

CC COMPUTER CLUB

MS-DOS

C64/128

AMIGA

VOLUME 10 NUMBER 12

DECEMBER 1992



FROM THE PRESIDENT:

Our December meeting is the Swap & Sell one so bring in your unwanted computer items and the checkbook!

A club's newsletter is at the center of the group allowing its members to stay informed of its activities and future events. Producing the letter is an important job and the members that contribute time, articles, cartoons and editing make our club better. We need someone to organize and prepare the newsletter for mailing every month. This doesn't mean that this person does all the work; this person could get a group together for a couple of hours a month to collate, staple the letters and apply address labels. Then that person or another drops the letters off at the Cherrybell Bulk Mail station. Would you help? Call me at 292-2275 in the morning.

Our Vice President Pat Jenkins is promoting ways to expand our membership. He welcomes ideas about expansion of membership and the enhancement of our club. Non-members are welcome at our meetings and are encouraged to talk to Pat about what our club has to offer or could offer that appeals to non-members to become members. One of his approaches is to publicize our meetings on cable TV. During the first meeting of 1993 Pat will record portions to be viewed on public access channels. Do you have ideas on this or other ways of promoting the club? Call Pat at 578-2972 and let him know. Calls from non-members are welcomed.

Don Jennings has become the new Amiga Librarian. You may reach him at 297-7738 for library questions. Thanks to Steve Britton for doing to librarian job the last several months.

Board meetings are at 9 A.M. in Madonna Hall before the regular Saturday meetings start at 10. All are welcome to attend. Anyone may also call a board member to pass along suggestions and ideas for meetings, to volunteer or to criticize. Please feel free to call me at 292-2275 mornings with your comments.

See you at the meetings.

Dennis McCormick

Executive Board Meeting October 17, 1992

The meeting was held at ST. Peter & Paul Madonna Hall at 9:00am.

In attendance were:

Dennis McCormick -- President
Pat Jenkins -- Vice President
Howard Wooten -- Treasurer
John Tillema -- Secretary
Bob Holdcraft -- Member at large
Ollie Plimpton -- Member at Large
Tom D'Angelo -- Past President

Others: Rob McConeghy, Margie Bullers, Donna and Mildred Daily

September's Minutes accepted.

Membership: 62 Amiga

61 C-64/128

16 MS-DOS (either as second or sole computer)

Newsletter: Dan Bellemare is leaving, we need to find someone to replace him. Job: Pick up newsletter, staple them, fills out forms for post office and mails them.

New Business: Motion was passed to buy 100 disks (3 1/2" low density) for \$54.

Meeting adjourned 10:02am



For Meeting Info See Back

Annual Swap & Sell!!! December Meeting

Remember all meetings are open to the public!
The annual swap & sell welcomes all computer types.
So bring your Amiga, MS-DOS, C64/128 software,
hardware,
used equipment, checkbook, family, and friends!!!

COMMUNITY CORNER

The Volunteer Center coordinates volunteer services in Tucson. Each month we will be publishing a list of (somewhat) computer-related volunteer positions available.

If you have time and knowledge to spare, please look through this list and call or visit the Volunteer Center, 877 S. Alvernon between 8 AM and 5 PM, Monday-Friday, 327-6207 to offer your help

RECEPTIONIST volunteer needed at central agency, some computer skill, switchboard (can train).

CONCERT TICKETS for volunteers who assist in organization's office weekdays (data entry experience).

CREATIVE WRITING and some computer ability desirable in volunteer to develop health newsletter.

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Amiga News

More on the Amiga 1200

By Steve Jess

Elsewhere this month you'll see a picture of the new Amiga 1200, along with Commodore's fact sheet and an announcement of the first major expansion device for it. Last month, we had the basic information on this new computer, but I thought I'd expand on that this month because I think the 1200 is a major development.

Consider what the 1200 does for the Amiga lineup. It's the first *accelerated* entry-level Amiga. Even though the processor is "just" a 68020, it's still faster than any stock 500 or 2000. It's the first entry-level Amiga with AGA graphics chips. That not only means 256 colors and more resolutions. It also means any 1200 can drive a standard VGA monitor right out of the box. No longer will Amigas be saddled with visible scan lines or interlace flicker while the PC-compatibles sitting next to

them on the store shelf have a solid, rich display. It's the first entry-level Amiga with a built-in hard drive controller. Critics point out it isn't a SCSI controller, but the average entry level user doesn't care about that. The user wants a fast, low-cost, storage system, and the industry-standard IDE controller can provide that.

Okay, now, what's wrong with the 1200? For one thing, the floppy drive isn't high-density. That's not an issue yet in the Amiga world, but it defeats the purpose of including CrossDos in the operating system. Thanks to CrossDos, a 1200 can read MS-DOS disks, but most PCs these days write high-density disks, which won't work in the 1200's drive. Another problem is the 1200's physical appearance. The computer-in-a-keyboard arrangement may make sense from a packaging standpoint, but it doesn't look like most people's image of a computer. Instead, it looks like "last generation" home computers such as the Commodore 64 and VIC-20. I don't think Commodore's through introducing new models yet, so we may yet see an affordable AGA Amiga with a separate keyboard. Finally, in the Commodore tradition, the 1200 will not use any of the existing Amiga expansion devices, except PCMCIA cards which can also be used in the CDTV and Amiga 600. A new expansion slot design was necessary, because the 1200 is a 32-bit machine, but it's still unfortunate.

DISK-OF-THE-MONTH ***NOVEMBER 1992***

Paperback! -- Printing utility (run from the CLI) which arranges your file for two-sided printing.

TurboDEX -- A complete programming language. The DEX compiler produces commented assembly code, the assembler creates an object code file, and the Blink linker produces the executable. DEX is not a complete replacement for commercial packages, but it can do a lot in a small code size.

KeyClick -- Lets you add an audible click or beep to your keyboard. Adjustable pitch and volume.

CheckManager -- Checkbook manager program.

Text -- Announcements on Hewlett-Packard printers, Golden Gate 386SX and 486SLC Bridgeboards, and a CD-ROM full of MOD music.

Cybernetix -- Shoot-em-up space arcade game.

