

# COMPUTER CLUB

COMMODORE  
AMIGA  
C64/128

Volume 11 Number 10

October 1993

## \* This is it \*

The annual club swap meet is at THIS club meeting in October. So bring your software, hardware, used equipment, checkbooks, family and friends to the October 16 meeting, 10:00 AM at Madonna Hall.

Also the club is need of your services in following areas:

- General Newsletter Editor
- Amiga Newsletter Editor
- Newsletter Mail Director

If you do not receive a newsletter next month, please understand that it was because there were no volunteers for the above open positions.

Steve Jess resigned from the Amiga Newsletter position and Rob McConeghy has agreed to take over the position for 3 months to help somebody else move into it. That will end with the October edition.

I also am resigning from the position of General Editor and my last last edition will also be the October issue. I have been taking care of the newsletter for the last 15 months and it is time to move onto other projects. It has been a rewarding position for me, one that has allowed me to gain a decent understanding of Desk Top Publishing. The club has a copy of Pagestream (2.2 the latest) which goes with the position. Volunteers are definitely needed by the end of October but it would be better to start early and see the steps needed to put the newsletter together.

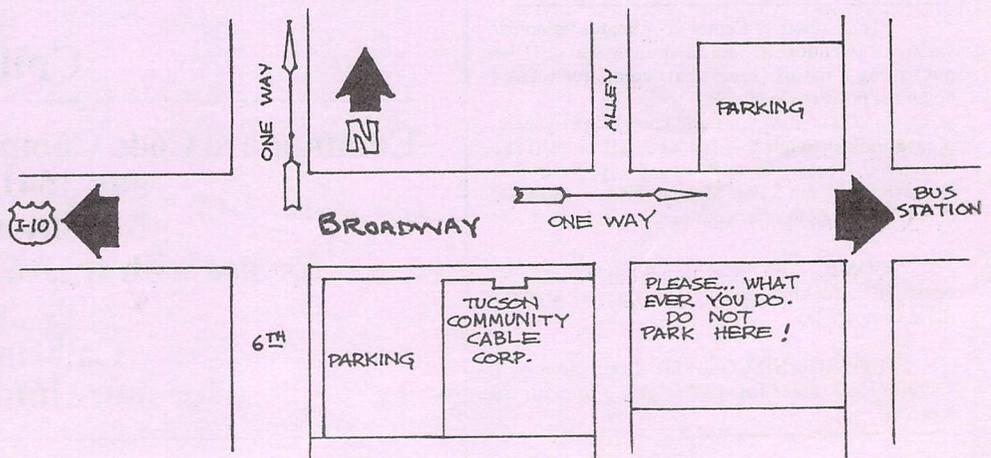
The Mail Director sees to the newsletter after the printer is finished. If you are interested in any of these positions, please give me a call at 748-0531.

