

# CURSOR

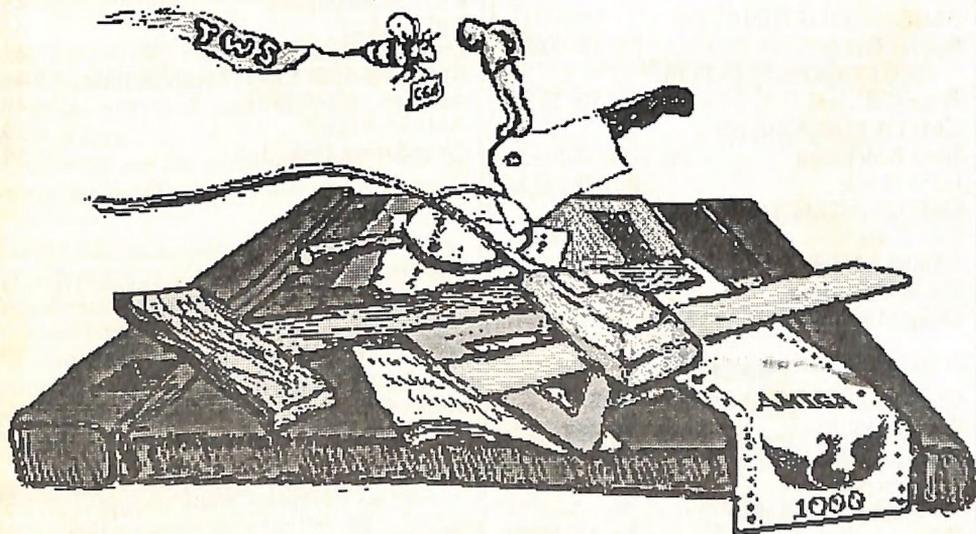
Newsletter of the  
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COMPUTER  
USERS  
GROUP  
QLD Inc.

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## CURSOR

"A movable reference point..."



**Ralph deVries: Editor of Cursor 1983-1991**

**Greg Perry: President of C.C.U.G.(Q.) 1983-1991**

**THE MAKERS and HELMSMEN of our CLUB**

Our Next Main Meeting will take place on Tuesday,  
3rd September, at 8 pm (Libraries & Sales at 7 pm)  
at the Bardon Professional Development Centre

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Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at 300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

Opinions expressed in CURSOR are those of the Author(s), and thus not necessarily those of the C.C.U.G.(QLD) Inc. or the Editor.

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## MEETINGS

### MAIN MEETING

Our next Main Meeting will be held on Tuesday, 3rd September at the Bardon Professional Development Centre, 390 Simpsons Road, Bardon, starting at: 87pm. Library 7pm -8pm & 9pm-9:30pm. Sales: 7pm-8pm.

Entrance through the Centre's carpark in Carwoola Street. Parking is not permitted in the Centre's grounds! Details of this month's topics can be found in the relevant section of this newsletter.

### WORKSHOP MEETING

The Amiga Workshop will be held on Sunday, 8th September (12 Noon-4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth Street, Rosalie.

Workshops are for members only, so bring your membership card or join at the door.

Bring your own Amiga equipment. Public domain software (over 500 disks) available for copying at no charge.

We also have a HELP support group for beginners: see our HELP column in this newsletter or contact your coordinator. Phone 288 8863..

Disk and Accessory Sales: 1pm-3pm.

For information and assistance for 64/128 computers contact your 64/128 coordinator. (Phone:369 5110).

**PLEASE NOTE:** Activities that breach Copyright on Commercial Software are illegal, and are NOT ALLOWED at our Meetings!

## GOOD & SERVICES

(At Main Meeting or by Mail)

### AMIGA SPECIFIC:

Public Domain Disks 3½" Mail Order: \$4.00 ea (+ \$3.00 p&p for up to 5 disks).

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3½" blank disks: \$15.00 per 10 (\$3.00p&p).

3½" disk boxes(80 disks): \$20.00 (\$5.00 p&p).

3½" disk labels (68x68mm) 4 sheets(= 48 labels): \$1.00 (\$3.00 p&p).

Amiga Dos Summary: \$3.00 (\$3.00 p&p)

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### C64/128 SPECIFIC:

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Public Domain Instruction Book(c64): \$5.00 (\$2.00 p&p)

Starting with Disk Drives ( Paul Blair):\$2.00 (\$1.00 p&p)

Graphics and Sound on the c64 (G. Perry): \$5.00 (\$2.00p&p)

Commodore Macro Assembler Book:\$5.00 (\$1.00 p&p).

**THE WRITE STUFF 64** (word processor), with Manual: \$18.00. V2. BB Speller (supplements TWS64) \$12.00.

BB Talker (Write Stuff with speech synthesizer) \$12.00.

The Write Stuff 128 (128 word processor) with Manual: \$30.00. v2 BB Speller 128 : \$12.00. (\$3.00 p&p).

### GENERAL:

Back Issues of CURSOR: \$1.50 ea

Address Labels(23x89mm):\$14.00/1000.(\$3.00 p&p).

Ribbons for MPS-1000,GX/LX 80:\$7.00

Ribbons for MPS 1200/1250/120D \$10.00

Ribbons for Riteman C or F: \$12.00.

(\$2.00 p&p).

## MAILING ADDRESS

Please address all club correspondence (other than letters and articles for CURSOR) to:

C.C.U.G.(Q.)  
P.O. Box 274  
Springwood Qld 4127

(Make cheques payable to C.C.U.G.(Q.)

If you change your address please advise our Secretary, not the Editor or Sysop!

## MEMBERSHIP FEES ETC.

JOINING FEE: \$10.00  
ANNUAL MEMBERSHIP FEES:  
Ordinary Membership\*: \$30.00  
Country/Associate Membership: \$20.00  
Pensioner Membership: \$20.00  
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\*(within the Brisbane Metropolitan Telephone District)  
Library Fee: \$5.00

## LENDING LIBRARY

The lending period for books, magazines, and software is one month without extensions. If unable to attend the next meeting should mail the material to:

Bob Devries  
21 Virgo Street  
INALA 4077

or they may leave this material with their nearest Management Committee member (Please ring first!).

By following these simple rules, you assist your fellow members who may wish to borrow the material you are returning.

## YOUR NEWSLETTER

CURSOR appears 11 times a year and depends on readers' contributions for its content. Address all Newsletter Mail, including advertisements for BYTES column, to:

The Editor, "CURSOR"  
24 Egmont Street,  
SHERWOOD Qld. 4075

*Deadline for the next (OCTOBER) issue is: FRIDAY, 30th August!*

Short articles (less than a page) and adverts for the BYTES column can be submitted in writing, or printed, but we prefer articles on disk. Please use minimum or no formatting in your article. Do not indent paragraphs, and use a single space after a comma, semicolon or full stop. If a specific page layout is required, include a printout of the desired format. Disks will be promptly returned, and we pay return postage.

C64/128 Specific:

Supply your articles 5¼" disk in the format: SEQ ASCII file or PET ASCII file. The Write Stuff, Superscript, Easyscript, Paperclip, and Pocket Writer all have SEQ ASCII options. Speedscript files should be saved with the SS converter program, option 2. We are unable to convert Geowrite, Fontmaster, or Bank Street Writer files.

AMIGA Specific:

Supply your article on 3.5" disk as an ASCII or WordPerfect file with minimum formatting. Articles may also be submitted as MS-DOS ASCII files.

Alternatively, if you own a modem, you can upload your articles, news, gossip etc. to the Group's BBS. (Ph 808 7694, or 808 8823: CURSOR File Area.).

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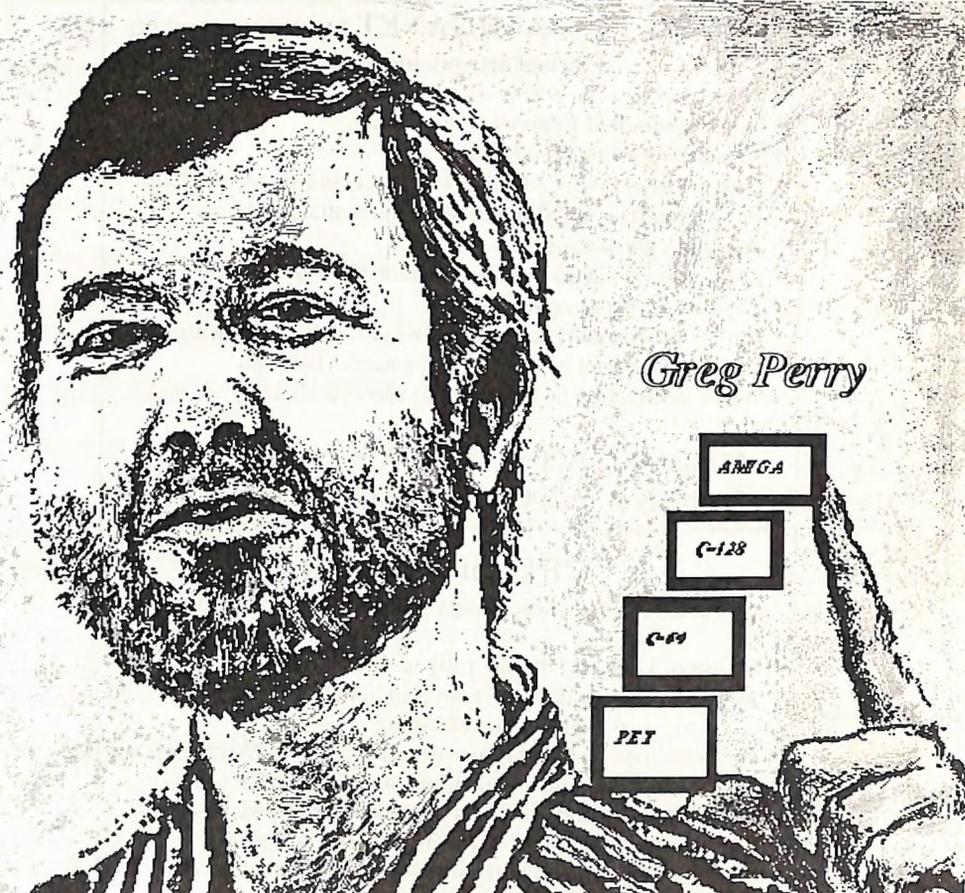
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*Greg Perry*

*I attempted to interview GP, on the history of our Commodore Computer Users Group Queensland, of which he has been president for the past 8 years; but with what I can only put down to personal modesty he has avoided the tape recorder, at least until next month. His eight years as President has seen computer prices, values, judgments and dreams overturned in a continuous wave. We have seen generations of computer shops rise and fall, and other User Groups lose direction and dissolve in buffoonery. In that period, we have flourished with the benefit of his gifts as teacher and communicator, his stable and confident leadership, his independence from vested interest, his coherent views on what computers are about, and his close and critical eye on the vagaries of Commodore.*

*Though he retires as President at the August General Meeting, he assures us that we can look forward to his continued close involvement with the many varieties of Commodore computer and the Club which, over nearly a decade, he and Ralph De Vries have done so much build.*

*I look forward to recording his reflections on personal computers, User Groups and their function, in a future issue.*

*(Leigh Winsor)*

## CURSORY NOTES

By Leigh Winsor

I write this in the week before our annual elections - a period of transition for our User Group. After eight years as Editor, Ralph De Vries has decided to step aside, and Greg Perry retires as president at the August General Meeting; so for this issue of Cursor, you have a temporary Editor. In these editors notes, I eschew any maledictory connotations of the term "cursor", and as for "cursory", which Macquarie gives as meaning "hasty and superficial", I can only plead that computer people, like Humpty-dumpty, have always claimed the right to make their words mean what they choose them to mean. The present situation is an opportunity to reflect, and to invite our readers to take the long view of our hobby and our Club, and to recognize and affirm the achievements of our Club.

Although the Club began in 1981, as a group of clients of a computer shop, its real independent character was formed with the leadership of Ralph De Vries and Greg Perry. They are the co-creators of what the Club has been and become.

Ralph De Vries founded the Newsletter, and made the felicitous choice of title CURSOR, which is an icon of constancy in a stream of changing information - (Macquarie gives its meaning as "a movable reference point"). We have all benefited from his work as patient under-labourer, meticulously teasing contributions into readable form.

Even more we have benefited from his foresight and hindsight, his eye for continuity and change; his great ability to range over a wide field and seize on relevant detail. Computer hype and nonsense, or shoddy behaviour from the computer trade, seldom escaped his sharp tongue; and we all learned from his application of high critical standards in his judgment of software and hardware.

There is hardly a Club member who has not learned from Ralph. In the greater portion of his editorship, the CCUG was overwhelmingly an 8 bit group, and it is a one of the ironies of the stream of change that it is the continuing 8 bit members who have learned most from him.

(In this parenthesis, before the new committee is chosen), I would hope all of our members are capable of taking the long view, in which they can regard Ralph's contribution to our computing hobby with admiration and respect.

### WHAT YOU CAN DO FOR YOUR NEWSLETTER

Dear Reader, it is your responsibility as Writer, if CURSOR should look underfed, or nourished with an unbalanced diet.

CURSOR is the source of info which we all share. It is a visible contact and common source of information for all our members. It presents our Club to new users, and to those outside the Club. It represents and makes visible the problems and hopes of the Club with its variety of computers. It allows us to set a tone of civility in how we deal with each other, and to foster that mutual aid and generosity that allows people to come together as friends through sharing an interest.

Talk to your Editor; write letters; react to letters and articles; show us that our readers are not merely using CURSOR as a Calendar of Club meetings.

Pass on your true experiences; tell us what's new; tell us what you would like to see in its pages. Show us what you have laboriously discovered or tell us what you would like to be taught. In short: your newsletter is a forum in which the group talks to itself, and you are all invited to join the conversation.



#### ..... AND A MEMBER REPLIES

Whether by accident or design the July CURSOR arrived the day before the deadline for the AUGUST issue and, by the time it got looked at, it was already too late to write anything for inclusion in the CURSOR for AUGUST. A pity as it would have been appropriate for the previous editor to deal with correspondence caused by his comments in the July newsletter and not leave problems for the new editor and committee.

Dear Ralph,

[...one of my correspondents] tells me he has missed out on his copy of B-BUG. Apparently there is friction between its editor and Eric Lee (the Busy Bee). I hope this conflict won't postpone future versions of The Write Stuff.

In another letter from a different correspondent, I was told Eric is working on a D.T.P. program. I'm waiting with baited breath. It would be great, if it were as easy to use as The Write Stuff (especially for those 64ers who have suffered disabling brain damage).

In closing, Ralph, the Amiga and I are still friends!

Best Regards  
Fred Hawley  
35 Currawong St  
Bathurst 2795

*NOTE : In past issues Fred has told us something of himself, and how his computing has enabled him to overcome his handicap. I would wish more of our readers to emulate him, and become computing newsgatherers for CURSOR.*

If at any time since the arrival of the Amiga in our midst an 8-bit member had written to suggest that its users would be better off in some place other than the CCUG, the previous editor probably would have refused to publish the letter and instead treated us to one of his 'someone done something wrong' lectures, but into the present apparent atmosphere of live and let live within the Group he has chosen to throw his departing spanner. Trying to cause controversy once more?

So those members using 8-bit computers are only doing so because they can't afford the more expensive machines or are afraid of them or are too old to change! Personal comments of this nature are in poor taste and discourteous to many long standing members of our group, and in any case just not true.

There may still be a few 8-bit operators in the Group who anticipate a move to one or other of the 16-bit machines when they can afford to do so but to imagine that all who are still using their C64 or C128 systems do so because of financial restraints is A LOT OF NONSENSE. We are staying with our systems because they are our number one, considered, choice - no ifs, no buts and positively no regrets.

Amongst us are those members new to computers who have had the sense to start with a comparatively simple set-up until they

find out whether they have a need for computers at all. And then there are those who have their systems working for them - doing their word processing, maintaining databases, financial systems or whatever. Extra memory is not a problem and they are satisfied with what they have. And then there are those members who thoroughly enjoy the programming side of computing. On the 8-bit machines this is within the scope of any interested person but, I've asked and been told, that it is much more complicated on a 16-bit machine and is therefore better left to the professionals. For those who are interested in investigating the numbers which make the software work, the C64 is a marvellous tool and this sort of digging is a very rewarding enterprise. Amongst those interested in these activities are some of our senior members.

It seems Mr. Previous Editor that you are out of touch with much of the 30% which forms the 8-bit section of our Group - a quaint position for a member of the just-retired management committee.

