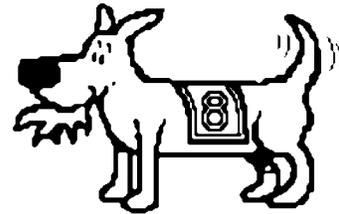


# The Zero Page

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



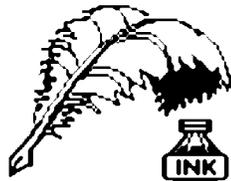
Eight-bit keeps takin' a byte  
out of Commodore computing

Number 20, June 1995

## Don's Digest

by Don McManamey

Back in April, I gave a brief demo on *The Write Stuff Illustrator* by Hugh McMenamin (probably a distant relative). I thought it good to cover a few points



here and to add some set-up pointers to aid those who might be trying this for the first time or contemplating the software up-grade.

As my demo showed, using *TWSI* is very easy as long as you have prepared graphics to use. These can be found on the up-grade disk or you can use any 3 block *Print Shop* graphic. This will give you hundreds upon hundreds of graphics to use. All you need to learn is how to embed 4 commands. If you have worked with embedded commands before then this will come easily. Lets start with setting up your system/software.

First of all, make a copy of the *Illustrator* and put the original in a safe place. Next, set your printer interface (if you have one) to transparent. Now, power up your system and load up the *Illustrator*. You will be given the chance to do some set-up such as picking a printer type including 9 or 24 pin. Pick what is closest to what you have. After the program has completely loaded, press the up arrow and move the highlight bar to print and press return. This gives the print menu where you want to set the **SECONDARY ADDRESS** to 4 and turn **TRUE ASCII ON**. Press the left arrow to go back to text entry area. One more thing regarding set-up. Press the **CONTROL** key and then **X**. Here you are given the option of **SAVING DEFAULTS** which is exactly what you want to do. Now you are ready to go to work. Additionally, next time you load this program it will be ready to go as well. The only other consideration is whether you have an **RVS** or **NON-RVS** printer.

Here **RVS** indicates whether or not your printer can automatically feed your paper backwards through the machine. To the best of my knowledge, Commodore printers, laser printers, ink jet, bubble jet, and paint jet printers are **NON-RVS** printers as are many older printers such as the Star SG-10 and so on.

Now for the embedded commands. These are well familiar to those who change anything such as type style and margins. Here are the commands you'll need to know:

[MO]+	Turn on RVS
[MO]-	Turn off RVS
[MO]file name	Graphic to print
[LM]	Set left margin

Notice that there are really only 2 commands and only one is new! The graphic is always set in relation to the left margin and this must always be at least one. Note: you can not print a graphic with a left margin of zero nor will a graphic print on the top line of a page.

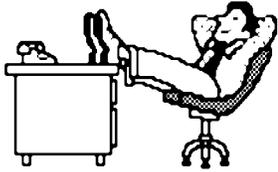
By all means, Load in the **RVS TITLE** or **NON-RVS TITLE** and print it out. If it does not work then there is no sense trying to create your own file as there is something wrong with your set-up. If it does work, use the file as a pattern to follow to make sure you understand how the

new commands are used. This *Don's Digest* is not intended to be a tutorial. It is intended to be an aid and encouragement to get you over some of the early hurdles. It is not a tough program to conquer. Do a little playing. If you still have problems, bring your entire system including printer and a few extra disks to the club meeting and I'll be glad to give you a hand.

Until next time, remember, a picture is worth a thousand words and placing one in your text shouldn't cause you to say a thousand choice ones!-)

**Next CUW Meeting:  
Saturday, June 10  
1:00 - 5:00 pm  
1411 South Oliver**

Marie Both & Jerry Shook will  
spotlight two utilities that can help  
you manage your mailing lists:  
*Ultra Mail & Gary's Labels*



## Thoughts from the Chair

by Arlen Gould

I want to take this opportunity to thank each of you who supported me in the election. (I think?) To

those of you who did not I hope you are not too disappointed. Thanks again to everyone.

I want each of you to remember this is your organization, not mine, not the steering committees, but yours. Help us to make it the club that you want it to be. You do that by providing input, and asking questions. I encourage all our members to ask me or any of the steering committee people any questions that you might have. Any suggestions that come to mind that will help the club to meet the needs of the members will be welcomed by all.

We are going to need in the near future people to volunteer to put on demonstrations or tutorials of programs that they have and with which they are familiar. We have a wealth of talent in this group of Commodore users and I would like to see us take full advantage of those assets.

