and divide without even writing a program. Most people have no trouble finding the + and - keys. But where are the multiply and divide keys? Well, * is used for multiplication and / for division. If you think of a fraction, you might type it like "1/8" for one eighth. Well, that is one divided by eight. So how do you get the computer to give that answer? Look at the end of the last sentence. It ended in a question mark. So turn on your computer and ask a question by pressing the question mark key. Then type 1/8 and press return. What did you get? The "?" key is actually the print key. In keyboard (or direct) mode it means to print to the screen what ever follows. If what follows is within quotation marks, it will display that on the

screen. If what follows is mathematical then it will display the answer. So type in the following:

```
?1/8
```

and press return. What did you get? Your answer should have been .125 followed by the word READY. To make this a program, just give a line number in front of what you typed, we'll use 10, and be sure to press return. Now if you type LIST, it will display

```
10 PRINT1/8
```

Now type run and press return. What did you get? The same answer. Well that may not seem like much but it is a start.

While a bit crude, you could use a simple program like this to convert inches to millimeters or vice versa. All you need to know is the formula and then save your program to disk for future use. Let's try this. Let's say an instruction book told you that you need 75 millimeters of wire to do a given job but the man at the hardware store doesn't know how much that is. We know that millimeters times .04 equals inches. Just write a one line program like this:

```
10 ? 75*.04
```

and then press return. You might save it as MIL TO INCH for future use. When you run this program it will print to your screen 36! To make your program more useful, you could add a second line with a REMark like this:

```
20 REM PRINT MILLIMETERS TIMES .04 = INCHES
```

and press return.

There are other things that can be done to make it easier to use like adding the ability to give input to the running program and make the changes easier. You could also make the screen look nice and so on. One of the first programs I wrote was on the Vic-20. I was molding sheets of plastic and wanted to know how thick the sheets had to be in order to end up with a specific thickness or what the best I could hope for with a certain starting thickness. It was not very sophisticated but it did the job well and looked pretty good too. It was also easy to use.

Surely you could think of a program you could write. Perhaps no one will have use for it but you, but that's ok! In future issues we'll try to give some tips on how to make programming easier. We'll also try to get Dale Lutes to teach some classes. Take my word for it, Dale is quite a programmer. Until next time we hope you have fun on your old Commodore and perhaps teach it a few new tricks:)

For Sale

Eldon Epp has two systems for sale: One is a Commodore 64 with a 1541 disk drive. The other is a 64C and 1541C combination. If you are interested, give Eldon a call at 267-9341.

Howard Bedient is selling an EGA/CGA monitor with an EGA board. The monitor could be used to display 80 columns on a Commodore 128 system. For more information, call Howard at 684-4418.

Game Play: Whistlers Brother

edited by Jerry Shook



The joystick moves your player up/down/left/right. You can increase your speed in any direction by moving your

joystick diagonally. The joystick button lets you whistle and whirl. Whistling will keep your brother safe at your side; whenever you whistle he will try to move in the same direction as you (Your direction of travel is indicated by the arrow in the status line). The farther away your brother strays the more vulnerable you will both become. If you let him wander too far, he will turn white with fear and you will be cautioned by the music to get him closer to your side. Whirling will pave a path before your feet and allow you to become impervious to the many dangers that lie ahead. You'll be able to whirl only when you are moving horizontally and only after you have retrieved the two tools from the current screen. The hammers, picks, shovels and other tools blink on the screen.

The Game: The story began years ago on the campus of a large university. You were a first-year student who spent more time learning how to sufi dance with a local whirling dervish than studying. Your brother, while always a bit more clumsy and scatterbrained than you, somehow managed to graduate with a doctorate and was immediately offered a research position in the archaeology department. Trouble began when your brother returned from a year-long research expedition in the rain forests of South America. Not only did he return without any of the tools he'd borrowed from the university, but he had no notes documenting how he had spent his year. Out of concern for your brother's future and intrigued by his repeated mumbling about priceless ancient artifacts, you decide to retrace his steps. Your hopes are to recover his misplaced documents and perhaps get your hands on a few of the artifacts. When you step onto the boat bound for the South you discover just how scatterbrained your brother is. You'll find yourself having to continually whistle to keep him at your side...and out of harm's way. Your brother won't be your only problem. You'll soon be dealing with deadly arrows, runaway boulders, leaping frogs, mysterious mummies, and an assortment of other dangers. It is only when things become a bit too much that you'll remember, if you are wise, the words of the dervish: "When confronting obstacles or facing foes: Whirl!"

ON-SCREEN INFORMATION

Score: You can earn points in a number of ways. Here are the various point values:

Retrieving small artifacts	100 pts.
Retrieving medium artifacts	150 pts.
Retrieving large artifacts	300 pts.
Retrieving each tool	100 pts.
Protecting yourself or your brother	300 pts.
Retrieving a chapter of your brother's document (completing a level)	800 pts.