I like the way you say that C64/C128 users are NOW basically on their own. As far as the just-retired committee is concerned we have been for some time and a recent attempt at the self-help now suggested got curious treatment. The acquisition of public domain software from ICPUG was proposed and organized by 8-bit members. You refused two requests to notify members in the CURSOR that it could be copied at the 8-bit sub-groups - a facility which has been available to members for many years and is still available to Amiga operators at their workshop. The next thing was a statement in the June CURSOR about the 'disassociation' of the workshops - as it turned out, the ones attended by 8-bit members. The reason for this action has never been published and I would be interested to know what happened at 8-bit workshops that doesn't happen at the one provided for the Amiga users? Also,

where are 8-bit users now supposed to go for 'hands on' help - one of the basic reasons for which a User Group is supposed to exist?

One of the results of this of course is that 8-bit users are forced to buy any of the public domain material they may require - in fact, have no option but to pay once again for software purchased in the first place with their money!

Speaking of money, more than the current economic climate has cut into our reserves. Was the acquisition of a JIFFY-DOS for use with the library C128 really necessary and what have we gained by the expenditure of several thousand dollars on that expensive printer we now own? It probably has many interesting features but they are not particularly noticeable in the newsletter. In fact I haven't seen anything that the cheaper printers can't accomplish. Even the underlining is still of squashed appearance. The only winner there it would seem was the firm from whom it was purchased.

I regret that your term as editor has, by your own actions, ended on such a negative note. BRISBUG is already the chosen User Group of many of our earlier 8-bit members who were quicker to assess their computer needs than you. They will, no doubt, be interested to note your arrival in their midst and will, I am sure, be happy to show you the BRISBUG/IBM ropes.

Doreen Horne  
70 Fursden Road  
CARINA 4152

*(Doreen Horne is a former Club Librarian, a senior custodian of the 64 Culture, and a source of information, technical knowledge, and support for the 8 bit members.)*

Doreen's letter caused me some uneasy reflection on the principles that should guide an editor's choice of material. I recognize as an important principle that members are able to debate issues that arise in the structure and function of their Club; and Letters to Cursor is one appropriate forum in which this can take place. But openness to controversy and diverse opinion needs to rest on a foundation etiquette of respect, tolerance, forbearance, and goodwill.

If we allow our club forums to become bullpits into which factions throw their strongest fighting animals for the pleasures of inflicting wounds or paying back grievances, we gravely put at risk those bases on which people with diverse tastes, interests and temperaments can cooperate, learn from each other, revise their views in the light of argument, feel free to change or remain pat, and civilly agree and disagree.

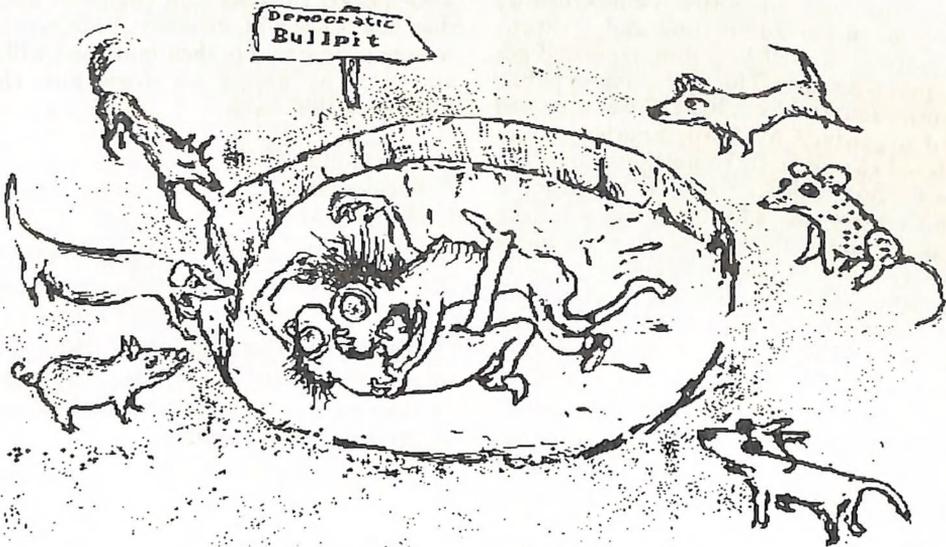
In my view, Doreen's letter tests those limits: not for defending the reputation of our members who choose to pursue their 8 bit interests, (I wholeheartedly agree), nor for questioning Club decisions in relation to subgroups or the purchases of equipment, (here there may be failures of Club structures to

explain or convey information, as well as differences in judgment), but in breaching that civil etiquette by its personal venom.

Naively, I suggested to Doreen that I would be happy to publish every point of substance in her letter, but without the personal invective; and I took some pains to argue how such attacks Poison the Well of goodwill and cooperation that is essential to a properly functioning club, and which the 8 bit section needs as much as anyone else. Her reply was: no - either publish it all, or misuse your position to silence me absolutely.

OK, Doreen; I leave matters to the judgment of our readers, whom I know, with rare exceptions, to be gentle souls, repelled by headhunting, who would like nothing more than to pursue the innocent pleasures of computing in a convivial environment. I have watched with absolute dismay the emergence of ego-fed antagonisms, as the Group became more diverse in its equipment. I view it as a misguided and demoralizing waste of time which need not have happened. And it is especially dismal for me, as I regard all of those involved as my friends.

Leigh Winsor



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## BROWSING

*As a gesture to encourage our readers to collect brief news items for CURSOR, I have a column of BROWSINGS where we can enjoy what our members discover in scanning through computer magazines and other media. Meager rations at the moment, but there is lots of material to gather.*

ACAR June 1991 . With triumph, our Librarian, Phil Guerney, notes that the excellent magazine Australian Commodore and Amiga Review has responded to his remark in CURSOR, and put month and year on their front cover. They should be commended for their receptiveness to feedback from readers, even if they do suffer from a remarkable delusion that the passage to their mind is a hose up the nose! (See Aust. Commodore & Amiga Review, May 1991)

: An author and his double  
Australian Commodore and Amiga Review (June 1991), presents an interesting list of some of our native programming talent. At the risk of causing further nausea to the editor of ACAR, I note on page 64, it mentions "B.Bester author of PD game Trucking on". Ron Lewis, well known to our members, is the author of the complex simulation Trucking On, which is available on Club disk 22-23. Mr B. Bester appears to be merely a sinister descendant of Miss Print.

A piece of TWS trivia: The Write Stuff has file encryption as one of its many features, and the TWS package comes with an encrypted file on disk, presumably as a challenge to test the security of its encryption method. A sister UG Mag claims to have decoded it with the Big Blue Reader, and that it contains some sort of fundamentalist religious tract.

## Meet the real Ron Lewis

All readers of Cursor will have met Ron Lewis in these pages, but recently when collecting BBS files for Cursor, I met Ron Lewis, the embodied person.

One of the things he exhorted me to do as editor (pro temp) was try to show more the human face of computing; arguing that behind the esoteric codes and often barbarous styles, there are real persons struggling to solve problems and communicate with each other; and that it is this perspective that we need, to become comfortable with our computers.

From his wheelchair, he said that his great edge on other computer users was Time. But also, without false modesty, he was able, comfortably, to acknowledging his own persistence and robust intelligence. He spoke soberly and with penetrating judgment on computing and computer users - an amazingly different impression from his native purple computerese in print. On his wall was an emblem of the Broncos; and he said, in an aside, that if circumstances were other than they were, he'd rather be playing football..

But the computer and its modes of is a kind of mask, which liberates by allowing people to gain control over the terms and conditions on which they interact with others. Ron Lewis Logged on.

(Leigh Winsor).

# B.B.S. NEWS

by Ron Lewis

Well, it would appear that our new BBS approach has met with some favour as our call rate is at a record high. Most of the older hands have noticed that our file turnover has nearly doubled and that the quality of uploaded files has been excellent. For this is the reason, perhaps, the General Message area has developed anorexia; everyone's too busy downloading files to bother chatting.

What ever the reason, take the time to drop a line to someone or everyone (ALL); talk about the weather, your girl/boy friend, or even something about to your computer.

Speaking of the Message Areas, I can now let it be known that we are testing the water on a few new and very diverse Message subjects. Up until now, our BBS has stuck to a format of Computers For the Computer minded; but many of us strangely have other interests as well. We are endeavouring to cater to these weird tastes by introducing Message Areas as singular as the ENVIRONMENT, SPACE, RELIGION, and even a PEN PAL service. (I think chatting to a Pal from the other side of the world could be quite exciting, but we'll see how it pans out.) (My assistant (Ron Lewis) has submitted a printout of available Areas that will be in this Cursor edition for you to peruse.)

Let me stress this very important point. We require INPUT FROM INTERESTED MEMBERS, not ONLY those of us lucky enough to have a modem. If you see a subject you could be interested in and know someone with a modem, or perhaps intend asking Mrs Santa for one in the future, then have your say. Remember your computer and your BBS are very capable learning TOOLS but it is up to the user to obtain the most benefit.

TOP OF THE POPS this month came courtesy of our friend Fred Fish. He has

supplied us with an update of MED 3:00 (MED3\10.LZH) which just rocks the socks off the competition. Please note that because of it's size and because many of our members use 1200 baud modems we have broken the file up into 3 separate files. It can be found in the SOUNDS area under the Names "1MED3\10.LZH, 2MED3\10.LZH & 3MED3\10.LZH" the largest file being no more than 181,000 bytes long.

A close second had to be a Demo Uploaded by a very patient member, I say patient because it was 520,000 bytes long and must have taken until tomorrow to Upload. The name of this Demo is "GLOBEALT.LZH" and according to Ron is the best production he has seen that will fit onto one disc. If the Uploader is reading this would you please leave a message for Ron Lewis as he wishes to apologise for the delay in your files appearance. We will try and get this Demo into the PD Library for the benefit of our NON-Modemers.

A valid question has been asked as to why a file uploaded by a member does not appear on the BBS for some time or perhaps NEVER. Let me explain for the benefit of all: When any file is Uploaded our BBS program stores it as a new arrival and keeps it outside of the Public viewing area until it can be verified that it contains no naughties. By "naughties" I mean any offensive text which seems to find it's way into some files, or viruses which the Uploader hasn't or perhaps has picked up, or even the fact that it may be a commercial program, or it may even be already on the BBS under one of Ron's U-Beaut underscored names. Anyway, Ron or Tom will check every file Uploaded, and only when they consider the file suitable do they then give it the thumbs up and make it available to the public. This practice is common on all bulletin boards and is designed to keep any problems at bay. It is

not foolproof however and Ron admits to ditching a few programs purely because he couldn't understand how to drive them. Anyway we try and encourage quality uploads and for the benefit of the New Users, your Upload time is not lost to you or deducted from your allotted time. Anytime taken during your Upload is ADDED on to your allotted time and there is absolutely no truth to the rumour that you must sit there watching your screen whilst the transaction takes place. Make a cuppa or make the bed, we don't care we'll add the time on anyway... ENUFF SED..

See You on the BBS.

Sysop: Graeme Darroch

Ass.Sys: Tom Yallowley

Ass.Ass.Sys: Ron Lewis



## Ron Lewis' B.B.S. JOKES

Mr. Editor, these two jokes appeared on the BBS HUMOUR message area. If you feel they could be appropriate for the CURSOR feel free to use them. If so I will check the area occasionally and pass on more similar material..(Ron Lewis)

Message #807 "HUMOUR" (Read: 2)

Date: 30 Jun 91 12:46:00

From: Heidi Rae

To: All  
Subj: hooker jokes

After spending a vigorous night with a hooker, the Senator took out \$300 from his wallet and set it on the motel night stand. "Thanks, but I charge only twenty dollars," the woman said. "Twenty dollars for the entire night?" the incredulous politician asked. "You can't make a living on that." "Oh, don't worry," she purred. "I do a little blackmail on the side."

On a shopping trip to the city, a backwoods farmer bought a 24-piece jigsaw puzzle. He worked on it every night for two weeks. Finally, the puzzle was finished.

"Look what I've done, Jess," he said proudly to a visiting neighbor.

"That's surely somethin', Willard. How long it take you?"

"Only two weeks."

"Never done a puzzle myself," Jess said, "Is two weeks fast?"

"Darn tootin'," Willard said. "Look at the box. It says, 'From two to four years.'"

\* Origin: McScott's BBS \* Way over in NE Arkansas! -USR/DS- (1:389/2001)

*No, we are not turning into an Old Digger magazine: merely presenting another Ron Lewis invitation to the BBS. It's beginning to sound as if a modem and a phone line are the entrance ticket to a realm as wonderfully bizarre as one might find by falling through Alice's rabbit hole.*

*Mr B. Bester (who programs in D to be one jump ahead of Ron Lewis) has the sort of reductive mind which says: if you've seen one joke like that you've seen 'em all. He has asked why it should not be possible instead for Ron to fillet his jokes down to their grammatical skeleton, and construct a joke generator. Ron would only have to provide a list of Terms, from which our readers could enter their preferred tokens, turn the handle of the joke*

generator, and produce an endless supply of jokes according to their own taste.

Thus according to ones prejudices: Backwoods farmer could be- C-64er, Committee member, TRS-80 owner... , -any outgroup with which we see affinities within our in-group while not part of our protected fauna or on the list of Officially Protected Victims; and of course 24 piece could go on a substitution list with 8 or 16 bits...and in Queensland it may seem more natural to swap terms and have the Hooker pay the Politician.

Perhaps none of them would be at all funny, since part of what makes jokes shocking or risible is their pragmatic use; but no matter: it would be a success according to the standards we generally apply to software, and could even save as much space as one of Ron's crunchers.

(Ed.)

## BYTES: A noticeboard for Club Members

### FOR SALE

BLUE CHIP DISK DRIVE with device change switch, completely 1541 compatible, 12 months old, \$300.

Contact: Trevor Stock, Hastings Point, on (066) 76 2110 (mornings or weekends).

### FOR SALE

POCKET MODEM 123 with GP Term 64/128. \$150. Phone 397 6313 a/h.



# MESSAGE ECHO SUBJECTS

By Ron Lewis

Below is a list of the available MESSAGE ECHO SUBJECTS that could be accessed from our BBS, if there is a call. Have a look through and mark any that you think you may be interested in and let a Committee Member or your Sysops know. Remember we don't have to fill the area with computer related topics.

