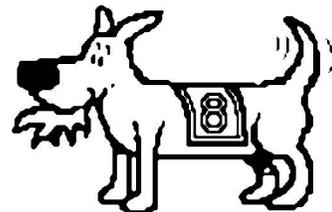


# The Zero Page

*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 45, July 1997



## Random Access

by Dale Lutes

This issue of *The Zero Page* has been a real pleasure for me to put together. The reason is that this month features the return of two contributors that have been absent for a while, plus one from a newcomer to this newsletter.

Moe Shouse's "Rear View Mirror" follows up on the article in last month's newsletter on building monitor cables. In addition, Moe offers us a solution to the ScoreUP game that was included on the *Disk O'Quarter* issue numbers 13 (BASIC version) and 16 (GEOS version). The solution was actually discovered and documented by Moe's son, Jeff, whom I can always count on to put my programs to the test.

Jerry Shook is back with us this month. Jerry is best known between these pages as the author of "Jerry's Corner." I gave Jerry a tall order when I asked him for a new article within one week (before I left town on vacation). The "Smoke Test" article isn't an original, but entertaining, and certainly a welcome addition to our newsletter.

Mike Shook makes his *Zero Page* debut this month with "Avalon's Page." Most of our members probably don't realize the contribution Mike has made to the CUW over the past four years. Mike has attended almost every Steering Committee meeting and actively takes part in our discussions. He has also given a demo and helped arrange entertainment for one of our Christmas parties. We don't always agree (as you will see when you read his article), but I am grateful nonetheless. Welcome to *The Zero Page*, Mike.

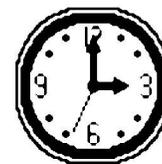
As always, Don McManamey is here with "Don's Digest." This month Don shares his views on technological prophesy and how, in some ways, the computer industry has come full-circle to fulfill an early prediction.

I want to thank all of these contributors for getting me these great articles WAY before the usual deadline. You see, I've been out of town for two weeks, and I had to have everything ready so that I could layout, print, copy, fold, address, and mail this to you on my first day back. It was hectic, and I couldn't have done it without Don, Jerry, Mike, and Moe's help. Thanks again, guys!

One of the things I like best about vacation is coming home and finding a stack of mail. This year, several newsletters from other clubs were waiting in the pile. I'll be sure to bring them along to share at the next meeting. I hope to see you there!

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

**Join the "Cartridge-Fest" at our  
next meeting. Bring along any  
cartridge-based games or utilities  
that you own. Moe Shouse will give  
us a special look at Partner 128.**



## July 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 demo: Cartridgefest!
4:00 - 5:00	Meeting over, informal gathering, equipment teardown

## Your CUW Steering Committee members are:

Dale Lutes	Chair, Newsletter Editor
Jerry Shook	Vice-Chair
Marie Both	Financial Officer
Robert Bales	BBS Representative
Arlen Gould	Member at-large
Shaun Halstead	Internet Representative
Dwayne Howard	Public Domain Librarian
Don McManamey	Disk Editor
Morris Shouse	Member at-large



## Rear View Mirror

by Moe Shouse

In last month's newsletter, Dale put in three diagrams for monitor cables. It reminded me of an article I saw in Commodore World issue number 7 on the same thing. The one Dale had was very good. It did an excellent job of showing and explaining the numbers on sockets. Understanding how some cables or sockets are numbered is not easy sometimes. And another thing that can make things hard is that the early 64s had a 5 pin DIN socket, whereas the later ones had 8 pin DIN. In case you don't know, DIN is a German standard for sockets and cables. Why did U.S. companies use it? I'll just guess that there were not any good sockets from the U.S. But remember, just because a socket has 8 pins doesn't mean it uses them all. And sometimes a cable with fewer pins will plug into a socket that's made for more pins, but not always. And just because it plugs in doesn't mean that's the right socket to put it in. It might do the smoke test. Also, on your power cable going into your 64 be very careful to *not* get it turned 90 degrees. I read that it *will* go in, but will blow the 5 volt side out when power is turned on.

The article in CW no. 7 is by Mark Fellows (he invented Jiffy DOS). It shows 5 different cables. One very important thing it shows is that a 64 uses a rare 262 degree DIN pin for the 40 column video. The 128 uses the same for 40 columns, but a totally different cable for 80 column video. That uses a cable that has a DB-9M connector on one end. It looks just like the joy stick cable at a glance, but it has pins on the cable. So the 80 column video cable has pins on its end going in to the computer, while the joy stick socket in the computer has pins.

If you think you might need to make up a cable set yourself, you need to do some homework on just what it is you need. But then ask around -- someone may just have the cable you need. But if you do try to build you own, these sockets are very hard to solder, and they need a heat sink to keep the plastic from melting. Good luck.