You begin the game with five lives and will gain another life each time you earn 10,000 points. The number of your remaining lives appears next to the man in the status line.

Tools: The university insists that you retrieve the two tools that your brother left behind in each location. You will not be able to whirl and protect your brother until you have recovered them. Each tool you find will be worth 100 points and will be placed in the status line when you find it. Your brother will try to travel in the same direction that you are traveling when you whistle. The arrow in the status line indicates this direction.

Chapters: You will be traveling through 13 game chapters in search of the 13 chapters of your brother's document.

Levels: After completing all 13 chapters of the game, you can replay it up to 16 times. Each time you complete all the chapters, the level number will increase, as will the challenge!

SPECIAL KEYS:

Taking a break: You can freeze the game at any time by pressing the f3 key. Also resume the game with the f3 key.

Adjusting the music volume: Press the f1 key to adjust the volume of the background music.

Starting over: Press the f7 key to restart the game from the beginning.

The Master Thief

an excerpt from *The Tao of Programming*
by Geoffrey James & Seth Robertson

There once was a man who went to a computer trade show. Each day as he entered, the man told the guard at the door:

"I am a great thief, renowned for my feats of shoplifting. Be forewarned, for this trade show shall not escape unplundered."

This speech disturbed the guard greatly, because there were millions of dollars of computer equipment inside, so he watched the man carefully. But the man merely wandered from booth to booth, humming quietly to himself.

When the man left, the guard took him aside and searched his clothes, but nothing was to be found.

On the next day of the trade show, the man returned and chided the guard saying: "I escaped with a vast booty yesterday, but today will be even better." So the guard watched him ever more closely, but to no avail.

On the final day of the trade show, the guard could restrain his curiosity no longer. "Sir Thief," he said, "I am so perplexed, I cannot live in peace. Please enlighten me. What is it that you are stealing?"

The man smiled. "I am stealing ideas," he said.

The Helping Hand



This page lists those users willing to share their experiences and

knowledge with other members of the club.

Music

Robert Bales Nate Dannenberg

Telecommunications

Robert Bales Justin Riddiough
Nate Dannenberg

Programming

Nate Dannenberg Dale Lutes

Astrology, Biorhythm

Marie Both

Printing in Color

Don McManamey Jerry Shook

Labels

Jerry Shook

Titling Home Videos

Sue Harber

Cards, Posters & Signs

Fred Earley

Word Processing & Desktop Publishing

Fred Earley Don McManamey
Jerry Shook Dale Lutes

GEOS

Nate Dannenberg Fred Earley
Dale Lutes

Family Roots

Maxine Ulrich

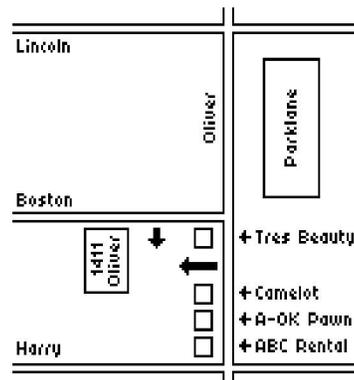
Helping Hand Volunteers

Robert Bales 744-2580
Marie Both 652-7783
Nate Dannenberg 777-1037
Fred Earley 722-4044
Sue Harber 942-4884
Dale Lutes 721-0835
Don McManamey 265-2560
Justin Riddiough 522-5277
Jerry Shook 776-2683
Maxine Ulrich 838-8606

Let us know if we may include your name in future Helping Hand listings. If we don't have a category for you already, we'll add one!

The Commodore Users of Wichita is a club dedicated to "the sharing, learning, and love of Commodore computers." Meetings are held on the second Saturday of each month from 1-5pm. Anyone who owns or uses a Commodore computer system is welcome to attend. Family memberships cost \$15 per year. Members receive a monthly newsletter, a quarterly disk publication, access to an extensive library of public-domain software, and the right to vote on matters of club policy. A newsletter-only membership is available for \$5 per year. Contact any of the officers (listed elsewhere in this newsletter) for more information. We are looking forward to seeing **you** at our next meeting!

If you own an Amiga computer system, be sure to visit our sister club, the C&AUGW. Contact President Hal Wigley at 776-9529 for information regarding their meeting time and location.



You may join or renew your membership by mail.
Complete this form and mail with a check payable to:

Marie Both
Commodore Users of Wichita
6606 Cottonwood
Wichita, KS 67207

What Commodore systems do you use? (please check all that apply)
 VIC-20 C-64 C-128 C-16 Plus/4 Other

Type of membership: Family (\$15) Newsletter-only (\$5)

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: _____

List additional family members who are interested in participating:

