Commodore Business Applications

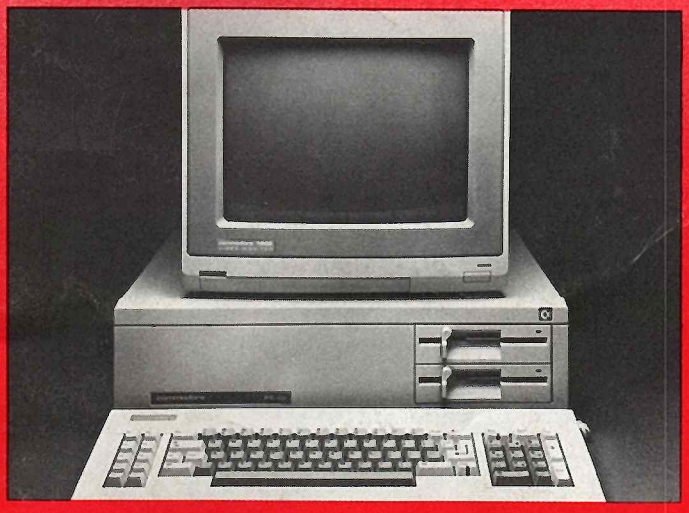
#1.25

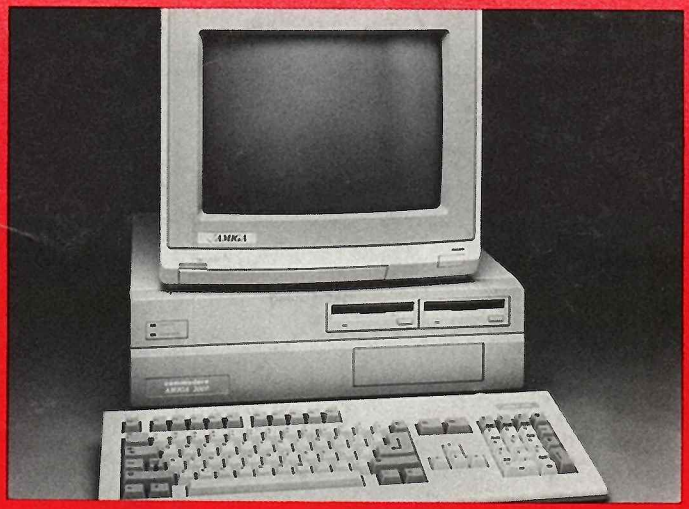
COMMODORE

MONEY MACHINE

Issue 3, Vol. 2 No. 2

Price $3.95





Lt. Kernel Hard Drive
Partner 64
Word Writer 3
Flexidraw 5.0
Fontmaster 128
BobsTerm Pro 128

Pro Video CGI
TV*Text
Superbase Reports
A Working Commodore Memory Expanders
GEOS: Problems? Solutions?

DESKTOP PRODUCTIVITY

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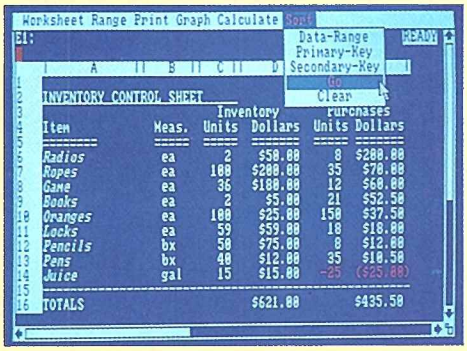
Integrated Spreadsheet/Graphics for the Amiga



- sort using primary/secondary keys
- use bold, italics and underline to improve appearance

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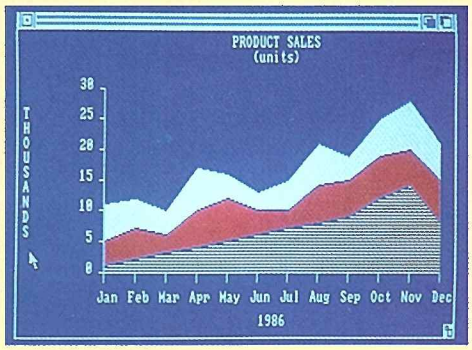
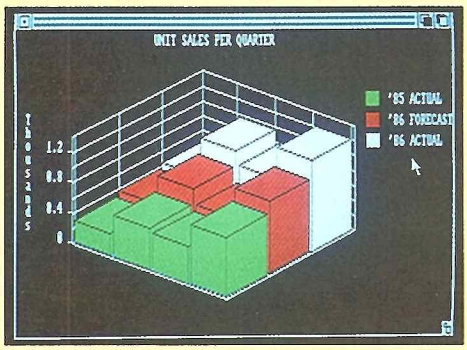
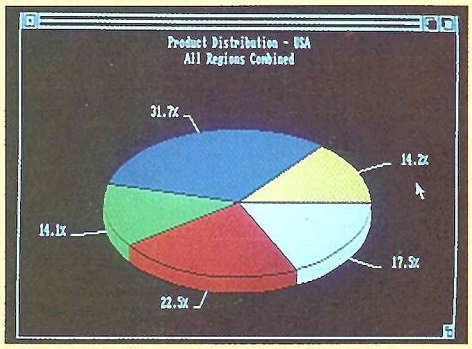


- area graph with titles
- graphs change automatically when spreadsheet changes



- high-res 3-D bar graph
- legend; grid; automatic scaling
- adjust view with pitch, yaw



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Money Machine

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Publisher/Editor
Don Vandeventer

Assistant Editor
Paula Vineyard

Products used in this issue!

Commodore 128
1571 Disk Drive
(Commodore)
MJ-22 Monitor
(Teknika)
Device One Interface
(Progressive Peripherals & Software)
Ghost Writer 128
(HesWare)
Superbase 128
(Progressive Peripherals & Software)
Amiga 1000
(Commodore)
aAmega Board
(CLtd)
MegaBoard 2
(Progressive Peripherals & Software)
SG 10 Dot Matrix Printer
(Star)
AlohaFonts Vol. 1 (Amiga)
(AlohaFonts)
Deluxe Paint (Amiga)
(Electronic Arts)
Disk 2 Disk (Amiga)
(Central Coast Software)
Fastfonts (Amiga)
(Microsmiths, Inc.)
Flow (Amiga)
(New Horizons)
Page Setter (Amiga)
(Gold Disk)
Scribble (Amiga)
(Micro-Systems)
Superbase Amiga (Amiga)
(Progressive Peripherals & Software)
Zuma Fonts (Amiga)
(Zuma Group, Inc.)

Software & Hardware Ratings

Fantastic

Outstanding

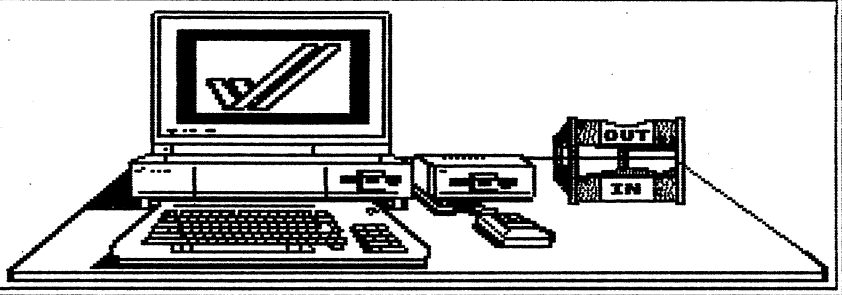
Acceptable

Poor Quality

Failed

Don's Desk

Don Vandeventer



Issue three! Finally! I never dreamed when I started Money Machine that it would require so much work. The magazine is still basically a one-man operation. I learn every program that is reviewed, do most of the typing, all of the layouts, and as we all know, write most of the reviews and articles, and it takes about 400 hours to completely prepare one issue. Add to that my speaking engagements and writing for other magazines. Am I complaining? Heck, no. I have never enjoyed myself more. But all in all I'm glad that beginning with the next issue I will have help, so we should be able to speed up the process. We are also working on mailing the magazine second class instead of bulk mail. This will speed up the delivery time.

ADVERTISING

Several changes have taken place with this issue. To begin with, advertising. We believe we have found a way to provide advertising of products and at the same time to keep the format of the magazine as we originally intended. Another change is an easier-to-read font. It is our hope that we will be able to upgrade to a laser printer very soon. This will improve the quality of the type. But until we do, we hope you will find this format easier to read.

RATINGS

Another change with this issue is the use of a rating system. I must admit this is a tough one. We want to be fair to both our readers and to the software and hardware manufacturers. Basically we are going to use a 5-point grading system. In addition, I will only grade programs that I am really familiar with. If in doubt, I will not grade it.

INFO'S 3-STAR RATING

Money Machine magazine was started with only a $10 investment (I already owned the computers), and as of this writing it is in the black. Yet with this beginning, Money Machine has now had brief write-ups in Ahoy, Commodore Magazine, Transactor, and even a 3-star rating in Info magazine (same as Run, Ahoy and Compute Gazette but lower than Info's own rating). Our readership is now almost 5000 and growing every day. Now that we have proven ourselves we have begun looking for capital to add to the quality of the publication as well as to its growth.

QUANTUMLINK

One move to bring increased growth and quality is our arrangement with QuantumLink. Now every new subscriber will receive QuantumLink's start kit. In addition, our area on QuantumLink is in the process of being expanded.

Other factors will help bring a better magazine to you. This summer I will be attending a Book & Magazine Publishing Institute in New York City (the publishing capital of the world). I believe my time will be well invested at this institute, since my instructors are editors and assistant editors of some of the most respected magazines in the world -- Newsweek, Discovery, Business Week, and Time, to name a few.

ARTICLES WANTED

Money Machine is also expanding by looking for articles. Many of you have written in wanting information concerning authors guideslines. In some ways I am easier to satisfy than other magazines. Articles may be submitted in double space format.

Please use no special printer codes such as underline or bold. You will have a much better chance of being accepted if you include a disk copy of your article. Again, do not use any control codes in your files. I also must request that your files be standard sequential format. I can accept files written with the 64, 128, Amiga, or MS DOS PC's.

We will only accept reviews from individuals who are actually using the program reviewed either in home management or in small business. The same applies to articles. If you're going to write about ways to make money with your computer, then you must be doing so yourself. We are always interested in how you're using your computer at home and in business.

NEW COMMODORE MACHINES

Money Machine magazine isn't the only one undergoing changes. Commodore Business Machines has also undergone several changes and their stock shows that the changes are for the better. One year ago Commodore stock was down to $4 a share; today it is over $15 a share. Some of this increase has come about as a result of Commodore's profits over the last 3 quarters. Additional increase has come from the announcement of several new computers. For example, the Commodore has released its IBM clones, the PC10-I and the PC10-2. Both of these machines have been best sellers in Europe for over two years. They have also announced the AT40, an IBM AT-compatible computer to be released in the United States, Canada, and Europe.

Within the next few months we will see the release of the new 1581 808K fast drive, the 264 memory expander, the 128-D, Amiga 500 and the Amiga 2000. All of these will help to provide a better base for Commodore in the marketplace.

Finally, Commodore is working to place more importance on the business uses of their systems. As they do, it will help to make Money Machine magazine even more important.

They have finally decided to release all machines in every area, instead of following the policy they have in the past of releasing units in certain areas only. I feel that this is a move that should have been made a long time ago.

However, Commodore still does things that amaze me. I would have a lot more respect for the company if they would ship the computers when they announce them. Many of us still remember the LCD computer that Commodore was to release.

Strange as it may seem, it was just 10 years ago this month that Commodore entered the computer market. The 2k Pet's started it all, and it wasn't until August of 1982 that the Commodore 64 came on the scene. During the last five years over 6 million units of the 64 have been sold around the world. And of course we are all familiar with the fact that Commodore released the 128 and the Amiga 1000.

BYE BYE RATTIGAN

Other changes have taken place within Commodore. Thomas Rattigan (president) is no longer with Commodore, nor is Nigel Shepherd (U.S. general manager). As you may remember from all the press releases, Tom Rattigan came to Commodore from Pepsico, and Nigel Shepherd came from Commodore Australia.

While Mr. Rattigan has been credited with the cost cuts that brought Commodore back into the black, several sources within Commodore have claimed that the cost cuts were brought about by Dillon Read. Mr. Read was called in by majority stockholder Irving Gould in 1986 to help restructure the company's debt.

Currently Irving Gould is running Commodore, and I hear he is doing it with an iron fist. Alfred Duncan is now the general manager. Duncan has worked with Commodore for a long time, first in Canada and then Italy. Recently he was the president of Victor (another computer firm). My sources tell me that under Rattigan, product development slowed down. Commodore seems to be trying to change its image to that of a marketing company. And it has even been suggested that Tom Rattigan saw Commodore as a big toy

company. Now, whether this is true, I cannot say. But I do know that the emphasis on the Amiga changed from a business machine to a graphics and game machine. Now it is changing back. Even the 500 is now being viewed as a low-cost power station for the small business.

It seems as of this writing that the 500 will beat both the 2000 and the 128D to the market. On May 12th in a conversation with Commodore, I learned that the 500 is in production and expected to be shipped by early June, with the 2000 coming out late July to early August. The 128D is coming along. It has passed FCC, and we will probably see a late June to early July release. The chips are ready for the 1571 drive, and that was one of the biggest holdups.

I'm not going to try to cover much information on either the 500 or the 2000. They have been well covered in every Commodore magazine for the last couple of months. But in a nutshell, the 500 is a lower-cost Amiga 1000 shaped, as you can see by the picture on the front cover, much like the 128. The 2000, on the other hand, has its claim to fame in its ability to expand internally just like a PC. In fact, it can even be made to operate in the MS DOS world.

As Commodore changes, we will continue working to bring you the best in coverage on how to use your systems in the home or small business.

COMMODORE SHOWS

It seems Commodore shows are becoming more and more popular. As you may know, I speak at most of the shows as well as at User Groups. In February I spoke at the West Coast Commodore Show in San Francisco, California. Over 9,700 people attended this show.

Vendors from all over the country came to show off their wares. I'm told that for most of the vendors the sales were high. Money Machine had its first booth and I was pleased with the results.

In addition to the booths, numerous speakers were at the show to share their knowledge such as; Jim Butterfield, Lewis Wallace, Lou Sanders, and of course your truly. Attendance at the speakers' sessions was very high. If you can ever attend one of the Commodore shows, go -- you will learn a great deal.

In April I attended the CASE show in Nashville, Tennessee. While this show was much smaller than we were told to expect, I still had a great time. The attendance at this show was just under a thousand. Still, there were several vendors and speakers such as Jim Butterfield, Jim Oldfield, and myself. Commodore even had the new Amiga 500 and the 2000 on display.

The next Commodore show is coming up in June on the 20th and 21st at the Betsy Ross Inn Convention Center in South Pennsauken, New Jersey (just 10 minutes from downtown Philadelphia). This show is sponsored by MARCA, a user group support organization much like CASE but larger. Over 100 user groups are under the MARCA umbrella, over 15,000 active Commodore users in 18 states.

Again there will be vendor exhibits for the Commodore 64, 128 and the Amiga. Seminars will be held by nationally-known speakers. While I do not have a complete list of speakers, I know that Jim Butterfield, Len Linsay, Lou Sanders, and myself will be at the show.

This should be a great show with several thousand people attending. If you would like to know more, call Joe Harding at (609) 467-4321. If you make it to the show, stop by our booth. We will be sharing a booth with QuantumLink.