At our July meeting, I will be doing a demo on the Partner 128 cartridge. It is utility software in a cartridge. It has an appointment calendar, memo pad, phone book & auto dialer, address book, calculator, typewriter, label maker, and screen print. The neat thing is it just sits there letting you run most of your regular programs. Then you just push the button and it suspends the regular program and you have all the utilities. When you're done, you just hit the ESC key and your original program picks up where you left off. I find it to be one of the best things I have. Now we are going to have *everyone* bring *all* of their cartridges to the July meeting. We will call it "Cartridgefest 97." I think it will be neat to see how many cartridges we can get at one meeting.

## Avalon's Page

by Mike Shook

I am writing this as a rebuttal to Dale's last article talking about everybody helping out. I agree about this to an extent. The computer club was started to help people with their Commodores. We have honored that tradition through all of the changes that we have made. Asking everybody to get a program that is "shareware" and hand it in to be put into DOQ. Yes, they should do that, but it should be put on the table and have people do that when they feel that they should. As for people doing demos, people should do it if they feel comfortable talking in front of people and it is something that other people like. I know for a fact it is embarrassing to do a demo that nobody comes to except for one person. If this sounds like I am angry at Dale I'm not. This is just one members view.

*[Editor's note: I want to let Mike know that I appreciate his viewpoint, and even more his effort to put his thoughts down on disk for me to include here.]*

## ScoreUP Solution

by Moe and Jeff Shouse



In the March Disk O'Quarter (#16), Dale gave us a really neat game called ScoreUP. It has a grid of colored buttons that you

move to score points. The only problem is that there is a set of rules about moving that makes it hard to get all of the buttons to the other side of the grid for a high score. A score of 600 is the highest you can get, 500 is very very good, 400 is very good, 300 is good, 200 is fair, 100 is average. Well, my son Jeff got a 600 after about 6 or 7 games. I told him to put all the moves down on paper so we could put it in the newsletter. He was able to get a 600 in 59 moves and he gave me the list of moves, so here it is. The way you read this is 1R is the red button closest to the number grid (that is, the most advanced red button). 2R is the red that is the 2nd closest. But if one color jumps ahead of the same color then its number changes from 2 to 1. 4R means move the fourth red button once. 4R2 means move the fourth red two times.

The Solution:

1R, 1Y, 1G, 2G, 2R, 2B, 2Y, 2B, 2Y, 2B, 1Y,  
1G, 2R, 1G, 2G, 2R, 2Y, 2B, 2Y, 2B, 2R, 2B,  
2G, 2B, 2Y, 2G, 2Y, 3G, 3B, 3R, 3Y, 4Y, 4G,  
4B, 4R, 3Y, 3R, 3G2, 2Y, 4Y, 3B2, 4R, 4B, 4G,  
4Y2, 3R2, 4R2, 4G, 4Y, 4B2, 4R3.

*According to actor/comedian, Jeff Foxworthy, "You might be a redneck if you think 'megabytes' means a good day fishing."*





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## Don's Digest

by Don McManamey

Recently, I had been thinking about prophecies. No, not the biblical kind. Well, OK, that is where it started but this is not the forum for that and not

what I wanted to share today. I am referring to prophecies of the future of computers and computing.

In the fifties, computers were large and small. That is to say that while they filled large rooms they had very little memory. These computers employed vacuum tubes as did the radios and TVs of the day.

In the sixties, transistors were used to greatly reduce the size and increase the power but they were still big, slow and not too powerful. Now somewhere along the way, it was foreseen that computers could be used in the home as a resource in a magnitude never before imagined. Because of the vast size and cost of computers, it was predicted that there would be terminals in each home much like having a phone or TV set. These would be connected to a central computer, perhaps downtown.

The space program accelerated the miniaturization in the sixties and seventies when along came the micro chip. By the late seventies or early eighties, micro computer technology had advanced to the point that anyone with just a few thousand dollars could own a 16k or 32k computer. Add to that data storage and a printer and you had as much invested as in a good used car. Along came Commodore and the introduction of the Vic-20. From this point on it seems the power got greater at an ever increasingly fast rate. Drives could hold more, computers got faster and more powerful and the price held steady or dropped slightly.

When the nineties arrived, micro computers had been around long enough that one could buy good used systems for not much at all. The power of programs such as The Print Shop and GEOS, along with data bases, spread sheets, word processors, and of course games, was now available to almost anyone. Well so much for the Idea of a large central computer with terminals scattered around in homes across America, right?

Wrong! Somewhere along the way came this thing called the Internet. The Internet is in many ways the embodiment of the original idea of one large main computer except it isn't a large central computer. You see, there was concern that a large central computer would be vulnerable to sabotage in time of war or the like and this would disrupt the communications of this country and its allies. So the way it was handled was to have a network of computers. The electric company has a grid or web of power lines all across the country. If one line fails power can be routed around the problem. The phone company has a similar system. Now to complicate things, the web is set up in such a way that even a short piece of e-mail is broken down into several small pieces and each piece is sent on different paths and reassembled at the end.