Thank you, Randy Anderson

### Special Notice!!!\*\*MEETING CHANGE FOR NOVEMBER\*\* Special Notice!!!

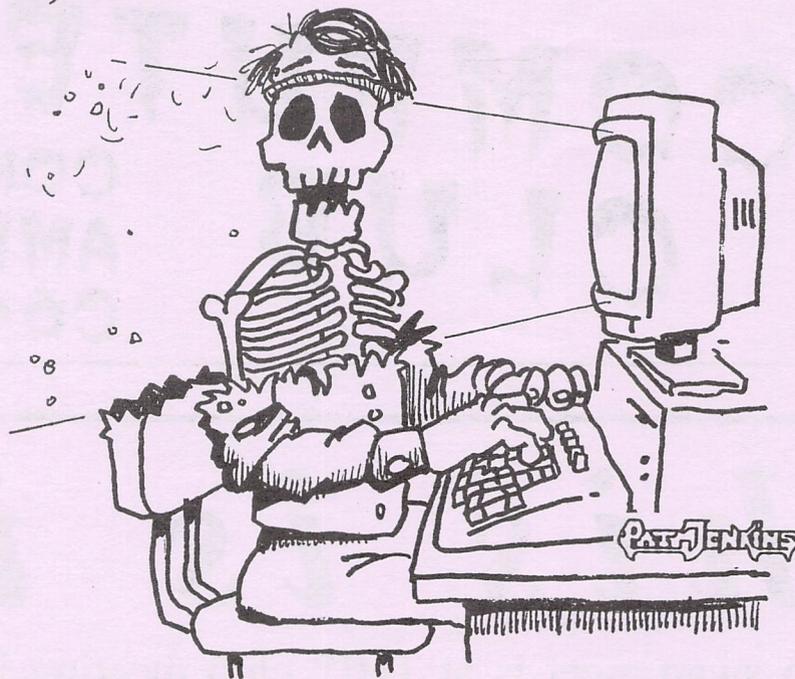
By special arrangement of Pat Jenkins and Ken Weaver we will be having the Amiga meeting at TCCC (Tucson Community Cable Corporation). Showing is a map of its location downtown at 124 E. Broadway. The meeting will be held upstairs in Studio A (the big one). The times for the meeting will be from 8:00 am to 10:30 am (different times also).

**Don't Forget**



**Original Cartoons  
by  
Pat Jenkins**

Call Pat at 602-578-2972  
with your cartoon ideas!!



"IF COMPUTER MONITORS REALLY DO EMIT HARMFUL RAYS... IT AINT NEVER BOTHERED ME NONE!"

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## Classified Ads

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Did you know that as a member you too can place advertisements in the club newsletter for free!!! Normally advertisements like these would cost \$5.00 per ad. Placing 3 computer-related service ads or personally owned computer items ads pays for a normal years membership fee.

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## Community Corner

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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, 6840 E. Broadway, Suite 201 between 8 AM and 5 PM, Monday-Friday, 886-6500 (FAX 722-6066) to offer your help.

COMPUTER PROJECT volunteer wanted occasionally for children's agency, do work at home (IBM compatible).

TYPING AND COMPUTER skills wanted in secretary volunteer for theater group, downtown location.

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# Amiga 1000

(Workbench 1.2)

**Commodore 13" RGB Monitor,  
External Disk Drive, Keyboard &  
Mouse**

**including extra software:**

**WordPerfect 4.1**

(and book WordPerfect for Dummies)

**Scribble program, Music and Image disks**

**Complete system and software for**

**\$225**

**Call 721-2471**

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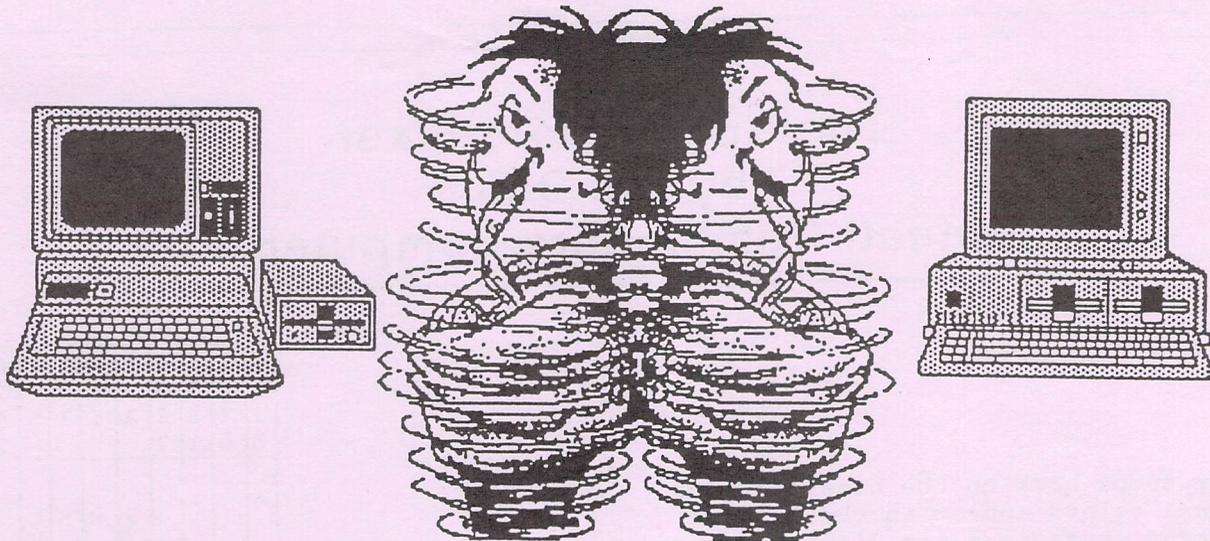
**Commodore C64c Computer SuperSnapshot cartridge  
and 1541 disc drive: \$75**