The November Meeting

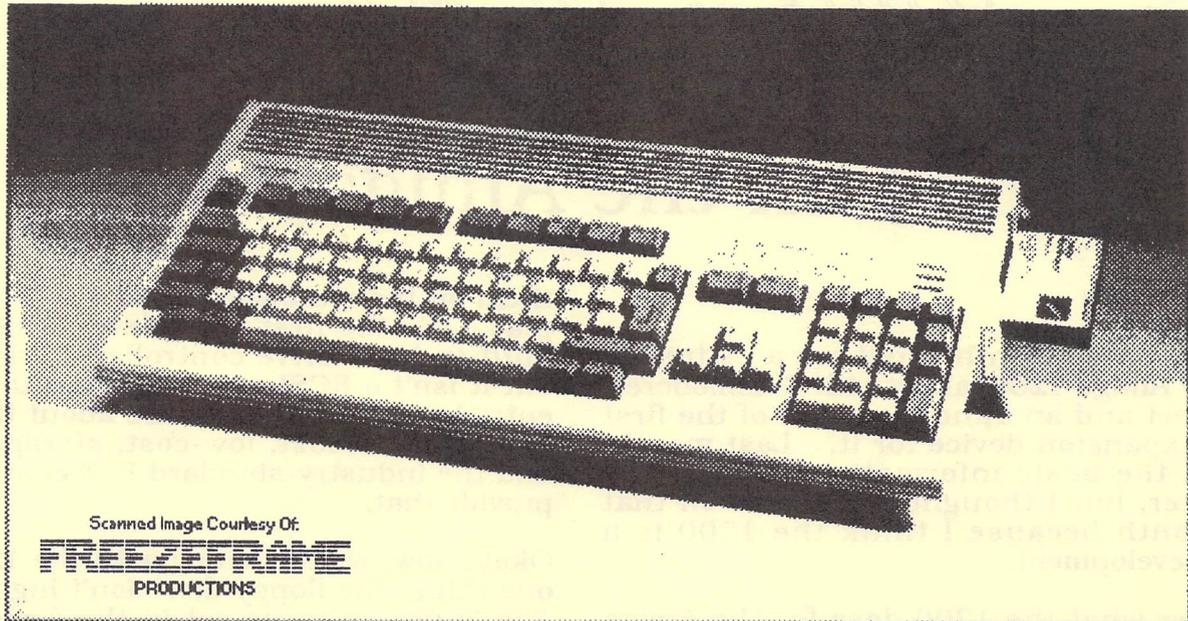
Anyone who went to November's meeting never has to ask "what can you do on an Amiga, anyway?" Fighter pilots talk about "target-rich environments." Well, our last meeting was a demo-rich environment.

CDTV on Your 500

Rob McConeghy was the first star of our demonstration time, when he showed off his

- continued on page 4

AMIGA® 1200 PERSONAL COMPUTER



The Amiga 1200 -- Unlike the Amiga 600, the new Amiga 1200 includes a numeric keypad.

Inside the Amiga 1200

The official fact sheet from Commodore

The Amiga 1200 is Commodore's newest personal computer which uses the Advanced Graphics Architecture(tm) chip set. The A1200 is a lower cost member of the versatile and powerful Amiga 4000 family.

The 32-bit Motorola(R) processor working in conjunction with the custom AGA chip set provides the Amiga 1200 with exciting new features and user benefits at a lower cost than many other personal computers.

Animation and images come alive in a variety of screen modes which include the spectacular HAM8 modes. High resolution displays in up to 256,000 simultaneously displayable colors from a palette of 16.8 million make the A1200 ideally suited for graphics and video intensive applications.

The A1200 has an impressive number of video display outputs including RGB analog and digital, VGA, color composite and RF modulated. The AGA hardware enhancements provide smooth display updates and crisp screen characters without "jaggies."

VGA screen resolutions are available in both interlaced and non-interlaced modes. Hardware scan doubling provides flicker-free display on a variety of multiscan monitors. The Amiga 1200 supports screen modes that are compatible with the standard NTSC horizontal scan rate. No additional video cards are required.

Local bus expansion capabilities are provided by an internal edge connector. The Amiga 1200 CPU bus connector supports accelerator boards, fast RAM expansion, PC emulators and other options that must have direct access to the Amiga system bus.

The PCMCIA "credit card" slot is a standard, general purpose expansion connector. The PCMCIA card slot can support a wide range of expansion options such as additional system RAM, modems, ROM card applications, networking hardware and SCSI adapters.

The Amiga 1200 provides exceptional personal computing power and performance for home or business -- at a price that makes it easy to own.

AMIGA 1200 FEATURES

- Advanced Graphics Architecture
- 256,000 simultaneous colors from a palette of 16.8 million available
- Hardware Scan Doubling for flicker-free display on 31 kHz monitors
- Backward compatibility with Amiga Enhanced Chip Set

STANDARD AMIGA FEATURES

- Features integrated into the system architecture and supported by the system software:
- Advanced Custom Processors for DMA, Video, Graphics, Sound and I/O Control
 - NTSC Video Horizontal Scan Rate Compatibility
 - Multitasking Operating System
 - 8-bit digital sound
 - Keyboard and Mouse included with system

AMIGA 1200 Technical Specifications*CPU*

- 14.32 MHz 68EC020 NTSC
- 32-bit data path
- 24-bit address space

Memory and Expansion

- Up to 2MB 32-bit Chip RAM
- Optional Battery-backed Real-time Clock
- Internal 150 pin CPU-slot edge connector
- Supports PCMCIA Standard 2.0 Memory and I/O Cards
- System can support 10MB Software
- 512 KB 32-bit ROM, can support 2MB
- Includes PCMCIA code
- AmigaDOS 3.0 Multitasking Operating System
- Supports programmable resolutions
- Supports outline fonts
- Localized for multiple language/countries
- CrossDOS MS-DOS file transfer utility

Disk Drives

- Built-in slimline 3.5-inch disk drive (880 KB formatted)
- Optional 2.5-inch form factor IDE Hard Disk Drive
- Hard Drive models pre-formatted and preloaded with system software and utilities

Mouse

- Opto-mechanical
- 2-button design

Interfaces

- Keyboard
- Mouse/Joystick/Lightpen/Tablet ports (2)
- Serial (RS-232)
- Parallel (Centronics)
- Video (RGB analog or RGB digital)
- Color Composite and RF Modulated Video
- Right and Left stereo audio
- External floppy disk drive port
- Internal AT IDE port
- PCMCIA 2.0 Standard Slot

CPU Expansion BUS:

- 150-pin Local Bus edge connector supports
- High-speed 32-bit RAM expansion
- Coprocessor expansion
- CPU accelerators

Keyboard

- Full-size, integral keyboard
- 96 keys, including 10 function keys
- Separate numeric keypad
- Separate cursor keys (Inverted "T" layout)

Sound

- 8-bit audio with four voices configured as two stereo channels
- Built-in sound buffer up to 800 KB nominal
- 6-bit volume

Graphics Modes

- AGA custom chip set produces resolutions ranging from 320x200 to 1280x400 (more with over-scan), including 800x600
- NTSC and PAL video resolutions
- Color palette of 16.8 million colors
- 2 to 256,000 user definable colors displayable on-screen

Video Display Output

- Works with RGB analog, VGA or Multiscan Monitors (not all modes supported with non-multiscan monitors)
- Horizontal scan rates 50Hz-72Hz
- Vertical scan rates 50Hz-72Hz
- NTSC Color composite output
- RF output for standard TV

Dimensions

- 3" High x 18.5" Long x 9.5" Wide
- Weight Approximately 8 lbs.