BUYERS GUIDE

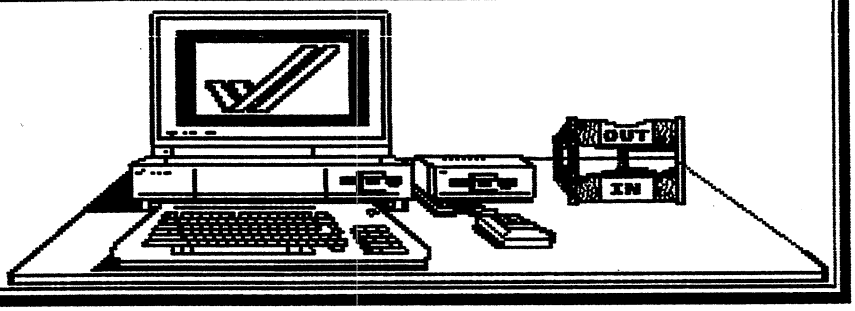
Work on the Buyers Guide is progressing right on schedule. We should hit our fall mailing date right on time. Thanks for all the help on this massive task.

If you know of programs that we should research for the Buyers Guide, please let us know.

That's it for this issue! Till next time, make it pay its own way!

Letters to the Editor

Don Vandeventer



Dear Editor:

I am looking for information on using my Commodore 64 to set up a word processing and mailing list business. Can you or any of your readers recommend any sources of information I might try regarding this?. I am specifically looking for information on powerful word processors with mail-merge capability. I currently use Word Writer and Data Manager 2 from Timeworks, but they are not flexible enough for what I want.

Diane Heim
Data Management Service

Dear Diane:

To begin with, I would recommend using either Paperclip and the Consultant from Batteries Included (yes, I know they are out of business but the programs are good) or SuperScript and Superbase from Progressive Peripherals & Software.

I know of only one person who is currently handling a mailing list and mail merge using the 64. She charges .10 per entry or deletion, .10 per label printed, and .20 per mail-merged single-page letter. She also has a minimum number of names she will handle, I believe 200. She is able to type 100 names an hour into her database, so a 200-name entry provided $10 per hour to set up the database, and $20 for a one-hour print time for mailing labels. The two main factors in setting a price for this type of service are, first, your own typing speed (how many entries you can make in an hour) and, second, your printing speed (how many labels or letters you can print in an hour).

Editor

Dear Editor:

Can you name a supplier of templates for a balance sheet and income statement?

A.L. Dobbins, JR.
Metro Business Service

Dear A.L.

No one that I know of at this time offers templates. I am hoping one of our readers will become interested in creating custom templates for people.

Editor

Dear Editor:

Please explain in more detail Mr. Vandeventer's comments on page 31 of issue 1. He states that if you wish to change disks (Superbase data disks), you must give the database command first, then you will not lose any information. He goes on to state that this is explained in the manual. I couldn't find it. Is he stating that if you do not use the database command that files are lost? If that is correct, then what happens if you just turn off the computer without going through the "quit then yes" sequence when one gets ready to leave the program? I thought that Superbase closed each file after it is written.

Darris D. Linder
Tersco, Inc.

Dear Darris:

As I understand it, Superbase does not close the file in some operations of the program. In addition, Superbase uses the disk ID number. The way it was explained to me is this: Superbase reads the ID when you load the data disk, then it

memorizes the bam map so that locating records is expedited. The problem is if you just change a data disk, then Superbase confuses the first disk with the second. In time you could lose your data. However, there is a command way around the problem. Go to the main menu and type 'database'. The program will ask for the new database's name. Take out the current data disk and insert the new disk. Type in the name of the database you want to call up. Then go to menu two and use the file command to load the new file. As for closing Superbase using the Quit command, as I said, Superbase does not close the file in all operations and if you just turn off the system, you can indeed lose your data. It may not happen today, but the odds are against you.

Editor

Dear Editor:

My most recent additions have been a 1670 modem and BobsTerm Pro 128. I have a two-line telephone. Will the modem support this set-up? What happens when someone picks up an extension phone while the computer is on-line.

Tim Winkler
NINES, The Saab Club

Dear Tim:

First of all, my modem is on a two-line phone; however, it only works on the primary line. It completely ignores the second line. As for someone picking up an extension phone, they will hear the worst sounds of their lives -- the screech of the modem's transmission.

Editor

Dear Editor:

After reading through your magazine, I am happy to say I like it and I look forward to your next issue. I have one small complaint, and that is that the type is just a bit small, which makes it a little hard on the reader who wears glasses, but other than that I think it's great!

David P. Rosato

Dear David:

THANKS! As you can see, we have gone to a larger type style because yours was not the only complaint. Hope you find it easier to read.

Editor

Dear Editor:

I was delighted to receive the second issue of Money Machine Magazine. We have been needing such a magazine, because no one else gives us Commodore owners a magazine that is business-oriented from beginning to end. I didn't buy a compufer to play games; I bought one to help me do the things that I needed done, and that would hopefully help me to get from where I am to where I want to be, quicker.

Your other subscribers certainly gave good advice on the ads. I consider the ads a major source of information on new products that might interest me. Then I look for reviews, hopefully ones I can trust, and watch for comments on the new product from the other people who buy it.

I had already bought Brainpower-Braintrust last year. Unless there is a later version out than mine, I would like to have seen mentioned in the review in the latest issue that the program had no provision for ASCII output to a non-Commodore printer. That is the single greatest fault I find with it. I hate to flip dip switches and reset the interface.

Keep up the good work!

Herbert Dale Rouse, Jr.
Amsoil

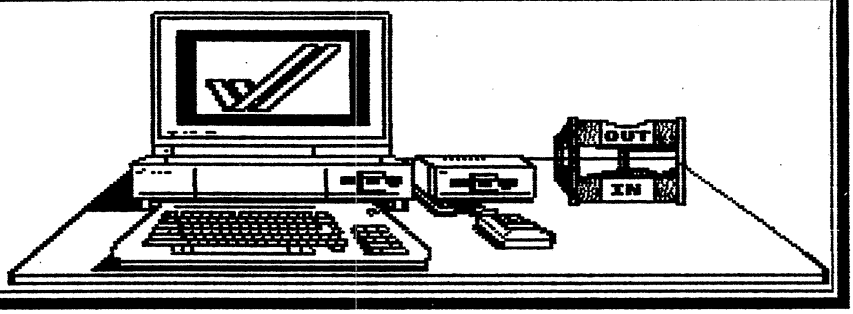
Thanks for the support!

We would like to hear from you, do please write to us (Money Machine, P.O. Box 2618, Ocala, FL 32678) or leave EMAIL to Money Machine magazine on QuantumLink (Money Mag), Compuserve (72230,63) or Genie (DVandeventer).

Or join us in our weekly meeting on QuantumLink. Monday nights, 10pm E.D.T in the Money Machine Club.

New Product Information

Robert Baker



The New Product Information feature contains the latest information on software, hardware, accessories and industry news concerning the Commodore 64, 128 and Amiga.

This information is gathered by Robert W. Baker for QuantumLink and used by Money Machine magazine with permission of both QuantumLink and the author.

Press releases and products for review may be sent to:

MONEY MACHINE
P.O. Box 2618
3387 W. Silver Springs #5
Ocala, FL 32675

GEOS Diskforms (64)

Those Designers have had so much success with their Diskart 1 through 5 collections for GEOS users that they have now released another package called DISKFORMS. This disk contains 5 pre-drawn forms that can be customized for individual applications with GEOS.

Each of the blank forms has a different number of columns across the page. There is also a file called LINED PAPER which can be used to build custom forms from scratch. Also included are a ready-made delivery receipt, a bank deposit form, and an inventory form.

Retail price is only $8.50 per disk.

Those Designers
3330 Lewis Avenue
Signal Hill, CA 90807

Small Business Public Domain Package (64)

GR Enterprises has released a collection of 25 enhanced Public Domain programs which claim to be useful to many small businesses and businesses operated from the home.

The collection is not a substitute for any of the excellent, but complex integrated business programs now on the market, but is rather a supplement to such programs -- furnishing capabilities and conveniences which are outside the scope of these powerful programs. The collection is on disk, and was prepared for use on the C64.

Retail price for the disk is $19.95 with shipping included.

Here is a partial list of programs included on this disk:

BUSINESS ANALYSIS CALC - 3-part program which analyzes effect of pricing on sales, investment size on sales, and cash flow.
DEPRECIATION - compares effects of depreciating an asset by 3 methods.
LABEL MAKER - prepares labels with up to 6 lines of copy, great for product labels, etc.
SALES GROWTH/PROJECTED GROWTH - calculates average growth rate from previous sales or profit figures and graphically displays progress on bar chart.
FINANCIAL CALCULATIONS, LOAN CALC, and AMORTIZATION TABLES - three programs that provide information on the cost of financing your business.
RENT OR BUY - compares cost of owning your business property to that of renting space from others.
SCHEDULER - calendar of work to be done and of deadlines or appointments to be met; similar to a tickle file.

GR Enterprises
P.O. Box 240252
Charlotte, NC 28224

Cadpack Mouse Support (64 & 128)

Abacus has enhanced its Cadpack software to use the new 1351 mouse for both the Commodore 64 and 128 home computers.

All purchasers of Cadpack since February 1st are entitled to a free upgrade to the mouse version. Earlier users of Cadpack may upgrade to the new mouse version for a nominal charge.

For further information, contact:

Abacus
P.O. Box 7219
Grand Rapids, MI 49510
(616)-241-5510

Transactor off the shelves!

The July '87 issue (Vol 8, Issue 01) will be the last issue of Transactor magazine to be available at newsstands. The magazine will only be available via subscription after that issue.

Karl Hildon (Editor), Richard Evers, Chris Zamara, and Nick Sullivan have purchased Transactor Publishing, Inc. from the parent company and are relocating to temporary quarters. Their new office building should begin construction any day.

Subscriptions are $15 (US/CAN) for 6 consecutive bi-monthly issues.

Transactor
P.O. Box 338 Station 'C'
Buffalo, NY 14209-9990

B128 Users Group (B128)

CBUG has about 2,300 members, representing over a dozen countries. Nearly 1 out of 4 owners of a B128 in the USA is a member of CBUG!

In the last 15 months CBUG has brought products for the B128 that no one else could bring you:

** over 330 pages packed with articles and products that related directly to the B128
** updates for Superscript & Superbase
** other commercial software like Calc Result, Word Result, 8050 Physical Exam, Pet Speed, Superoffice, Beeline, Knights Copy Utility, and the J.C.L. 700 Workshop
** thousands of other programs from financial utilities to specialized applications and training to games
** scores of products available from commercial advertisers for your B series
** information from Commodore never available before on memory maps, ROM updates, and other products
** 1 MB and 256KB memory upgrade information and sources
** Hi-resolution board & color for the B128

The CBUG ESCAPE is a quarterly publication that has been well received by both authors and subscribers. Current subscription fees are $14 via bulk mail, $20 first class for USA, Canada & Mexico. Foreign is $21 surface, $35 air mail. Back issues are available at $3 to $9 each, depending on the issue.

Chicago B128 Users Group-International (CBUG)
4102 N. Odell
Norridge, IL 60634
Phone 312-456-8720 (7-10 pm C.D.T.)

Caligari 3D Video Animation (Amiga)

Octree Software has a three-dimensional video animation system that produces high quality images at an affordable price -- CALIGARI.

Designed for the video professional, Caligari provides an integrated environment for three-dimensional design and video animation.

Some of Caligari's features include:

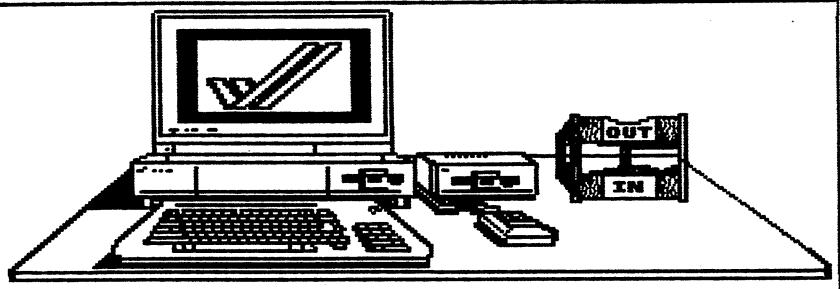
** solid object generation
** faceted and smooth shading
** diffuse and specular lighting
** multiple light sources
** hierarchical 3D database
** interactive script generation
** real-time wire frame rendering
** 4096 simultaneous colors
** 704 x 460 pixel resolution

For further information, contact:

Octree Software
311 West 43rd St., Suite 900
New York, NY
(212) 262-3116

Computer Choices

Drew Hurley



COMPUTER CHOICES is the sequel to a very popular book entitled COMPUTER CONSCIOUSNESS that was written by the same authors. They should have quit while they were ahead.

I was very disappointed with this book, in large part because the cover is so misleading. The text of the cover reads, "Beware of Conspicuous Computing! People are running out and buying computers that improve their image but don't work for them. With this book you will learn to avoid the wastefulness of hi-tech exhibitionism and to choose, develop, and use systems that satisfy real needs." Sounds good, doesn't it? I thought so, that's why I bought this book.

The back cover goes into even greater detail, adding: "COMPUTER CHOICES is the first complete book that addresses the key issues of buying and using a computer in the home, business, or educational environment. This book is not a buying guide, rather it examines the problems and pitfalls of becoming a consumer in the computer age." Doesn't that sound great? Too bad it is such a bomb.

To begin with, this book is really about major businesses and industries and their uses of, and needs for, mainframe computers. There are a few token throw-away lines in the chapter on 'Conclusions' about the home computer revolution, but this book does not address the needs of the home computer user. I was, and am, angry at this deception. Frankly, I believe that this is a case of false advertising.

That is not the only problem with this book. It is too talky, trite and self-gratuitous. I believe that it totally misses the mark. If I were being totally fair about evaluating this book, I'd probably say that it was somewhat "less than adequate." At the very worst, it is just plain "poor." On the other hand, I dislike being duped. And the text on the cover of this book is extremely misleading. Indeed, I think that it is deliberately false. Therefore, I believe that I must do all that I can to encourage TRUTH IN ADVERTISING.

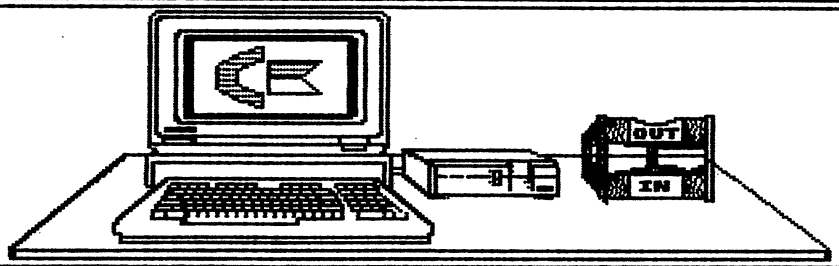
It is too talky, trite and self-gratuitous. My evaluation of this book is therefore reduced to a simple word: "BAD." This assessment conveys the dubious distinction of being the worst evaluation I have ever awarded.

My evaluation of this book is therefore reduced to a simple word: "BAD." This assessment conveys the dubious distinction of being the worst evaluation I have ever awarded. Under these circumstances, it is a categorization that is richly deserved. My advice to all is: avoid COMPUTER CHOICES. Save your money for other things.

H. Dominic Covvey
and
Neil Harding McAlister
COMPUTER CHOICES
Addison-Wesley Publishing Co. 1982
$8.95.

A Working Commodore

Lonnie Brown



Normally, I am an assistant editor for a New York Times-owned newspaper in Central Florida. But for a six-week period each winter, I change from a mild-mannered reporter and become the publisher, editor, staff writer, proofreader, circulation director and carrier for The Pancake Press.

It circulates to a limited audience: 65 members of the Kiwanis Club of the Citrus Center. I am club chairman of the Pancake Festival, a 30-year-old event that has become our major fund raiser. The Pancake press plays a vital role as a weekly news bulletin.

And to club members, it is one of the more visible aspects of the Commodore 128's part in helping raise money for the club. After four years as pancake chairman, I'll take one computer for three workers any day. Helping hands are fine, but give me some useful software and watch the productivity of those hands increase.