**Macintosh 128K ROMS**

**for use with the AMAX emulator card: \$160**

**Call Randy Anderson  
for more information at 748-0531**

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## Isn't one computer enough to do the job?

by Tom Fontaine

I've owned everything from the 5-kilobyte VIC-20 to a 1-megabyte Amiga 500, and many in between. For all practical purposes the VIC-20 served my needs just as well as the Amiga did.

I owned only a datasette and a black-and-white television as a monitor (that helped during those long tape loads) but I did word processing, maintained mailing lists for my church, prepared monthly treasurer's report using a spreadsheet and programmed in BASIC. I even expanded the VIC to a total of 37-kilobytes and used a cartridge based word processor called "Write Now" by Cardco that would hold a larger document in memory than the C-64 that I upgraded to. In fact, many times I found myself going back to the VIC because I could do more with it.

The C-64 that I had dreamed of owning for so long was intolerable with the datasette. I had to have a disk drive and that opened a new world of software to me. It was just a week after I got my first drive that I found CAMUG. I took many, many disks of software that I had copied from the public domain library. I was in heaven.

I mean, how could anyone need anymore than I had found? With my C-64 and the club library I could do *anything*. Just think, 40 columns instead of 20, 64-kilobytes instead of five and a fast disk drive instead of the datasette.

That was it. I would never need another thing in the way of computers. Except another drive to make it easier to copy files and to use a data drive for the word programs. May a modem in order to call those big database services and get "free" programs. Well, of course I would need a better printer so I could get "letter quality" type and perhaps some "good" commercial software instead of the public domain stuff.

But then a color monitor would be nice and 80 column display would be terrific and that would *definitely* do it. That is until Commodore made the C-128 and I had to have one. Just think everything you ever wanted rolled into one computer -- the great graphics, games and sound of the C-64, 80 column video display and twice the memory and CPM for all those business applications. At last a real computer instead of the copies I had been using. Of course, the old 1541 drives wouldn't do because the C-128 used double sided drives. But *this* was it. *No more computers.*

Then I saw an Amiga and it all started over again.

With 512-kilobyte memory (that's 100 times the memory I had in my VIC), I could print a one page document with one graphic inserted. And so on and so on.

The real question was a megabyte of memory, an RGB color monitor, two disk drives and hundreds of dollars worth of software -- what was I doing with my computer? The same things I had been doing with my VIC-20 -- word processing, mailing lists and spreadsheets.

I may have been doing them a little faster and in color, but I was still doing the same things and the thousands of dollars spent between the first VIC-20 and the Amiga weren't worth the proportionally small gain in time.

What I am trying to say, I guess, is that if your computer, no matter how small or inadequate by today's business standards, does the job you want it to do is the computer for you. If don't need blazing graphics and stereo sound, the Amiga when all is said and done is just another computer. If you don't need 12 or 16-megahertz speed and compatability with the business world, the MS-DOS machines are just fancy VIC-20s with high price tags.