## Areas available to 3:640/304 on 3:640/297: (That's us!)

- 01 AUST\_TRADING :- Buy and Sell anything. (Even the Sydney Harbour Bridge.)
- 02 BBS\_NEWS :- News of all the new BBS coming on and going off line
- 03 N640\_SYSOP :- Private Sysops Only
- 04 N640\_AMIGA :- Net 640's own amiga discussion area
- 05 AUST\_AMIGA :- AUstralia Wide Amiga discussion
- 06 BRISPROG :- Computer prog/ers Brisbane area talking about PROGRAMMING.
- 07 AMIGA :- General Discussions about Amiga Computers (WOT ELSE!)
- 08 AMIGA\_DEV :- Amiga Developers chit chat about new horizons.
- 09 AMIGA\_MUSIC :- Behind the scenes interviews with the Sound Players
- 10 AMIGA\_PROG :- Amiga Programmers. High Tech discussions about (WOT ELSE!)
- 11 AMIGA\_VIDEO :- Discussions revolving around editing, titling and such.
- 12 HAGGIS :- Echo for Flying Scotsman's Points and Mail People
- 13 AUST\_MODEM :- High Tech discussions on modems etc.
- 14 AUST\_SYSOP :- Private Sysops Only
- 15 AUS\_JOKES :- Light hearted or light headed Topics on anything FUNNY.
- 16 AUST\_BIZ :- Aust. Business, well what do business people talk about?
- 17 AUST\_XENIX :- Support for the Xenix Operating system IBM's
- 18 AUS\_EDUCATION :- Australian Education Topics
- 19 BINKLEY :- Support for the BINKLEY BBS Front End Program
- 20 COMM :- Discussions on Communication techniques, I think???
- 21 THE\_DEN\_ECHO :- From The LIONS DEN their very own Echo
- 22 PENPAL :- HOPEFULLY an echo to contact Pen Friends (Sounds Good)
- 23 FIRENET :- For FIREMEN to dicuss what firemen talk about Fires what else
- 24 FN\_SYSOP :- UnKnown
- 25 GENIUS :- UnKnown
- 26 HUMOR :- I think another light hearted discussion area.
- 27 KID\_CHAT :- Sounds like an echo for kids under 50.
- 28 LTUAÉ :- LIFE THE UNIVERSE AND EVRYTHING
- 29 MEGAHUB :- From Infidels Mail Hub His own Echo
- 30 MSGED\_ECHO :- Support for the Message Ed Program
- 31 MUFFIN :- UnKnown
- 32 N640\_JOKE :- Yes another Funny Echo (R there so many JOKES?)
- 33 N640\_STIR :- Sounds like the Perfect Message board for Ron Lewis.
- 34 NETCOMM\_SUPPORT:- Support from Netcomm Australia
- 35 QEDIT :- Support for Qedit users
- 36 QM\_ECHO :- Support for Quick Mailer users
- 37 RG54\_SYSOP :- Private Sysops Only
- 38 THAT :- UnKnown
- 39 Z3\_POINT :- Point program support from within Zone 3
- 40 Z3\_PASCAL :- Pascal Support from within zone 3

- 41 Z3\_LOTUS :- Lotus 123 support from within zone 3
- 42 ZONE3\_SYSOP :- Private Sysops Only
- 43 ZONE3\_TECH :- Zone 3 Technical support IBM's
- 44 ZONE3\_QUICKBBS :- QuickBBS program support
- 45 ZONE3\_GAMES :- Zone 3 Games discussions
- 46 TELIX :- Support for Telix Program IBM's
- 47 VIRUS\_INFO :- virus discussions
- 48 BNU :- Support for BNU fossil Driver
- 49 BBS\_USER :- General BBS users topics and Support
- 50 BBS\_SYSOP :- Private Sysops Only
- 51 SPACE :- The final frontier General astral topics
- 52 WORLDTLK :- Worldwide chatter echo
- 53 ZMODEM :- Zmodem protocol support and discussion
- 54 AUST\_C\_HERE :- C programmers support and advice
- 55 FDECHO :- Front Door Support echo
- 56 LAN :- Local Access Networking IBM's
- 57 NET\_DEV :- Network development echo
- 58 RA\_SUPPORT :- Remote Access support
- 59 GTNET\_SCIENCE :- General Science topics
- 60 80XXX :- Intel Processors support
- 61 BATPOWER :- More Power to your Batch files
- 62 BIBLE\_TOPICS :- Self Explanatory
- 63 BIBLE\_FOCUS :- See Above
- 64 CHRISTIAN :- See Above
- 65 CDROM :- Discussions of where available, etc
- 66 C\_ECHO :- Worldwide C programming
- 67 CLIPPER :- Support for the Databasing Language
- 68 C\_VS\_E :- Creation versus Evolution
- 69 DBASE :- Support for the Databasing Language
- 70 DESQVIEW :- Support for the IBM Multitasking system
- 71 DR\_DEBUG :- From the Magazine I think
- 72 ECPROG :- UnKnown
- 73 EDUCATOR :- Educational suport
- 74 FOSSIL :- Support for Fossil writers for IBM's
- 75 HDCONF :- General Hard Disk Topics
- 76 KIDS :- For Kids
- 77 LANTASTI :- Support for the Lantastic Networking Program
- 78 LASERPUB :- Laser publishers topics
- 79 CNS-PDX :- Private Sysops Only
- 80 MOTORCYCLE :- for the two wheelers amongst us
- 81 MEADOW :- UnKnown
- 82 MEDIA\_WATCH :- Talk about the News Media
- 83 N640\_ENVIRO :- Environmental topics for Queensland
- 84 OOPS :- Object Orientated Programming Systems
- 85 OS2 :- Discussion of the OS/2 operating System
- 86 PDNECHO :- Programmer's distribution Network Talk
- 87 PS\_2 :- UnKnown
- 88 SDS\_SDN\_FILES :- Software developers' network Chatter
- 89 STUDENTS :- For Students to talk about Students stuff
- 90 TELEMATE :- Comms Software chatter
- 91 WINDOWS :- Talk about IBM's Using windows environments

- 92 DEBATES\_ECHO :- Have an argument
- 93 PASCAL :- Worldwide support for Pascal Programmers
- 94 VIRUS :- Talk of Viruses and all things related
- 95 OS2BBS :- Talk of the problems running a BBS on OS2
- 96 OZ\_SCUBA :- Australian Scuba Topics
- 97 4DOS :- Discussion of the Command.com Replacement IBM's

## WHAT IS A BBS MESSAGE ECHO?

By Ron Lewis

Well here he goes again, talking about something he knows nothing about and expecting us to swallow it, I hear you say. Wrong!! this time I do know a bit about it, but especially the General Area. In fact, I'd say I'm the expert General Message writer of the CCUG BBS. You might well say that the message area of the BBS is more important to someone like myself who doesn't bother to attend meetings, and you could be right, but I would consider it an important area for any BBS user regardless of their Club attendance rate.

Why would you want to leave a message? you ask!! Well a good example is to ask how a computer program you are thinking about buying has behaved for other members. But your request needn't stay within our Club bounds. Read on, and you'll learn how this same message can be transmitted around Australia, and the world if you so wish.

### FIRSTLY :-

I'll take you on a trip through the wonders of the Paragon Message Editor and you too may feel its worth as a means of communication, then if space and time permits we will look at talking to the Millions of other BBS's out there waiting to read your message. OK: We are standing at the Main Menu which we all know is the entrance point to all of the various areas available. Without any hesitation we press "M" for Message Area,(we could have pressed "M;1" if we wanted to be real smart), & the BBS will immediately spit out...

### MESSAGE AREAS LIST FOR USER Ron Lewis ACCESS LEVEL 15

\* <- denotes messages waiting

- |                               |                          |
|-------------------------------|--------------------------|
| 1 * GENERAL CHAT AREA         | 2 MEMBERS Private mail   |
| 3 * E-MAIL msgs to/from SYSOP | 4 * AMIGA General        |
| 5 * C64/128 Messages          | 6 CLUB CORNER            |
| 7 CURSOR Control Centre       | 8 Programmers Sanitarium |
| 10 * Netmail                  |                          |

### ECHOMAIL AREAS (not included yet)

Notice the "\*" in front of some of the Titles, this is to indicate to you that the area contains messages so far UNREAD by you. A BRIEF DESCRIPTION OF THE GENERAL AREAS

- : 1 General chit chat not necessarily related to any one topic.
- 2 Perhaps you don't want everyone to know the combination to the safe

but you need to tell your best friend. Careful though the Sysop can read the message if he so chooses

3 Messages relating to the BBS as a whole, I find the easiest way to leave Graeme a message is at LogOff time and it asks:- Do you wish to leave feedback Y/N Just type Y <return> and it saves typing his name.

4 Huh! Har! a strictly COMPUTER RELATED area, this area holds the answers as to why your monitor screen turned BLUE! just Ask!

5 This is the 8 BIT area and thanks to a few non-members it is now used quite frequently. ANYTHING to do with the 8 bit computers or things.

6 A new area for CLUB discussion, could use a tickle up now and then.

7 HEY! Mr EDITOR how about this for the next edition..... Simple Hey!!

8 This was where Truckin On II was conceived and nurtured, thanks only to our experienced members and our BBS.

10 This holds PRIVATE mail which can be delivered throughout Australia.

More on NET(work)MAIL later.

Ok, we have chosen an area and are confronted with the following :-

New message area: 1

[C] Change message area	[D] Download messages
[E] Enter a message	[G] Goodbye
[K] Kill message	[L] Leave feedback
[O] Other message area	[M] Mark message
[N] Nodelist search	[Q] Quit to main menu
[R] Read messages	[S] Scan messages
[T] Toggle areas used by all -new	

Hitting [Return] will start reading at the first new message.

1. GENERAL CHAT [1027/1027]: E (The above Menu is self explanatory??)

To <All>: All Ron Lewis (Choose All if it's General)  
Private? [y/N] No (Just press RETURN if No)  
Subject: Messy Messages (Try and make the Subject relevant)

[F] Full Screen Editor (If you are new to BBS leave this one alone.)  
[P] ParaText (Press P or just RETURN will suffice)  
[U] Upload (Not Operational AS YET.)  
[A] Abort (Hey! don't chicken out NOW!!)  
Choice: P (or RETURN IS OK!)

WE then get:-

ParaText: All commands are preceded by '/'.  
/S saves, /A aborts. Do '/?' for a full list of commands.

There are 150 lines available.

1) (OK! we start our message):- Hey! Ron, do you have to leave so many

2) (auto wrap) damn messages all over the place..??

It's quite ok to sign off with a handle all your own. (in fact some are very cleverly conceived Adds for other BBS's. Hi! Brendan)

3) See Yu!! From The Side Car Express BBS <Return then /s saves it >

#### 4) Ed > Saving!

To finish and save your Message, simply press RETURN, wait until the cursor is on a NEW Line and press "/"s" (now that's the backslash and the s for Save.) Your message is now on file and if you marked it Private would wait until the owner came on to present itself. Of course, to cater for the user who forgets what she/he wants to write simply go to a NEW Line and press "/"a" that will ABORT the lot and return you to the relevant safety of the Message Menu. Now for the more adventurous we have even more buttons to press in the form of a HELP MENU. Go to a New Line and Press "/"?" and Whallah!!!

11) Ed > Help! (The "Ed >" appears when you press "/" Help from "?")

NOTE: (All commands preceded by "/" FROM A NEW LINE)

/A Abort (TALLEY HO! OLD CHAP.)  
/B Change Subject (Alter your nominated Subject)  
/C Center all text (Centre all text (He just said that))  
/D Delete lines (Made a Blew have we, Never mind Delete it.)  
/E Edit line (Alter text by line number)  
/I Insert text (Insert a line into the message)  
/J Center justify previous line (Never tried it! s'pose it works but!)  
/L List lines (Often useful when Deleting Quoted Text)  
/N New (start over) (Boy did I ever GOOF OFF HERE!!)  
/Q Insert quoted message here (\*\* SEE INSET BELOW \*\*)  
/R Search/Replace text (Hey tex where are you???)  
/S Save (Save my message to file please)  
// Output a "/" (no command)  
(How do I use a "/" in message without Ed?)  
/? Help (Of course!)  
\*\*\* INSET \*\*\* (Ed > Quotation insert)

(WHEN REPLYING to a Message this function allows you to quote the previous message in your message. You can then use the /L (LIST) and /D (DELETE) command to edit the previous message down to bite size, but still keeping the context of the message intact. This is most important, both for the recipient and others who may read your reply as it will obviously make more sense overall.)

Now no-one will ever convince me that leaving messages is hard and I'm sure you will agree that to come on the BBS and be greeted by the:- YOU HAVE x NUMBER OF MESSAGES WAITING is rather pleasant so the old adage applies here. If youse give a bit youse get a bit.....

OK! THAT'S THE GENERAL AREA C.

NETMAIL is a very efficient means of getting information to and from any other computerist linked to a modem. (n.b.: This is regardless of the other party's computer type or mother's name). This, of course, applies only if they access a BBS in their area. Anyway, let's say you want to get a message to Elle, you know she frequents the "Fantasy Fantastic" BBS in Melbourne and that she will not be expecting your message. Not a problem. Simply look up the Fantasy Fantastic BBS Node Number in our Bulletins area. Jot it down on the back of your hand or cigarette packet (somewhere safe?) and then go to the NETMAIL area (10). Press E for 'enter a message' and you'll be asked for the address, simply give the

inquisitive cursor the number from the back of your hand and it will then come back telling you that this is the FANTASY FANTASTIC node number. (Clever Hey!) Anyway following that not too bright comment, it then asks for the person's name and whether it's PRIVATE or not. Simply answer as you would if you were talking to Elle's Dad, and continue as if you were writing in the general area, save your message, and then WAIT IN ANTICIPATION. Magically, your Sysop will send it on it's way with the thousand other expectant applications for a fun time. It will arrive in Melbourne the next Day, and will arrive at the Fantasy Fantastic BBS that night. Elle will receive it the next time she logs on, and quivering with excitement, she will send her return message, the very same way...Sound interesting?...Well, at least it got your attention again. Seriously, I cannot guarantee she will respond that eagerly, but I can vouch for the very speedy turnaround times.

NETMAIL is not restricted to any particular topic and can be compared with an STD GENERAL CHIT CHAT without the cost. For further info on NetMail Contact Graeme Darroch or Tom Yallowley.

NOW FOR THE BIG ONES:-

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#### ECHOMAIL AREAS

---

11 \* AMIGA International      12 \* AMIGA Australian  
13 \* AMIGA Developers      14 \* AMIGA Programmers  
etc. etc. etc. (See elsewhere in this issue for suggested areas.)

This lot is what it is really all about: a topic for every fetish. Enthusiasts from well before my time have come up with a standard and a set of rules which keep this area absolutely clean and, in a lot of cases, quite boring. However this only applies if you are uninterested or cannot understand the current thread (thread:- no! not cotton, but the context inferred in the message content.) even if you are not interested that the 567xt-8.8 had a problem diverting the 3.2^1\*987\4 then there could still be something for you in the next message which references the velocity the fan blade attains before slicing the wing from the wayward fly. As I say there is something for everyone and this is borne out by the number of our members who service this area. However, there is still room for improvement here and your input regarding the type of ECHOS required will be most appreciated...

Anyway, I guess I've raved on enough about the MESSAGE AREA. I hope for those of you contemplating trying our BBS I've not put you off, especially you single guys still quivering at the thought of Elle dropping you a line. In fact, now that I consider it I think I'd better use NetMail myself and tell her not to bother... Now where's that darn cigarette packet...

(Oh! Well! Life's like that Sometimes.)

Regards,  
Ron Lewis

An Author and his Shadow: a techno-fantasy  
by Ron Lewis

Mr. EDITOR :

Please allow me space in your EXCELLENT, FANTASTIC, SUPER, Club News Letter... slurp, slurp; and allow equal time to someone other than that garrulous person, Ron Lewis.

.. I thank you, Sir ...suck, suck.

Yours faithfully,

Zoo.

*(O.K. Mr Zoo, but if Ron Lewis demands equal time in return, I fear our readers may all resign!  
Mr Ed.)*

## The Story of ZOO

Hello! My Names ZOO\_\_\_\_.LZH.

I know it's a stupid name!! but surely it ain't my fault. Let me tell you my story and then decide just how smart the guys are, who run your BBS.

I started off my life as a simple program, slowly put together by the gentle tapping of keys on a keyboard. It seems so long ago now that I'm not sure just how accurate my memory is on my creation, although I can vaguely recollect I was of the male gender. I do know that the very early part of my life was rather exciting albeit painful, I was placed on a floppy disk and every now and then my author would make me grow by adding more key presses. This was really great because I'd heard of steroids and their side effects and was so pleased my author didn't use them to build me up. Hey! it wasn't always beer and skittles, mind. There were occasions when he'd be real cranky and I'd hear him swearing at his computer and treating the RETURN KEY like it was a mosquito on the wall. But, in general, my early days were gold compared to NOW.

I can remember when I was first required to start work, some guy from the CLI came up to me, reefed me off me floppie and jammed me into a microchip so damned hot that it burnt the bum out of me good jeans. Anyway, I could hear all this swearin' from outside and I just knew I was in for it. The guy from the CLI just barged in while I was trying to untangle the darn mess I'd made and without even a howdy doody, he cut me supply of CHIP MEMORY and I came to a screamin' halt. I didn't know I had to give back all the CHIPS I'd used and in my panic to avoid another trip through the processor I'd grabbed hold of the FAST RAM and that had got jammed in my SUBROUTINES. Outside the voice was getting louder, screaming something about I'd taken his MEG and if I didn't give it back he'd go mad. Suddenly the guy from the CLI yelled "DUCK" and before I could get my bearings I was plunged into darkness and was being sucked ever so quickly along a horribly thin piece of wire. I can't tell you where I went because that must remain a secret but I can say there are absolutely MILLIONS of my unclaimed mates still there, and they are not happy.

Anyway, enough about my childhood. We all did it tuff then, hey! My main problem now is boredom and I'd be happy to be burnt, squeezed, and processed if only I could...

Oh! let me tell you a GOOD bit. It was just after I was fully grow'd, my boss made clones of me and sent me out to guys called BETA. I know why they were all called the same thing and that's because they are actually clones themselves. I've never been POKED and PEEKED so much in me life. These guys were the pits, you would not believe the stupid things they tried to do to me, but I was darn sure they were trying to get me in trouble again and so I refused to get tangled up. It was during this first outing that I realised just how stupid you humans could be. I'd behaved like the perfect little program but I happened to overhear BETA number 2 tell my boss that I reset a VECTOR register and had a BUG somewhere. What a JOKE, firstly I didn't even know VECTOR and secondly BUGS have absolutely no chance of living on me because I get squeeshed through a processor about twice a second and any bug in it's right mind would find somewhere else to live. Anyway I heard my boss say that Beta 2 had BUGS in the BRAIN and only wanted to be included on my left lapel as a contributor to my birth, HA! HA! He missed out anyway cos me boss was awake up...