With the Internet you can access all kinds of information including things such as a search of people with your last name (very helpful when you have a name such as McManamey.) If you are a small business you can pay as much as \$1400 to have a web page created and be put on the Internet. No one knows what the future of the Internet is, but a small mom & pop company can buy a web site and suddenly have a global market. Now remember those terminals? They now have what is called Web TV. For just a few hundred dollars you can buy a machine that will hook up to your TV set and give you access to the Internet. Wow, what will they think of next! One thing is for sure, when you try to predict the future you had best be careful. That is some mighty dangerous ground you're treading on. Well, until next time try not to get caught in the web ;)

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## The Smoke Theory

original author unknown  
contributed by Jerry Shook



A theory has recently been postulated asserting the great importance of smoke

to the functioning of electrical components. According to this theory, it is smoke which makes components work because every time you let the smoke out of a component, it stops working. It seems this claim has been verified through extensive field testing.

As with many great discoveries, this one had eluded the great minds of our time, by it's very simplicity. Of course smoke makes all things electrical work! Remember the last time the smoke escaped from your 400 hz. static inverter? Didn't it quit working? On a system level, an aircraft wiring harness carries smoke from one device to another, and when the harness springs a leak, it lets the smoke out of everything all at once and then nothing works. Some aircraft systems (H.F., INS, Radar) require larger quantities of smoke to operate properly; that's why the wires going to them are so big.

Expanding on this hypothesis to the automobile industry, why are Lucas electric systems more likely to leak smoke than, say Bosch or Delco? Aha! Lucas is British. Things British always leak! British convertible tops leak water. British engines leak oil. British shock absorbers leak fluid. Naturally, British electronics leak smoke.

Of course, There are some aspects of the theory which require further investigation. For example, one would think that a persons who smoke cigarettes would be much more healthy from ingesting all that smoke. Experimental data seems to contradict that hypothesis. Perhaps smokers are actually exhaling more smoke than they inhale...

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“Many companies that have made themselves dependent on IBM equipment (and in doing so have sold their soul to the devil) will collapse under the sheer weight of the unmastered complexity of their data processing systems.”

*Edsger W. Dijkstra, "Selected Writings on Computing: A Personal Perspective" Copyright (c) 1982 by Springer-Verlag New York Inc.*

## The Helping Hand

This column lists those users willing to share their experiences and knowledge with other club members.



### Astrology, Biorhythm

Marie Both

### Cards, Posters & Signs

Fred Earley

### Family Roots

Maxine Ulrich

### GEOS

Fred Earley

Dale Lutes

### Internet Access

Shaun Halstead

### Labels

Jerry Shook

### Telecommunications

Robert Bales

### Printing in Color

Don McManamey

Jerry Shook

### Programming

Dale Lutes

### Word Processing & Desktop Publishing

Fred Earley

Don McManamey

Jerry Shook

Dale Lutes

### Helping Hand Volunteers

Robert Bales

831-0008

Marie Both

262-2338

Fred Earley

722-4044

Shaun Halstead

942-5809

Dale Lutes

721-0835

Don McManamey

265-2560

Jerry Shook

776-2683

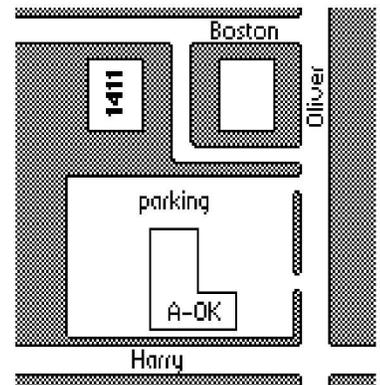
Maxine Ulrich

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 at 1411 S. Oliver, one block north of the corner of Harry & Oliver. 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. Other membership options are also available. Contact any of the officers (listed elsewhere in this newsletter) for more information. We are looking forward to seeing **you** at our next meeting!



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

Commodore Users of Wichita  
c/o Marie Both  
351 E Marion CT, #2  
Wichita, KS 67216

Type of membership:

- Family - includes Newsletter & Disk O'Quarter (\$15 per year)
- Newsletter-only (\$5 for 12 issues)
- Disk O'Quarter by mail (\$12 for 4 issues)
- Disk O'Quarter by mail plus Newsletter (\$15)

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Phone: \_\_\_\_\_

List additional family members who are interested in participating:

\_\_\_\_\_

What Commodore systems do you use? (please check all that apply)

- C-128  C-64  SX-64  VIC-20  C-16  Plus/4
- Other (specify) \_\_\_\_\_