Power Requirements

- 110 volt/60Hz 23 watts
- External power supply

A1200 CONFIGURATIONS*Amiga 1200 Personal Computer*

- Motorola 68EC020 processor
- 2MB chip RAM
- Internal 880Kb 3.5" Floppy Drive
- Integral keyboard
- Two-button mouse
- Operating System software and utilities
- Internal IDE hard drive connector

Manufacturer's Suggested Retail Price: \$699.00
(U.S.) Available starting in December 1992

new A570 CD-ROM/CDTV attachment for the Amiga 500. "I was surprised," he said, "I just plugged it in and it worked!" (Actually, it won't be that easy for many people, since an Amiga using the 570 must have one megabyte of chip RAM. That means many 570 owners will need to get their computers modified.)

Rob demonstrated the nifty interface that appears on your screen when you put an audio CD in the player. It sure beats the little green numbers on your average CD player.

He also showed off a CD collection of Fred Fish software disks. Somewhere in the neighborhood of 600 public-domain software disks can fit on one CD.

Someone asked whether the new Kodak "Photo CD" standard was being supported for CDTV. Rob says apparently Kodak isn't being very cooperative with Commodore. (I've since learned that Photo CD isn't likely to be compatible with CDTV. Photo CD uses a writeable disk that can have new material added to it in stages. In the process, the disk acquires multiple "tables of contents." Most CD-ROM formats only recognize a single table of contents on a disk. As far as I know, that includes CDTV.)

20 Megs in Your Shirt Pocket

Dave Hamrick was up next with his new Digital Micronics floptical disk drive. Flopticals are a blend of traditional floppy disk and optical disk technology, hence the name floptical. It looks like a conventional 3 1/2 inch drive, but in a larger case. The disks it uses also look normal, until you open them up. The magnetic medium inside has thousands of laser-etched holes that give it a CD-like appearance. In fact, you can see through the medium when you hold it up to the light. Those holes guide a laser beam that locates the drive's read-write head with the same precision as a hard drive. The result is flopticals have much greater capacity -- up to 20 megabytes. Unfortunately, the DMI drive was still only about as fast as a conventional floppy drive. Dave loaded a 12 megabyte animation, and it took a *loooooong* time.

Flopticals aren't a replacement for hard drives, but they are a convenient way to transfer large desktop publishing files, animations, databases, etc, from one computer to another. One 20-meg floptical disk could also back up a 52-meg hard drive using a compression utility.

Unfortunately the floptical drive is competing with several other kinds of high-density removable storage formats, such as Bernoulli and Syquest systems, which both have higher capacity but also use bulkier cartridges. Then there's an upcoming technology called "bang memory" which puts a 40 or 80 megabyte hard drive in a PCMCIA card (2.5 by 3.5 inches by 10 millimeters deep) that can be plugged into many newer laptops. I wonder who'll win this fight.

Plugged in with Phone Pak

Next it was Ken Weaver's turn to share the GVP Phone Pak FAX/Voice mail system with us. Yes, you too can have one of those annoying menu systems on your home phone. ("Hi, you've reached the Jones residence. If you'd like to talk to John, press 1. If you want to talk to Susie, press 2. If you want to talk to Spot, press 3.") Seriously, the Phone Pak integrates fax and voice mail communications in a way that's unique.

The demo unit had separate "mailboxes" set up for each club board member. According to GVP's advertising, you can link voice-mail messages to specific faxes when you send them.

The GVP Phone Pak is more than just an Amiga port of a PC-compatible system. It supports the Amiga standard in several ways. It can fax standard Amiga IFF images. It saves voice mail and outgoing messages as IFF sounds. It has an ARExx port so it can interact with other Amiga programs. You can even install more than one Phone Pak card to handle a multi-line system.

There is room for improvement in Phone Pak. Unlike many PC fax and voice-mail systems, it doesn't have a regular data modem. According to Ken, GVP is working on that. Another improvement would be Caller ID. Other modems on the market relay the caller's phone number to the computer before the call is answered. Businesses and even BBS operators can use this information in many different ways.

Morph Than Meets the Eye

Our "demothon" continued with Pat Jenkins showing ASDG's Morph Plus software, and showing a videotape from ASDG. Morph plus can transform one image into another, similar to the effects seen on "Terminator 2" and other movies, not to mention an array of new-

- continued on next page

A Faster, Bigger 1200

Richardson, TX -- November 1992

The MicroBotics MBX 1200 is offered to Amiga 1200 owners as a cost-effective, high-quality upgrade solution to provide a Motorola 68881/68882 Floating Point Unit (FPU) and to support the installation of up to eight megabytes of 32-bit wide Amiga FastRAM. The MBX 1200 board installs internally on the Amiga 1200's standard 150 pin bus expansion connector. MBX 1200 (with standard 14MHz math chip installed) speeds-up floating point operations by as much as 55 times that of the native A1200. Adding 32-bit wide FastRAM to the MBX 1200 boosts general operating speed of the system by more than 75%. With FPU and FastRAM installed, the average of all the tests in the AIBB Benchmark is more than eight times the speed average of a native A1200. The MBX 1200 permits the A1200 user to realize the full potential of his system and software.

continued from last page

car commercials that show the old model "morphing" into the new.

Finally, Dave Hamrick screened his completed Video Coaster videotape, which is entered into an animation contest. It's quite a piece of work. Good Luck, Dave.

ReOrg Works!

I just thought I'd close out this month's column with a note that the ReOrg program on the September disk of the month is a good deal. If you've ever used Norton Speed Disk or a similar program on a PC, you know that hard disks can be sped up considerably by defragmenting files.