Find out what you your computer for and ask yourself if you really need increased speed or memory or high resolution graphics to do it. You wouldn't pay for a maid or housekeeper to sit around and do nothing all day would you. Why, then, should you buy two or even three times the computer you need to handle the jobs you use it for.

We all seem to be caught up in the "upgrade craze" and have bought into the idea that a little is good, then a "lot" is better and a "whole lot" is great. Find out what you need and buy it and, more importantly, use it to its full potential. Don't buy an expensive paper weight to sit on your desk and gather dust because you had to "keep up" with technology and have the biggest and best computer.

Roger Knopp used to end each of his articles with "Keep hitting those keys." And that's the key to successful computing -- keep at it, use your computer to its full potential and remember that you don't have to spend more than you have to so that you get more than you need to do things and you'll never need to do.

(Tom Fontaine's article originally appeared in RND:REM.)

Commo-Hawk Re-Print

# The Commodore Fixer

## by Bill Dun

### Cincinnati Commodore Computer Club

Cursor jumps back to the home position  
 Abnormal colors appear in the letters  
 Different characters are displayed & cursor is locked  
 System does not re-set & RESTORE does not work  
 Cursor disappears after warm up  
 SYNTAX ERROR displays after warm up  
 Systems resets & long programs do not load  
 Keyboard does not operate when warm  
 Blank screen on power up  
 No cursor displayed, intermittent screen  
 On power up, PRESS PLAY ON TAPE, & display blinks X  
 On power up, the cursor does not work  
 When return is pressed, the cursor goes to home position  
 POKE command does not work  
 Joystick does not operate correctly  
 No character lettering is displayed  
 Graphic characters instead of letters are displayed  
 Power up message appears, but no cursor  
 Device not present when disk is used  
 Disk drive continues to search, trying to load  
 Incorrect screen colors or no color  
 Keyboard does not work  
 Flashing color or blocks  
 Game cartridge does not work  
 Unit dead - 40% possibility play  
 User port does not function (ex. modem)  
 No sound  
 Missing notes  
 Game paddles do not work

6	6	6	8	P	2	2	2	8
5	5	5	5	L	2	2	2	7
1	2	8	8	A	6	7	5	0
0	6	1	7					1
X				X				
X			X					
X		X	X			X		
	X					X		
X					X	X		
X		X			X			X
X								
X					X	X		
	X						X	
	X				X	X		
	X		X					
X								
	X		X					
					X	X		
					X		X	
				X				
X								
X								
X	X							

White band scrolls down the screen (60HZ hum)  
 Wavy screen after warm up  
 Black band scrolls after warm up  
 OUT OF MEMORY error on power up  
 Powers up w/graphic display & blinking cursor  
 Powers up with all characters as blocks  
 Unit completely dead  
 Characters are all over the screen & locks up

Check p/supply & VR2 regulator  
 Check p/supply & 6587  
 Check p/supply & VR2 regulator  
 Check RAMS 4146-U1-U12, U21-U24  
 Check U14  
 Check U26  
 Check power supply  
 Check power supply

PLA CHIP IS AN 8SQ2S100

ROM CHIPS ARE

901226-01 (BASIC)  
 901227-01 (KERNAL)  
 901225-01 (CHARACTER)

# THE 1541 FIXER

BY BILL DUN

## POSSIBLE SOLUTIONS

### SYMPTOMS

- ERROR LED STATUS ON ALL THE TIME -----
- DRIVE MOTOR RUNS ALL THE TIME AND LED STAYS ON -----
- DRIVE MOTOR RUNS ALL THE TIME AND LED STAYS OFF -----
- AFTER WARM UP, MOTOR RUNS ALL THE TIME -----
- DOES NOT LOAD WHEN HOT OR LED FLASHES 3 TIMES -----
- SEARCHES WITH LED FLASHING CONTINUOUSLY -----
- SEARCHING WITH NO RED LED -----
- DRIVE FAILS TO READ -----
- FAILS TO FORMAT DISK -----
- STEPPER MOTOR DOES NOT STEP FORWARD -----
- WILL NOT SAVE WHEN DRIVE HEATS UP -----
- LIGHTS STAY ON, MOTOR RUNS CONTINUOUSLY -----