I was about 1 year old when my first serious problems started. My boss explained that I was going on a trip across the country and I'd be shared with millions of other Americans just like him. I'd already had a taste of a few other Americans and on the whole it didn't seem so bad, so I was happy to co-operate. My first problem came when he told me I was going by phone, Crikey I'd never contemplated that. I'd been used to punch and pummel other programs until they were so weak that I could SQUEEZE them into a block half their normal size. I knew what I was doing was to say the least a little violent, but I'd tell them it was for their own good and it would allow for a much less painful and faster Tele-Travel. Now how could I do that to myself I thought. Well I didn't know just how strong I'd grown because when the time came I darn near killed myself. I became-so-squashed-up-that-I-could-hardly-breathe. Anyway he whisked me off to a holding BBS and the guy there cloned me again and sent me off again. Look, I'd be lying if I even had at a guess at where I eventually ended up, but the accent used by the humans leant towards Southern America, anyway it's unimportant for your eyes. The important thing perhaps is to mention that by now I'd become an expert at phone line travel. I could squeeze onto the very same phonenumber as a conversation between 2 Italian Humans and not even get touched. Mind you I'd learnt how to duck by this stage so I'm not trying to pretend that it was not violent. Another time I got mixed up with a Brother Fax and started squeezing out the ink pen of this stupid pistol thing. I don't know what the human thought of me but I was quite happy when he pulled the plug and I dribbled all over his sales contract. I also had a brief affair with a really sexy voice transmission one day, needless to say the human at the other end couldn't understand why he kept getting ERRORS on his Comms Protocol, worse still the voice transmission was going to this really peeved guy and when we both arrived at the one time he hung up the phone so fast he nearly cut me private off.

Over this time I'd become used to being packed and unpacked and transmitted at speeds both fast and slow. In fact I was just starting to think that if that's all there was to being a Comms Utility then I'd done it already!.. However one day I found myself being thrust into this really 'Orrible GRINDER thing, OH! It seemed to be WEIRD!! I was feeling quite ill and just starting to consider giving in to my self-destruct conscience (PS. All us Programs have a self-destruct button, given us by the God, PROG.) When I came flying out of this funny looking dish that very quickly got so small it was no longer visible. I re-adjusted my vision and realised that the dish I was looking at was actually a PLANET and just as quickly as I'd analyzed this I CRASHED into this damn SHINY MIRROR thing and started hurtling back to the big dish. Holy Smokes! I thought, this is going to be one doozy of a CRASH and it

entered my mind that this is what my original owner kept raving about. Well I really don't care if you believe me or not but when I came out of the Dish it was Monday 01-JUL-87 15:56:55 and by the time I'd smacked into the darn thing again and received the required Intensive Care to be of any good to anyone it was Tuesday 02-JUL-87 11:43:31. Now you must realise that to a human that's only 3/4 of a day but to a computer program used to travelling at the speed of sound this lost time was a worry and surely would constitute a hefty phone bill for my human owner.

Speaking of which was another worry. The guy that packed and sent me was blonde, of reasonable build for a human and wore this smelly jumper with the letter T on the front. He packed me on a computer with friendly electricity that hardly ever spat at me or stammered when wanting me to move anywhere and now I found he'd finally changed his jumper but?? Things were different I thought, that was no ordinary transmission, somehow I'd gotten myself lost and I'd woken up in a strange house. The human had a severe speech impediment and the receiving computer was running so fast that when I went through the processor I nearly went the wrong doggone way. I was met by the CLI who kept calling me PAL and on the way past AGNUS she yelled out something about a PRAWN and a BARBY. I was beginning to get a bit nervous because on my way past the RS323 port, I spotted this sign saying this way to RAM: "Welcome to AUSTRALIA".

I was sitting in RAM: waiting to be stretched and massaged when I looked around and found that all of the bits were driving on the LEFT HAND side of the circuitry and almost giving the impression of going the wrong way. I also had woken up to the fact that when the guy had unpacked me he hadn't left me upside down, this was actually the way these people lived. It felt like the next day before I was actually given my own spot on a Hard-Drive, I might add that this guy couldn't even get me a spot that I'd fit into and the H.D. Controller chopped me up and scattered me between TRACK 231 & 472. I tried getting a message to my END OF FILE (eof), but the program I was cramped next to kept jabbering something like howyagoinmait & I'll tell you cobber, so I gave up in disgust and pretended to go to sleep. SLEEP! what a joke, this guy I'd been lumbered with had placed a clone of me on his BBS and it was yellin and screamin while his members smiled as they squeezed it down there phone lines. I don't blame my clone, mind, everything in this new country is done upside down and the electricity they use is not sure whether it is coming or going. To overcome this deceptive practice they tried doubling the voltage, 120 volts that way and 120 volts this way, of course that didn't work so they settled for 240volts doing whatever it wanted and they called it Alternating Current. Now it's no secret that only dumb lightbulbs and the like can consume such untreated power so anything with the slightest intelligence requires a TRANSFORMER to educate the supply.

Of course that has nothing at all to do with my present dilemma.

You see after I got used to the funny language, the strange clothes, the rather antique and antiquated equipment and the fact that I was upside down. I realised that my room mate ARC had not been out of his room since I arrived. Now perhaps I should have mentioned earlier that my clone got a message back to me that the Hard-Drive he was on was full of ARCD files and the screaming that I had heard earlier was him being attacked by the ARC program. Now we all know that ZOO is much more powerful than ARC but still he was outnumbered and he was entitled I s'pose to yell a bit. Well my room mate finally confided in me that he was starting to feel a little depressed, you see any program that is not used, thinks it's a bonus, however if we find we are not used because ANOTHER PROGRAM is doing our job then we have a problem. We have no union to run too and worse still there comes a

time when our owner finds us and uses the ARMY from DELETE to evict us from our room and using their vapourizers turn us back into binary zeroes. Now even though ARC was showing his age and my performance made him look like a leper, I doubt that he deserved the treatment that beer gutted owner of mine gave him. He used DiskMaster to zap him and as you know the DiskMaster shows absolutely no mercy and offers no favours. Anyway it did give me the chance to sneak out and gather up my BITS and finally I was able to put my own END OF FILE into my own bed. I looked across the room at the empty space and wondered if a female programmers program would be able to find her way here, if I left out some money or something, with that thought in mind I retired and slept rather well.

Now it's no secret that after 2 years of punching the crappers out of programs to make them submit to my packing ALGORITHM I was grateful when finally I was left alone for the day. My room had still not been filled because I was only offering a space of 400bytes, I realised me boss would find it difficult to cram anyone useful in here so I would occasionally use the space for my aerobic exercise's. However, the following day passed as well and once again I was ignored. I remember having to control my emotions as the words of ARC filtered back through my brain and I felt an uneasy flash of fear as I remember secretly chuckling at ARC's demise. It was not until the third day of this fast that I heard a knock at my door and as I lazily approached to welcome the CONTROLLERS request for my attendance did I realize how tired I actually felt. Perhaps it was the forced holiday or perhaps it was the two years work but I must say I was relieved when I opened the door and the CONTROLLER asked only could I move my tracksuit and sandals from the vacant space and prepare it for a guest. Now I know you'll think ill of me for having this lackadaisical approach to my work but hell, I'd done my bit and I reckoned I'd earned a coupla sickies anyway. I figured SHE'LL BE RIGHT as I kicked me thongs and stuff over to my side of the room and then went to the fridge and grabbed another tinnie. Just as I'd flicked the ringpull over into the empty space, I was met by a gust of wind and an extremely dense BINARY BLOB landed fair smack in the middle of the vacant space. CRIKEY! I said, you've really been tied up haven't you? Poor thing was so tightly packed it couldn't offer more than a muffled whimper, so to avoid the poor thing getting itself a hernia I made my way to the HEADER FILE and viewed it's contents.

Her name was MOUNT\_\_ .LZH, seems she had come from the C Directory and had been dumped in my room as a challenge, the Controller had made it perfectly clear that if I couldn't unpack her my usefulness to both her and my master would be suspect. I've never been one to shirk my responsibilities and considered that once the novelty of having a girl in my room wore off, I could tackle the MATHEMATICAL JIGSAW she had got herself into without too much trouble. It hardly entered my mind that once the girdle was removed she may become extremely grateful, she may become extremely grateful, she may become extremely grateful. Well as the effects of the earlier beer wore off it became much clearer that this girl had NOT been packed with any normal run of the mill packer. Her BINARIES were so compressed they could have been considered rude by a less wholesome program, but to my credit I kept my mind on the job but unfortunately made little progress before the power was cut and we were all plunged into darkness.

I consider YOUR thoughts at the moment as being less than moral and have my reservations as to whether you are taking my position as seriously as I have intended. I have always found you humans to have this dent in your character and suspect it could have been instigated by an outside force. That I am straying from the task at hand is obvious but just as any good program would do, I am MULTITASKING and behind this paragraph actually lies my salvation.

Now that the HARD/DRIVE had stopped spinning it was easy to clamber my way to the DIRECTORY and check out for sure where MOUNT \_\_.LZH had come from and then to find what the .LZH was likely to do to me when I actually found her starting button. It was in the DIRECTORY that I could smell the distinct smell of LINIMENT and scoffed at the thought that another PACKER puncher was on the block. Crikey, I'd not used LINIMENT since my very early years and could not help but allow my mind to drift back to those heady days when I thought punching the crappers out of other programs was fun. I noticed in the list of new boys, a program called LHARC and couldn't help but wonder if he was related to that skinny runt, me boss had exterminated. My curiosity overcame my normally lucid mind and using my cigarette lighter for illumination, I looked up the room number of this new guy. My anxiety level had reached a high by the time I finally reached his room and was forced to take a deep swallow when I realised that the door knob had been raised nearly 9 inches (I have still retained my American measuring system.) and the Door itself was 9 ft. tall. Using my perceptive Analysing skills I considered that this was either an enormous hoax, orchestrated by the CONTROLLER for HALLOWEEN, or perhaps this new guy had been created with abnormal legs. Either way there was no hiding the fact that the odour of LINIMENT was coming from inside and that someone ought to tell this guy that he had a problem. Now as I was the DISK heavy I considered this man to man talk was right up my alley and also an excellent excuse to allay any doubts I had of my own masculinity. I slowly opened the Door and peeked in, making sure I didn't scare this poor guy by creating a racket. The room was dark illuminated only by a glowing fire which had carelessly been allowed to burn itself to near extinction, however the very act of allowing the PUTRID liniment smell out and a bit of OXYGEN in, seemed to be appreciated by the fire and it roared into life with gay abandon. CRIKEY!!!! was all I could think, the fire light had illuminated the room just enough for me to gaze on the most EXTENSIVE gym one could imagine on even the largest Hard/Drive and over in the far corner lay this giant rubber doll all blown up and misproportioned sorta like you'd expect in an American Comic Book. Using the now blazing flames as my light source I entered the room trying hard not to let the stench of the Liniment deter me and I proceeded towards the hulk of a doll.

The closer I came to this figure the more I became aware that perhaps my initial assumption of the Rubber Doll was not correct and maybe this massive frame was really a genuine MUSCLE BOUND PROGRAM. I crept closer but was cut short by a noise not unlike the sound heard when my boss crashes his BBS. The figure in the corner had jumped to his feet and leaning forward a little to avoid banging his head on the ceiling, he outstretched his left arm and grabbed me by the HEADER File and seemed to be trying to make my neck longer. After he'd succeeded in his attempt I felt his grip loosen and gently he threw me to the ground which seemed intent on inflicting more pain on me by just being there. I looked up just in time to see this size 20BYTE boot plummeting down from a great height and could only have guessed that he did not like the shape of my now deformed HEADER File. I felt the vibrations of DEATH and then realised it was the DISK spinning again, fancy that, I new that the Controller Would have to VALIDATE because I was out of my SECTOR and started praying to the PROG GOD that it would happen before the size 20 reached it's mark. Well just as the first hobnail had touched my ASCII TEXT, the VALIDATOR grabbed me by the EOF and whisked me back to my own sector and threw me with little compassion back into my own room. The door slammed shut and I heard him mumble something about staying in my place. MOUNT \_\_.LZH was still in the same position as I'd left her and was packed just as tightly, I heard her say in her muffled voice, "Seeyou'veemetmypacker,can'tsayIlikeyournecklikethat."

Well you can now see my dilemma, here I am battered and bruised with a female program I can't even extract from her girdle. I've got a bruiser up the hall called LHARC who has taken over all of my ARCHIVING duties and to add to my woes you've got a SMART #SE ass. sysop who is intent on making sure I'm never needed again. I believe he removed all of my ZOO'ed files from your BBS and replaced them with that big poluka, and now seems to have placed a ban on anything I do. I realize and admit that LHARC is better'n me at squeezin files but surely I could be retrained or sumpin. I mean if you will let me live I will even happily move to the S DIRECTORY with all those horrible script files, or perhaps I could be sent to TASMANIA and wait for the computers to arrive. Surely you can see that I could still be a useful program if only you'd learn to settle for second best, who knows perhaps with steroids I could lick that guy one day. OH! dear what am I saying, with my neck the way it is I'd never get them down, wonder if they come in suppository's.?? To further add to my indignation my BOSS had LHARC finish the job on me and now I'm packed so tight I can hardly breathe, that bug I mentioned earlier seems to be crawling around my extremities and I can't even scratch. What's more they added a tail to my name (ZOO \_\_\_\_ & a .LZH) and LHARC affixed his brand to my rear, I cannot understand why you people are so cruel or why you would put up with this intruder to my territory. (OH! Dear, Life's Like that SOMETIMES!...)

Anyway, now you know my plight. I realise my time is limited, but there's no need for me to be brave. Cripes, no-one's watching or even knows I'm here, I hope. I'll just wait, and pray that 1989 comes back my way... .

(In loving memory of ARC,ZOO,ZIP, and others. This file was found in the CURSOR AREA of our BBS. Uploaded by B. Bester.)





# A HISTORY OF THE COMPUTER

By Stephen L. Hack

I know that this is not about the AMIGA, (it does mention another Commodore computer); but if you thought that computers were a "new" thing, then read on.

1642

Blaise Pascal designed a machine called the PASCALINE which could add and subtract.

Late 1600's

Gotfried Von Leibniz developed a machine which could add, subtract, divide and multiply.

Early 1800's

Joseph Jacquard founded the use of punched cards to control a weaving loom. Similar cards were used for many years on the early computers.

1830

Charles Babbage designed the first true computer the Difference engine. This was followed by the Analytical engine. Models were produced but Babbage died before either machine was built. (Note: In June this year, one of these machines was completed and now operates in a museum in England.)

1890

The 1890 U.S. census was carried out using punch cards on machine developed by Herman Hollerith. His company merged with several others to become I.B.M. in 1924.

1940

IBM and Howard Aiken produced the "Automatic Sequence Controlled Calculator" Commonly called the MARK 1, an electromechanical device with 500 miles of wire and 3 million electrical connections. The MARK 1 was made obsolete almost as it was produced, by the ABC machine which was the first electronic digital computer. It

contained 300 valves, but was limited in its functions.

1946

The war had provided the demand for further advances in computing: in 1946 the ENIAC machine, the first large scale general purpose electronic computer was produced. It was 100 feet long, 10 feet high and 3 feet wide, containing 18,000 valves and it consumed 140 kilowatts of power. (That's the power consumed by 2400 Amiga 500s!)

1949

EDSAC and later EDVAC solved one of the problems with Eniac, (it required rewiring for each different program), and they became the first "Stored Program" computers.

THE COMPUTER AGE.

1951-1958. FIRST GENERATION: the "Valve".

The first computer purely for business use was the UNIVAC 1, which was built by the Remington-Rand company, now UNISYS. First generation machines used valves, so they generated large amounts of heat and required large air conditioning plants. They also suffered high failure rates and were very large and costly. Input was generally by Punched cards and internal storage was by rotating magnetic drum, both these were slow in operation. Applications were limited, and the programming was first in Machine Language, but later in Assembly language.