Many of the following tasks can be done using the humble C-64. But the bigger brain of the 128 comes in handy for handling spreadsheet functions for our club. Keeping track of the weekly sales of 65 members for six weeks put a strain on the C-64 last year but used up less than 15 percent of the C-128's capability. Needless to say, the Amiga could handle the task with one disk drive tied behind its back.

But serving as a general ledger isn't the only use a computer has during a fund-raising drive. In fact, the spreadsheet was one of the least used functions. What are some others?

PERSONALIZED FORM LETTERS: Ah, the obvious. Superscript 128 comes in handy here. The computer can fill in the name, but it can also do something else: Remind each member how many tickets he sold last year (if you have that information available, and figure how many he will have to sell this year to order in equal the percentage increase the club seeks in total sales). The members' names, of course, have been entered in a database (Superbase 128 or Vizastar 128 are both excellent). And this brings us to the second use:

ADDRESS LABELS: The database program can print those out using one-up tractor-feed labels from Radio Shack. In less than two minutes, the 65-man roster was printed out and ready to slap on the envelopes. Try THAT with hand-addressing.

RETURN ADDRESS LABELS: O.K., so you tend to toss anything with a computer label in the trash without opening it. Many others do, too. Using a public-domain program, I found I could put graphics from Print Shop (by Broderbund) with the club's return address. A picture of a stack of pancakes catches the eye and alerts the member that a club notice is in the envelope.

REMINDERS FOR LAGGING SALESMEN: Remember that database I mentioned a few paragraphs ago? Suppose you want each member to sell at least $125 worth of tickets. Two-thirds of the way through the drive, simply ask the database to pull out any member's name who is below the $125 mark. Use that list to create a form letter to send to salesmen who haven't made the goal. The database will also print out address labels for the same list.

Well, there's not much new there, is there? But here are some other

computer aids for hitting upon the consciences and wallets of club members:

BANNERS: "Top salesman: Bill Jones. Thanks, Bill." When Bill sees that banner hanging behind the podium, he'll thank you. And other club members might be motivated to have their name up next week. Here's a hint to make the banners more attractive: Use felt-tip markers to color in the letters and liven up the art work. Either Print Shop or Print Master produces eye-catching banners.

SIGNS: Smaller signs stuck up around the room help remind members of upcoming meetings or work details. Again, Print Shop or Print Master can handle this task.

THE DREADED LIST: It's a name given to a list I can easily produce using the "sort" command of the database program. It will automatically print out the names of all club members in descending order of sales. Depending on your philosophy, you might want to leave off the dollar amounts each salesman has contributed. But whether the dollars are there or not, members dread finding themselves near the bottom of the list. Taped on the wall next to the coffee pot, the list can become a powerful motivation to move up.

Now for some really fun uses:

THE NEWSLETTER: Springboard's program The Newsroom gets a tremendous amount of use during our ticket drive. The Newsroom allows you to mix attractive graphics with text in a two-column newspaper-type format. You can use either letter-size or legal-size paper for the letter. I've designed a pancake-sale banner for the top of the page and need only change the issue number and date each week (that only takes a minute).

There's plenty of art available on The Newsroom program disk, or on supplemental disks from Springboard. Using the "photo lab," you can customize graphics -- add the name of a club member to the pancake chef (who's already flipping the griddle cakes on the program disk, incidentally), for instance. The graphic tools are handy for creating graphs, pie charts or your own pictures.

With practice, you can produce a full page of club news in a little over an hour, although the first few sessions can consume two or three times that amount of effort. The manual offers plenty of suggestions and tips for creating and laying out a newsletter. (The only drawback is that some people find Newsroom's body type a bit difficult to read. The spacing between lines is a bit cramped. But I think that is more than offset by the speed and convenience the program offers.) Run the finished page off on a copy machine, or take it to a fast-service printing company. Either way, the members enjoy having their efforts recorded for their scrapbook, or to show their family, or to read during the day.

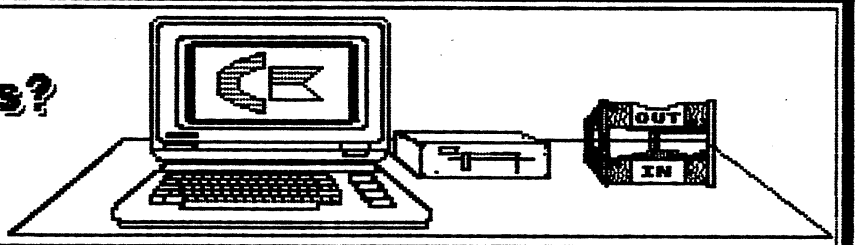
CONGRATULATIONS: Plaques are nice to give for a job well done. But sometimes, it's nice to recognize many people. Certificate Maker (from Springboard Software) is one way to do that. The program allows you to design dozens of certificates -- some serious, some not. Most of the pre-designed ones have art similar to the drawings in The Newsroom. You can add your own borders, text, date and signature line if desired. The program also comes with several dozen stickers and seals for a finishing touch. Placed in inexpensive frames, the certificates are less costly than most plaques and trophies, yet provide special recognition for a job well done.

From the time the fund-raising notices go out until the top salesman is given a certificate, the computer never rests.

What did we do with some of the money we raised last year? Well, the computer must have made an impression on the members. We purchased a computer for a not-profit speech and hearing clinic in our hometown. It will be used mainly for bookkeeping, number crunching and letter writing. But my club members know now that computers can do much more than that -- including twist their arms for money.

GEOS: Problems? Solutions?

Wayne Dixon



The following is a letter to us from an unhappy GEOS owner, and Berkeley Softworks' reply.

This is an actual case history of my experiences with GEOS and the parent company, Berkeley Softworks. If you are of the impression both are perfect, then I want you to read of their inadequacies.

My stormy story starts with buying a copy of GEOS V1.2. After scanning the manual, I inserted the master disk and attempted to boot the program. The first screen display is of the desk image: blotter, icons, command line, printer, waste basket, and such. Nope, no such luck for me. The program crashed while loading. Frustration! A previous experience with another program taught me to try unplugging the interface power line to the computer's cassette port. Then I rebooted GEOS. Ta-da! There it was, GEOS V1.1 in all its glory on my computer.

After reconnecting the interface power line, I quickly made a test picture to see how my printer would do. Whoops! Program crashes when going to printer. Hmmm, what's wrong? Check the interface and printer configuration. My SG 10 printer and G-Whiz interface are on the list of compatible hardware. Check printer driver. Yes, the SG10 driver is first on the list. What's wrong?

Not to worry. Call Berkeley Softworks, the creators of GEOS, in California. The date is November 24, 1986. Hey, it's long distance, but it's worth it. After 10 busy calls, I reach Kelly, one of their technical services people. I describe my problem. The GEOS manual says my printer and interface were tested and worked with GEOS, but mine don't. It takes Kelly a while to understand the problem. I begin to badger her a bit (I'll admit I can badger). Huh? Did I hear you right? Berkeley Softworks knew that certain production models of the SG 10 printer wouldn't work with GEOS. They more or less cause the program to crash, just like mine does. Okay, swallow anger, talk nice, and ask, "Gee, what can we do to fix this problem?"

Kelly suggests sending original disk and a letter explaining problem. They'll try to find a solution. I send a registered package to Berkeley Softworks containing one original disk and a 2-page letter. In my letter, I explain the problem, review my conversation with Kelly, and bring to their attention that they now have my master QuantumLink terminal program (which is supposed to be non-copyable!). Postmark is November 25, 1986.

December 1986 comes and goes. January 1987 is here. No word from Berkeley Softworks. Another call to Berkeley Softworks on January 7, 1987. I reach Kelly again. Kelly doesn't remember me or problems. After re-explaining the problems, Kelly admits that the programmers weren't going to do anything special about my problem (it took a little badgering to get this answer). Berkeley Softworks is, however, sending out an updated version of their GEOS, with new, improved printer drivers. Wonderful, I say, while secretly doing serious bodily injury to the corporate voice over the telephone. When will I get my

update? "Oh, we are shipping now." Right! What about my QuantumLink program? "Oh, sir, you will have to talk to QuantumLink about that!" Huh!!!!

I did receive a letter from Berkeley Softworks on January 8, 1987. The two paragraphs of the letter I will quote:

"When utilizing the Star SG-10C printer with the GEOS program, it requires loading and running the program with the printer disconnected. This printer interferes with the general running of the GEOS program.

"To obtain a replacement QuantumLink disk, you may contact their Customer Service line. However, if you need to access the drivers which are available on the back side of that disk, you may return the GEOS disk, soley, to our Berkeley office. Sincerely, Keva Beckley, Customer Service."

A couple of problems here, folks. I don't have a SG-10C printer. Never said so, not over the phone and not in my letter. And the printer drivers they refer to are on the QuantumLink side of the disk. Well, if I return the master disk, there go the drivers. And, QuantumLink says do not copy the disk, let alone files. And if I send my master disk of GEOS, then I can't boot the system and simply use a work disk, now can I? Sounds like Catch-22.

The date is now February 17, 1987. I still have no GEOS that works. I do have a working QuantumLink disk because, contrary to the warning, I did copy the disk and it works. Phooey on you-know-who.

Again I called the business office number of Berkeley Softworks and got a receptionist. She doesn't know anything. She said in response to my statement that I haven't received my upgrade, "If you haven't received your upgrade disk, then they haven't shipped it yet." I admire logic like that, don't you? I found out that I will have to call the Customer Service number to get any answers.

If you call the Customer Service number, one of three things will happen: The phone will be busy; the phone will be answered by an answering machine that says they are busy, please call back; or you may talk to a real person. To backtrack, I don't mind a busy phone too much, but to have a machine answer and say "call back", while Ma Bell hits me with a connect cost! $#"'&&%!

I tested this absurdity. I called 20 times in 10 minutes. I got 5 answering machine connects and 15 busy calls. I truly admire a business that is teaching me how to use a touchtone phone and the evils of calling long distance.

When I did get through to Kelly, she acknowledged that Berkeley Softworks was having a problem with their duplication machine. The upgrade (GEOS V1.3) was most likely going out the following week. She said that she would make no promise to me, given their recent history. We both laughed!

I see on QuantumLink that yes, indeed, V1.3 is going out the third week of February. All right, thinks I, at least here is confirmation of when the disks will be shipped.

Nothing happens.I call Berkeley Softworks on March 19, 1987. Keva answers the phone. My name is familiar to her! She checks packing slips. I'm not there. She will check something else and call me back. Keva does call back in less than 5 minutes. She informs me that she is now puttting a disk in a box just for me. I should get it by next Tuesday. Okay. After I hang up, the phone rings again in a few minutes. She wants to know if I need my master QuantumLink disk. No, says I, since I had a working copy.

GEOS V1.3 arrives Monday, the 23rd of March 1987. I try it out. It crashes with my printer plugged in. It crashes when told to print a document. In addition, the mouse driver (1351 Mouse) causes the mouse icon to wiggle all over the place (the driver for the 1351 Mouse on the 1351 Mouse disk does not jiggle the icon!).

On the 24th of March, I call Keva. I explain the problems. Nothing has changed. She doesn't know why. She

did mention the same type of mouse problem on some C-128's. (I only have a 64.) Anyway, my options are to buy a new printer/interface or return the program with a letter of explanation for a refund.

So, my case started on November 25, 1986 and found some climax on March 24, 1987. After several long-distance phone calls and a very frustrating wait of 4 months, I still have an unworkable program. Please bear in mind that I regularly use POCKET WRITER 2.0, DOODLE, PRINT SHOP, NEWSROOM, PRINTMASTER, BLAZING PADDLES, and on and on, and have never had one printing problem. My opinion of GEOS? It bytes the big one!

Buyers beware: on GEOS V1.3 there is a "read me" file that explains what printers will faithfully reproduce a GEOS page and those that won't. But you won't learn this information from the manual. You must first buy the program and then discover your configuration may not work. GEOS demands a printer that can do 80 dpi (dots per inch) when printing. If your printer does only 60 dpi, it won't print a full GEOS page.

Wayne N. Dixon
Gainesville, FL 32601

Editors Note:

After receiving Wayne's letter, I called Berkeley Softworks to give them an opportunity to respond. A few days later, the following letter arrived.

Dear Editor:

Mr. Dixon's experience is both regrettable and unfortunate but by no means the "norm".

Firstly, Mr. Dixon's problem is not that GEOS doesn't work, but that he can't get it to print. His printing problems stem from a subtle hardware incompatibility. I must stress the word 'subtle' because we have repeatedly tested a similar hardware configuration in our office and have had no problems. It is not, as Mr. Dixon states, that "the programmers weren't going to do anything special about (his) problem." Rather, it is that we cannot find a problem to do anything about. The only conclusion we can derive is that Mr. Dixon's hardware (most likely the printer interface) differs slightly from what we have in our office.

We aren't the first publisher that has encountered difficulty in integrating hardware from three different manufacturers (CPU, printer, and printer interface). But we are taking steps to address this situation by establishing contacts and working together with the various hardware manufacturers. Another way is to regularly update our software. Mr. Dixon may not be aware, but when we first introduced GEOS one year ago, it supported 25 printers and one input device (joystick). Today, GEOS supports over 70 printers and five input devices and the number is still growing. All of these new drivers are made available to owners of GEOS.

It is primarily because of printing problems, like those experienced by Mr. Dixon, that we developed and introduced geoPrint Cable. geoPrint Cable is a parallel printing cable that replaces the need for an interface box. It is not only easier to install, but provides faster printing than conventional interfaces. Short of bringing Mr. Dixon's hardware into the office to test, geoPrint Cable should provide the solution he needs.

Mr. Dixon's other complaints regard the level and promptness of customer support he received. Before examining some of these issues directly, I think it relevant to discuss some of the design philosophy behind GEOS and what GEOS offers Commodore owners.

The goal behind GEOS, and all of the applications that build on GEOS, was to bring the power, sophistication and ease of use found on higher-priced systems, to the level of the C64 and C128. The only way we saw to do that was to build from the ground up: start with a new operating system and a new 'graphical' way to use the machine. Underlying this design approach was the desire to make the software a great value by packing it with features while keeping the price low. As you may imagine, developing GEOS under these constraints was no small task.

The effort paid off and the success of GEOS has been overwhelming. This success, however, has brought with it a growing customer support need. Customer service has grown from 2 to 5 people offering support on a variety of mediums: telephone, written correspondence, and on-line services (Q-Link). We handle over 3,000 calls and respond to approximately 1,000 letters per month. At that volume, it's not easy to remember, as Mr. Dixon would like, every individual or their particular problem.

Granted, there is a need to improve our customer support. We don't believe, however, that throwing more people at the problem is the solution. This doesn't make sense from either a cost standpoint (which we would eventually have to pass on to the consumer) or an efficiency standpoint. Our first step in improvement is to upgrade our phone system (by this summer). This alone, however, will not solve the problem. Phone support is not only costly, but slow since it allows us to only help one person at a time.

Response time to customer questions being the critical issue, we are encouraging GEOS owners to access 'mass audience' forms of customer support such as Q-Link, publications such as Money Machine, and independent GEOS newsletters. These forms of support allow us to efficiently provide solutions to common problems and also serve as forums for GEOS users to help one another. Our customer service on Q-Link, in particular, is the most efficient means for getting answers to technical questions, information on product updates and new releases.

Having access to Q-Link did not help Mr. Dixon get his replacement disk any faster, however. Due to a combination of and our zealousness to put the most up-to-date software on the replacement disk and disk duplication problems, we delayed shipping the disks out. In retrospect, this was an error for which we apologize not only to Mr. Dixon but anyone else that was affected.

In closing, we regret any incoveniences we may have caused. We remain committed, however, to improving our products and support, further expanding the new world of utility and functionality that GEOS brings to the C64 and C128.

Sincerely yours, Leland J. Llevano, Vice President, Marketing, Berkeley Softworks

Editor's Note:

Berkeley Softworks started 8 months ago with only 11 people; today there are 32. They have sold over 125,000 copies of GEOS. This does not include the copies of GEOS that are included with the 64C.