Once again thank you for your support and I will be looking forward to seeing you on the 10th.

Arlen

The Steering Committee has decided that it is time to shut down the Commercial Program Library. We will be offering the programs for sale to CUW members at the June meeting for only \$2.00 apiece!

**OUT OF  
CLOSED  
BUSINESS**

These are quality programs that originally sold for much, much more. Most are still in the original package with full documentation. Come early for the best selection! *You must be a CUW member to make a purchase at this sale.*

It is time once again for another **Disk O'Quarter!** Members can pick up their disk from Don McManamey at the June meeting. Remember that four issues of the **DOQ** are included in your regular membership fee. If you think you might have missed an issue, check with Don.

**New members:** If you would like copies of the **DOQ** that were released before you joined the club, back issues are available for \$2.00 each.



## Random Access

by Dale Lutes

This month, I'd like to cover a subject that is near and dear to my heart: Programming Languages. As a programmer, I've had the opportunity to use several in my work and as a student, I've been able to try my hand at a few more. Like most programmers, I have my favorites, but I'll try to remain as objective as possible for the rest of this discussion. Any statements made in my humble opinion (IMHO) will be clearly marked. I'll be sticking with those languages which I know to be available for the C64/C128 machines, but I won't get into a comparison of, say, *Super C* vs. *Power C*.

### The Languages:

Let's start with **BASIC**. A lot of us are already familiar with it - after all, it comes built into our machines. **BASIC** is meant to be a beginner's language (in fact the **B** in the name stands for Beginner) but it lacks some of the features that encourage what teachers refer to as "good programming practices." On the plus side, the **BASIC** in our machines makes for rapid program development and testing. **BASIC 7.0** has some nice extensions that make it easier to access the graphics and sound features of the C128. **BASIC 2.0** on the C64 is pretty good as **BASICs** go and there are several commercial and public domain packages that provide extensions similar to those found in **BASIC 7.0**. The biggest drawback to **BASIC** is one inherent in all *interpreted* languages: its speed. If this is a big problem for you, consider buying a **BASIC** compiler.

**FORTRAN** is one of the oldest programming languages. I've heard it compared to a weed: It's hardy and grows in almost every computer. **FORTRAN** has grown old gracefully (IMHO). The language standard has been revised several times to keep up with advances in computer technology. The latest incarnation is **FORTRAN 77**. **FORTRAN** is a *compiled* language, so it ought to blow **BASIC** away in the speed department. It works well with numbers but its string handling capabilities leave something to be desired. This explains its traditional role in scientific computing while business applications have been coded in languages like **COBOL**. **FORTRAN** is available for the C64 and (I think) the C128. Robert Thomas has a version that runs on his 128 in CP/M mode.

(continued on page 3)

## June 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 demonstration
4:00 - 5:00	Meeting over, informal gathering, equipment teardown

**Pascal** was originally designed as a teaching tool and the development of a compiler was kind of an afterthought. It was the first programming language that I learned and is still my language of choice. **Pascal** is another fast, *compiled* language. Like **FORTRAN**, standard **Pascal** is a little weak when it comes to working with strings of characters. Fortunately, most compilers have extensions for working with strings. **Pascal**'s flow control structures (IF-THEN-ELSE, CASE, WHILE, REPEAT) make use of the controversial GOTO unnecessary (although GOTO is supported in the language) and encourage the use of those "good programming practices." You might be interested to know that **Pascal** variable names can be as long as you like, where usually **FORTRAN** is limited to six characters and **BASIC** to two! I wasn't going to say anything about a particular vendor's offering, but I am *very* disappointed in Abacus Software's *Super Pascal 128* and its ability to handle only uppercase characters.

The **C** language has been getting a lot of attention in recent years. I think that this is due more to the proliferation of Unix systems in universities rather than its own merits as a programming language. **C** comes bundled with Unix the way that **BASIC** comes bundled in a C64. IMHO, although it is very powerful, **C** is a difficult language to learn, especially on your own (I know this from experience!). If I haven't scared you off, good **C** compilers are available for both the C64 and C128. Oh, I can make up for my slam on *Super Pascal 128* by saying that *Super C 128* has a very nice library of graphics routines.

#### Where to Get Them:

Compilers for the C64 are still available from mail order companies like Software Support International and Creative Micro Designs. Except for **BASIC 128**, the 128 mode compilers have, sadly, disappeared in new packaging. With luck, you can still find a used copy in stores like The Software Exchange, here in Wichita.