1959-1964. THE SECOND GENERATION: the "Transistor"

Second generation machines were faster, smaller and cheaper. Transistors solved the problems of heat and size. Input was by Magnetic disk and tape, internal storage was with the use Magnetic Core Memories leading to increases in speed. Modular

construction was used to aid in fault finding and repair, and the development of some high level languages helped to simplify programming. These first languages were FORTRAN, for scientific work and COBOL, for business use. The ANSI standard for programming appeared.

New applications appeared such as the SABRE airline reservation system which is still in operation. Other uses included the launch of the Telstar satellites and the first Management information systems which provided the user with information to allow more informed decisions to be made.

### 1965-1970, THE THIRD GENERATION: the "Integrated Circuit"

IBM developed the "Family" concept, with the system/360, which allowed for the "Upward Compatibility" of programs; thus as a company expanded, the problems involved in retraining and rewriting of existing programs did not occur. With this generation came the concept of the Operating System to control the communication between the CPU and peripherals.

New software appeared including BASIC and RPG, in which the desired finished report is described to the computer and it will produce its own program to achieve this result. Further development of software occurred after 1969 when IBM was forced to offer equipment priced with or without software, thereby allowing the introduction of third party programs.

Mid 60's saw the first mini system when Kenneth Olsen and his brother founded the Digital Equipment Corp (DEC) and produced the PDP-7 computer.

One of the greatest influences of this period was the introduction of "word processing" to the business world. This enables the storage and use of text, with the ability to alter the text prior to printing. This was the start of "office automation".

### 1971-?? :THE FOURTH GENERATION: the "Microcomputer".

The development of the first micro-processor, the Intel 4004, "Computer on a Chip" was the start of current computer technology. This "chip" was used by a company called Micro Instrumentation and Telemetry Systems to produce the first micro computer system, called the ALTAIR 8800 it had to be assembled from a kit. At first it had to be programmed in machine language and then later in BASIC, this change was performed by Bill Gates who then went on to found MicroSoft.

1977 saw the first APPLE produced, once again as a kit, then in 1978 the APPLE II appeared with the program VisiCalc, which was the first spreadsheet.

In 1981 IBM entered this market with the IBM PC, This was in competition with the Tandy/Radio Shack TRS 80 mod 1, and the Commodore Pet. The IBM was however an immediate success and caused the business area to take notice, purely on IBM's track record of its larger machines.

At this time the Lotus Corp produced its own spreadsheet for the IBM PC, Lotus 123, which is still a household word in computing circles.

The early 80's saw the development of the first "clones", a trend which continues today.

Micro-miniaturisation using LSI and VLSI devices has allowed the use of semiconductor memory devices, (ROM, RAM, etc). This has produced once again smaller, cheaper, faster and more reliable machines.

Fourth generation languages are easier still, and make the computer seem less intimidating. These languages are more specialised than before, i.e. Database languages, Spreadsheets, Modelling packages etc.

Other developments are in the area of Decision Support Systems which allow the

users to have information processed and presented as they choose. Also in the area of Information Resource Management, where managers have come to realise that information is a critical asset which must be properly planned and managed.

#### THE COMPUTER INDUSTRY TODAY.

Three areas in the industry today are:

- (1) Hardware.
- (2) Software.
- (3) Services.

##### Hardware:

More than 100 companies produce hardware. Some specialise in microcomputers e.g. Apple and Compaq; while others specialise in Mini systems e.g. Data General and DEC. IBM, however, still unique in that it occupies all areas of the market: micro, mini, mainframe, peripherals and software.

##### Software.

With the thousands of software companies, there are no set rules; some companies specialise in only one area, while others are into all areas. Two of the largest companies are Microsoft and the Lotus Corporation.

##### Services.

Companies which provide assistance or expertise are called Computer Services companies. Some examples of the varied services are listed below:

- (1) Printing and Graphics services.
- (2) Educational services.
- (3) On-Line information services.
- (4) Leasing time on large systems.
- (5) Maintenance and repairs.

THE FIFTH GENERATION. The future: what will it hold ?

Companies are working in many areas, smart cards, robotics, artificial intelligence and more. The ability to communicate directly with the computer using normal human speech and hearing will be one of the next problems to be addressed. But as to the future, only time will tell.

Perhaps the AMIGA will take its deserved place in that market.

### BYTES: A Noticeboard for Members Help!

**This is a request for help.**

**I am considering the purchase of an IBM emulator board, probably the ATonce At emulator for my A500.**

**I have heard there is a new software emulator-IBEM, and would like to hear from anyone using this, the ATonce, or the KCS unit.**

**Please Call 398 2061 and ask for Steve.**

**Steve Hack.**

## World of Commodore Amiga, Sydney, July 12-14, 1991 by Phil Guerney

Normally, a work assignment which has me staying away over a weekend is bad news. It was a bit different in July when my stay over in Singleton, NSW, coincided with the World of Commodore exhibition at the impressive venue of Darling Harbour in Sydney. When Sunday morning came around, I was able to hop in the car and make it there by the 10 am opening time, and stay there till the 5 pm close (except for one hour in the afternoon when we got some fresh air and sampled the product of the nearby "boutique" brewery).

I was surprised to find that there was enough to see and hear such that the six hours were fully and enjoyably occupied. The main impact was to be able to see virtually all the goodies which appear in advertisements in the overseas magazines, but never normally see in the shops. Many manufacturers and publishers had flown from overseas to show off hardware and software as well as other toys certain to appeal to the same sort of market that buys an Amiga. Of course they were also ready to sell you all these things if you had the money.

Our new newsletter editor was quick to ask for a report on the show when he heard that I had visited. If I had thought about it ahead of time, maybe I could have taken a few photos, including shots of Greg Perry at his stand for GP Software and Richard Carde helping him there with Brendan Pratt hanging around too. The review will also be biased to what happened on just the Sunday, and to what I remember with the help of the wad of pamphlets I took away with me.

### CDTV

Commodore used the show to announce the CDTV (Compact Disc - TV) and based a lot of their display around it. I have thought about this product quite a bit since the show,

and I have decided that Commodore appear to have done a good job with this device and that it could be a success for them. The CDTV unit demonstrated, and on sale in quantity at the show for \$1400 and something, was a CD-ROM drive combined with an Amiga, all enclosed in a black box the size and style of a standard CD player or video cassette recorder. Intentionally, there was NO indication of it being in any way a computer. The main market is those people who like playing top-quality games, as well as being suckers for the "educational" aspects of CD-ROM based encyclopedias and instructional programs, but are afraid of keyboards and technical stuff. I strongly suspect someone else will be describing CDTV in detail so I will not add much more except to say that the features that I did not appreciate until seeing the demonstration were: the ability to play CD-G discs (which play music as well as show "video-clips" on the TV at the same time) as well as CD+MIDI and standard CD Audio all as well as CD-ROM; a special burst mode access with data transfer of 2 MBytes/sec; 1 MB chip memory configuration Amiga internally; and a front port for a 512K RAM/ROM card or a 64K Smartcard. The burst mode allowed one of the most impressive parts of the demonstration when a window the size of one-quarter of the screen was able to show a near-movie-quality "film" with the frames being sucked off the CD. Commodore has co-operated with several developers and quite a few titles were available at the launch. I was surprised that the games prices were about the same (that is just as expensive, but not more expensive) as major game titles on disc - mostly \$69.95. I know that a CD costs about the same to produce as a disc, but usually new technology is priced ridiculously high, and the amount of work that can go into a CD disk can be very much greater than one floppy disk, or four, if all the 540 MBytes of

space on the CD disk were to be used.

The presenter of the CDTV demonstration was Gail Wellington who has been a senior Commodore employee for many years and was responsible for the launch of the Amiga itself in late 1985. The demonstration was preceded by a video of that launch to the American media. Gail admitted to learning some lessons since then and making sure that this product was more ready for market. At the end of the show, the main question on everybody's mind was when would an add-on CD-ROM unit be available for existing Amiga owners. The answer was that it was being manufactured now and would be sold in Australia before Xmas for less than \$A1,000. I bet that if the price drops within a year or so to around \$600, then this unique combination of fun with some genuinely useful CD-ROM applications will sell well.

#### GVP

I start with the GVP (Great Valley Products Inc) stand as a good example of being able to see those products normally never seen in shops. The A500 add-on hard drives and various cards for the A2000, familiar from regular full-page ads in USA magazines, were all there and working. A new product, for which ads have not yet appeared in the magazines to reach us, is the "A3000 PVA" professional video adaptor for the A3000 and A2000. This provides true 24-bit RGB graphics at both NTSC and PAL video rates as well as VGA (31 kHz) scan rates. It adds a double-buffered 12-bit 4096 colour mode for animation with full video overscan as well as a real-time 24-bit frame grabber that can grab a single frame from an external live video source and save it to disk. It can display a window containing a live RGB video source on top of Amiga or 24-bit graphics. As you can tell, it has digital and analog genlocks built-in that do not require a separate time base converter. It comes bundled with Macro Paint-PVA, a 24-bit paint program, as well as Caligari-PVA (3D-modelling and rendering), Scala-PVA (video titling) and a PVA preferences program. The output looked

fantastic on a NEC-5D monitor! A nice present for someone, but I didn't see the price posted anywhere.

#### ATonce

Two representatives at this stand were heavily German accented and I assumed (but could have been wrong) that they were from the German source of this PC/AT add-in board for the A500 and selling it a special show price of \$499. ATonce now supports VGA-mono on an interlace screen. The lady there told me that sales had been pretty poor, although many had shown interest. Surprisingly, she admitted that the price being asked for the product in Australia (RRP \$549) was too high, and that she was not surprised that people were ordering it directly from the USA where she said it was commonly discounted to less than \$US 300. I have since checked and, sure enough, there were ads in the latest Amiga World for the ATonce as low as \$US269 (= \$A 354).

#### ICD

More hardware, this time an innovative series of boards and add-ins such as a flicker-free video board for all Amiga 500s, 1000s and 2000s that does not need a video slot. It installs without soldering in A500s and A2000s and supports NTSC and PAL giving a perfectly smooth, scan-line free display in interlace modes, but not cheap at \$US500. Another little beauty was a tiny 3.5" 20MB (AT) hard disk, normally fitted to PC laptops, that in this case fits entirely within the case of an A500. Their show special was an A501-equivalent 512K + clock board for just \$65. I kept a look-out on the pile of boxes and between 10 am and 4 pm, when they were all gone, I reckon they sold one every ten minutes.

#### Software

Several software vendors were there, some of whom had flown in from overseas. These included Central Coast Software (specials included Can Do at \$149) and an interesting

program from the Abacus mob called Demo Maker (I think) that was a sort of construction set for fast-moving "demo"-style programs that whiz graphics around and play music. Only \$50, but I told the yank who enthusiastically demonstrated it to me that I thought you could do all that in AMOS which I already owned. Seems I must have been the umpteenth person to say that as he complained that he had never heard of AMOS until coming to Australia. For some reason AMOS is still not available in the USA (perhaps Francois has not wanted to do an NTSC version?). Unfortunately, Pactronics chose to sell all the software they had on display at prices greater than can be obtained locally. This dashed my hopes of picking up the AMOS Compiler at a cheap price, so I will have to go back to Computer Spot for it.

The bargains I did pick up were from the Free Spirit Software display. They had a table piled high with the few C64/128 programs they still push, normally around \$40-60 each, but only \$20 at the show. I waited until the last hour when they changed that to \$10 each. The piles were still high, so I asked "How much for four programs?". They answered "well, you can have four for \$20!" See Library News for the details. They were also selling a new Amiga game called Abyss for \$25 ("normally \$45") that at this stage of the show ended up in a box full of things going at two for \$7. So for \$3.50 each I ended up with the game and a disk of 150 clip art pieces. The moral is - stay to the end and then haggle!

There was a large central area, fenced off partly with piled boxes of Amigas, printers and monitors, containing a wide selection of software for sale as well as the hardware itself, disks and accessories. Prices were not discounted except for a few specials. For some reason they also had tables full of major MS-DOS software for sale.

Hard Disk Cafe

This Sydney Commodore dealer covered a large display area. Greg Perry had his perch there, but music seemed the main emphasis with one young computer muso almost continuously demonstrating composition with the help of Bars and Pipes Professional and a fancy synth, powerful amp and good speakers. The Kawai "FunLAB" synthesiser package was on show and seemed a bit better deal than I gathered from the ads running in recent Commodore and Amiga Review issues. That ad does not make clear that this is a true multi-timbrel (4-parts + rhythm) synth with features including velocity control, 100 built-in tones with five more definable using 11 parameters and 1700 pre-set phrases with 85 customisable and 20 panel set-ups that can be recorded in memory.

Australian Commodore and Amiga Review

The easily-recognisable face of Andrew Farrell was behind the counter at this stand. I didn't have a rubber hose handy (see last month's Library News) but I introduced myself and we talked briefly. Andrew said he always reads Cursor (glad someone does) and indeed, the year of issue now printed on the ACAR cover was a direct result of my criticism. I tactfully countered my previous harsh words about ACAR with the comment that I thought his new Professional Amiga User was at least as good as most of the overseas crap being published. It seems one of the American computer stores (Creative Computing I think) asked for a trial few hundred to be sent over there for sale, but the air freight costs were so high that it has not been feasible so far. I guess Andrew will read this as well, so I wish him luck for the future and only suggest that he gets a real graphic artist to help him with his covers (which I don't see much improvement in) and general magazine layout, and hope that a few more good writers come his way. Universities - JCU Weather View and the Sydney Uni A3000UX lab

Professor Kikkert from James Cook

University was on hand to show his system that displays Geostationary Weather Satellite information as still pictures or animated sequences. Designed for schools, the \$299 program comes with a password into a BBS that allows downloading of the latest (4-hours old) weather information for dramatic "live" lessons. Animation shows up to 18 pictures per second with up to 201 pictures displayable on an A2000. I watched a sequence of frames showing the recent Philippines volcanic eruption visible by satellite at the same time as a cyclone passed over the region. The prof's students all contributed to the project by way of C-programming exercises. There was also a display by the Basser Computing Department of Sydney Uni showing some A3000 unix boxes with their characteristic microscopic text in windows. These had a fractal program running at an impressive speed.

#### "Packaged Systems"

I think these are called vertical market systems where a computer is sold along with appropriate hardware and software as a complete package for some purpose. Some systems I looked at were a security system that used remote detectors connected by modem to an Amiga, a fancy water-sprinkling system, a horse-racing system called Horace and a TV announcing station.

The sprinkler control package, called Platypus Systems PS2001, was hardly for your average backyard. It used an A2000 along with software, a data acquisition unit (DAU), remote radio control and hand-held encoder, un-interruptable power supply and a series of nodes that controlled valves, flow switches, gates etc. The DAU measures flow rates and pressure in water mains and controls and monitors pumps.

Horace seemed like a sure-fire money making scheme - for the seller of the system anyway! For \$4990 you get a 1MB A500, second drive, monitor, software and a mouse

mat and disk box. The surprising extra is a decoder that picks up AAP racing service information that is broadcast as part of the ABC's Datacast network which is coded into the ABC television signal. The software performs the task of updating the disk-based database from the broadcast information. The system is protected by a dongle that requires 12 special codes to be used, one for each month of the year. After one year, you have to pay another \$2,000 for the next 12 months of codes!

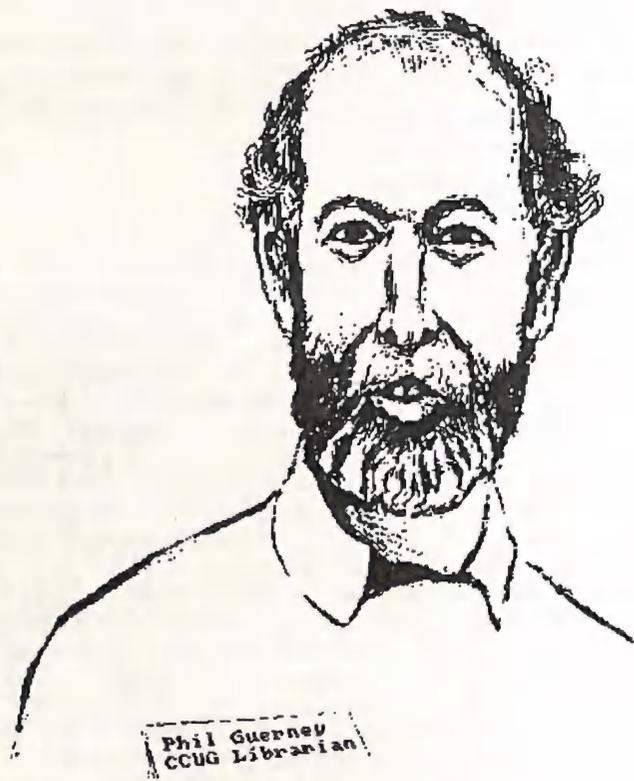
When you see television newsreaders looking straight into the camera, and yet obviously reading, you might not know that they are actually reading from a projection on a half-silvered mirror through which the TV camera is pointed. The system to control the display of text shown here was another application for the C64. The letters were clear and large and the scrolling was very smooth.