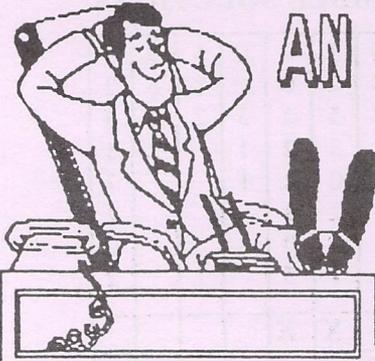
6	6	3	9	L	5	9	3
5	5	2	0	M	8	6	2
0	2	5	1	3	2	0	5
2	2	3	2	1		2	5
		0	2	1			7
		2	9				2
		0	0				0
		1	5				2
X		X	X				
	X						
X			X				
	X						
			X	X			
			X				
		X					
					X	X	X
	X						X
X	X						
X							
			X				

- NO LED'S ON POWER UP.....FUSE & POWER SWITCH +5/12 VOLT LINES POWER CORD.
- FLASHES ON POWER UP.....ALL RAM & ROM'S
- DRIVE MOTOR RUNS WITH NO RED OR GREEN LED'S.....VR2 POWER TRANSFORMER
- LOADS PROGRAMS WITH RED LED FLASHING.....DRIVE SPEED STEPPER MOTOR
- LOADING INTERMITTENT.....ALL ROM'S-DRIVE ALIGNMENT
- MESSAGE OF "FILE NOT FOUND".....CLEAN DRIVE HEAD-O STOP ADJ.-ALIGNMENT
- DRIVE SPEED IS NOT STABLE.....DC MOTOR
- LOCKS-UP WHEN LOADING.....901229-05
- FAILS THE PERFORMANCE TEST & DISPLAYS ERROR 21.....CHECK TEST DISK DRIVE MOTOR
- FAILS THE PERFORMANCE TEST & DISPLAYS ERROR 27.....STOP ADJUSTMENT
- PASSES PERFORMANCE TEST TO TRACK 18 DISPLAYS ERROR 21.....READ/WRITE HEAD
- PASSES PERFORMANCE TEST BUT WILL NOT LOAD PROGRAMS.....STEPPER MOTOR
- FLASHING LIGHT ON & OFF DURING LOADING.....ALIGNMENT

VIA THE HARDCOPY - CCR NEWS

# AN EDITOR'S NIGHTMARE OR DREAM

By Jerry Freadman



A USER'S GROUP IS A PLACE FOR GIVING AND

RECEIVING, SOMEONE GIVES OUT A LITTLE KNOWLEDGE, AND MANY TAKE AWAY A LITTLE KNOWLEDGE. THE IDEAL SITUATION IS WHERE EVERYONE GIVES A LITTLE INFORMATION, AND EVERYONE TAKES AWAY A LOT OF INFORMATION.

THERE'S A COUPLE OF AVENUES TO TAKE TO ACCOMPLISH THIS. ONE WAY IS IN THE FORM OF A DEMO PRESENTED TO THE GROUP. THIS METHOD RELIES ON ONE OR TWO MEMBERS INFORMING THE WHOLE GROUP. THIS IS AN EXCELLENT METHOD, BUT BASICALLY IS INPUT FROM ONLY ONE OR TWO MEMBERS. ANOTHER METHOD IS AN OPEN FORUM FOR QUESTIONS PUT OUT TO THE GROUP FOR ANSWERS. A THIRD AND EXCELLENT METHOD IS IN THE FORM OF A NEWSLETTER.