#### The Examples:

If you were wondering what a program in **BASIC**, **FORTRAN**, **Pascal** or **C** looked like, here is a short example from each language. They all perform the same task: For the numbers from 1 through 10, compute the square root of the even ones, multiply the odd ones by 5, printing the original number and the result.

There is more than one way to write any program. My aim here is to emphasize readability by a novice or non-programmer. A programmer well-versed in these languages is certain to come up with a more elegant (or devious) way to achieve the same result.

```
10 REM SAMPLE PROGRAM IN BASIC
20 FOR I = 1 TO 10
30 IF I/2 = INT (I/2) THEN 60
40 PRINT I, I * 5 : REM ODD NUMBER
50 GOTO 70
60 PRINT I, SQR (I) : REM EVEN
70 NEXT I
80 END
```

◆ ◆ ◆  
C Sample program in FORTRAN  
PROGRAM sample

```
INTEGER i

DO 100 i=1,10
    IF (MOD (i,2) .EQ. 1) THEN
        PRINT *, i, i * 5.0
    ELSE
        PRINT *, i, SQRT (FLOAT(i))
    END IF
100 CONTINUE

END
```

◆ ◆ ◆  
{ Sample program in Pascal }  
PROGRAM sample (OUTPUT);

```
VAR
    TheNumber : INTEGER;

BEGIN
    FOR TheNumber := 1 TO 10 DO
        IF (TheNumber MOD 2) = 1 THEN
            WRITELN (TheNumber, ' ',
                TheNumber * 5.0)
        ELSE
            WRITELN (TheNumber, ' ',
                SQRT (TheNumber));
    END.
```

◆ ◆ ◆  
/\* Sample program in C \*/  
#include <math.h>  
#include <stdio.h>

```
main ()
{
    int TheNumber;

    for (TheNumber=1; TheNumber <= 10; TheNumber++)
    {
        if (TheNumber & 1)
            printf ("%d %f\n", TheNumber,
                TheNumber * 5.0);
        else
            printf ("%d %f\n", TheNumber,
                sqrt ((float)TheNumber));
    }
}
```



## Jerry's Corner

by Jerry Shook

### Labels-N-Labels:

Probably the most asked question I get from people that have just got their computer is, "What can I do with it

other than playing games?" The answer is not what most want to hear and that is, "What do you want to do with it?" My problem is everyone has their own idea as to what is worth while and what is a waste of time.

Games are what my computer is used for most of the time - not by me but by my children and grandchildren. I guess my use is with the 3 main productivity programs. Those are word processing, data base and snoozing. OOPS! How did that get in there? Must have been a Freudian slip.

If you use a word processor for letter writing, then the demos at our next meeting are ones that you will want to see. Marie Both and I will be giving demos on *Ultra Mail* and *Gary's Label Maker*. I will be showing *Ultra Mail*. It is a dedicated data base. That means that it can only be used for thing and that is keeping address and phone numbers. This doesn't mean that it can only do this thing in one way. Have you ever wanted to send the same letter to several people and personalize it so that it looks as if the letter was written for the receiver only? Well then what you want to do is to write one letter using mail merge that is a feature on most word processor programs like *The Write Stuff*. One of the features of *Ultra Mail* is that it can make a mail merge file that can be used by a word processor and you don't have to put all that information in a separate file by hand, thus reducing the chance of making a mistake (not that I ever do).

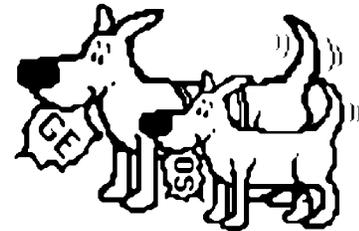
Another neat feature is the ability to sort the names and address in several different ways so that you can have a Christmas list or a family reunion list or even a list of all the people or companies you owe money to. Of course having all those lists is nice but they don't do you much good on the computer. But never fear because *Ultra Mail* also has a way of printing those lists in a way that you define or using the preset you can print to either one or two-wide labels. *Ultra Mail* is easy to use but it is slow in part due to the fact that it only runs in 64 mode. But there are docs on the disk, so even after I have confused you you will be able to go to them and see what it was that I was trying to say.