Once I successfully backed up my main two partitions (that's another story), I ran ReOrg and watched its graphical display as it reorganized my files for more efficient operation. I was worried (What if it crashes? What if there's a power failure while it's working?) but I didn't need to be. It took only 2 minutes to reorganize a 15-megabyte partition. That's on a system with a 25 mhz GVP accelerator and a hard drive connected to the accelerator's SCSI port. Other systems may be slower.

The most obvious effect has been faster display of my workbench icons, but I've noticed other operations are faster too. If you don't have ReOrg, get the September disk. It works!

MBX 1200 Specifications

FPU: Motorola 68881 (or 68882) math chip; PGA (Pin-Grid-Array) component.

CPU Clock Speeds Supported: 16MHz 68881 installed as standard, clocked at 14.3 MHz. Field upgradeable to up to 50MHz 68882.

Target System: Amiga 1200 Personal Computer.

Installation: Internal to Amiga 1200; resides on the 150-pin card edge connector. User or dealer installable.

Compatibility: Designed for general compatibility with all Amiga system software including AmigaDOS system 3.0 and later versions.

Memory Support: Supports the addition of a single, optional one, two, four or eight megabyte, 32 bit wide SIMM (Single Inline Memory Module). RAM operates with zero wait-states for maximum system speed.

Memory SIMM Types: 72-pin "wide-body" SIMM organized N-megabytes x 32 bits. For example, Micron MT8D25632 (one megabyte); MT16D51232 (two megabytes); MT8D132 (four megabytes); and MT16D232 (eight megabytes). SIMM socket is first-quality, professional metal-latch type for ease of insertion and secure contact.

System Compatibility and Mapping: RAM is autoconfigured under AmigaDOS 3.0. RAM can be withheld from the free memory list (for test purposes) via a jumper. Math chip can operate without installed memory.

Software: Includes MBRTTest-2, a comprehensive diagnostic program for Amiga memory.

Applications: Useful in any memory intensive and/or math intensive application such as animation, ray-tracing, morphing, scientific calculation, and image processing.

Power Consumption: 200 milliamps (approximate).

Configurations Available: Available with 68881 installed, without memory or with any of the four SIMM sizes.

Product Availability: Worldwide distribution via Amiga dealers and distributors.

USA Suggested Retail Price: \$189 with 14MHz FPU and 0k memory. Actual selling price determined by dealer.

COMPUTER Y'S MULTIMEDIA SOLUTIONS

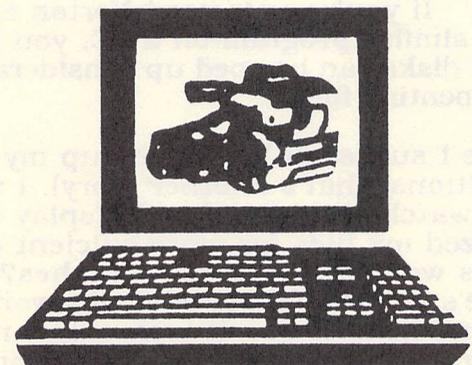
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CCCC, Inc. Volunteers

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Publicity - Dave Tuggle	744-3634

Original Cartoons

by
Pat Jenkins

Call Pat at 578-2972 with your cartoon ideas!!

Newsletter Advertising Rates

Businesses or individuals wishing to advertise in this newsletter may do so for the following rates:

FULL PAGE	\$25
3/4 PAGE	\$20
HALF PAGE	\$15
1/4 PAGE	\$ 8
1/8 PAGE	\$ 5

You may prepay for ten (10) issues and receive twelve (12) insertions of your ad. Receive two months FREE advertising when you prepay for one year!

Member Classified Ads

Club Members may advertise computer-related services or their personally-owned computer items at no charge.

Non-Member Ads

Non-member ads cost \$5, prepaid, for a business-card-size display ad.

Acceptance of copy is at the sole discretion of the newsletter editor.

Newsletter Staff

Randy Anderson, Editor - 748-0531
 Steve Jess, Amiga Editor, 293-2693
 We need you!!!, C64/128 Editor, ???-????
 Please submit copy to the
 Appropriate Section Editor or to:
 Randy Anderson
 1110 South Mann Ave.
 Tucson AZ 85710
 (602) 748-0531

Treasurer's Report

by Howard Wooten, CCCC

INCOME/EXPENSE STATEMENT

September 1992

	This Month	Year to Date
INCOME:		
General:		
Membership	291.00	1696.00
Ads (ABO, \$40.)	00.00	440.00
Other	.00	25.60
Amiga:		
Disk	129.00	902.00
Raffle	0.00	0.00
Other	0.00	20.00
C64/128:		
Disk/TWS	70.00	381.00
Raffle	0.00	0.00
Other (Rental Lib. Sales)	00.00	82.52
MS-DOS:		
Disk	0.00	15.00
Other	0.00	5.00
TOTAL INCOME	490.00	3637.12
EXPENSES:		
Newsletter:		
Printing	208.65	2003.48
Postage	0.00	344.81
Club Buy	0.00	0.00
Administrative	250.00	329.00
Membership	0.00	0.00
Postage	10.65	31.64
Copies	0.00	6.23
Other	0.00	4.26
Amiga:		
Disks, blank	27.00	209.51
Downloads (Mar & Apr)	40.00	254.00
Equipment/SW	00.00	13.90
C64/128:		
Disks, blank	0.00	124.25
Equipment/SW	0.00	0.00
TWS	0.00	166.50
MS-DOS:		
Disks, blank	0.00	0.00
Equipment/SW	0.00	0.00
PD Disks	0.00	0.00
TOTAL EXPENSES	536.30	3487.58
PROFIT OR (LOSS)	(46.30)	149.54

CCCCC, INC. TUCSON, ARIZONA

Catalina Commodore Computer Club, Inc.

NEWSLETTER VOLUME 10, NUMBER 12: DECEMBER 1992

SIG MEETINGS

AMIGA *C64/128*MS/DOS
plus Saturday Help Day
Saturday, December 19, 1992
10 AM - 2 PM

Executive Board Meeting
(All Members Welcome)
Saturday, December 19, 1992
9 AM - 10 AM

St. Peter & Paul Madonna Hall
Southeast Corner of Campbell & Adams

New Member/Renewal/Address Change

ATTN: Membership Chairman, P.O. Box 32548, Tucson, AZ 85751-2548

NAME: _____

STREET: _____

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THE COMPUTER HOTLINE

The CCCC is hoping to reestablish an old tradition of publishing the names, phone numbers, and areas of expertise of those members willing to make themselves available to others in need of help. If you are able to share some of your knowledge or experience with computers (hardware, software, programming, etc.), please call the Editor or one of the board members if you want to be listed in this column.