Support for any product is difficult to supply. With sales such as this, I cannot even begin to imagine the problems they must incur. But they seem to be trying. In addition to their other support lines, Berkely Software has asked Money Machine to carry an ongoing GEOS column.

Unfortunately, Wayne was caught in the middle between a new company and product, and an old company (Cardco) that is no longer in business. Wayne was provided a solution by Berkeley Softworks, but it came only after he had cured the problem himself by purchasing a new interface from Xetec.

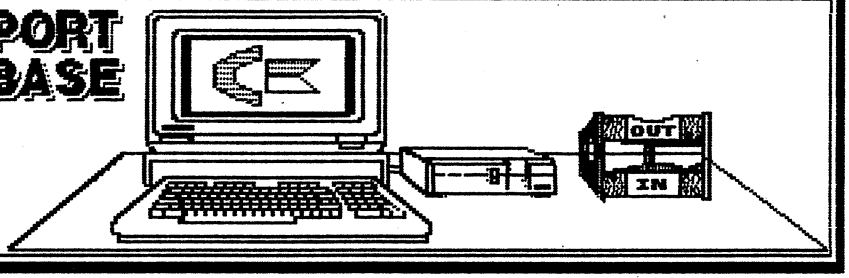
When GEOS was first released I must admit I was not too impressed. My reasons were very simple. I saw GEOS as a promise: there was promised support and promised future products that would work with the GEOS enviroment. Today, many new products have been released for GEOS.

Another complaint was the slowness of the disk drive. Today, Commodore is working on curing that problem by offering a memory expander for the 64. Using the memory expander will greatly increase the speed of operation. Beginning with the next issue of Money Machine, we will be looking at the programs from Berkeley Softworks.

Does this mean that we have changed our position on GEOS? Yes, for while we do not find it the best operating system, it does have its place.

THAT MYSTERIOUS REPORT FUNCTION OF SUPERBASE

Sue Widemark



Superbase has an excellent and versatile report writer but the only problem is that it is a bit difficult to use without getting into some programming. There is a way you can generate a report from the menu; however, I have found that it does not work for me.

The best method of dissolving the mystery surrounding the report generator is to look at each line and see what it does. Then we can examine some ways of getting it to do almost anything we want. By way of consolation, Superbase's report feature may be a bit more difficult to learn but when you DO learn it, you will find that you seldom need to custom program a report, as the built-in report function will do it all.

Let's look at a typical Superbase report.

```
10 Report "inven".
```

This simply tells Superbase that the file you will be using is called "inven".

```
20  title  "stock  no/liquor/
/cost/          /quantity"
```

The TITLE line will need a bit of explanation. It is not only the title but a heading which will be printed on every page of the report. As you will see later, we can expand this to several lines by using Superbase printing codes which will instruct Superbase to insert a carriage return line feed in certain places. For our first simple report, we are only supplying a one line heading.

The next two lines go together:

```
30 total s0=s0+(quantity); t0=t0=
(quantity)
40 subtotal (liquor) "subtotal on
hand of this liquor"s0
```

These are the lines which tell Superbase basically two things. First, you are going to want the total on one of the fields in the file (in this case the field called [quantity]) and second, that you also want to know how much of EACH type of liquor you have on hand. That is, you want a subtotal of each TYPE of liquor. Notice that you tell Superbase it is a field from the file by surrounding the name in the square brackets. If you don't put those square brackets on the file, Superbase will think you are referring to a place in the memory where a word is stored and it will never look in the file for the information you want to be printed out.

To understand the first line takes a short review of variables in BASIC. A variable can be pictured like a box or storage place in the computer where you can put a number of your choice. These variables used in reports are storage places that Superbase especially sets aside for you to use to store your totals in Superbase reports. The Sx group are for subtotals and the Tx group are for totals. Now, we also have to understand the equals sign because the way you might have been using it in math does not make any sense in programming. When you see an expression like this: s1=s1=[quantity] in a program, it is much better to read it as "s1 BECOMES (whatever quantity is in the s1 storage place) added to whatever number is found in the field, [quantity] because that is what it is really saying. Some languages have actually altered the equals sign to clear up this misunderstanding. So think BECOMES and not equals when reading line 30.

Line 40 tells Superbase what field you want the subtotal on. The file MUST be sorted and you can use the sort feature for this (i.e., "sort all

on [liquor] to "sortlist") or a find list. That is, all the items of the same kind have to be next to each other in the file. All the bourbon together and all the wine together. Superbase will not keep running tallies for you. It will assume that if it is reading WINE, then all the wine will be in that place and when it runs out of WINE, it will give you a subtotal thinking there is no more wine, even if there is some tucked away further down in the file. The words after subtotal are for putting an explanation of what the subtotals are for.

Needless to say, the field you are totaling must be a numeric field or a field which only allows numbers in it.

Also, you must use the names, "s0-s9" for storing the subtotals and "t0-t9" for storing the totals because that is the only way Superbase will understand what you want to do. In other words, a storage place named by you as "tot" or "x" will not work on a report. You must use the special storage places which Superbase has named s1-s9 and t1-t9.

```
50 detail from "sortlist" [stockno] [liquor] [cost] [quantity]
```

Line 50 tells Superbase which fields you want to appear in the report. But it does more than that. It tells Superbase to go into the file and look at each record and print out the fields which you name. You can take the fields from a find list, a sort list or the file itself. If you take the fields from the file, the line would read:

```
50 detail all [name] [address] [city] [state] [zip]
```

And the last line in the report is:

```
60 endreport "Total on hand all liquors: "t0
```

This line lets Superbase know what to do when it runs out of file records to print. Usually, if you are asking for totals, you would want the grand total in this line. Our line 60 is just a simple one- line output; however, with certain Superbase commands we can turn it into something more fancy. Well, you have just seen a simple Superbase report program. The report looks like listing 2 when printed out.

There are, of course, many things which could be added to make this report look better, butyou have here the basic report (the complete listing is listing 1). Once you understand that, you can go on to greater levels of complexity.

Suppose you want a heading which is more than one line. This can be easily done by using the Superbase code for a line feed/carriage return and the "plus", which allows you to use more than one line for a program statement. Listing 3 produced the three-line title/heading shown in listing 4. You can put a multiline ending in your report by adding output codes to the "endreport" line as shown in listing 5. Notice the "&6,2" just before "t1". This is a nice way to format a number. It tells Superbase to print out the number using no more than 6 spaces for the whole number part and 2 decimal spaces. The "print @0" resets the printer page count. "print @1,1:display" should be the last line of every report. The "print@1,1" will eject the page from the printer (and also make sure anything in the storage area of the printer is printed) and the "display" will reset Superbase to print to the screen. Forgetting to include the "display" can cause frustration the next time you put in a command to Superbase and it prints out to your printer! Knowing these codes enables you to properly space your reports to turn out professional, readable reports.

Superbase has two other ways of doing a report. One way is using the Output feature which will paginate and everything and the other way is, of course, writing a program which will look through the records for you. With Superbase's built-in friendly language, writing a program to do a report is much easier than with other Database Management systems. In future articles, I will discuss the Output feature and custom report writing.

Reports are very important in computing, and Superbase provides a user with all the tools he needs to do reports quickly, easily and well.

In the meantime, till we meet again, have fun exploring Superbase's Report Generator.

Listing 1:

```
10 print:across
20 report "inven"
20 title "stock no/liquor/                /cost/       /quantity"
30 total s0=s0+[quantity];t0=t0+[quantity]
40 subtotal [liquor] "subtotal on hand of this liquor"s0
50 detail from "sortlist" [stockno][liquor][cost][quantity]
60 endreport "Total on hand all liquors: "t0
```

Listing 2 - Report generated by listing one.

```
stock no/liquor/          /cost/          /Quantity/
10015     bourbon           6.47             5.00
11223     bourbon            .99             5.00
subtotal on hand of this liquor                56.00
total on hand all liquors:                    392.00
```

Listing 3- multi-line report title

```
460 report "movies":print @0
465 title "Movie #"@10"Movie Title "@25" Amount" plus
480 @35"Date"@1,0@25"Grossed"@35"Last Rented"@1,0 plus
484 @1"-------------------------------------------------------
-"
```

Listing 4

```
Movie #     Movie Title        Amount      Date
                               Grossed     Last Rented
-------------------------------------------------------------

00020       Dirty Harry         42.50       04APR87
```

Listing 5

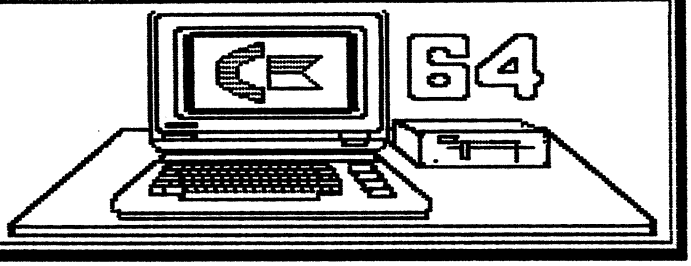
```
390 endreport @1,0 plus
400 "=========================================================="
plus
410 @1,0@20"Total ---->"@37,&6,2 tl
```

Editor -- Do you have questions about using Superbase? Or maybe you have templates that would help other readers. If so send them to Money Machine.

Lt. Kernel

Xetec, Inc.

Don Vandeventer



Over two years ago I reviewed a 10-megabyte hard drive from Fiscal Information for Issue #6 of Info 64 magazine. Due to several complications with distributors, only a limited number of the drives were ever released.

However, all of this has changed, for now this excellent product has undergone several major changes and is being marketed by Xetec, Inc. If the name sounds familiar, it should. They manufacture the Xetec Super Graphics Interface, the Printer Enhancer and the Fontmaster (see review elsewhere in this issue) word processor for the 64 and the 128PC.

Hard drives for the Commodore 64 and the 128 have been the topic of discussions for several years. The subject has come up at every Commodore show that I have attended. In fact, I have heard more complaints about the lack of a fast yet reasonably-priced hard drive for the Commodore than any other single complaint. The Commodore 64 and the 128 have proven themselves in the area of small and home business in every way but one -- the speed of the storage drive. Even the new 1571 disk drive is a turtle compared to the IBM or Apple.

The Lt. Kernel from Xetec is a 20-megabyte hard drive that is capable of transferring 60K bytes of information per second to your Commodore. This is a 6000% increase in speed over the 1541 and a 1500% increase in the burst speed of the 1571 disk drive. It's not as fast a hard drive as on an IBM, but it is faster than an IBM XT using fast floppy drives; and yet your entire package -- computer, drive and software -- is only a fraction of the cost.

Another great feature of the Lt. Kernel is the storage capacity. The 1541 disk drive uses a single-sided disk, and the 1571 can use either single-or double-sided disks. The 1541 is limited to only 170K and the 1571 can have a maximum of 340K of storage. A 20-megabyte drive would hold 120 single-sided disks of storage and a total of 4000 files, the only restriction on file size being the size of the drive. If additional storage is needed, the Lt. Kernel can have a second 20-megabyte hard drive installed into the case.

Before I go any further, it might help to understand some of the other differences between a hard drive and a floppy disk. A floppy disk can be removed from the drive, but a hard drive has a permanent disk, actually 2 different double-sided disks made of aluminum instead of plastic. Like the plastic floppy, the hard drive disks are covered with an iron-oxide material that can be magnetized. Data is recorded by electromagnetic impulses transmitted through the 4 read/write heads.

Over 60K bytes of information per second to your Commodore. This is a 6000% increase in speed over the 1541 and a 1500% increase in the burst speed of the 1571 disk drive.

In the 1541 and the 1571 disk drives, the disk turns at 300 rpm, and the heads rest on the disk. However, with a hard drive the disks turn at a speed of 3600 rpm and the read/write heads float on a cushion of air just 20 millionths of an inch above the disk. Because the cushion of air is so thin and the speed of the disk so great, a particle of dust or even smoke from a cigarette can damage the disk. To prevent this from ever happening, the hard drive is hermetically sealed.

Another major difference between the hard drive and the 1541 or 1571 disk drive is that the 1541, 1571 or Commodore compatible drives transfer information in a serial format. Each letter or number is actually made up of 8 binary bits, either 0's or 1's. Information is transferred bit by bit. Several other hard drives on the market transfer information the same way as the 1541 and the 1571 drives do. But the Xetec hard drive transfers material as a full byte or 8 bits at a time. This with the higher disk revolution is the reason for the increased transfer speed of the hard drive.

The hard drive from Xetec is the design of Roy Southwick and Lloyd Sponenburgh of Fiscal Information in Daytona Beach, Florida. They have been working three full years on the design for the controller card and DOS that is needed to access the Seagate hard drive.

Designing Disk Operating Systems (DOS) is not new to Roy and Lloyd. They have been doing it for years for Fiscal Information. Roy is the Director of Operations, and Lloyd is the Director of Research and Development. They, along with nearly 120 other employees, have developed over 380 computer systems ranging from $30,000 to $2,000,000 for hospitals, major medical clinics and large doctors' offices across the United States. Their offices are located in a new 17,000-square-foot building in Daytona Beach, Florida. Another Fiscal Information office is located in a similar-sized building in Loveland, Colorado. Additional satellite offices are located in New York, California, and Texas.

The management staff of Fiscal Information didn't just decide to make a hard drive for a small computer. It started with Roy and Lloyd looking for a small home computer and finding that the "Commodore 64 was the biggest bang for the buck". They soon realized that to use the Commodore in the ways they wanted, they needed a hard drive. In the beginning their work was done evenings and on weekends.

Roy, as a partner in Fiscal Information, was able to show others with the firm that there was a need for a hard drive and that it could even fill the gap for the smaller doctor's office that needed a way to handle the processing of insurance claims, without the high cost generally associated with a computer system.

From the very beginning Roy and Lloyd wanted another company to market the drive. However, several attempts with other distributors produced no hard drive ready for market. Cardco, for example, was to market the drive, but before it came to pass, several of their distributors went bankrupt. The end result was Cardco itself closed their doors.

Even Commodore looked at marketing the drive in the United States, but you must realize that marketing a hard drive requires quite a financial and company commitment. The profits are really very low if you provide any type of a markup to the end dealer. So even Commodore had to pass. After all, a hard drive isn't something you can discount and market through Kmart.

A 20-megabyte drive would hold 120 single-sided disks of storage and a total of 4000 files!

The Multiplexor board from Xetec lets 4 Commodores access a single drive. You can even chain the boards together for a total of 16 different Commodores accessing a hard drive.

I must admit, I personally have to give Lloyd and Roy a hand. Not only Lloyd and Roy, but the other employees of Fiscal Information. They could have called it quits at any point, but it came down to a matter of personal and professional pride. Fiscal Information's name was on the drive. It had to come to pass. Then Xetec entered the picture. They were not afraid of the challenge and they have the reputation in the marketplace. Together with Fiscal Information, they have produced a drive that we can use and depend on.

By working together, Fiscal Information and Xetec, Inc., have taken the original drive which was only a 10-megabyte drive for $1500 and increased its size and lowered its cost. The new drive is 20 megabytes for only $895 for the Commodore 64, $945 for a 128, and it costs only slightly more to add the 128's CP/M mode.

Xetec is going to be offering a Multiplexor board which connects to the back of the hard drive and permits four different Commodores to access the same drive. You can chain the boards together until a total of 16 different Commodores can access a single hard drive. The interesting thing is that the users can even be in different modes. For example, one user could be in 64 mode, another in 128 mode and a third could even be in CP/M mode. All that is required is a master control card and cable for each computer.

At this time, however, each user must be working with different files on the drive. Very soon, Roy and Lloyd will have a file and record locking system set up on the drive that will permit 16 different users to access the same file in a database. This would be great for a video store or even for a point-of-sale system in a small business.