Do you have just one or two people to send a letter to? Or maybe you want to make neat labels for disks or whatever? Then Marie will be showing just the program that you need. *Gary's Label Maker* will make a label on a standard 1" label and also put on a *Print Shop* graphic. When you fire it up, it has a label ready to print for the *Gary's Label Maker* disk that shows the different commands as well as the different fonts available. I will leave it to Marie to expand on the program. In closing I want to say that I have used many different label programs and I think this is the best of the lot: a must-have program.

## Your CUW Steering Committee members are:

<b>Arlen Gould</b>	Chair
<b>Marie Both</b>	Vice-Chair
<b>Robert Bales</b>	BBS Representative
<b>Francis Catudal</b>	Public Domain Librarian
<b>Nate Dannenberg</b>	BBS Representative
<b>Shaun Halstead</b>	Internet Representative
<b>Dwayne Howard</b>	geoSIG Chairman
<b>Dale Lutes</b>	Newsletter Editor
<b>Don McManamey</b>	Disk Editor
<b>Jerry Shook</b>	Quartermaster

Join Eight-Bit and Tidbit for the next meeting of the GEOS Special Interest Group



**Friday, June 16, 7:00 PM**  
**Senior Services Center**  
**200 South Walnut**

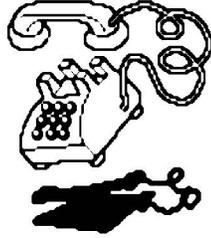
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Meetings of the CUW are scheduled for the second Saturday of each month. The deadline for articles is 14 days prior to the meeting day. Submissions are accepted on 1541, 1571, or 1581 formatted floppy disks. geoWrite, ASCII, or PETASCII files are preferred. In a pinch, paper hard copy will work. Call Dale at 721-0835 or mail your articles to:

Commodore Users of Wichita  
c/o Dale Lutes  
11102 W. 17th Street  
Wichita, KS 67212-1187

In case you are interested, *The Zero Page* is produced using a Commodore 128 and geoPublish. geoPubLaser is used to print the final copy on a PostScript laser printer.

## CUW Member Phone List



The following list of phone numbers is presented here for the convenience of CUW members. It is not to be reprinted in any other publication and is not to be used for commercial purposes. It is not a complete CUW membership list. Only

those who have agreed to allow us to use their phone numbers are included. The numbers below are subject to change without notice.

782-3968	Aimes	Richard
263-4482	Angle	Teresa
744-2580	Bales	Robert
684-4418	Bedient	Howard
531-2560	Benoit	Virginia
262-2338	Both	Marie
733-4151	Coulson	Richard
777-0363	Dannenberg	Nate
722-4044	Earley	Fred
777-1567	Elliott	C. M.
529-1561	Engel	Eugene
267-9341	Epp	Eldon
522-3063	Evans	Bill
681-2596	Ferguson	Paul
943-6725	Frisbie	R. C.
267-7051	Gould	Arlen
942-5809	Halstead	Shaun
942-4884	Harber	Sue
722-7073	Harris	Harv

788-4326	Howard	Dwayne
663-6684	Hubbard	Rob
729-0493	Jones	Mike
722-8669	Losey	Howard
721-0835	Lutes	Dale
265-2560	McManamey	Don
945-0820	Morgan	Bob
777-4634	Phillips	Galen
524-4656	Rardin	Al
838-6819	Salts	Charles
776-2683	Shook	Jerry
729-9688	Thomas	Robert
838-8606	Ulrich	Maxine
684-7685	Wilson	Mary & Jim
845-2753	Woodin	Earl "Jerry"

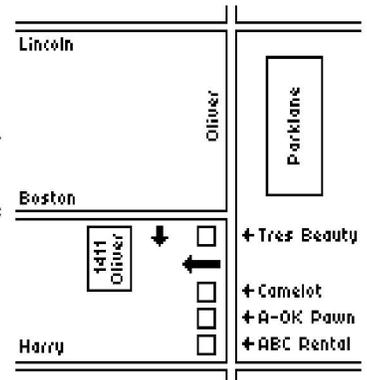
## The Joy of Programming

My feeling is that when we prepare a program, it can be like composing poetry or music; as Andrei Ershov has said, programming can give us both intellectual and emotional satisfaction, because it is a real achievement to master complexity and to establish a system of consistent rules.

Donald E. Knuth, ACM Turing Award Lecture, 1974

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 Board of Directors Chairman, Pete Hein at 943-5215 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:  
 \_\_\_\_\_  
 \_\_\_\_\_