For help with the following areas:

C64/128

- | | |
|---|-------------------------|
| BASIC Programming: | The Write Stuff: |
| System Configuration: | Superbase: |
| Call Steve Martin 744-3071 | |
| Tom D'Angelo 296-5076 | |
| Disk Recovery: | Spreadsheets: |
| Sequential & Relative Files: | |
| Call David Byrum 795-2928 | |
| Tom D'Angelo 296-5076 | |

Hardware/Hardware Hacking

Call Gary Sterling 293-5219

Tom D'Angelo 296-5076

GEOS:

Call Bud Smith 574-0357

Telecommunications:

Call Steve Martin 744-3071

AMIGA

Imagine:

Call Evan Baran, 323-7325 or 888-2824

DeskTop Publishing : **DataBases :**

Call Rob McConeghy, 624-6650

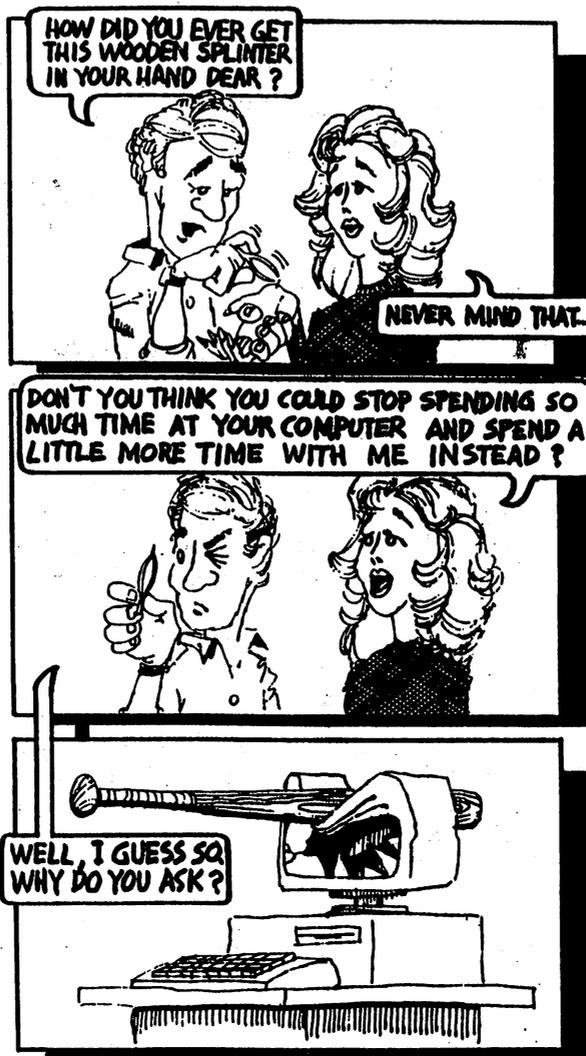
AmigaDOS 1.3:

Assembly Language Programming:

Call Dennis McCormick 292-2275

We need more names here !

Where are you smart people?!?



Pat Jenkins

MS-DOS

DOS FOR THE REST OF US by Ron Gray

For those reading this for the first time, this is the third part of a series. We are looking for DOS commands that can be deleted from your hard drive to leave room for more useful information. The full, to date, article will be available at the January meeting.

ANSI.SYS, when activated by your CONFIG.SYS files used to control screen colors, cursor position, and other screen and keyboard functions. A lot of commercial software assumes it is active or installs it for you during their installation process. It adds a great deal of power to the PROMPT command and BATCH files. But even if you don't use it directly, keep it on your hard drive. If you want to install it in your CONFIG.SYS file on a system with 640 K or less, this is how:

DEVICE=C:\DOS\ANSI.SYS (assuming your DOS sub-directory is named DOS) If you have more than 640K, you can load it in the higher memory as follows:

DEVICEHIGH=C:\DOS\ANSI.SYS (again assuming that your DOS sub-directory is named DOS)

APPEND.EXE (10,774 bytes) is an insidious command. What I thought was a neat command, similar to PATH but for data files, turns out to write any changed data files all over your hard drive. Your original data file remains unchanged and, thankfully, where you first had it. This command is a bomb. Just plain delete it and save yourself the headache.

APPNOTES.TXT (9,701 bytes). If your already pulling your hair out over some boards or programs that are not working with DOS 5.0, this may tell you why. Read it and then transfer it to your boot disk for possible later reference.

ASSIGN.COM (6,339 bytes) lets you redirect disk access from one drive to another. It works with older software that does not recognize hard drives. It can also be used on a lap top without a hard drive when using software that requires one. Be warned though, you shouldn't use any disk housekeeping commands on the assigned drive. Commands such as FORMAT, BACKUP, RESTORE, CHDIR, MHDIR, RMDIR, APPEND, PATH, DISKCOPY, DISKCOMP, or FDISK will give unpredictable results or no results at all. As far as ASSIGN.COM is concerned, the call is yours. If used with care, it could be useful.

ATTRIB.EXE tells DOS if a file has been changed. Backup programs reset the marker. This helps DOS keep track of files that have not been backed up after changes are made. You can also use ATTRIB.EXE to set a file to

'read only'. This can avoid accidental over writes. Setting a files ATTRIBute to 'hide' can keep it from prying eyes. It does not show on your directory. If you want to try this command to hide a file, you must remember and use it's full file spec to access it. (ie. To access MYFILE.TXT you must use MYFILE.TXT without wild cards, MYFILE.* will not work). To make MYFILE.TXT a hidden file, type: ATTRIB +H MYFILE.TXT To make MYFILE.TXT a 'read only' file, type: ATTRIB +R MYFILE>TXT To reverse the process, substitute a minus sign for the plus sign in either case. Before you get frisky, DO NOT change any attributes on your hidden system files. While we're here, to avoid any problems, make COMMAND.COM a 'read only' file. This will avoid any accidental deleting. Unfortunately it will not protect you from viruses.

BACKUP.EXE (36,092) and RESTORE.EXE (38,294) As Tom Cooper in his article "DOS 5 Easy Pieces" puts it "Microsoft still has not figured out how to write a good, reliable backup utility." If your data is important to you, this is not the place to save money, or disk space. Delete both BACKUP.EXE and RESTORE.EXE and purchase a good backup program. If this a burden on your wallet or disk space then do it the old fashion way. Copy your data to a disk. You can set up a batch file to take the drudgery out of the task. If you don't know how, bring your problem to Saturday help day. That's what its for. I'll be more than glad to help you.