#### Others

I've written quite a bit already and have covered less than half of what was there, so I will only mention briefly a few other displays. The Video Toaster was working as part of a panel of fancy TV gear. The Colourburst 24/48 bit graphics/video engine by MAST was working with its 24-bit paint program showing the beautifully smooth colour shadings you can get with 16.8 million available colours, and all on a standard Amiga monitor. The Canon Ion camera was displayed by a couple of booths (a still video camera which records 50 pictures on a 2" floppy disk). Quite a few NSW user's groups had booths, most selling PD disks and even commercial lines, as well as rounding up new members. Amazing Computing magazine had the latest issues for sale as well as the first two copies of AC Tech to appear (our subscription copies have not arrived yet) which appears to be a high-quality production. The Miracle piano teaching system was there complete with a pushy American sales force demonstrating

this MIDI piano keyboard plus software that covers 250 lessons along with a series of "arcade" style games to teach piano. Strangely, they demonstrated it on PC's (admittedly Commodore ones) rather than Amigas for which there is also a version. The Phoenix people were there from South Australia (Jonathan Potter, well-known Amiga programmer, was serving) and I bought their mono sound digitiser for \$45. I haven't mentioned anything of

Commodore's own display. Finally, there were a series of half to one-hour talks held in two lecture rooms over the day. I listened to Gail Wellington's talk on the CDTV as well as a confident young (about 20-years old) professional Amiga video artist discussing and demonstrating the latest in commercial video production possible with the Amiga. There was even a wall display of Amiga art. All in all, a great day for an Amiga fan.



## Library News by Phil Guerney

It has been a busy last month as librarian. The visit to the World of Commodore show in Sydney (see separate report) resulted in some bargains for the C64/128 collection in addition to several donations at the last meeting (a total of 8 new items). Three major applications have been added to the Amiga library and, a rarity these days, a new book.

### New to the C64/128 Collection

Three out of the following four programs cost a total of \$125 in the latest Briwall Australia ads (Billboard Maker is not listed), but a half-hour before closing, the Free Spirit Software stand at the World of Commodore show sold the lot to me at \$5 each.

**Photo Finish:** loads many C64 graphics formats and dumps them to a printer at "four times the resolution of standard printer dumps" with "near laser quality". Comes with colour and grey scale editors. Pack contains a separate disk of Grafix-Link which converts GEOS files to and from Doodle, Flexidraw, Print Shop Screen Magic and Billboard Maker files and will also load for conversion only Newsroom Photos, Print Master and Print Shop (2 and 3 block) graphics.

**Billboard Maker:** enlarges graphics printer dumps to 4 feet by 3 feet. Has text fonts and icons to add for signs. Detail can be redrawn to enlarged sections and an optimizer feature smooths ragged lines. Accepts most C64 graphics formats. Pictures can be flipped for iron-on applications, colour can be stripped, the picture can be reversed or cropped and framed. Also comes with Grafix-Link (see above).

The next two programs will have a very restricted audience - you MUST have a C128 with the 64K video RAM chip AND an 80-column monitor AND a 1351 or compatible

mouse. Newsmaker also requires a 1571 drive. I would not have bought them at their full price, but at \$5 each it was worth it to keep those few C128 "power-users" off my back. If you have them, they will support the 1750 REU and 1581 drives. They are BASIC 8 derivatives, so work with BASIC 8 files.

**Spectrum 128:** a paint program with 16 colours at 640 x 200 pixel resolution and an additional 128 colours through colour dithering. Includes a built-in slide show, 3D solids support and a versatile text mode.

**Newsmaker 128:** a desk-top publishing program. Pours text from standard sequential files into user-defined columns with a range of fonts and styles. Pictures from any BASIC 8 compatible drawing program can be added, as well as 3-block Printshop graphics. The output is a 640 x 440 pixel page, but a Sideways utility is provided for those with terrible old printers that can only print 480 dots across a page.

**Lords of Time:** a graphics adventure with over 200 locations. "Explore world history, seeking items to avert the evil future ... ". Comes with a clue sheet.

**The Search for King Solomon's Mines Part 1:** another graphic adventure, this time with just "over 80" screens. Three different difficulty levels available as you find your way past hostile natives, across raging rivers and into the mysterious snow-capped Tallawasi Mountains in search of the legendary ...".

**Totl Time Manager 2.6:** an original (Copyright 1982) Commodore program originally for the PET but upgraded to the C64. A sort of very basic(literally, I think) project manager that organises schedules involving allocating people and activities to projects.

The Music Video Kit: creates "animated musical movies". Combines a polyphonic synthesiser with over 100 pre-set sounds and a 4-track video recorder/editor. You combine elements from "actors" (animated characters) and "backgrounds" (high-res or character-based screens) with the music to create the movie. The result is stored as a graphics language file which is interpreted by the program for play-back, and can be entered directly if you could ever get the hang of the syntax. This language has plenty of commands and functions for the job, but is terribly cryptic. The following is a typical program line:

```
20@A,L128(X-[0,1,2,3,4,5,6,7],F0-X+4,F1-X+12,F2-X+20,F3-X+28,P4)
```

which defines a subroutine A that loops 128 times, in which X cycles through the values 0..7 in turn, and in which the shapes of four characters are taken from a sequence of 8 and then paused for 4 counts. Then the line:

```
60 @0,(@A,@B,@C,@D,R27-R27E$FF)
```

starts a "multitasking" program (Number 0) that executes four subroutines like A, above, and then doing an exclusive-OR with \$FF and VIC-chip register 27. Up to ten "programs" can be defined to run at the same time. There's more to it than that, and it may seem strange to go into this detail, but I have always been interested in computer languages and this is an even more concise/cryptic syntax than 'C', but then not as concise or cryptic as APL. Just to keep off the point for a bit longer, has anyone ever seen APL for the C64? I have tried virtually every other language from FORTRAN to C in an 8-bit implementation, but not that little beauty.

New to the Amiga Collection

Pagestream 2.1: The latest and acclaimed version of this top-end Amiga desk-top-publisher was sent to us by the publishers specifically for use in our library. Thank-you

Soft-Logik Publishing (unfortunately, Soft-Logik did originally tell us they were going to send us three copies, one for the newsletter editor and one for fund-raising as well as one for the library - well, we are happy with one anyway.) The ramifications of this gesture are interesting. It obviously means that at least one major publisher trusts users' groups to run a commercial software library ethically and legally. This will be a good argument to bring up when one of our local retailers again sounds off about our library.

Spectracolor: A HAM paint and animation program. Reviewed recently by Robert Googe.

AmigaVision: This "Interactive Multimedia Software" package is bundled with the A3000 packs and has received plenty of publicity. It is basically a way of writing programs by positioning icons on a grid which represent actions such as displaying pictures/animations and playing sounds/music. Control structures are built with icons representing loops and if-then statements. Input by mouse and keyboard is supported as well as more complicated features such as a database - all with icons. It includes a driver for a videodisc player, which is great if you have one lying around, and it is supposed to shine in use with it.

The new Amiga book is the Amiga World Official AmigaDOS 2 Companion, great for those with A3000's (not me) or an A500 or A2000 with sufficient memory to load the Workbench 2 system to play around with. I have done that and this book is an extremely thorough description of the whole operating system. It is not just a re-hash of the Commodore documentation, and it does point out errors and omissions in the manual as well as quirks in its operation (yep, quirks are still there). The book is of course absolutely useless to A1000 owners, but don't blame me. Note that this book follows on from the excellent precursor The Amiga Companion by Rob Peck who tragically

died last year in the California earthquake. I can't find any mention of why it is "official".

### Farewell

As this is my last Library News after nearly three years as Chief Librarian, I must say a few parting words. I am indebted to all the preceding Chief Librarians with whom I have worked - Cliff Yule (from when I joined in 1984 to end-1985, Maurice Hawkyard over 1986/7 and Doreen and Alan Horne over 1987 to end-1988. When I started helping Cliff Yule, the un-borrowed material left behind at the end of the meetings fitted into an old supermarket shopping trolley. Now it fills four large trunks to capacity. The card system was set-up by Maurice and has continued to the present, despite expressions of amazement by many new members. I have explained to many people that to serve around 150 people over one hour once each month would require several computers/terminals and hardware (barcode readers) that are beyond the finances of the club, if not just plain impractical to set-up before the meeting, as well as requiring software to be written. The painfully manual system established with much work by Maurice has allowed us to keep tabs on who has what and will probably remain with us for a while. The Horne's did a fantastic job in packaging the software for the C64/128 collection. I haven't been able to devote as

much time to the library as my two predecessors, but I'm glad to have done a few things like tidying up the magazines. Then there has been the tribe of loyal helpers without whom there could be no library each month. Thanks for putting up with the hassles, the heat of the room in summer and the back-breaking work required to shift those @\$%&?! boxes.

It has been fun being close to the latest software, books and magazines over the years of explosive growth and excitement with rapidly improving new machines. Things have changed now. I certainly can not afford \$6,000 for an A3000 and multisync monitor so there is no upgrade on the horizon. Meanwhile, the A500 has at last become fun to program now that AMOS is here, and I am looking forward to spending some time again expanding on some projects that started with my VIC 20. Just over the last few days, I have experimented with converting some C64 graphics code to AMOS - wow! Believe me you stick-in-the-mud 8-biters, you will never go back to the C64's limitations once you have had a go on an Amiga and AMOS. With that provocative statement (and I apologise to those who just can not afford an Amiga, as I am only directing my fire at those who poo-poo the relative advantage of the Ami) I will retire. Good luck and best wishes to Bob Devries.



Tea party in August

# C--64 MACHINE LANGUAGE -PART 15

by Will Erdmann

Today, I am going to discuss how you can add some colours to those scrolling programs given in the July 1991 issue. Then I am going to take you back to a program I wrote in August 1990 when six sprites were used in a simple game.

Before giving any program examples the time has come for you to know something more about the C-64's Memory Map. I have already said that the computer has RAM and ROM : e.g Random Access Memory and Read Only Memory. Just as some of the movements of the body are controlled by the left and right hemispheres of the brain, different areas of RAM and ROM control the output of the computer.

The first 1023 bytes of the computer, locations 00 - 3FF can be divided into four groups as follows:-

1. Zero page - 00 - FF
2. Page 1 - 100 - 1FF
3. Page 2 - 200 - 2FF
4. Page 3 - 300 - 3FF

Recently in one of the GONG programs I showed you how location \$FB can be used as a counter. The only zero page addresses that can be used in that way are \$FB,\$FC,\$FD and \$FE. Indiscriminate use of other locations referred to above may cause the computer to crash.

I have mentioned before that locations \$0400 - \$07F7 mark the beginning and end of screen memory. Next come the eight sprite data pointers \$07F8 - \$07F7. You have some idea from last August how they work.

After that there is a very large chunk of memory where any program using the BASIC computer language resides. This area is nearly 39000 bytes long. It starts at \$0800 and ends at \$9FFF. Great care has to be given

when combining machine language and BASIC programs so as they do use up the same memory space at the same time. Although this idea may be easy to understand in theory quite a few people have had difficulty understanding what this means in practice.

When you list the directory of P.D #47 on the screen you will notice how long it is. Each time you save a program with a different name to the disk the directory gets even longer. What may be not so obvious is that the disk directory like a BASIC program takes up memory space and the longer it is the more memory space it uses. That is why when you load a machine code program after you have listed the directory it may not work. Bits and pieces of the directory may have corrupted your machine language program. So as to avoid this you must type F 0800,2000,00 and press RETURN when you are using MON. Only then are you ready to load your machine language program. Because the sprite data etc of most of my programs begin at \$0F00, short directories will not disturb these. Therefore format a work disk where you can copy up to five programs from P.D #47 that you may fiddle with. When your disk has more than ten programs format a new disk or delete old programs you don't need any more.

That ends our incomplete look at the C-64's memory map for the moment. Now it is time to do some more programming.

Load the GRAPHICSCRL1 program I wrote last time and follow the steps outlined below to add colours.

1. Type T 1000,10E0,2000
2. Copy the following additions:-

```
1000 LDA #02
1002 STA $0286
```

3. Type T 2000,20E0,1005, press RETURN and resume typing these additions:-

```
1052 LDX #500
1054 LDA #503
1056 STA $DA58,X
1059 INX
105A CPX #528
105C BNE $1056
105E JMP $1210
```

4. Type F 1061,1500,00 and press RETURN.

5. Type T 2050, 20E0, 1200 then change the following lines to read:-

```
1213 BEQ $1201
1289 JMP $1210
```

6. Make sure all eight bytes from 3100 are cleared.

7. Type S"COLORSCRL",08,0F00,1290 and RETURN to save program. Type G 1000 to run.

8. What is held in location 0286 controls the colour of any screen characters.

9. Lines 1052 - 105E places cyan in the last 40 character spaces in Colour RAM. The spaces are not coloured because the first eight bytes from 3100 are clear.

10. All of the above can be applied to the second program in the July 1991 edition. There is one typing mistake. Lines 10BE - 10C1 should read:-

```
10BE STA $06F7
10C1 PLA
```

1. Now let's go back to a program I wrote in August involving the movement of six sprites in a simple game. By typing the changes outlined below you will see how these sprites are moved up to the border. You will recall in October how sprite 0 was repeatedly being

moved from the left to right hand borders of the screen. This involved the setting and clearing of D010 at the correct moment. The same idea applies in the following example. In this case however more than six different subroutines have to be written in order to facilitate the movements of the six different sprites.

#### CHANGES TO SETUP

```
1045 JSR $1070
1048 JSR $1090
104B JSR $1170
104E JSR $1190
1051 JSR $10C0
1054 JSR $1150
1057 JMP $1045
```

#### DELAY LOOP & STOP KEY ROUTINE

NOT ALTERED

#### MOVE SPRITE 0 RIGHT

```
1070 INC $D000
1073 BNE $107D
1075 LDA $D010
1078 EOR #501
107A STA $D010
107D RTS
```

#### CHANGES TO MOVE BOW & ARROW LEFT

```
10A6 DEC $D008
10A9 DEC $D00A
10AC BNE $10B6
10AE LDA $D010
10B1 EOR #530
10B3 STA $D010
10B6 RTS
```

## AND TO MOVE BOW & ARROW RIGHT

```
10D3 INC $D008
10D6 INC $D00A
10D9 BNE $10E3
10DB LDA $D010
10DE EOR #$30
10E0 STA $D010
10E3 RTS
```

## JOYSTICK SUBROUTINE

Change line 10C5 to read:-

```
10C5 BEQ $10A6
```

## UP ARROW ROUTINE

```
10F0 LDY #$0F
10F2 DEC $D00B
10F5 JSR $1090
10F8 JSR $1070
10FB JSR $1150
10FE JSR $1190
1101 JSR $1170
1104 DEY
1105 BNE $10F2
1107 RTS
```

2. Now type T 1070,107E,1150 press RETURN

3. Repeat 2 but change 1150 to 1170 and 1190 each time.

4. Type D1150 -115E and change only the following lines on the screen to read:-

```
1150 INC $D002
1158 EOR #$02
```

5. Type D1170,117E and change only the following line on the screen to read:-

```
1170 INC $D004
1178 EOR #$04
```

6. Type D1190,119E change only the following lines on the screen to read:-

```
1190 INC $D006
1198 EOR #$08
```

7. Type S"GAME",08,0A00,11A0 & RETURN to Save. Type G 1000 to run.

Well that should bring you to the end of a busy day. Thank you all for your support and letters. If any of you need help please write as long distance telephone calls can be quite expensive. I need time to understand your problem as occasionally it can be quite complicated.

My address is:-

Will Erdmann,  
Western Avenue,  
MONTVILLE QLD, 4560

Phone 074-429226, 2pm-6pm Mon-Fri & 11am-8pm Sat-Sun.

# Getting it Right with GeoWrite: another look

By Douglas Maclurkin

After my initial trial of GEOS some years ago I decided to make another attempt to overcome the many difficulties, some of them caused deliberately by the publishers, some caused by the trickiness of the program itself and some, I realised, caused by my own ineptness. This article will relate my experiences and tell of the measures I used to overcome the problems I encountered.