There are a few problems with using the hard drive at this time. Because of the new DOS that had to be written, Lloyd and Roy had to follow the standard kernel routines laid out by Commodore. However, not all programmers have done so when writing their programs. This means there are some programs that will not work. For example, Superbase for the 64 (make sure you have the relative file version) will work, but the new Superbase 128 will not work at this time. Precision Software is working on the problem and hope to have if fixed very soon. If you need to use Superbase, the speed of the drive makes the use of the 64 version still much faster than the 128 version on a 1571 drive.

To help make the hard drive easier to use, a utility copy program called Icecube is included. This program permits you to capture many 64 copy-protected programs and save them to your hard drive. But by the time you read this article, they hope to have a 128 version available.

The bottom line is very simple. The Lt. Kernel is fast! It works! And when you look at the price of a total system -- computer, hard drive, and software -- it is a heck of a lot cheaper than anything else on the market.

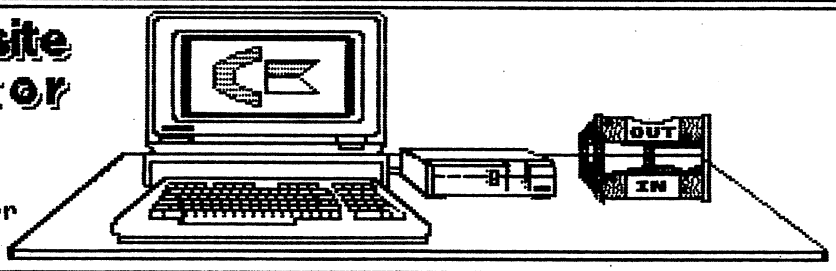
Granted there are other hard drives for the Commodore 64 and the 128, but when you look at the speed and price, I think the Lt. Kernel out shines them all.

The new drive is 20 megabytes for only $895 for the Commodore 64, $945 for a 128, and it costs only slightly more to add the 128's CP/M.

Xetec, Inc.
2804 Arnold Road
Salina, KS 67401
(913) 827-0685

From A 1702 Composite To An RGBI Monitor

Richard Eldridge and David Sperber



If you are like most former Commodore 64 owners who have switched to a 128 for the advantages of BASIC 7.0 and additional memory, word processing and spreadsheets probably are still among the main uses of your computer. For true "what-you-see-is-what-you-get", an 80-column screen display is a near must, and even though 80-column software and cables are available, it doesn't take long to realize that your Commodore 1702 Monitor's color display is close to illegible in 80 columns. This is due to the red, blue, and green inputs being combined in a composite mode rather than being separated.

Unfortunately, computer dealers won't often take your trusty old 1702 on trade in exchange for a new RGBI (Red Blue Green Intensity) monitor such as Commodore's 1902. This means that you are faced with the prospect of shelling out yet another $250 to $600 for a new RGBI while the old one gathers dust or suffers the indignity of being pressed into service as a screen for the VCR.

Digitek's RGBI conversion kit offers a solution to both the problem of how to continue computing economically in the finest Commodore tradition, as well as that of what to do with the 1702, because it allows a user who is reasonably proficient with a soldering iron to convert the 1702 to accept RGBI input and obtain an adequate 80-column display.

Warning -- High voltage may be present! This project will void your Commodore warranty.

For $49.95 plus $3.50 postage, Digitek will send you the necessary components and an illustrated, clearly-written installation manual which explains with some humor how to perform the necessary electronic surgery. The 40-column display and the potential of hooking the set up to a VCR both remain after this installation by use of the front input jacks.

The components include jumper wires, a nine-pin D-connector that plugs into the back of your 128, a circuit board with color-coded leads, and the manual. You supply the solder, the low-power soldering iron (20-30 watts), two small screwdrivers (Phillips and flat-bladed), needle-nosed wire cutter/stripper pliers, and the steady hands required. As with most soldering jobs, three hands are recommended, so invite a friend or enlist a relative if you can. If you are color-blind, this is an especially good idea. As long as all work is done after the monitor has been off for 12 hours or so, there should be little danger of a hapless novice zapping him or herself.

Before starting, we found that a kitchen table covered with a blanket gave us sufficient space to work

and cushioned the picture tube from potential disaster. Anyone attempting this or any soldering job will also need a glass or ceramic ashtray or other place in which to put the hot soldering iron. Also, make sure the iron's power cord can't be tripped over while you are concentrating on matters more profound. The first step is to carefully remove the back of the 1702 after unscrewing the seven Phillips-head screws. This will void your warranty, which has probably expired long ago anyway.

The next step is more exciting, since it involves removing the Luma plug from its plastic housing. Digitek's manual states that some prying, pushing or forcing is required. We found that all three were necessary. After this step, there was no turning back, as the Luma plug was utterly mutilated by our efforts.

The jumper wires on the circuit board were easily removed by applying heat and prying them loose with a small screwdriver. The instruction manual, by the way, includes four clear photos of the 1702 circuit boards to be altered. These made finding the proper wires and contacts much easier. Next we cut four foil strips on the circuit board, and made three new jumpers using the small-gauge wire included in the kit. A simple 1.5-volt continuity test lamp came in very handy in testing that these connections were cleanly cut. An ohmmeter set to DC Ohms-1000 (k) ohms can also be used. If the light does not glow or the ohmmeter needle does not move, there is no continuity and you have succeeded.

Following this, we soldered the six jumper wires from Digitek's circuit board. Before putting each wire in place, we suggest twisting it, then coating it lightly with solder rather than applying the solder directly to both contacts, lest a nonconductive "cold solder joint" be created. Always heat the wire or contact, allowing it to melt the solder. Applying hot solder to a cold wire frequently results in bad or intermittent connections. Apply heat to the solder-covered wire and the board until the solder on both surfaces remelts and flows together. Withdraw the iron and wait about 30 seconds, then test your connection with a light tug. Testing all connections with a 1.5-volt test lamp or ohmmeter following this will prevent major frustrations after the monitor is put back together. This time continuity is required, so make sure the tester lights or the ohmmeter needle moves all the way to the other side of its dial, exactly as it moves when both leads are touching.

The last step was the most difficult, as it involves soldering seven wires to the main chassis of the monitor, and neither of us had the deft, experienced, and diminutive fingers of the Japanese women who doubtlessly soldered the 1702's myriad connections at the factory. Four of these wires were widely separated and quite accessible. The green, red, and blue wires were another story, since they are extremely close together and both a maganifying glass and a test lamp were necessary to insure that an unwanted bridge was not created and all contacts were good. We had to solder two of these twice each before we finally managed to have all the colors displayed in the 80-column mode. A good connection is particularly crucial here. Digitek's cleverly designed kit is not to be blamed for the difficulty of this step. The problem is that the distances between the three contacts that control the set's red, blue, and green guns are nearly microscopic.

Possibly because we enjoy living dangerously, before reassembling the monitor, we hooked it up to the 128

and tested it with a program that displayed 80 columns in color. This allowed us to adjust the brightness and focus controls more easily and made it possible to insure that all connections were good. If you do this, DON'T TOUCH ANYTHING with the monitor plugged in. There are a number of very high-voltage circuits inside your monitor, particularly around the capacitors and the back of the picture tube. Using a test lamp or ohmmeter on any active high voltage circuits could harm you or the monitor, and will be at least likely to blow out the test lamp bulb or the ohmmeter circuits. If all colors are not displayed, unplug the monitor and test the continuity of all the circuits you have soldered. Resolder any that are not conductive.

We consider the quality of the 1702's 80-column output to be much improved by this kit. The screen display is legible and the colors do not bleed greatly into one another. The picture has somewhat less resolution than the Commodore 1902 or the Thomson RGBI monitors, but then again, we did avoid spending at least $200.00 more, and have doubtlessly increased the resale value of the 1702. The RGB cable provided with the kit is probably long enough for most users, but it is shorter than the 3.5-foot cable provided with the Thomson 36512 VI RGBI monitor. The main advantage of a new RGBI monitor over the altered 1702 is that you can slide over the handy switch provided on the front of most RGBI monitors rather than switch the monitor from 40 to 80 columns by changing the cables, as is required with the converted 1702.

Before attempting this installation, neither of us had built even the simplest of Heathkit projects, nor had we spent much time soldering or puttering about with electronic circuitry. Nonetheless, we did succeed in making this work within under four hours. We feel that a modest degree of courage, steady hands and some soldering practice are all that are really needed. An experienced electronics hobbyist or technician should have their 80 columns up and running in two hours or less.

Although we performed this operation with limited experience, we were very careful and did not suffer even a minor electrical shock. It is our opinion that anyone attempting this conversion with the same amount of caution should be able to do likewise. However, this is an opinion, not a guarantee, and both we and Money Machine Magazine disclaim any and all liability for damages our readers might inflict on themselves.

Technical support is available at (501) 661-1838, which we suspect will reach the kit's designer, Roger White, at his cabin in Arkansas. We called once and found the advice very helpful. No credit cards are mentioned in Digitek's ads but for an additional $5.00 they will ship C.O.D. We assume that Florida residents should add 5% sales tax. Digitek states that they also have conversion kits for several other brands of composite monitors, and more are being planned.

The 1702 kit retails for $49.95 from
Digitek, Inc.
10415 N. Florida Ave. Suite 410
Tampa, FL 33612

(813) 933-8023

Amiga Memory Expanders

Don Vandeventer

Over the last few months I have had the opportunity to work with several different memory expanders for the Amiga: the Alegra from Access Associates, and the aMEGA Board from C Ltd at $549.94, the AX2000 from Comspec Communications for $899, and the MegaBoard 2 from Progressive Peripherals and Software for $599.95.

In my own use of the Amiga, I find that extra memory simply makes things run smoother and faster. For example, my workbench disk contains the programs that I use the most: a word processor with dictionary spell check, database, rollodex, and cli utility program. By using a batch command I create a RAM disk, and all of these programs are loaded into the extra RAM. Changing back and forth between programs is a dream. It takes less than 5 seconds, for example, to call up Superbase as opposed to the 30 seconds plus required from the disk drive. In addition, since my Amiga is a multi-task computer, I can have up to four programs loaded in memory at one time and simply switch back and forth between them.

One of the interesting things that I noticed about the four different memory expanders is that there is no noticeable speed difference between them; yet if you read the advertisements for the various memory expanders, you would expect otherwise.

One of the tests I ran on all of the memory expanders involved working with a large Superbase data file. The file contained 2,854 records, a total of 386,624 bytes. The two main tasks that I performed were a wild card search and a sort.

A wild card search to the disk drive required 12 minutes and 42 seconds. However, by loading the entire file into RAM the same wild card search required 1 minute and 5 seconds on the slowest, and 1 minute and 3 seconds on the fastest memory expander. (See what I mean about no major difference in the speed of the memory expanders?)

The second task was to sort all 2,854 records, first using the drive and then again using the memory expander as a RAM disk. The Amiga disk drive took 18 minutes and 58 seconds. The memory expanders took 3 minutes and 25 seconds for the slowest and 3 minutes and 20 seconds for the fastest.

Now, the point I am trying to make is very simple. There does not seem to be ANY difference in the speed of the different units. But there is one heck of a difference in the speed using a memory expander as a RAM disk and using the 3.5-inch disk drive or even a hard disk drive.

The major differences between these four different units were in the size of the unit, the amount of memory, the price, and whether or not it provided a pass-through for additional expansion.

Alegra	1/2 MB	no pass	9x4x.75	$379
AX2000	2 MB	yes pass	9x4x1.5	$899
aMEGA Board	1 MB	yes pass	11x5x1	$549
MegaBoard 2	2 MB	no pass	7.5x4x1	$599

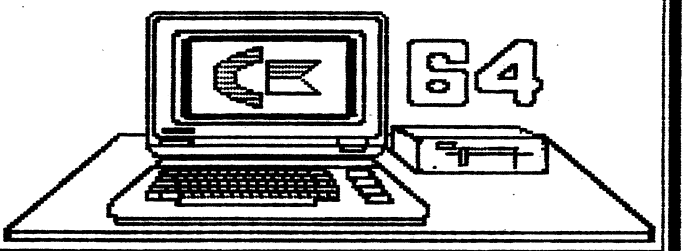
My favorite is the AX2000 because of its small size and the pass-through; however, I find the cost high. On the other hand, the MegaBoard 2 from Progressive is a small, low-cost 2 megabytes of memory. Its only drawback is the lack of a pass-through.

The ultimate answer may be one of the new internal memory expanders that are added right to the mother board of the Amiga.

Partner 64

Timeworks, Inc.

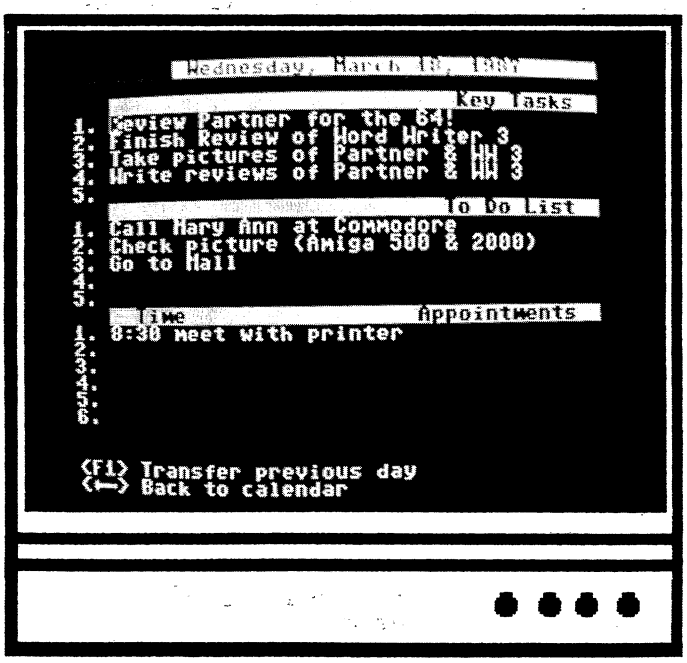
Don Vandeventer



I originally was not going to do a review of Partner for the 64 since Lonnie Brown's review of Partner 128 appeared in the last issue. However, after working with it for a couple of days, I think it is one of the finest add-ons to my 64 that I have.

In a nutshell, Partner 64 is a cartridge-based program that adds IBM Sidekick type features to your 64. It seems to work with almost every program I have, so mine is plugged in all of the time. I do want to mention, however, you cannot leave it plugged into your 128 and still get 128 40- or 80- column mode.

A major difference between the 64 version of Partner and the 128 version is the lack of the joystick cable. On the 128, you must plug the cable into the joystick port before it will work. Thanks for leaving it off of the 64 version! Now, how about taking it off of the Partner 128?



Partner contains features such as an appointment calendar, an address and phone book complete with the ability to dial the number through your auto-dial modem, also a calculator, screen dump, and you can even use Partner to access your printer like a typewriter.

One feature that I use a great deal is SwiftLock, where you can enter a code and lock the keyboard until you re-enter the code. This keeps others from doing in several hours of work. (Be sure to save your data first.) Another feature I use a lot is the SwiftDOS. It permits an abbreviated form of commands, much like the Dos Wedge commands. You can format a disk, erase files, or use any of the other disk commands.

The one thing that I found that does not work as well as the advertising claims is the SwiftLoad. They claim it will allow your 1541 disk drive to load programs up to five times faster. Yet in my text the best speed was only twice as fast. Now, I must admit that all of the programs that I loaded were copy-protected machine language programs, and that may have made a difference.

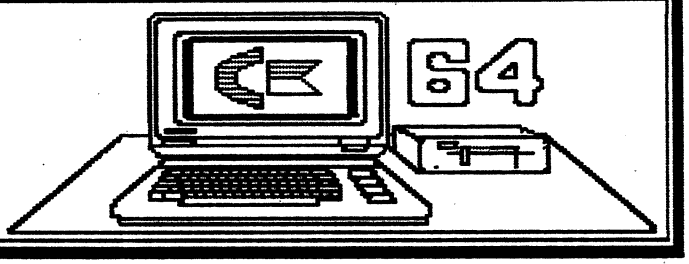
All in all, I find the Partner 64, like the Partner 128, a wise choice for any Commodore owner. It really makes life easier.