Well!! I'll see you next month and may the joy of the season remain with you throughout the coming year.

WADING THROUGH VIDEO TERMINOLOGY

Technically there are three 'standard' VGA graphics modes. They are 640x350 (the old EGA graphics resolution, which VGA cards support when running EGA software), 640x400, and 640x480. In addition to this there is the Super VGA resolution of 800x600, and the "8514" resolution of 1024x768 (supported by many Super VGA cards).

In general the higher the horizontal resolution (640, 800, 1024) the higher the horizontal frequency. The higher the vertical resolution, the lower the vertical frequency (but not always). If the vertical frequency is too low (such as when the screen is interlaced) or happens to coincide with the frequency of something else (like florescent lighting) then the screen can appear to flicker. Thus to effect less visible flicker, it's better to have a higher frequency for the vertical refresh.

The problem is that it's "hard" to do higher vertical refresh frequencies when you are also doing higher horizontal scanning. This is why IBM "copped out" with the 8514 and went to interlacing (because they could use a 43hz refresh rate on the vertical).

Let me see if I can explain why this is (someone PLEASE correct me if this is wrong). The vertical refresh refers to how often the WHOLE screen is rescanned. At 70hz the whole screen is scanned 70 times a second. Now when you are only sending say 480 lines of information this is not too hard. However, if you want to send say 600 or 768 lines of information, AND maintain the same refresh rate, that means that you have to send a LOT more information, in the same amount of time. This means that you have to up the speed with which each line is scanned so that you can scan the increased number of lines in the same amount of time. It also means that you have to increase the horizontal frequency so that you can send each line of information faster. AND if you are sending more information (ie 1024 as opposed to 640) on each of those lines, then you've got to go even FASTER....

And basically, as someone once said (I think it was a racer): "Speed costs, how fast do you want to spend".

OK that's the first part of this whole thing... (bet you thought this was a "simple" question... <grin>. Here is the second part, which is what rates people decided to use...

Until this group called VESA came along, there were really not any "standards" for what H and V timings to use for modes above the IBM VGA standard. So a variety of people used various different timings. Most of them are very close to one another, but there are subtle differences.

Then came VESA (the Video Electronics Standards Association), who we have to thank for many things, included in which are standard timings for various video modes. I don't have a list of all their standard timings, or I'd post it, but I'll wager that some of the timings listed for your monitor include VESA standards.

The first VESA standard was for 800x600, and it was roughly 35.2kHz horizontal and 56Hz vertical (your monitor specs are probably closer to the actual numbers). Since this speed is kinda "slow" and some people can see the flicker (especially under florescent lighting, which flickers at 60Hz), there is also a faster standard (which I don't have handy, so I can't tell you what it is) that has come into use since the original 56hz standard came out about 3 years ago.

NOW, remember what I said above about speed costing, well in addition to that, VARIABLE speed costs even more. It's much easier to make a monitor that looks for a SET of FIXED frequencies. Since there are now standards for what frequencies should be used for what modes, you can usually do this, and not too many people will notice PROVIDED that the video card uses the same frequencies (or very close) to what the monitor supports. I call this kind of monitor a MULTI-FREQUENCY monitor because it is only able to support a fixed set of frequencies. And as I said, as long as it's properly matched to the video card, it works pretty well, and it's cheap. AND if you support 70hz in at least one mode, you can put "70Hz" on the box!

The second kind of monitor (which costs more to make) is what I call a "MULTI-SCANNING" type monitor. These monitors (such as most NEC multi-syncs, and most of your better 16" to 21" monitors) are able to work at ANY frequency within a given range. These monitors are much better because they can generally work with ANY video card and darn near ANY frequency the card can operate at. Thus if the card supports higher frequencies for 800x600, then you use those modes with the monitor.

OK, so why all this information just to answer one simple question? Well because I like showing off, (just kidding), no, the real reason is that the monitor and the video card work as a TEAM. So it's important to understand a little about how it all works in order to understand WHAT WILL WORK.

If you opt for a cheaper monitor, expect it to be the multi-frequency type, and not the multi-scanning type. This being the case it's very important to match the video card to the monitor. Since most cheaper cards subscribe to the initial VESA timing standards, this is not likely to be a problem with a inexpensive multi-frequency monitor.

If you opt for a better quality video card, you will find that it supports a number of timings (frequencies) that can be used for each graphics resolution. This is nice because it allows such a card (a Diamond SpeedStar to name one I am familiar with) to be used with a variety of monitors. If you have an cheaper monitor, the card can be set to run at the lower speeds. If you have a better monitor, then you can use the better speeds.

In other words, to sum this all up, if you want to have "flicker free" operation at 800x600, you will need not only a monitor that supports the higher frequencies, but also a video card that can send out the signals at the higher frequencies. AND you should expect to pay a little more for both of these than the "base level" stuff that is more commonly sold to people who don't know any better.

Lastly, one other thing to look out for. The manufacturers don't always use the terminology the way I do. There is no law that says what "multiscanning" means, and many manufacturers of monitors will use that term (or one like it) if their monitor supports more than one frequency. There really are two different classes of 'multiscan' monitors, and it's in the interest of the folks who make the cheaper "multiple fixed-frequencies" type monitors to make you THINK you are getting something just as good as a true NEC "multi-sync" or compatible. So you gotta know to ASK which type of 'multiscan' capability a given monitor has.

(SCOTTV,CAT14,TOP6,MSG:181)

Downloaded from GENIE GenieLampIBM December 1992



CURTAIN CALL FOR THE C-64/128?

By: Roger Gouin

In the past few months I have watched a great unease grow among C-64 and C-128 owners. More and more are thinking that staying with these machines is choosing to "watch the world go by", feeling more and more isolated while hearing the siren call to "joining the mainstream", that is the AMIGA, or even the imperial Microsoft hegemony.

Is this the true end of the C-64 world? Has Microsoft finally won the battle by monopolizing the business side of computing and succeeded to convince home users after 10 years of catching up to the C-64 that they have finally perfected their ill-conceived business oriented system for home computing?

I have had this feeling expressed to me recently by another C-64 user, and I could not resist to bring the following few words in defense of the "little machine".