First and foremost you must contact someone with some GEOS experience. Ivor Laggan has put his phone (2734212) in Cursor in the 'Help' column. He has contacted several GEOS clubs in America and has obtained a library of magazines and Public Domain disks. Jason Brock will also gladly help. I am currently proposing to import some Public Domain Geos disks which have been downloaded from Q-Link. These disks will add a whole new dimension to GEOS. I will report on them in a future article. In the meantime I strongly recommend that you have a new look at GEOS- you will have a lot of fun and this time there is a lot of help available.

GEOS have progressively improved the program; from v1.2 to v1.3 and now v2.0. V2.0 is the one to buy. There is a 'read me' file on the disk which outlines all the changes that have been made. If you have a 128 then get the 128 version which works in 40 or 80 columns. There are mice in the library; borrow one because they make life so much easier than a joystick: you may consider buying a mouse (about \$80-\$90); you won't regret it.

One of my first and most aggravating problems was in making backup copies particularly of the System disk. I could load the program but when I tried to load another disk it kept asking me to put in the original System disk which had been used!!! I overcame this by borrowing Maverick V5 from the library and using the appropriate parameter; this worked sometimes; occasionally it was unable to make a usable copy.

You must also initialize the accessory disks as outlined in the instructions. This has already been done in the Library copy. As part of its protection policy GEOS puts some coding on the disk which prevents it from being used unless this is done. If you don't initialize then the program will tell you about it; you may be lucky to be able to backtrack.

Most of my experience was with Geowrite V2 & V2.1. Here are my tips:-V2 will not work in 80 column; V2.1 will. Before you do anything else you must double click on the Preference icon and correct the date and the time. GEOS reads this date when you put 'DATE' in your header. Another way with Geos V2. is to go to the top right hand corner on the Desk top and directly alter the date and time after clicking on the icon.

Graphics Grabber will work in 40 col. but not in 80 col. So fill your photo album in 40 col. and then you can transfer the Icon to 80 col. and use it with Geowrite V2.1. Some Newsroom graphics are too big; you will need to convert them to smaller size.

Remember copying a graphic from your album puts it in the photocrap and leaves it in the album. Cutting it will also put it in the photocrap but will cut it out of the album; it has gone forever and you will have to reload it from your graphics disk if you want to use it again. This need could occur when you paste it into your document eg. if you try to close your text above or below the graphic by using the DEL key. It is a good idea to leave only one space in your document before you paste the graphic; it will make room for itself.

There is no way to wrap your text round the graphic; it goes to the centre and stays there. I have not tried Geopublish, but I know that with other Desktop publishing programs you can embrace the graphic with your text.

## FORMATTING

I put the left hand (m)margin marker on about 3-4 notches on the ruler and the

(p)paragraph marker 5-6 notches. If you are going to use any of the fonts then you must put the right hand marker on the 6 marker; if you go beyond this then the ends of your lines will be cut off. If you use NLQ then don't forget to move this marker out to 8. My printer is a Riteman C+ and I put it in Plus mode which is similar to Epson. I had to change the font of the whole document into Commodore; otherwise all the words were in one continuous line with no spaces between. You can use 'Select Page' on the Options menu to close the markers in after you have finished but it is better to do it before you begin.

There are a gaggle of printer drivers, and you are able to choose the one that suits your printer. Make it the first one on your work disk, or, better still, make it the only one. Maybe your printer will belch out NLQ without my problems.

If you put in a 'page break' it will wipe out the next page of your document. To get it back go to the top of the following page and keep pressing the DEL key. You will get a message 'delete last character of previous page?'. Answer OK and your text will return to the page you have just wiped.

I could find no way to specify the page length; this was particularly annoying when using fan fold paper. I overcame this by leaving a few spaces at the bottom of the page and also at the top of the following page.

## GRAPHICS

I found these a tremendous aid to letter writing. I am not a very good correspondent; I seem to run out of things to say; my ideas dry up like an Australian drought. But, if you run through your list you should be able to fit an idea to a particular graphic. Let me give you some examples of what I have in mind:-

### Graphic Idea

Skunk- You must have somebody who fits this description

Elephant- Never forgets (eg. to write)

Lips - Watch my lips

George Washington- Would I lie to you?

Footprint I will follow you to the end of the earth

Magnifying Glass- I will examine it closely for you  
 Heart- see 'Footprint'  
 Bandaid- Get well (for minor illnesses)  
 Stethoscope- Get well (for major illnesses)  
 Liner & Aeroplane Trips  
 Bear- For hugging  
 Babyshoe - Congratulations  
 Giraffe- Stick your neck out  
 Cocktails - Parties  
 Do you get the idea!

You can paste in the appropriate graphic in the middle of your text, change the font, and be pleased with your effort. Letter writing should now be a breeze.

Where do you get these graphics? They are in the library. Look for:-

Printshop Graphics Library #112

Clip Art Graphics Galleria #271 :these are Newsroom graphics.

Printshop #22.1 & #22.2 : Original disks but they do have some graphics intilt.

I hope I have rekindled your interest in GEOS. I still have a long way to go: for example, I want to know how to convert my GEOS text into a Seq. or Prg. file so that it can be used by the editor for inclusion in the newsletter.

I am always accessible at the Public Domain desk.

## GEOWRITE CONVERTER

Problem: convert a Geowrite file to PETASCII, true ASCII or Speedscript so that you can submit your article to the Editor of 'CURSOR' in a form he can use.

Answer: from Compute Gazette disk for April 1990 load a program called 'GEOWRITE CONVERTER' in 64 mode and follow the prompts.

Note: 1. Make sure your Geowrite file is on a 1541 formatted disk.

2. Don't expect to copy your graphics to ASCII etc.

3. If you want your graphics to remain then print out your article in Geowrite. The printer can photocopy it and reduce it to the size required.

Any difficulty? Ring me. (Doug Maclurkin)

# 8 BIT NOTICEBOARD

## MAIN MEETING DEMOS

### REPORT OF JULY S-4 DEMO:

No computer was brought in. There was further discussion on reviving a 64 workshop, and reflections on what 64ers really want. Ivor Laggins showed his collection of GEOS World magazine, explained about GEOMETRIX, a US GEOS User Group; explained about sources of Public Domain and shareware GEOS products, and charged Doug Maclurkin with the responsibility of garnering a selection of GEOS Public Domain disks for the Club.

### NOTICE OF SEPTEMBER DEMO

Jason Brock (389 8772), with the assistance of our GEOS Guru Ivor Laggins, will present an introduction to GEOS for the September Main Meeting Demo. There will be multiple computers, hands-on tutorials, and expert advice on the range and uses of GEOS hardware and software.

## 8 BIT MEETINGS by Cor Geels

After the opening of the July meeting at Bardon, the 8 bit Commodore owners met, as usual, in their allocated lecture room for discussion of topics of interest to themselves, and it was suggested that in future some equipment should be brought in, so that demonstrations and explanations of programs can be performed, in order to help those of us who wish to learn more. One can hardly expect of members to bring their complete set-up, so it would be advisable if members came to an agreement with one another as to who brings what along.  
(Coordinator's task)

This way we can get to know the more specialised programs that some of us may have. Seeing them in action may prove to be an eye opener. Even if you feel that you feel uncomfortable with a full demo, but feel that you can contribute, please drop me a line, or give me a call on (07)263 2839, so we can arrange for someone to act for you, or assist.

On the other hand, one may wish to get familiar with some program from Public Domain, but need help. (eg Family Tree)?

It will be necessary to notify me as soon as possible, so future events can be advertised in CURSOR, and we can perhaps slot some programs into some very interesting evenings.

Please make an effort to keep our section alive and informative.



# STORING CURSORS

By Weet-Bix Kid Maclurkin

For years I have searched for an effective way to store my copies of 'CURSOR'. I have tried the following:

1. Leaving them lying around. This has obvious problems and is very time consuming.
2. Punching two holes in the left margin and storing them in one of those classical binders. Problem: the margin is too narrow and the holes could cut out some important text.
3. Stapling. Good for 2-3 copies only.
4. Big Bulldog clip. Problem : sticks out on shelf: good for up to 8 copies depending on how much one literati, yclept Douglas

Maclurkin, has been allowed to contribute. At last, I think I have the perfect solution- a 750gm. Weet-Bix box. The CURSOR fits this exactly; you can store about three years of the Newsletter in one box; with it's colourful cover. It is easily picked out on your bookshelf; and as an added bonus, you have the joy of eating 24 biscuits that are low in fat and sugar, high in complex carbohydrates and dietary fibre, have less salt. And finally, the product is Aussie owned. It also comes plus oat bran. So-be a Weet-Bix Kid, and solve your storage and gut problems!

## HELP! COLUMN

This is the HELP! column for users of C-64, C-128 and other 8-Bit computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE:
Terry Baade	Contact for M'borough/Hervey Bay Members	(071) 215 059
Eddie Brook	Amateur Radio Fax & Weather Programs	349 4394
Kerry De Baar	Basic, Assembly Language	379 5617
Cor Geels	SuperScript, WriteStuff, PaperClip, GEOS	263 2839
Cor Geels	C-64 Newcomers, Printers & Interfacing	263 2839
Doreen Horne	Programming Problems & Disk Corruption	398 7441
Matthew James	Basic, Logo, GEOS, WriteStuff, Games Tips	300 5443
Ivor Laggan	GEOS	273 4212
Doug MacLurkin	MicroSwift Spreadsheet, Basic	350 4034
Vic Mobbs	Contact for Sunshine Coast Members	(071) 941 330
Vic Mobbs	SuperScript/Base 64/128, 1581 Disk Drives	(071) 941 330
George Nelson	EasyScript, HAM Radio	848 2456
Angus Norrie	Simon's Basic	371 2945
Craig Rawlins	Pascal, C, Machine Language, Modula-2	379 8957
Ron Rich	H'ware Interfacing for Amat. Radio Prgms	355 2623
Fred Turnidge	Family Roots (genealogy), Write Stuff	(063) 371 124
Denis Wright	Easy/SuperScript, CBM & Epson Printers	(067) 751 793
Denis Wright	C64 <-> Non-Commodore File Transfer	(067) 751 793

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!

## DIGITISE A PHOTOGRAPH:

### A PROJECT THAT IS INEXPENSIVE AND USES A 64 AND YOUR PRINTER

Article by Jeff Carey with assistance by Ross Edwards:

(acknowledgements to Commodore Computer Club W.A. Inc.)

(NOTE: Ron Rich with support from me will be researching this project and will report their results in a future article. Douglas Maclurkin.)

*(I can't vouch for the project's accuracy or completeness, or if it works, or if it produces practical results worthy of the trouble, but present it to stimulate practical investigation of the topic. Ed.)*

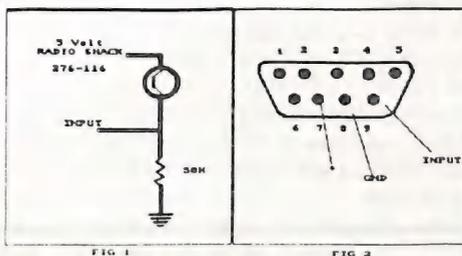
How it would be if one could simply convert a photograph or other image into data which could then be reconstructed and displayed on the screen. Well, of course, we can by digitising it. To digitise a photograph requires two components - the first is a light sensor to detect the intensity of incoming light, and secondly a scanning mechanism to move the light sensor across the image to be digitised.

For the light sensor, we used a small Cadmium Sulphide Photocell attached to the analog input channel of the 64. For the scanning mechanism the picture to be digitised was mounted on a length of sprocketed paper fed through a printer and then glued together to form a loop. By using the line feed the image could be scanned under partial computer control.

The light sensor circuit is very simple and can be built cheaply. The circuit is shown in Fig 1. The way the circuit is connected to Control Port 2 is shown in Fig 2. The light sensor used was obtained from Radio Shack and has an optically active area of only about 3mm. diameter; this small size is essential for good resolution digitising. An optical fibre light guide could be used to improve this resolution, but for most applications a 3mm. resolution is adequate.

The loop of paper in the printer to which the image is attached is moved using the line feed command. The printer we used has the useful feature of being able to vary the line feed paper increment. This allowed the selection

of the appropriate digitising step size. The Photocell is mounted on a bar traversing the paper and about 2mm. from it's surface. It is essential that there is a good source of light directly above the printer. The bar and Photocell mounting are constructed in a manner such that it can be manually moved in a horizontal direction across the paper. The image is thus scanned under computer control one vertical stripe at a time. The Photocell is then moved manually by the digitising increment and the process repeated.



Here is the program that reads the data from the eye and stores it away:

```
10 C=12*4096:DIM A%(50,50)
20 FOR I=0 TO 63:READ A:
POKE C+I,A:NEXT
30 B$="(ctrl6)(ctrl2)(comm8)
(comm5)(comm4)(ctrl1)(comm2)":
REM colours
40 PRINT"(shiftCLR);D=0
50 REM-----
60 REM Ajust printer line density
- to 8 lines per inch
80 REM-----
90 OPEN6,4,6:PRINT#6;CHR$(18):
CLOSE6
100 REM-----
110 REM read in a line
120 REM-----
130 GOSUB 270
140 REM-----
```

```

150 REM get key press, if 'd' then send
160 REM data to disk file and end.
170 REM ..do next-----
190 GET C$: IF C$ < > " " AND
C$ < > "D" THEN 190
:REM could be " "
200 IF C$ = " " THEN 130
210 GOTO 400
220 REM-----
230 REM read in one column of picture
240 REM And display coloured 'ROUGH'
250 REM Picture
260 REM-----
270 OPEN 4,4
280 FOR I= 0 TO 50
290 PRINT#4
300 REM-----
310 REM pause to allow true reading
320 REM-----
330 FOR J=0 TO 300:NEXT
340 SYS C:P2=PEEK(C+258)
350 PRINT LEFT$(B$( (P2+2)/6)-1)
"(ctrl9)(ctrl0)":; A%(I,D) = P2
:REM could be a 1(ONE) instead of a letter I
360 NEXT:D=D+1:PRINT:CLOSE4:
RETURN

```

```

370 REM-----
380 REM send data to disk file and end
400 OPEN2,8,2,"@:PIC,S,W"
410 FOR J=0 TO D-1:FOR I =0 TO 38
40 PRINT#2,CHR$(A%(I,J));
:NEXT:NEXT
430 CLOSE2:END
440 REM-----
450 REM data for m/c analog port reader
460 REM (from Programmers Reference
Guide)
470 REM-----
480 DATA162,1,120,173,2,220,141,0,193,169
,192,141,2,220,169
490 DATA128,141,0,220,160,128,234,136,16
,252,173,25,212,157
500DATA193,173,26,212,157,3,193,173,0,220
,9,128,141,5,193
510DATA169,64,202,16,222,173,0,193,141,2
,220,173,1,220,141
520 DATA193,88,96

```

(Panasonic Super 5 Printer using the EX-800 V3.5 Printer Driver at 240 dpi: This Printer Driver goes over each line 6 times)

## STOP PRESS! ELECTION RESULTS

Norm Chambers, a greatly esteemed past Secretary, returned to chair the AGM, which saw the retirement of the entire former management committee- G.Perry, Ralph De Vries, Mike Williams, Phil Guerny, and Andrew Hinz.

After an address by Greg Perry, retiring treasurer, Andrew Hinz, presented his financial report (to be published in next CURSOR.)

The new Committee was elected with Steve Hovelroud as President, new Secretary Kathleen Williams, new Treasurer Ken Clem; Librarian Bob Devries and CURSOR Editor Leigh Winsor (who invited David Aberdeen to be Amiga assistant, and Doug Maclurkin to assist with 64/128s).

The new 64/128 positions were filled with Coordinator Peter Cotterell, Commercial Library shared by Scott Roseboom and Jason Brock; Agenda Secretary Cor Geels, and Public Domain Disk Librarian Doug Maclurkin

Steve Hovelroud, the new President, addressed the Club, reminding them of his background experience with the range of Commodore Computers, spoke firmly of his desire to unify the Club, to nurture its traditions of excellence and diversity, to attend to the interests and talents of new members and strive to integrate them into the mainstream of the Club.

# AMIGA MONITOR

## REPORT OF JULY DEMO

The July main meeting went quite well with Bruce Brown giving an excellent demonstration of Real 3D, a new three dimensional rendering program from Europe. Real 3D breaks new ground with its pure speed in rendering images. This speed comes at a price, though, - around \$800!!