Partner 64 is $59.95 from
Timeworks, Inc.
444 Lake Cook Road
Deerfield, IL 60015
(312) 948-9200

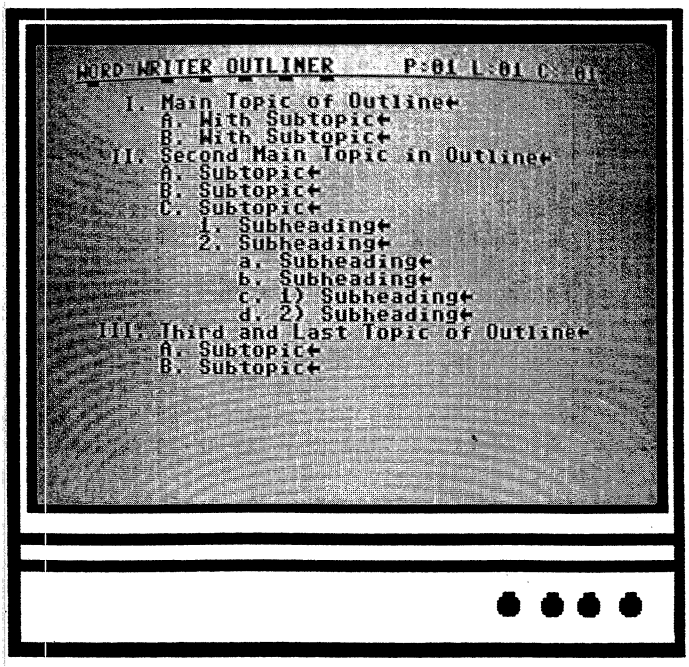
Word Writer 3

Timeworks, Inc.

Don Vandeventer



It still has some very, very strange quirks. Quirks: Webster's dictionary defines quirks as idiosyncrasies or deviations from a general rule.



Timeworks has done a lot to this word processor, but with all of its new features, I cannot recommend it for serious word processing.

Timeworks has been producing software for Commodore owners for several years. One of their first programs was a word processor, and Word Writer 3 is the newest version available for the Commodore 64.

They have added several new features that we will be talking about during our review. For example, they have added a 60,000-word Thesaurus, a 85,000-word spelling checker, an outliner, 80-column preview mode, and a calculator. However, it still has some very, very strange quirks.

Quirks: Webster's dictionary defines quirks as idiosyncrasies or deviations from a general rule. This is very true for Word Writer 3.

Quirk One: Word wrap only works when entering new text at the bottom of your document. If you move back up into the text area to edit, there is no word wrap. You must make your corrections, and then use the format command to correct the lack of word wrap in your edited text. This is one of the most frustrating problems of the program, but it is by no means the only one.

Quirk Two: The only way you can move or copy text is with the cursor at the very first space or column of text. Let's say you want only five words in the middle of a line copied. You must move your cursor to the first space in the line, press the control key and the "1" key to mark the beginning of the block, then move your cursor down to the first space in the next line and press the control key and the "2" key to mark the end of the block. Next, move your cursor to the beginning of the line that you want the text moved or copied to and

press the control key and the "3" key to mark the location for the move or copy. Finally the screen will show a prompt asking 'move or copy'. If you want the text moved, you press the 'm' key, and if copied, you press the 'c' key.

Now comes the fun. Let's say you only wanted five words in the middle of the line copied. You must delete all other words except the text you required. It becomes even more of a problem if you want those words moved to the beginning of a line, because the program permits only two kinds of inserts. The first is space by space using the insert key, and the second is a full line insert by pressing the control key and the "4".

Quirk Three: The program permits NO block deletes--only character, word, line or to the end of the text. You cannot define a block or area of text to be deleted.

Quirk Four: While the program permits you to merge text into your document from another file, you can ONLY merge text to the end of your current document.

Quirk Five: While the program has a very good dictionary, you do not have either a word count or a word search to check the spelling of a word before you type it.

When you load the program for the first time, you are asked to indicate which printer type you have. Then a file is saved to your disk called 'printer.def'. However, if you want other information saved, for example colors, tab settings, printer codes, etc., you must remove the write-protect tab from your disk, set all of the colors, codes, etc., then scratch the 'printer.def' from your disk, and then save the new default settings.

Timeworks does have a Technical Support Helpline. At one time this was a toll-free number. However, in the interest of saving money, lowering software prices, and still providing information, now you pay for the call. I do not blame Timeworks for not having a toll-free line.

The program does have several features that I do like. For example, the outline creator is very good and very easy to use. It provides five levels in your outline. Topics may be moved up or down, and you may create an outline and then edit it into a full document.

I also like the Thesaurus with over 60,000 synonyms. It is fast and easy to use. In fact, it is the fastest thesaurus I have seen. It required less than 10 seconds to locate a word on the disk. However, it can take up to a full minute to display all of the possible synonyms if there are several, as there are in my example. In this case there are 12 pages averaging 10 words per page for synonyms for the word 'view'. In other cases, where there were very few synonyms, it required only 15 seconds to display.

Before closing I want to mention that the program is Geos compatible and even includes a convert program that will allow you to use your text with other word processors or vice versa. The program is also compatible with other Timeworks programs such as Data Manager 2, SwiftCalc, and Sylvia Porter's Financial Planner.

One final like and dislike: the 80-column print preview mode. This mode allows you to see your document in an 80-column format. It includes on-screen underlining and other features which are shown in reverse video color. The only problem is that the text quality is very poor. I know from other programs that I have used that it is possible to create a much better display.

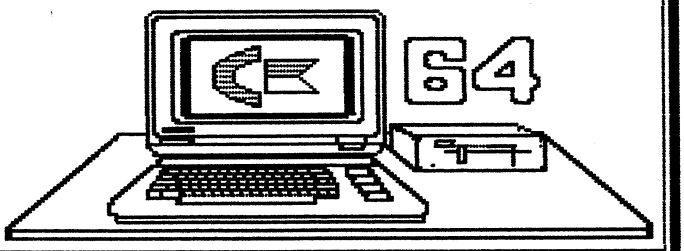
Timeworks has done a lot to this word processor, but with all of its new features, the quirks I mention above keep me from recommending it for serious word processing.

Word Writer 3 is $49.95 from
Timeworks, Inc.
444 Lake Cook Road
Deerfield, IL 60015
Technical Support
(312) 948-9200

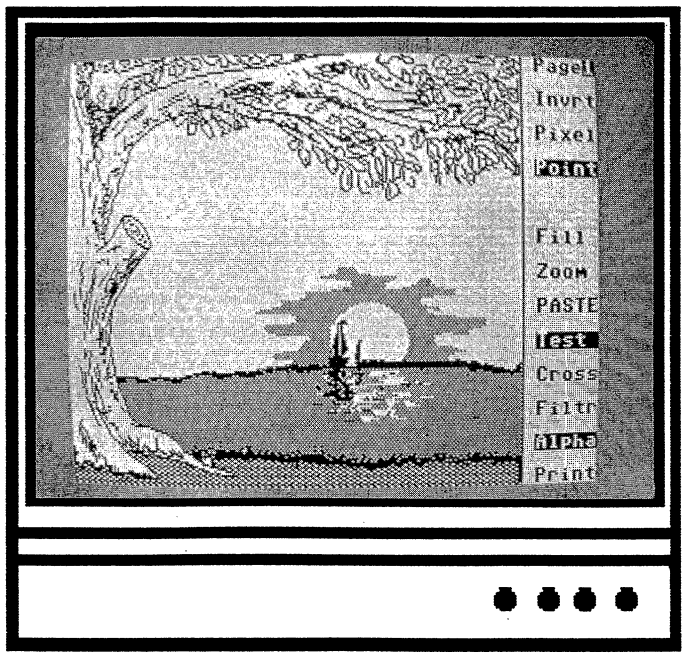
1st Flexidraw

Inkwell Systems

Don Vandeventer



The program is great. Heck, even a non-artist type like me can draw a straight line with it.



Businesses such as Rockwell, Northrup, NOSC, GE Weapons, Ball Aerospace, and Martin Marietta are using Flexidraw.

Originally it was my intention to have a graphic artist review this program. My reasons were simple. To begin with, I can't draw a straight line; secondly, when I first looked at this program two years ago I couldn't understand the manual. However, the best laid plans of mice and men often go awry. My graphic artist was not available, and I needed to get the review finished. So I pulled out the manual, and sat down prepared for the worst. I know that other magazines have reviewed the program and called it great. But I still remember that first manual, and my own inability to draw. I must admit I was pleasantly surprised. The new manual is great. The program is great. Heck, even a non-artist type like me can draw a straight line with the thing.

Now, you may wonder why I have spent so many pages on a drawing program. Again, the answer is simple. I found a tool that would permit you to do professional graphics. It can be used by designers, graphic artists, individuals who produce newsletters (see review of Fontmaster 128), and I have even heard of it being used to create patterns for needlepoint which is then sold to area knitting shops.

Inkwell Systems actually started as the result of a rap group at a California Commodore User Group meeting. Design Technology was doing a demonstration of light pens. One of the staff owned a Commodore and soon the demonstration turned to talk about what it would take to make a light pen for the Commodore 64. By the end of the meeting, Design Technology had decided to start a second company, Inkwell Systems.

Design Technology is one of the

larger, more respected manufacturers of light pens. They have sold over 100,000 of them to firms that produce turnkey systems for companies like McDonnell Douglas. While they had the reputation, they were not familiar with either the Commodore market or moving a software/hardware product wholesale. In the beginning, it was thought that a lighf pen would never sell for the Commodore system. Time has proven that there is a market. Today, over 50,000 Flexidraw pens have been sold for the C64, not only to individuals like you and me, but to businesses such as Rockwell, Northrup, NOSC, GE Weapons, Ball Aerospace, and Martin Marietta. There are even 15 systems on the USS Kittyhawk.

Enough of that. Let's get started. Flexidraw comes on a single disk with files on both sides. On side one is Flexidraw, Pen Palette, Transgraph, Sprite Editor, Sprite Animator, Flexcopy, Display Picture, fonts, clip-art pictures, and print drivers. The second side contains a tutorial on using the Pen Palette, several color pictures, and several black and white pictures.

The printer drivers can support just about any printer you can think of, not only black and white dot matrix printers, but also color printers like the Canon Inkjet, the C. Itoh Prowriter, the Diablo, the Okidata Okimate 10, and the Quadrum Quadjet printer. Even the Commodore 1520 plotter is supported.

The pen (DT170) is a high-resolution device that can actually sense the position of its beam on the monitor. Not being too technical about the whole thing, it basically works like this: The Commodore display on a monitor is not constant. It is updated 60 times a second. A total of 240 vertical lines make up each screen frame. The C64 uses only 200 of these lines for the working screen. The other 40 are used for the border area. While a monitor may be capable of displaying 480 dots per line, the 64 uses only 320 of them. Flexidraw, however, works in a 272-pixel-wide by 200-dot-high screen. The other 48 dots on the right-hand side of the screen contain a multi-level menu for the various operations.

From my other reading I came across an interesting fact. It only takes about 69 microseconds to scan each line. The VIC-II chip in your 64 keeps count of the scan line number at it is creating an image. When the light pen is activated, an electron beam strikes a phosphor and the location is sent back to the VIC-II chip and stored in memory. The program then reads these locations (53268 for the Y location, and 53267 for the X location).

Because this is not perfect due to delays in signal transfer, the VIC-II chip thinks the pen point is in a slightly different location. The programmers have a way around this. After booting, one of the most important screens you will see is a display mark to calibrate your light pen. By pointing at a known location, the program can adjust for any signal delays.

The manual that comes with Flexidraw goes into more information and even supplies a basic program that will demonstrate the operation of the light pen. Plus they provide information for the programmer who is interested in using the light pen in his own program. The reason for this is that, while we consider the light pen as useful only for drawing, Inkwell sees it as an input device for all types of uses. It can be used in all of the same ways that a mouse is used. However, I do find a mouse easier to hold.

Now on to the software that makes the whole thing work. Flexidraw 5.0 is the latest release of a program that began in 1983. While the program works only in 64 mode, it will auto boot on the 128 and switch to 64 mode. The first screen is a menu offering the various programs that are available.

Flexidraw is the actual drawing program. The program supports operations such as freehand draw, boxes, circles, arcs, and fonts, and provides 14 different fill patterns. Additional fill patterns (24) are located on the disk. Fonts include Old English, Times, Roman, and Gothic -- a total of 10 different fonts. Fonts may also be used as fill patterns for your art.

The program also supports a ZOOM

mode that permits very detailed work on your art. By pointing the light pen at the arrow keys on screen, you may move your entire picture through the ZOOM area.

As Flexidraw uses the function keys in addition to the pen-selected menu, they provide two keyboard overlays: one to fit the function keys on the 64 and one for the keyboard of the 128.

Normally the light pen is activated by pressing the light pen tip to the screen. However, I quickly found that in some cases pressing the control key works better to activate the light pen. The run/stop key is used to cancel the last function -- kind of an 'abort' key.

Flexidraw supports two drawing screens, and with some printers, the screen link mode allows a picture to be started on screen one, finished on screen two, and printed side by side.

One of the limitations in drawing with Flexidraw is the lack of sizing. You cannot enlarge or reduce with the program. However, later I will tell you a way around this by using another program.

The Pen Palette is used to color your high-resolution pictures. Here I must admit I had all kinds of problems. You can only have two colors within any 8 x 8 pixel block. The Pen Palette uses 'paint pots', each containing two colors, a background and a foreground color. While mixing and changing colors in the 'paint pots' can help you adjust the colors, and Flexidraw does provide tutorial screens to help in learning to use the program, I still had trouble.

In addition to Flexidraw and Pen Palette on the disk, you will find Transgraph, a program that permits you to send your Flexidraw pictures using telecommunications, a Sprite Editor and Sprite Animator.

Inkwell Systems has come out with several support programs and clip-art disks for Flexidraw. I have included screen prints from the different clip-art disks that I had available. As you can easily see, by using the clip-art, even if you can't draw, you can still create some great art work. But Inkwell has even provided the necessary tools to go farther with your light pen. The first is Font and Character Generator. This program not only provides you with 33 more fonts to use with Flexidraw, it also provides a program so you can make new fonts, or edit old ones.

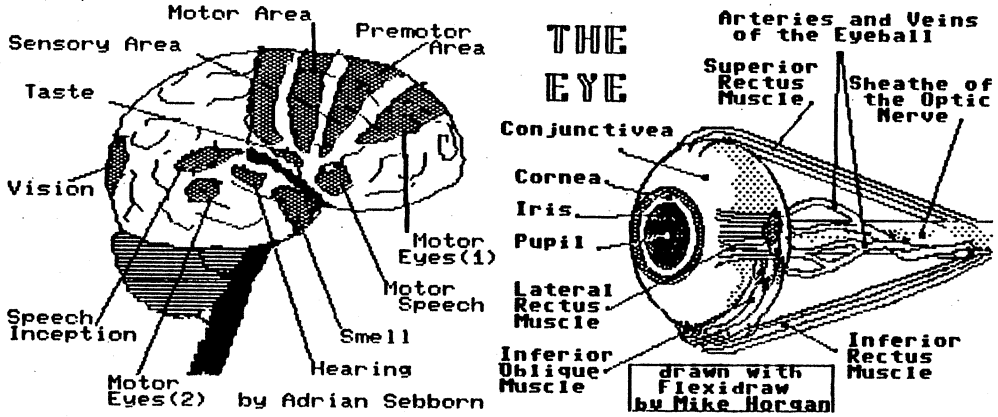
Now we come to my favorite, Graphics Integrator 2. This simple-to-use program permits you to take picture files created with other drawing programs and translate them to other formats. For example, you can take a picture created with Flexidraw and change it to Doodle format. Remember, I told you there was a way around the lack of an enlarge and reduce feature in Flexidraw. This is it. I took a Flexidraw picture, changed it to Doodle, used the Doodle function to enlarge the clip-art, and then converted it back to Flexidraw. The final art work was twice its original size. But you're not limited to just this type of change. You could draw with Flexidraw and then convert the picture to color it with an easier program like the Koala Pad.