I have been a C-64 user and hobby programmer for the past 10 years. I have seen the humble beginnings of the "machine" when all there was in software was converted programs from the PET (the ancestor of Commodore PC's), the subsequent glory days of C-64 software filling up SEARS shelves, the advent of NINTENDO with the rapid demise of the C-64 software entertainment side, and finally the "survival" period where we are now, consisting of people like me that are hanging on to their machine for various reasons that I will delve into later. I even bought an AMIGA right when it came out in late 1985, only to be disappointed with it, leaving it dormant for years, and now selling it for a C-128.

THE COMPETITION

Let's remind everyone that Microsoft was a back-door garage outfit run by a 24-year-old youngster by the name of BILL GATES whose luck in life has been to have been there when IBM made the biggest blunder of its existence. That is, to think in 1979 of their new concept of a Personal Computer as only a side-kick in their business. What happened since then is simply that Microsoft has in fact become the new IBM by profiting of the quasi-monopoly enjoyed by IBM in the business computer market - and nothing was owed to the quality of Microsoft products as nobody could really compete...

The operating system for the IBM

machines (MS-DOS) was put out very much as an experiment. And that's why every MS-DOS owner since has been required to load that program in their machine everytime they start it. To this day, that concept of "experimental" design is still with Microsoft products through the terminology of "upgrades". This was obviously very profitable to Microsoft, as changes in design made money for the software maker and not for IBM. Even Microsoft's own program errors made them money via this trick!

The concept of "open architecture" was also chosen so IBM could leave the door open to add-ons in the spirit of "experimental" design. The result was all kinds of electronic cards that kept on superseding each other and emptying the wallet of faithful customers.

Commodore never did this for their home PCs until they went AMIGA... Inspired by Microsoft, the AMIGA required (until the 500 version) to load an ever changing operating system. Imitating the early IBM, Commodore kept on issuing new AMIGA versions, each time at a higher price tag, thus complementing the changes in operating system (OS) versions along the years. Good business idea. Except that it hit a snag when this recession started to flatten the pocketbooks of their customers...

THE UTOPIA

For all these years, C-64 owners have seen many, many changes in the IBM, Commodore and the rest of the computer world, as if that world was truly on the move. They finally started feeling left out. It was very natural, other people were constantly paying good money for changes, they must have had a reason!

Furthermore, the C-64 must have "run its course" and "all its capabilities explored" since talented programmers moved to other machines.

Well, I am advancing that this trend of thought is utopia at its worst.

THE REALITY

The C-64 capabilities to this day are far from having been totally explored! As an example among many, it took 7 years for DARRIN STUBBINGTON of SEGA ENTERPRISES to be able to make a program with such stunning graphics as TURBO OUTRUN (1990). Darrin grew with the C-64 since the start of the machine in 1982.

(continued on next page)

CURTAIN CALL..

(continued from page C1)



FIRST

It took all that time for him, and his fellow programmers around the world, to find out how to more fully use the graphics and sound capabilities of the machine. He only went to other machines because the "Sales Curve" went down on the C-64 as the new generation of kids, fed up with bad computer programs in their schools, were raised to abhor real computing and went to NINTENDO and SEGA as a result! The reality is that Darrin still yearns to program on the C-64. He spends 90% of his time on bugs coming from others thru "include" files.

I heard kids recently repeating a line from the SUPER NINTENDO ads about a 3-D feel of the screen... Well! Just load a game like GRYPHON on your C-64, dating back from 1985, and you will see 3-D brilliantly scrolling in front of your eyes!

So the world is not "going by", it is just rediscovering what we, C-64 users, have known for a long time...

Just observe that world and pick only what's really new. An example is control pads (or "thumbsticks") used on SEGA GENESIS: they can be used on your C-64 and are the only true innovation in that system ! (you may use also the QUICKSHOT WIZMASTER Model #QS-118F thumbpad for the Amiga)

A long future could be built on just the point above for the C-64/128: pick the really new things out there and put them in your machine in some way. But there is a lot more besides this point. Lets review the real assets of the C-64.

HOME COMPUTING

Home computing has nothing to do with business computing. Home "productivity" computing must be simpler and broader than Business computing, since in business, inherent specializations are required. The C-64 software world contains top-notch "productivity" pieces such as SUPERBASE, PRINT SHOP, FUN GRAPHICS MACHINE, THE WRITE STUFF, VIZASTAR and the GEOS series. They are a mix of new and old, and have been refined along the years, and more than adequately cover any true need that can be felt in the home environment.

SUPERBASE 1989 Version 3.01 is much improved over the original 1983 version. The 1991 FUN GRAPHICS MACHINE brings THE PRINT SHOP well beyond the capabilities of



its MacIntosh, Amiga and IBM latest versions. THE WRITE STUFF from 1989 incorporates much of what has been learned by programmers on the C-64 since EASYSCRIPT of 1983; including RAM expansion and large storage drives such as the 1581 and the new 3.2 MEGabyte floppy drive (See the Oct92 RUN magazine). VIZASTAR provides more than what is available on LOTUS 123 Home Version at a fraction of the cost. PRACTICALC is also there in this field.

Today's GEOS is alive and well through the Q-LINK database and provides much of what the MacIntosh has to offer. Constant new hardware products are appearing, such as the LQ Cartridge from CMD Systems which allows near Laser Printer quality without the cost. Ask for such a thing from any other computer today, and compare prices!

HOBBY PROGRAMMING

In the realm of hobby programming I know that anybody unable to program on his computer misses a whole world of fun. I wish good luck to all the ones that want to really program on the Amiga and on Microsoft machines. They will find a hostile world out there to say the least. That world is made solely for you to buy canned software and live with any glitch or shortcoming your trusted professional programmer has left in or omitted. It is made for you to pay good cash, period.

As an example of "casual" hobby programming, I have made an 80-column word processor for my C-64 as the commercial production failed to realize that bit map graphics on the machine allow such a thing without resorting to a C-128 or an Amiga! Obviously, I could not provide fancy features as exist in THE WRITE STUFF but it serves me well as my family and I can do short documents; and you don't have to remember symbols and control keys, as what you type is what you see right on the screen. This including underline, boldface, wide characters and color words, all in 80 column format!

I would not have been able to do such a thing on the Amiga. I can testify that I wasted many dollars to get info books that were too much for me to swallow, thanks to the fancy design by that PhD in England who sold his thesis on "multitasking" under the name of Amiga...

Someone may say, "But you limit yourself by remaining with a machine that

(continued on next page)

CURTAIN CALL...

(continued from page C2)



SECOND

uses BASIC which is no longer used by anybody!"

Well! I do have a C Language compiler as well as a Pascal compiler and I know how to put out programs understood by the big machines...