A NEWSLETTER FOR SHARING INFORMATION IS, IN MY WAY OF THINKING, ONE OF THE BEST WAYS TO GIVE AND RECEIVE INFORMATION. THE ADVANTAGES OF A GOOD NEWSLETTER ARE MANY. (1) IT IS A PERMANENT RECORD. (2) ONE CAN READ IT AT THEIR CONVENIENCE. (3) THE AUTHOR OF THE ARTICLE CAN PUT THE INFORMATION TOGETHER AT THEIR CONVENIENCE.

AN INFORMATIVE NEWSLETTER IS A DIRECT REFLECTION OF THE TYPE OF USERS GROUP YOU BELONG TO. IT ALONE CAN GENERATE NEW MEMBERS. THE NEWSLETTER EDITOR IS RESPONSIBLE FOR PUTTING THE NEWSLETTER TOGETHER. THE EDITOR SHOULD NOT BE RESPONSIBLE FOR FURNISHING OR CREATING ALL OF THE ARTICLES THAT MAKE UP THE NEWSLETTER, BUT I FEAR THAT THIS IS TOO OFTEN THE CASE.



NO WONDER EDITORS GET BURNED OUT, AND IN MANY CASES USERS GROUPS HAVE TROUBLE FINDING AN EDITOR. LETS DO OUR PART IN KEEPING EDITORS OUT OF HIDING.

THIS IS WHERE EACH AND EVERY MEMBER CAN PLAY A VITAL AND IMPORTANT PART IN KEEPING THE EDITOR HAPPY AND MAKING THEIR GROUP EVERYTHING IT CAN BE. IF EACH MEMBER CONTRIBUTED AS LITTLE AS A COUPLE SUBMISSIONS A YEAR, YOUR EDITOR'S BIGGEST PROBLEM WOULD BE CHOOSING THE ARTICLES FOR THE NEXT NEWSLETTER.

A SUBMISSION DOES NOT HAVE TO BE A FULL PAGE ARTICLE; A PARAGRAPH, A COLUMN, OR EVEN A SHORT COMMENT OR TWO CAN BE OF GREAT VALUE TO OTHER MEMBERS.

I HEAR MANY REASONS WHY MEMBERS CAN'T CONTRIBUTE ANY ARTICLES. MOST ARE NOT VALID FOR A LOCAL USERS GROUP'S NEWSLETTER. THE MOST OFTEN USED IS "I DON'T KNOW ANYTHING TO WRITE ABOUT". COME ON NOW, WE ALL KNOW SOMETHING. IT DOESN'T HAVE TO BE TECHNICAL, OR A NOBEL PRIZE WINNER. WRITE ABOUT PROGRAMS YOU LIKE OR DON'T LIKE, TRICKS YOU'VE PICKED UP, HARDWARE YOU KNOW ABOUT OR HAVE HEARD ABOUT, DEALERS YOU LIKE OR DON'T LIKE, PROGRAMMING ROUTINES, AND EVERYONE LIKES A GOOD GOSSIP COLUMN.

DON'T WORRY ABOUT YOUR GRAMMAR AND SPELLING; IT'S THE INFORMATION THE MEMBERS ARE LOOKING FOR. BESIDES, IF YOU SUBMIT A HARD COPY OF YOUR ARTICLE ALONG WITH THE DISK YOU SAVED IT TO, THE EDITOR WILL BE HAPPY TO MAKE ANY CORRECTIONS. I GUARANTEE YOU WON'T BE CRITICIZED ON YOUR ARTICLE. IF I WAS WORRIED ABOUT MY GRAMMAR AND SPELLING I NEVER



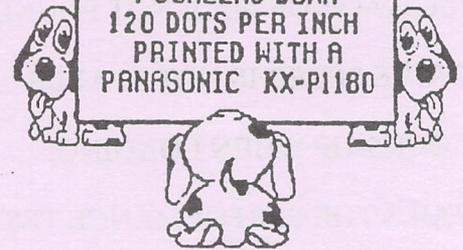
WOULD HAVE WRITTEN MY FIRST ARTICLE. IN SHORT, LETS ALL HELP INFORM EACH OTHER THROUGH THE USE OF OUR USERS NEWSLETTER, AND MAKE LIFE A BIT MORE BEARABLE FOR OUR EDITORS WHO ARE SELFLESSLY DONATING THEIR TIME TO KEEP US THE

MEMBERS INFORMED. LETS DON'T BE KEEPING OUR EDITORS UP ALL NIGHT TRYING TO PUT OUR NEWSLETTERS TOGETHER.