I didn't mean for this to be quite so long, but the more I worked with Flexidraw, the more I was impressed with it. They have done a heck of a job. And just as importantly, they back it up with very good support.

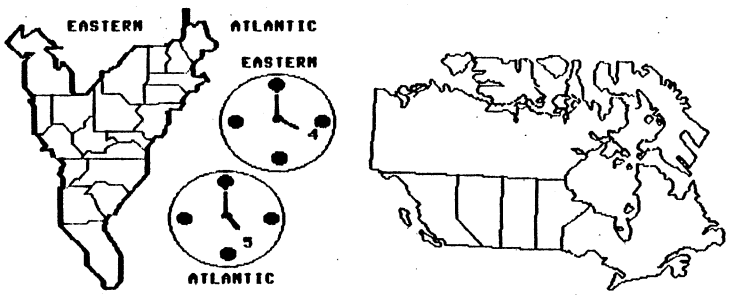
Flexidraw retails for $99.95
Flexifont — $29.95
Graphics Integrator 2 — $29.95
Maps of the World — $24.95
Clip-Art Potpourri — $24.95
Holiday Themes — $24.95
Borders & Signs — $24.95

Inkwell Systems
P.O. Box 85152 MB290
San Diego, CA 92138
(619) 268-8792

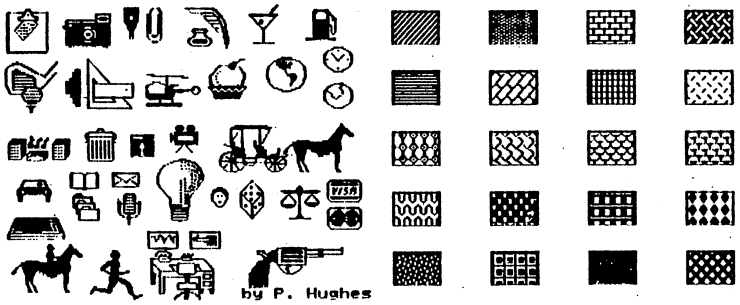
Clip Art and Fonts from Flexidraw



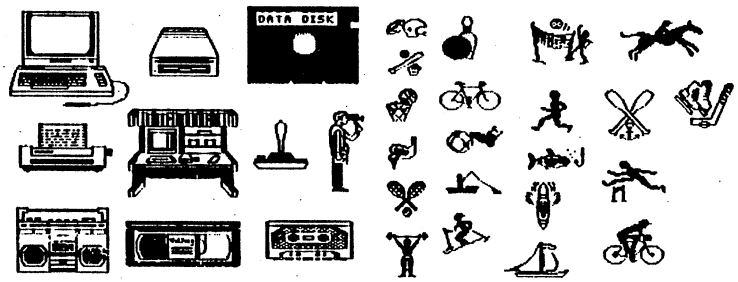
The picture of the brain and the eye are samples from Flexidraw!



Two of the seventeen screens of clip art from the Maps of the World

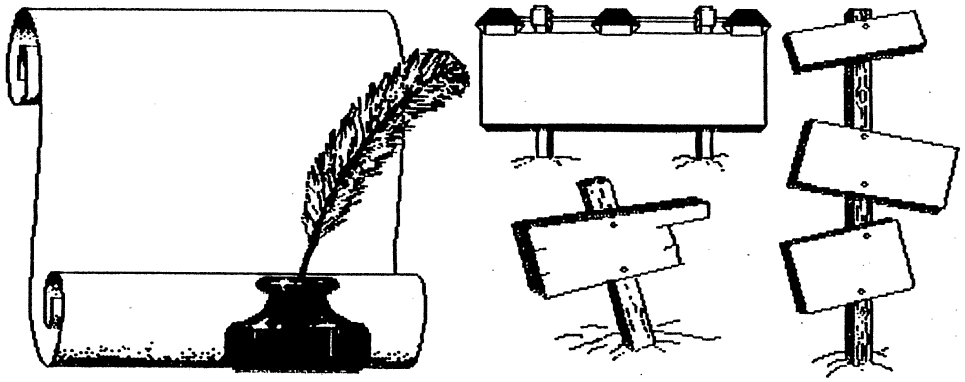


Flexidraw includes clip art and over 20 fill patterns for your use.



Two of the seventeen screens of clip art from the Clip-Art Potpourri

Two of the seventeen screens of clip art from the Holiday Themes

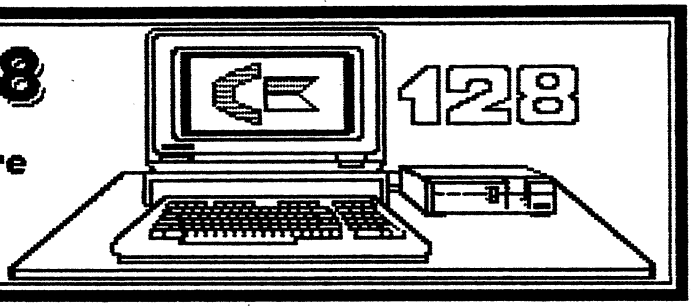


Two of the seventeen screens of clip art from Borders and Signs disk

BobsTerm Pro 128

Progressive Peripherals & Software

Lonnie Brown



Necessity is not only the mother of invention; it is also the mother of discovery. While reviewing a new word processor, I found I was having trouble transmitting the copy over a modem to the computer at the office. "You need a new modem program," a friend suggested. "You need a program that will allow you to edit the buffer."

Well, what was wrong with my old terminal program and the modem it came with -- a Westridge 300 baud. It had served me well for two years. Why switch now?

"Get a new modem," my friend suggested. "Get a Commodore 1670-baud modem and BobsTerm. For once, listen to me." I almost listened to him. Cheapskate that I am, I bought a 1200-baud modem, but it wasn't a Commodore. I wound up taking it back -- incompatibility problems with software programs, including a Quantumlink disk caused too many headaches.

With BobsTerm, I got more than I bargained for: Modem programs have changed. They are as different today as the Amiga is from the C-64. With that comparison, I needn't say more, but perhaps you'd like some specifics.

First things first: If you don't have a modem, get one. The 300 bauds are cheap, selling for as little as $30. If you can afford it, opt for the four-times faster 1200-baud modem. Fewer and fewer commercial bulletin boards are charging a rate differential between the two. But more importantly, you'll save time when downloading files. Now that it doesn't take forever, I download far more files from bulletin boards than I used to. Thus, computer enjoyment is increased -- and that's more important than money.

With a modem, you can send and receive mail, discuss problems with other users and download public domain files. (A full-feature drawing program is available from Q-link, as are hundreds of songs for the SID player program.)

BobsTerm is available for both the C-64 and the C-128. Both programs have nearly identical features; the main difference is there is a 28k buffer in BobsTerm 64 while BobsTerm for the C-128 offers a desert-sized 60k buffer.

My only complaint with it is that it requires a dongle be inserted in the joystick port to load. I cursed those people the night I needed the program and spent 20 minutes looking for the dongle.

The manual gives some hint as to the power of the program. It is 140-plus pages. It includes a section on using the program with the Hayes Smartmodem and modifying the Commodore 1660 modem in case your carrier-detect signal is not coupled to the user port -- as was the case with early editions.

Getting text to the buffer is a simple, quick task. Either load it in from disk or type in text from the keyboard. If it's coming from the disk, BobsTerm will offer several options: You can load either sequential or program files; the program will automatically transfer a BASIC program to a sequential listing or convert a sequential listing of a Commodore program back into a tokenized BASIC listing; or convert a program to ASCII-image for transmitting BASIC or machine-language programs containing code numbers exceeding ASCII range of 127. The C-128 version also handles CP/M transfers.

Once the material is in the buffer, it's at your mercy. You can mark blocks of copy and delete them. Placing the cursor on any character will immediately show, at the top of the screen, that character's binary, hexidecimal and ASCII values. You can mark the beginning and end of a copy block and delete it (handy for getting rid of printer codes in a text file before transmission). You can strip out any character (including extra carriage returns), or convert Commodore ASCII into true ASCII.

Material in the buffer can be sent to disk or to the screen or the printer to see what it will look like before transmission. Nine page markers can be set anywhere in the text. For example, if you had 15 pages of text and had set the '3' key to the last page, pressing that key would immediately display that page on the screen. Line feeds can be automatically added or deleted in the buffer-edit mode. If a receiving system has a maximum line length, then BobsTerm will allow you to reformat the text to that length.

File transfers may be a straight transfer; the computer can be made to wait until a prompt signal is received from the computer on the other end of the line; xmodem and punter protocols are supported; and, if you don't mind taking up some telephone time, entire disks can be transmitted -- although the manual warns that the process can take up to two hours.

It's even possible to adjust the baud timers so you can send at around 500 baud using a 300-baud modem, thus cutting down on transmission time.

BobsTerm has a clock that can be set to the actual time and another that works in stopwatch fashion to determine on-line time. It has auto-dial capabilities. And here is where the interesting features come into play.

By joining together macro-commands -- a string of keystrokes that are entered automatically -- it's possible to call up a pre-set telephone number, and sit back. The macro will call a bulletin board, automatically log you on and type in your password. It can also be programmed to go to the public message section, open the buffer, read all the messages, then close the buffer.

Want to send something to the office computer, but the line's busy? Micros will dial until a signal is received, then automatically send the file and hang up the telephone.

Being able to edit the buffer and having the ability to save commonly used keyboard sequences as macro keys are two of BobsTerm's features that most users will find the most valuable.

But BobsTerm can also turn the C-128 into a terminal emulator to function like a hardware terminal. There are three pre-programmed emulation modes available: ADM-31, similar to CP/M systems; VT-52 and VT-100. A fourth slot is available for user-created terminal parameters.

Log on to any bulletin board using a C-64 or C-128, and the cursor will travel the screen left-to-right on every line -- whether the line is blank or not. Terminal emulators allow the host computer to take charge of the cursor, and drop down to the next line if a line is blank.

And finally, BobsTerm comes with seven different character sets, so if the one on the screen isn't pleasing, it can be substituted (or you can create up to three other sets and store them on the disk). None of the extras, however, was easier to read than the default set.

Summing up: A powerful modem program that can be simple to operate, or, with some study, can be programmed to operate itself and save many a keystroke.

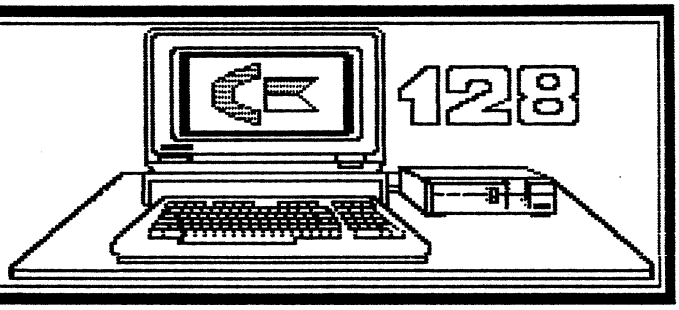
BobsTerm Pro 128 is $80 from

Progressive Peripherals & Software
464 Kalamath Street
Denver, CO 80204
(303) 825-4144

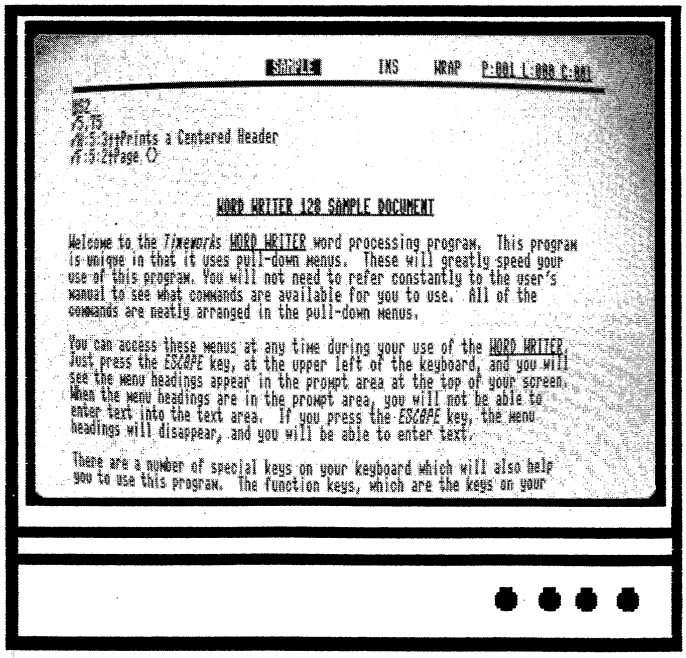
WORD WRITER 128

TIMEWORKS

Don Vandeventer



Very few companies back their software the way Timeworks does!



Loads in either the 40-or 80-column mode!

An excellent manual ... 85,000-word dictionary and a 60,000-word-plus thesaurus.

Word Writer 128 was one of the very first programs available for Commodore's 128 computer. At the time of its release, there were a number of things that I did not care for in the program. I can no longer say that. Timeworks has done a fine job in upgrading the program. It has most of the features that I have come to expect in a good word processor. In fact, it shows me that the programmers at Timeworks have the ability to make the Word Writer 3 for the 64 a much better program.

One of my likes about the program is that it will load in either the 40- or 80-column mode. Now granted, most people that have a 128 are using it in 80-column mode. I mean, after all, that is one of the major nice features of the computer. However, I still talk to people that are buying the system a piece at a time. They have the computer, and in some cases the 1571 disk drive, but still need a monitor. For those that do not have the 1571 drive, the program will work on the 1541 or most compatibles.

Included with the program is an excellent manual that even a novice should be able to understand. In addition, the back side of the program disk contains an 85,000-word dictionary, and a second disk contains a 60,000-word-plus thesaurus.

The program can be interfaced with Timeworks' Data Manager 128 or their fine spreadsheef program, Swiftcalc (see review Issue 1). Files created with Word Writer 64 can be easily converted using a program found on the disk. In fact, this conversion program will permit you to convert Word Writer 128 files to Pet ASCII or to regular ASCII. I have used it to convert files

created by other word processors to use with Word Writer.

The program uses drop-down menus that are both an asset and a bother. For the new user or for the person that does not use a word processor very often, the menus make using the program very easy. On the other hand, when you become familiar with the program, you will want a way to overcome all of the menus and go directly to the function that you want. Fortunately, Word Writer 128 does have a command that permits you to perform the last menu operation over and over by pressing the Commodore key and the f1 key at the same time.

I only found one major error in the manual while reviewing the program. Word Writer 128 contains a very handy calculator that can be accessed and will even transfer the answers to your document. However, the colors for the calculator are terrible. According to the manual, you can call up the calculator and then change the colors to make it easier to read. No such luck. If you can't stand the colors of your first choice, you must press the 'ESC' key, change the screen colors, and then call the calendar up. If you're not pleased with your selection, you must repeat the sequence until you are happy with the colors. This brings me to another complaint about the program. You cannot save your colors. So once you have it right, you will lose it when you quit the program.

Some of the nice features that have been added to the program since its original release include on-screen underlining, italics, and boldface text or letters. You will only see subscript or superscript numbers, however. If you want text to use either sub-or superscript, you must use a control code.

Control codes for numerous printers are included with the program and these can be changed for the codes that you might use the most. It even permits changing the control codes to use an interface like Xetec that uses various downloadable fonts. However, I could not access the internal fonts of the Device One interface (Progressive Peripherals & Software).

Word Writer 128 permits block moves, copies, or deletes--features greatly lacking in the 64 version. It also supports multiple search and replace. You may insert either a single letter or a line, just as Word Writer 64 does; but in addition it permits open insert by pressing the 'Insert' key. However, word wrap only works for new text typed at the bottom of the page. In editing, word wrap is disabled and you must use the format command to correct margins.