In no field do I feel left out with my C-64. Much to the contrary: My machine allows me to modify existing commercial entertainment software, such as adding scores to a game. This makes me feel a part of the design team! I couldn't have that experience on other machines.

ENTERTAINMENT

Without mentioning the thousands of used software titles you can get for a few dollars. A glance at new entertainment software brings also things that are not at all part of a moribund world!

Just take the time to skip thru a SOFTWARE SUPPORT Catalog or RUN Magazine to find the TEENAGE TURTLES, the SIMPSONS, BLOOD MONEY, VOLFIED, ELVIRA- MISTRESS OF THE DARK, and many more, not to mention SHADOW OF THE BEAST imported from England. All use tremendous digitized sound & music as well as brilliant graphics that leave not much behind the Amiga and IBM versions, no matter what expensive graphic and sound cards they use.

In this field, don't forget THE WRITE STUFF: What other crazy computer world offers a professional word processor, talking and singing back the words you type in?

Do you want stereo music out of your 64? Just get a stereo sound cartridge and extra speakers. Lots of music is available in Public Domain.

HARDWARE

The "slow" 1541 drive can be made to load at speeds faster than its AMIGA counterpart...thanks to custom software that can reside either in ROM (JIFFY DOS) or RAM (e.g. my own personal development)!

Today you can even order from CMD Systems either a 1.6 Megabytes Floppy Disk Drive for \$220 or a 3.2 Megabytes Floppy Disk Drive on 3 1/4 in extended density disks for less than \$300. Just imagine your C-64 or C-128 with such animals! The Amiga and Microsoft folks would turn green with envy... Not to mention the 5 seconds it takes to load a 124 block file (with a C-128)...! CD ROM is also not far away in the future of the C-64/128.

CONCLUSION

The CCCC members should take a good look at what is really available before calling it quits on the C-64/128, in which case I can only wish them good luck.



THIRD



FOURTH



FIFTH

THANKS, PAUL MACHULA!
FOR BASIC DOODLES II.

I want to thank fellow member Paul Machula for his Basic Doodles II column. We are very lucky to have such a talented writer and programmer in our club! Paul has announced that he's going to take a well-deserved rest, so Paul - thank you, and we look forward to your next project! We thoroughly enjoyed this one!

Paul's programs on the D.O.M. were not consistant with the newsletter due to circumstances beyond my control, and I apologise for that. Here is the breakdown on his programs on the D.O.M.'s this year:

- Dataman 2 - Feb'92 D.O.M.
- Dataman 3 - Apr'92 D.O.M.
- Dataman 4 - Jul'92 D.O.M.
- Dataman 5 - Jul'92 D.O.M.
- Dataman 6 - Jul'92 D.O.M.
- Dataman 6 - Sep'92 D.O.M.
- Plot Equations 1 - Sep'92
- Plot Equations 2 - Sep'92
- Henon - Oct'92 D.O.M.



You'll notice that Dataman 6 was repeated on the Sept'92 D.O.M. This was done to facilitate the proper running of the programs Plot Equations 1 and 2..... I think.



SIXTH



SEVENTH



EIGHTH

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DECEMBER D.O.M.

By: Bruce Morrison, CCCC



NINTH

If you don't get the December D.O.M. before Christmas, I'd have to say you're missing out! It's a double sider and packed full of great Christmas programs to entertain you and get you into the Christmas spirit!

Here's what's on the disk:

Side 1

Autograph

JJAngel	JJReindeer	JJSilent Night
JJGift	JJDecorating	GGWinterpines
JJElves	JJCaroling	GGSanta Claus 2

Twisted Xmas II
StereoPlayerv10

Chipmunk.mus	FirstNoel.mus	Frosty.mus
Chipmunk.pic	FirstNoel.pic	Frosty.pic
Chipmunk.wds	FirstNoel.wds	

Side 2

Xmas Songs 128
Xmas Album
Xmas Worlds
Xmas Special 87
Twisted Xmas 88



TENTH



Autograph by Fuzzy Fox! is an automatic graphics convert/display program that reads graphics files. With it, you can have a slideshow of graphics on disk (just hit Toggle All, then Slideshow); convert or copy graphics from Doodle!, compressed (JJ), OCP Art Studio, RUN Paint Hi Res, or Sid/Pic Hi Res; select to Rename, View, or Scratch files; or select a new disk entirely! It's a fantastic program and also included are some very fine Christmas graphics for your enjoyment!

Twisted Xmas II, a moving graphics and music presentation put together by a bunch of talented people, starts with Santa and a Twisted Christmas II sign; The return of the Heavenly Choir; Santa's Toy Shop (a series of conveyer belts loaded with toys and gifts going to & fro); and much more including the song "Grandma Got Run Over By A Reindeer"! Lots & lots of songs the whole way through!

StereoplayerV10 is actually version 11.3 by Mark Dickenson. It allows you to do an amazing number of things besides play songs and look at the pics and words, which

is only what I do! Check it out!

PS: Hit the return key while watching the pics & words to see the band play!

Xmas Songs 128 are songs and words for the 128.

Xmas Album from the Underground Sid Network. This is a program of some great classic Christmas songs with great graphics! Very Nice!

PS: See PS below under Xmas Special 87.

Xmas Worlds from the Underground Sid Network. Same as above but with songs and words from around the world. (Does not go to the next screen faster by pressing the return key as in the others of its kind.)

Xmas Special 87 from AML Supplies. More great graphics & songs!

PS: Hit the return key to get to the next pic and song faster.

Twisted Xmas 88 Another production of the fabled Underground Sid Network! Ye Heavenly Choir starts out; then the 3 Stooges walk across the desert to the tune of 3 Blind Mice & say typical 3 Stooges comments; & you're just going to have to get the disk for only \$1.00 at the next meeting to find out more, thank you!

PS: See the PS above!



ELEVENTH



TWELFTH

EDITOR WANTED

Bruce Morrison is no longer able to produce the 64/128 section of the newsletter due to a change in his job. This issue will be the last issue for Bruce as 64/128 editor. In fact, this is the last article being written by Bruce (myself!). I apologise for the sudden change, however, I too was taken by surprise at the sudden loss of my last job so near to the holidays. So, if any of you 64/128 people would like to try your hand at newsletter editing, give me a call and talk to Dennis McCormick also! The club has a Star XB-2410 24 pin printer for your use, if you should choose to accept this position. I will, however, continue as 64/128 disk editor.

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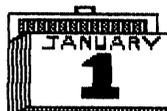


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