Many thanks to Bruce for his insights into the program.

## REPORT OF AUGUST DEMO

The August main meeting should hopefully have seen a demonstration of CDTV - after the official business of elections etc. CDTV is Commodore's consumer oriented box of tricks, that ties the thinking power of an Amiga 500 to the massive storage capacity of Compact Disc (or should that be 'disk?') - CD ROM. Already I've seen the encyclopedia on a disc, enormous versions of well known games such as SimCity, and it even plays standard music CD's! I hear National Geographic are threatening to bring out CDTV titles as well. I guess we will all be watching with great interest to see how this latest machine from Commodore makes a market for itself.

## NOTICE OF SEPTEMBER DEMO

As for the September meeting, we will hopefully again entertain the technical services of Tony May, who will try and solve our problems and lead us to a higher understanding of our machine's internal workings.

By now most of the positions in the CCUG Committee will have new faces. As the

CURSOR deadline is falling before the Annual General Meeting and election of officers, you will either have to have been there (at the AGM), wait until the next issue of CURSOR or, if you're desperate to know, telephone one of the 'old' committee members!!

See you at the next meeting and workshop.

Robert Googe  
Amiga Coordinator..

REMINDER: In CURSOR (June, 1991), the ubiquitous Ron Lewis invited readers to submit their own designs for a Club Icon., which for the less pious who take their imagery from Trade, is a Club Logo, or for those steeped in Quixotic adventure games, perhaps, is a Club Blazon. But what ever such a thing may be called, I haven't seen a single one!

Surely we are not so indescribably boring that we can't generate even a mouse-hill of visual cliches.

(Ed)

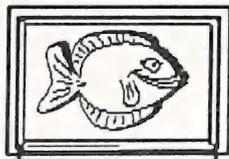
## HELP! COLUMN

This is the *HELP!* column for users of Amiga computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE NO:
Dave Apelt	Vector Graphics	366 4761
Ellen Appleby	Using Amigas in Education	369 4629
Bob Devries	OS9 Operating System	372 7816
Robert Googe	Video & Audio Digitising	288 8863
Steve Hovelroud	Audio Digitising, Amos	298 5128
Gary Lloyd	C Programming (Beginners)	269 7818
Phil Mellifont	Using Amigas in Education	(076) 625142
Paul O'Brien	Amateur Radio Communication	397 4102
Brendan Pratt	Modems, Telecommunications, Sidecar	(075) 463 317
Grant Robinson	AmigaBasic	359 4315
John Van Staveren	Easy Ledgers Accounting Program	372 3651
David Walton	Bridgeboard (IBM)	(071) 834 742
Mike Williams	AmigaBasic (Beginners), Sound	209 9084
Rod Williams	Monitors & Video Interfacing	260 6237

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Public  
Domain  
AMIGA



FISH DISK 491

bBaseII

A simple database program using an intuition interface. Stores, sorts, and searches for information. Limited to 9 fields in each record. Features include fast sorting, search in any field, and best of all, it's really easy to use. Binary only. Author: Robert Bromley

DICE

Dillon's Integrated C Enviroment. A C frontend, preprocessor, C compiler,

assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.21, an update to version 2.06.15 on disk 466. Includes bug fixes and experimental dynamic object module loading support. Shareware, binary only. Author: Matthew Dillon

fBlanker

A utility for blanking the screen after a defined period of no action. Shows a multicolor Amiga checkmark. This is version 1.1, binary only, requires AmigaDOS 2.0. Author: Markus Stoll

Klondike

A single player card game. Version 1.1c, binary only. Shareware. Author: Peter

Wiseman

### FISH DISK 492

#### LoanCalc

Keyboard and mouse driven mortgage utility. Although similar programs exist, this one is unique in that it is designed to track 'Open' mortgages that allow any size payment to be made at any time, as well as providing a printed amortization table for fixed mortgages with monthly, semi-monthly, bi-weekly and weekly payment schedules. This is version 1.4, an update to version 1.2 on disk 366. Binary only. Author: Robert Bromley

#### SBProDemo

A restricted use trial version of Superbase Professional 4 complete with sample application. The limitations are 35 records max per file, programs can be edited but not saved, and forms can be edited but not saved or printed. In every other respect this is identical to the release product. SBpro4 is compatible with SB4 Windows V1.21. Version 1.0, binary only. Author: Precision Software Limited.

### FISH DISK 493

#### AmiBack

Demo version of a new backup utility. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), no copy protection, configuration files, complete backups, incremental backups, selective backups, file exclusion filter, setting of archive bit, etc. Demo version does not have restore, compare, or scheduler. Version 1.03, an update to version 1.0 on disk 447. Binary only. Author: MoonLighter Software

#### AmigaLib

A library of Workbench/ROM-Kernel interface routines for use with AbSoft Fortran. Includes source. Author: Jim

Locker

#### AmiGantt

A project definition and management tool designed to create a simple, interactive method of outlining the task required to complete a particular project, using the GANTT chart as the input format. AmiGantt displays the project in a multi-window mode with separate windows for the GANTT chart, task information input, resource histogram display, and Pert chart display. Up to 500 tasks may be defined for any project, and a project may contain other projects as tasks. Version 4.0.0, an update to version 3.0.0 on disk 248. Shareware, binary only. Author: Donald Tolson

#### BBFormat

A floppy disk formatter for diskettes with hard errors. Bad media areas are mapped out so AmigaDOS will not use them. Presently not intuionized, runs from CLI only. Version 5/7/91, includes source. Author: David Varley

#### BizCalc

A do-it-all user friendly loan calculator that calculates weekly and biweekly loans. Can generate amortization tables to the screen, to the printer, or to a file. Uses menus, buttons, or keyboard commands, and iconifies. Has six decimal precision option and more. This is version 1.1, an expansion of MortCalc 2.5 on disk 385. Binary only. Author: Michel Laliberte

#### Connex

A "connect-4" type game. Shareware, binary only. Author: Adrian Millett

#### ScreenMod

Allows you to modify most of the parameters of any screen structure in memory, including colors and viewmodes. Useful for PAL programs which open their screens low. Has a companion program to automate changes later on. This is version 1.0, includes source. Author: Syd Bolton

## FISH DISK 494

### Bref

A cross reference program for AmigaBASIC code. Generates a list of the BASIC code with lines sequentially numbered, plus a table showing all variables and labels used in the code, and the line numbers where they were used. This is version 2.0, an update to version 1.0 on disk 283. This is a major revision, including a new intuition interface. Includes source. Author: Dick Taylor

### ButExchange

An input handler to help left handed Amiga users. It reverses the function of the mouse buttons, so that the left button becomes the right and vice versa. Very small, uses only 168 bytes of memory. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

### DeafLab

A program which translates text into hand signs for the deaf. Can be used to directly communicate with a deaf person that has trouble reading text, or used as a teaching tool for learning handsigning. Version 1.7, shareware, binary only. Author: Gary Creighton

### InputLock

An input handler to help Amiga users who have cats other pets (or children) that mess with the Amiga as soon as it is left for a second. It installs an input handler which lets you lock the keyboard and mouse by pressing a few buttons. Very small, uses only 190 bytes of memory. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

### PicSaver

A small utility that allows you cut rectangular portions of any screen and store them on disk as IFF ILBM files. Also allows easy saving of windows and entire screens to disk. This is version 1.1, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

### PWKeys

An input handler that allows you to manipulate windows and screens by pressing keys on the keyboard. It currently lets you perform 25 different functions. Features include mouse blanking, screen blanking, mouse acceleration, "sun mouse", mouse/keyboard locking, and an interactive program to define hotkeys and other settings. This is version 2.0, an update to version 1.0 on disk 483. Includes source in assembler. Author: Preben Nielsen

### StackWatch

Monitors the stack of any selected task or process 30 times per second and reports the allocated stack, maximum stack used, and current stack used. Version 1.0, binary only. Author: Jim Locker

### vScreen

Allows you to have screens that are larger than the actual display area of your monitor. These larger "virtual screens" scroll when you move the mouse off the edge of the visible section of the screen. Currently does not work under AmigaDOS 2.0. Includes source. Author: Davide Cervone

## FISH DISK 495

### AnalytiCalc

The AnalytiCalc spreadsheet, directly executable. This version features operation with only one window, many "3 dimensional" sheet addressing primitives, and optional execution from icons. Two images are furnished, one for smaller and one for large internal storage (though both have software virtual memory if needed). These images operate OK under AmigaDos 1.2, 1.3, and 2.0. They include code allowing the spreadsheet to be treated as a series of "pages" so that a cell has a row, column, and (optionally) page, and ranges can be in depth along pages as well as along rows or columns. The mapping is flexible enough so that it can be used to facilitate computing traces of matrices if desired, as well as for

more conventional use. Version V25-03B, an update to version V24-01a on disk 328. Includes source. Author: Glenn Everhart

This is disk 496 of the freely distributable AMIGA software library. Below is a listing of the significant directories and their contents.

#### AvailMem

A small free memory counter that continuously displays the amount of (and size of the largest block of) free chip, fast, and total memory in bytes (as opposed to K). This is version 1.12, a Workbench 2.0-compatible upgrade to version 1.03 on disk 285. Includes source. Author: Dave Schreiber

#### DU

A Workbench 2.0-aware DU program. Unlike other Amiga DU programs, it will skip over links to files and links to directories. Not only does this give a more accurate representation of how much space the contents of a particular directory are taking up, it also prevents infinite loops when a directory has a link to one of its ancestors. Version 1.02, includes source. Author: Dave Schreiber

#### GodsDemo

Playable demo of a very popular European game. Author: Bitmap Brothers

#### MemMometer

A program that opens a narrow window and graphically both displays your memory usage like a gauge, and also detects changes in regions of memory over time. Detected changes are categorized and displayed using color coded bands. This is version 2.20, an update to version 2.10 on disk 350. It accommodates AmigaDOS 2.0 and the Amiga 3000 32-bit memory addresses. Includes source. Author: Howard Hull

#### Ruler

Ruler is a small tool used in the measurement

and constraintment of text. Originally conceived as a tool for insuring that filenames didn't exceed the Amiga's 30 character limit, it is nevertheless useful in any situation when the number of characters in a line of text needs to be counted. Version 5.00, includes source. Author: Thad Floryan, Chad Netzer and Dave Schreiber

#### FISH DISK 497

##### AutoActivate

A commodity which activates the window under the mouse pointer when pressing any key. Requires AmigaOS 2.0. This is version 1.08. Includes German version and source in C. Author: Stefan Sticht

##### Back&Front

Sends a window to back or brings it to front with defined actions. For example put a window in front by double clicking in it and send it back with the middle mouse button. Any keyboard or mouse event can be trapped. Number of required actions can be changed (double-click vs triple click). Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.03. Includes German version and source. Author: Stefan Sticht

##### CenterScreen

A commodity which centers the frontmost screen horizontally on hotkey. Useful if you normally operate with overscan screens and an old program opens a normal size screen. Requires AmigaOS 2.0. This is version 1.05. Includes German version and source in C. Author: Stefan Sticht

##### ChangeColors

A new palette tool to change the colors of the workbench or any other public screen. The feature of this tool is its font independence; it uses the font of the screen on which it opens, instead of insisting on topaz 8. Looks really great if you use any other font than topaz on your workbench screen. This is version 1.03. Includes German version. Binary only. Author:

#### Stefan Sticht

##### LeftyMouse

Yet another LeftyMouse, this one implemented as a commodity. Swaps the left and right mousebutton for lefties. Requires AmigaOS 2.0. This is version 1.04. Includes German version and source in C. Author: Stefan Sticht

##### MouseAccel

Yet another mouse accelerator, this one implemented as a commodity. If you find the built-in accelerator too slow, try this one. Requires AmigaOS 2.0. This is version 1.01. Includes German version and source in C. Author: Stefan Sticht

##### MouseBlanker

Blanks the mouse pointer after a defined timeout or if you press any key. Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.13. Includes German version and source in C. Author: Stefan Sticht

##### NewShellCX

An "open shell on hotkey" commodity (like PopCLI). Requires AmigaOS 2.0. This is version 1.05. Includes German version and source in C. Author: Stefan Sticht

##### NLCalc

A calculator program that uses the NL 3D look (see NLDaemon on this disk). It will open on any screen at the touch of a function key. Version 3.1.2, includes source. Author: Davide Cervone

##### NLDaemon

Implements a "New Look" in Amiga programs, by using 3D-like gadgets. Converts standard intuition window gadgets into 3D versions. Version 1.4.3, includes source. Author: Davide Cervone

##### Reboot

A program which reboots your Amiga by calling exec's ColdReboot() function. This is version 1.02. Includes source in C.

Author: Stefan Sticht

##### Request

Opens the OS 2.0 autorequester from script files. Title, text, gadgets and publicscreen of the requester can be changed by commandline options. This is version 1.00. Includes source in C. Author: Stefan Sticht

##### WindowShuffle

Activates and brings to front next or previous window with hotkeys. Hotkeys can be changed. Implemented as a commodity. Requires AmigaOS 2.0. This is version 1.05. Includes German version and source in C. Author: Stefan Sticht

#### FISH DISK 498

##### CPalette

A palette adjusting program that can be brought up on just about any screen, including HAM and EHB. Version 1.1, includes source in assembly. Author: Craig Lever

##### FreeCopy

FreeCopy is unlike most copiers in that it does not actually copy disks. It removes the protection so disks can easily be backed up with almost any program, and in some cases be installed on your hard drive. Version 1.4, binary only. Author: Greg Pringle

##### Pauky

Demo version of an English to German (and vice versa) word translation trainer. Version 1.2, binary only. Author: David Wetzel

##### TapeCover

TapeCover prints out those little paper inserts for cassette tape cases. It lets you enter the name of the songs, and the title of each side. It should work on any printer that can print in that semi-condensed mode. Version 1.0, includes source in C. Author: Greg Pringle

##### WordSearch

This is an automated wordsearch generator.

Words orientations can be limited to any subset of the eight primary directions and the puzzle can be rotated or flipped. It has a spartan but functional user interface highlighted by the req.library. The system default font under WB 2.0 is supported for the puzzle display window. Version 1.0, includes source in C. Author: Craig Lever

#### YatZ

One player Yatzee game. This program was written to take up little memory and to multitask nicely. Version 1.0, includes source in C. Author: Greg Pringle

#### ZoomDaemon

Adds a "zoom" gadget to every window that can be resized. Pressing this gadget makes the window as large as possible or as small as possible, or brings it back to its normal size. Version 2.1.3, include source. Author: Davide Cervone

#### FISH DISK 499

##### Diglib

An Amiga device independent graphics library for FORTRAN applications. This is an enhanced and debugged version of a public domain library, the development of which was sponsored by the US Government. This library is required for part of the Matlab package, also included on this disk. This is an update to the version on disk 267. Includes source in FORTRAN. Author: Hal Brand, Craig Wuest, James Locker, Mike Broida

##### Matlab

A FORTRAN package (MATrix LABoratory) developed by Argonne National Laboratories for in house use. It provides comprehensive vector and tensor operations in a package which may be programmed either through a macro language or through execution of script files. Supported functions include sin, cos, tan, arcfuntions, upper triangular, lower triangular, determinants, matrix multiplication, identity, hilbert matrices,

eigenvalues, eigenvectors, matrix roots, matrix products, inversion, and more. Amiga specific features include workbench startup, polar plots, contour plots, enhanced plot buffer control, and algorithmic plot display generation. This is an update to the version on disk 267, with many bug fixes and code reorganizations. Includes source in FORTRAN.

#### FISH DISK 500

##### Signal

Two programs designed to make it easy to write shell scripts that must be synchronized with the operation of another, in order to avoid disk thrashing for example. Includes source. Author: Davide Cervone

##### sWindows

A program that allows you to use the title of a window to specify the screen on which the window will appear. This provides a method of opening CON: and RAW: windows on screens other than the WorkBench, for example. Includes source. Author: Davide Cervone

##### wIconify

A program, and number of companion utilities, that allow you to iconify windows on any screen, including custom screens. Iconified windows become small icons on the bottom of the screen, and they can be opened again by double clicking them. Also allows any screen to become a shared, WorkBench-like screen, and gives you the ability to create new screens specifically for this purpose. Each window can have its own custom icon. There is a programmers interface to allow programs to control their own icons. Version 3.8, includes source. Author: Davide Cervone, Author: Jim Locker, Cleve Moler, Mike Broida



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