Your USER GROUP needs your participation



THIS ARTICLE CREATED ON A C-64 WITH THE FUN GRAPHICS MACHINE AND FGM CLIP ART  
-----  
3 SCREENS ACROSS  
4 SCREENS DOWN  
120 DOTS PER INCH  
PRINTED WITH A PANASONIC KX-P1180



## A QUICK TIP

HAVING TROUBLE LOADING CERTAIN C-64 PROGRAMS IN 64 MODE ON YOUR C-128 ?

TRY THIS.  
PRESS THE (CAPS LOCK) BUTTON DOWN BEFORE YOU TURN YOUR C-128 ON. AND LEAVE IT DOWN

## GEOS Primer

### From the Files of Glenn Till

#### A GEOS PRIMER

by Gaelyne Moranec  
from SACUG Saginaw, MI

I recently wrote a letter to a fellow C= user I met via the Fidonet CBM Echo, and explained to him a little bit about using GEOS. I thought it would be a good basis for a short article in the C=Data. My friend had GEOS 2.0, but rarely used it. He was interested in looking at GEOpaint pictures, but didn't want to view them through GEOpaint. As it turns out there are several public domain and shareware programs that allow you to view the pictures without the program. There's even one that works outside of GEOS. I sent him a disk chock full of these viewers, and then sent along a very brief explanation of how to get around in GEOS. What follows are edited excerpts from that letter. This is just the bare basic, but I hope it helps new, old or future GEOS users!

#### USING GEOS

Point and click. Point at something else. Click. Double Click to load files. Highlight files with one click and then from the menu bar (the bar on the top of the screen), choose what you want done to the files, such as open, close, rename, delete, etc. In GEOS, the word OPEN pretty much means: load or activate. For instance, if you click on the name of a geoPaint file, then click on the word open, it will load GEOpaint and the picture. For disk, open means to activate, and close means to deactivate it. If you see any arrows, clicking on them will cause the filename list to scroll either up or down. This is common through every GEOS based program.

If you're given options for DISK, or for DRIVE, clicking on DISK means you want to put a new disk in the drive. Clicking on DRIVE tells GEOS you want it to look for files on your other drive. The only time you need to double click is when you are loading a file from Desktop, or an alternative. From the Desktop, if you want to check out files in your other drive, click on the disk icon representing that drive. GEOS hates it when you are in one drive and change disk in the other drive, so try to only change disks when it is your current drive - you can tell because the active drive icon is always highlighted.

Moving files from the Desktop: Click on it once, pause, then click again. You'll see a "ghost" icon. Move it off the page and click.

Change pages, using either the number keys or the cursor up - down key. When on a different page, you do the same click/pause/click procedure, and then move the file up to the page, and click to deposit the file icon. If this sounds like a pain, load Qwiktop and rearrange the files using it, or load file with the same click/pause/click procedure. Except that Qwiktop shows you 6 pages at a time, without the icons, making it much easier. If you move files to different pages, remember to validate the disk from GEOS, not from Commodore BASIC.

If you have more than one disk drive, instead of moving

files off the page, you can copy files to another drive using the same method. Just move the ghost over the drive icon and click.

Keyboard shortcuts are shown in the menus, and are worth learning. Never use the disk you Boot GEOS with for anything other than loading GEOS. Make work or play disks that include the Desktop, the printer driver you need for your printer, and any of the applications (main programs) that you want to use. Then just make a back up copy of the "Play" disk using a whole disk copier, and experiment. Since you have a back up, you don't need to worry about messing anything up.

Something else you should know is that you can not copy GEOS files with a regular copy program outside of GEOS. You can however, either copy them to another disk from within GEOS, or use a whole disk copier. The reason for this can be found in the current issue of RUN magazine, in part one of their tutorial on GEOS.

There are two Auto-Exec files I include on my boot disk. The first one sets the time and date before GEOS is fully loaded, so you don't forget to set it. The next one is DB-Get File which means that when you're in an application and are looking for a file to load, it will let you see more than what standard GEOS normally allows. After its done booting, you will see the Desktop. If you don't see all of your disk drives, don't panic, just look for a file called Configure. Double click on the icon, and you will see several boxes with disk drive or REU options. Click on the appropriate box(s) for your other drives and follow the prompts. When its finished, click on the FILE bar in the top corner. Click on SAVE. When it's finished, click again on FILE, and click on quit. That will take you back to the Desktop. Keep this Configure file on all your disks and you won't lose access to your disk drives. There are alternative Desktops available. One is called Dualtop, but it only works if you have an REU. Because it is an Auto-Exec file that would load immediately if it were on the boot disk, I keep it on my play disk. If you DO have an REU, this is a very nice program, and not hard to use. I already mentioned Qwiktop. There are shareware and public domain programs that make using GEOS worthwhile, along with some that are commercial, which GEOworks (formerly Berkeley) didn't write.

My favorites are Wrong is Write and Toolkit. Wrong is Write will translate GEOwrite text files to sequential text files that can be read from NON-GEOS file readers. It also works vice-versa. Toolkit will do a variety of things to GEOwrite files, such as change all of the fonts within it to another font, or change the way the page is formatted. It can even combine text files into one file. Q&D Edit is a text editor for GEOwrite or ASCII files. It's available through RUN magazine. Ctrl-> TAB turns the CTRL key into a TAB key.

These programs make the difference between a clumsy system and a smooth one. It took me awhile to find these, and discover their value, but if it weren't for these programs, I would have given up on the entire concept of GEOS a long time ago.

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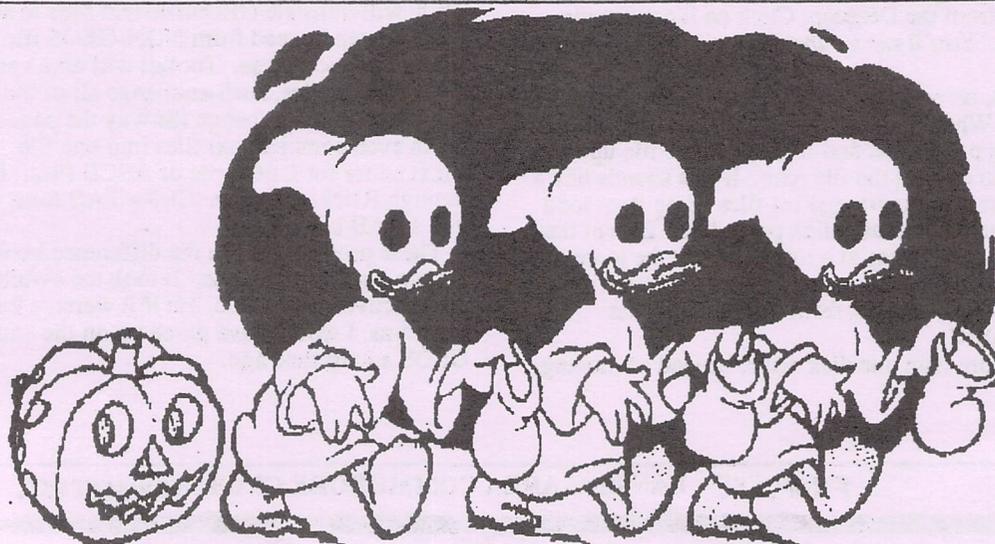
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