As any good word processor should, the program handles form letters, chaining of documents, justification, centering and right alignment.

The spell checker is fast and, with 85,000 words, you will find most of the terms you need. If not, you may create sub-dictionaries. The spell checker and thesaurus are two features that make Word Writer 128 really shine, because not only are they fast, but both programs permit you to see optional words. You can then make the selection of the appropriate word and the system replaces your original word. I like this.

The program even supports an 80-column preview mode that lets you see your text as it will actually print out, complete with headers, footers, spacing, justification, and paging.

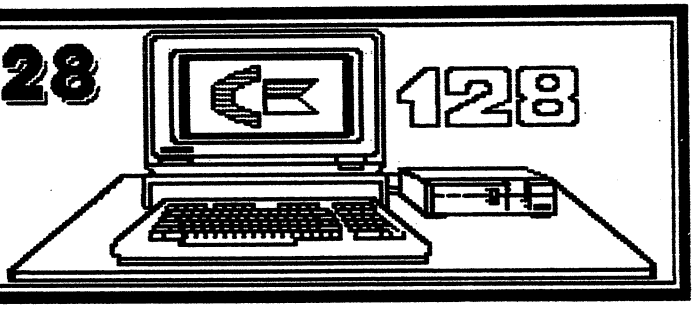
I guess my only real complaints are the problems about saving color selections and the lack of full word wrap when editing. Still, all in all, the program is great for the beginner, as well as the old pro. And compared to software for other systems, even the price isn't bad. Last but not least, few companies back their software the way Timeworks does.

Word Writer 128 is $69.95 from
Timeworks, Inc.
444 Lake Cook Road
Deerfield, IL 60015
Technical Support
(312) 948-9200

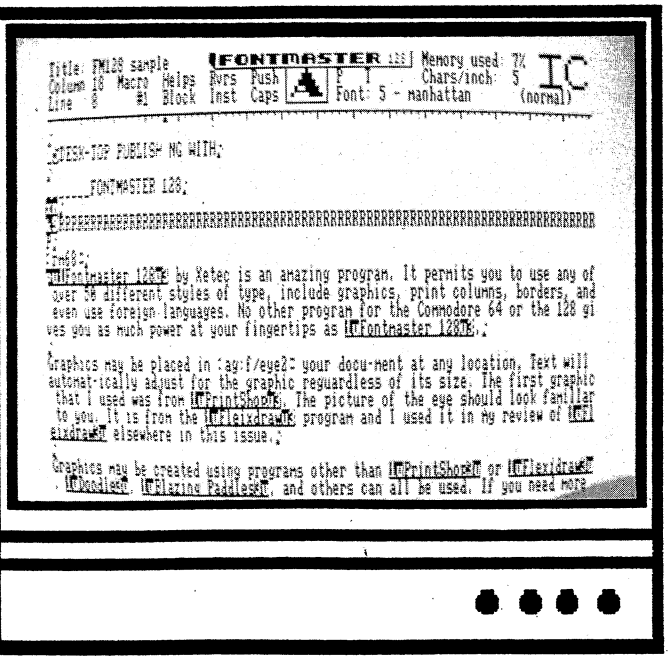
FONTMASTER 128

Xetec, Inc.

Lonnie Brown



Fontmaster 128 is a quantum leap from the Commodore 64 version.



"While other companies are spending their energy thinking of new ways to edit text, we spend our time dreaming of new ways to print text." -- Xetec

Near-letter-quality, proportional spacing, pica and elite letter spacing, micro-size type, double tall type. All that in any one of 50 type faces -- plus the ability to modify any or create a new face.

A sentence in the program's wire-bound instruction manual modestly sums up the difference between Fontmaster and other writing programs: "While other companies are spending their energy thinking of new ways to edit text, we spend our time dreaming of new ways to print text."

That tired old dot-matrix printer could get a new lease on life! Imagine near-letter-quality, proportional spacing, pica and elite letter spacing, micro-size type, double tall type. Imagine all that in any one of 50 type faces -- plus the ability to modify any or create a new face. Imagine having border patterns to use, plus the ability to print newspaper-like columns for placing in pictures later. Imagine being able to mix in The Print Shop graphics or Doodle graphics with the text. The programmers at Xetec did it.

Like the 64 version, this new, improved model also lacks work-wrap while composing a document. The odd splits disappear in the preview mode, but it would have been nice to have words moved whole to the next line during composition. In light of the other features, that can be overlooked. And there is one other thing that will take some getting used to: Fontmaster can work wonders with the printout, but such magic takes time. A one-page business letter will take about five to seven minutes to print out, or at least my Gemini 10x and Cardco/? +G took that long to make a page.

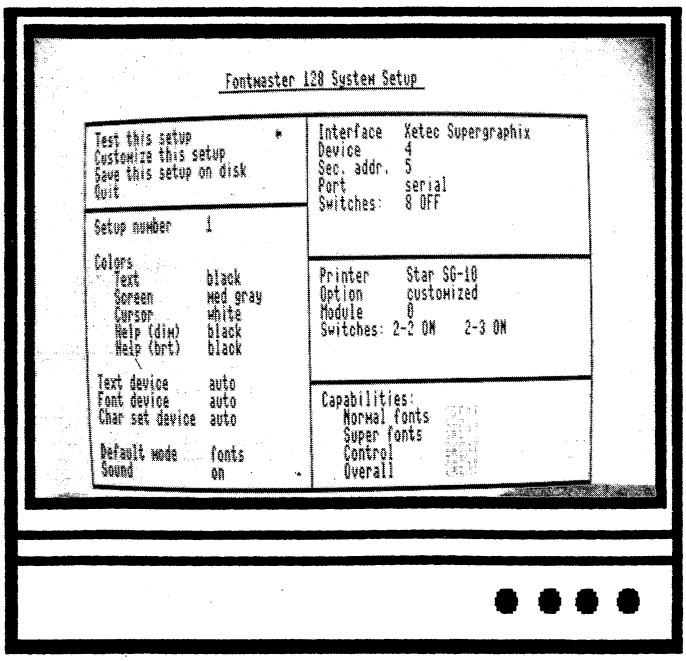
Fontmaster is copy-protected by a dongle that goes between the computer and any printer interface that might be plugged into the cassette port. I don't like such keys because they can be misplaced, but

this one can stay in permanently. It doesn't interfere with the running or printing of any other program. Since there is no copy-protection on the disk, the Fontmaster files -- including the program and its auto-booter -- can be copied to another disk. Thus, you can keep frequently used fonts and store documents on one disk. Warning! Make sure you use a backup disk for this purpose and keep the original disk tucked safely away.

Upon booting, seven options (including one to return to BASIC) are presented. You can go to the word processor, create a font for the printer or a character set for the screen, translate text files from other word processors (or convert Fontmaster to another word processor), enter the graphics conversion program or set up the system.

System setup is done once, when you first use the disk. It supports a host of interfaces and printers or allows you to make a customized printer driver program if nothing else works. It also allows you to set background color, letter color and cursor color. You can designate the number of disk drives. You can save two completely different setups.

About an inch at the top of the screen is taken up by an information line that displays the title of the document, column and line of the



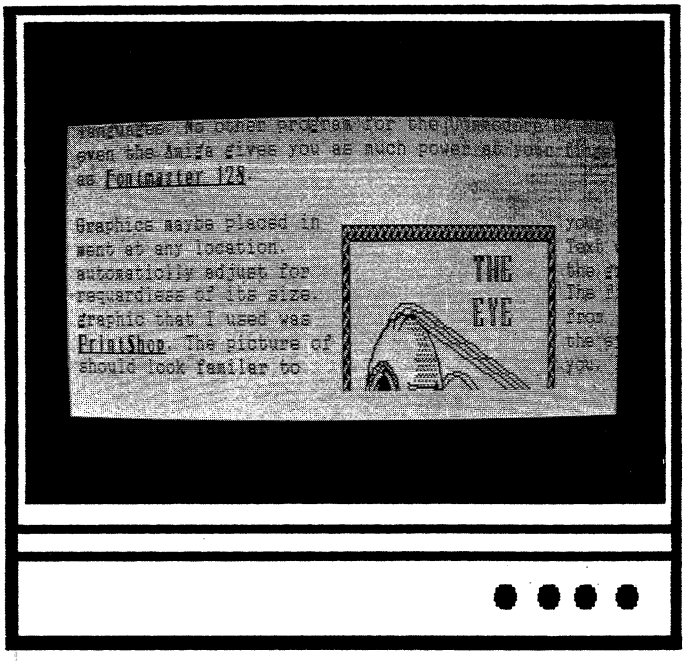
cursor, the characters per inch setting (10 for pica, 11 for alternate and 12 for elite), and the memory used. In the center of the line is a postage-stamp-size block that displays the shape of the font being used. If you move the cursor into an area that has been typed using a different font, the block will change to show you what that font looks like. On the right side of the line, the letters "IC" appear. Their height will tell you instantly if you are using normal, micro, or tall type.

But that's not all. Hiding under the line are four help screens that are accessed by holding down the Commodore, control, alternate and shift keys. Hold down the C=key, and you'll be shown the names of the nine fonts which can be used in a document. You'll also be shown 15 of the commonly used commands available when holding down the C= key and pressing another key. (C= and a number key is used to designate a font, while C= with the 'u' key will turn underlining on and off.)

The control key is used in connection with keyboard keys to perform editing tasks like marking, cutting, and pasting blocks of copy. Control-i turns insert on and off, while Control-g will cause the cursor to "gobble" the text to the right of the cursor. Control-s will save text. Control-? shows how many of the 999 text lines available in each document are left for use.

It is possible to print text in newspaper-like columns, although this means rolling the paper back to the top of the page in some printers which do not have an automatic reverse. If you're using languages that are read from right to left, then Fontmaster can handle that.

The text may be printed out in blocks, if you just want to see how a page or paragraph looks. Or it can be "printed" to the screen in a preview mode. Unfortunately, the preview mode does not cover the whole width of screen. A window about 10 lines deep and 60 characters across appears on screen to show text exactly as it will appear in the document: super-scripts, tall letters, underline, every font, pitch and any added



graphics will be shown. Cursor keys scroll the document across the screen. It takes some getting used to, but since most preview options are used to check the margins and spacing, the reduced character line really isn't a drawback.

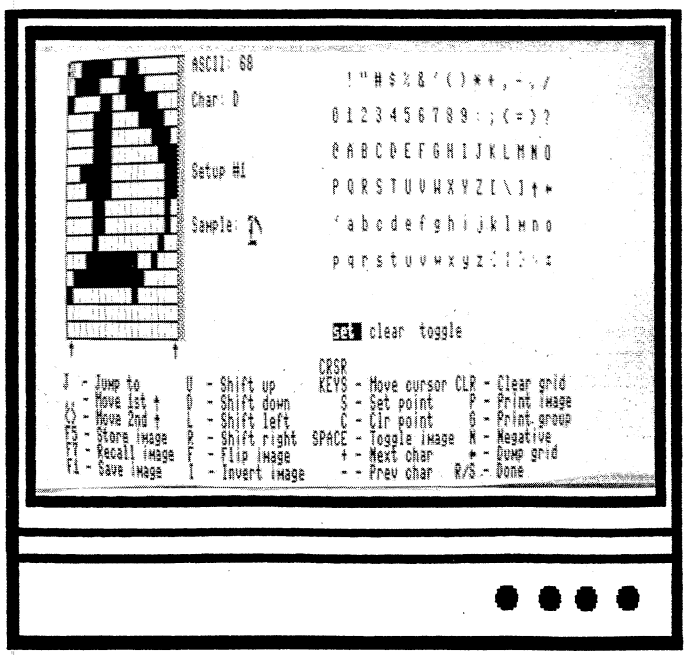
There is no spell check program available, but Fontmaster allows a document to be stored in either Fontmaster (program) form or as a sequential file which can be loaded into other word processors with a spell-check feature. Fontmaster files can also be converted to many other word processor files for spell-checking. Or, going the other way, create a document with your favorite word processor, spell check it, then convert it to Fontmaster to use the special printing features.

Let's get picky. Fontmaster's typewriter quality is good, but I thought the programmers overlooked something: There was only one double quote mark, used for both opening and closing quotes. It "looked" strange with the open quote going in the wrong direction. I used the Font Editor feature to turn the quote upside down and backwards. If you like, you can assign scientific sysbols, hearts, small designs or what-have-you to seldom used keys.

The four odd-number function keys can be defined as macros holding 64 keystrokes or commands -- handy for frequently typed phrases. They cannot be saved to disk with the program, however.

Fontmaster 128 is a quantum leap from the Commodore 64 version. I regret it does not have word wrap. But that is a small price to pay for unleashing the true power of a dot-matrix printer.

It is possible to print text in newspaper - like columns, although this means rolling the paper back to the top of the page in some printers which do not have an automatic reverse. If you're using languages that are read from right to left, then Fontmaster can handle that.



Fontmaster 128 is $59.95 from
Xetec, Inc.
2804 Arnold Road
Salina, KS 67401

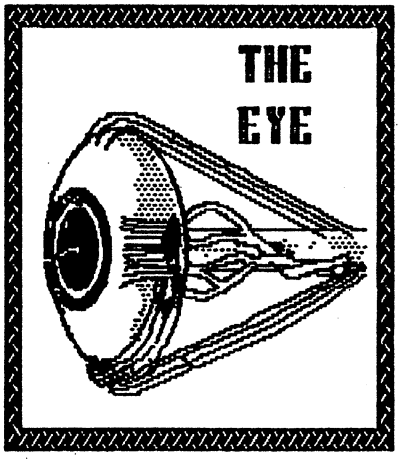
(913) 827-0685

READ ALL ABOUT IT!

DESK-TOP PUBLISHING WITH FONTMASTER 128

Fontmaster 128 by Xetec is an amazing program. It permits you to use any of over 50 different styles of type, include graphics, print columns, borders, and even use foreign languages. No other program for the Commodore 64 or the 128 gives you as much power at your fingertips as **Fontmaster 128**.

Graphics may be placed in your document at any location. Text will automatically adjust for the graphic reguardless of its size. The first graphic that I used was from **PrintShop**. The picture of the eye should look familiar to you. It is from the **Fleixdraw** program and I used it in my review of **Fleixdraw** elsewhere in this issue.



Graphics may be created using **PrintShop** programs other than **Blazing** or **Flexidraw**. **Doodle**, all be **Paddles**, and others can used. If you need more power to convert your graphics then use **Inkwell Systems The Graphics Integrator 2**. It can convert your files to hires which can then be used by **Fontmaster 128** graphics converter. This adds programs such as **Newsroom**, **Geos**, and **Billboard Maker** to the number of graphics programs you may use.

Text styles may be intermixed **throughout your document**. You may even use different sizes of text. For example the next few lines will show all of the possible sizes.

Expanded type
Compressed type
Pica Type
Elite type
Super and sub (script)

By using *Script and the compress commands you can produce a text that looks almost handwritten.*

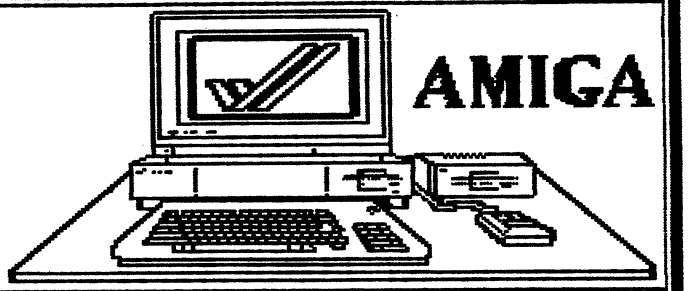
While **Fontmaster 128** takes a bit of getting used to, the program is not difficult and provides plenty of help along the way. It is as close as you can get to desk-top publishing for the price.

(This page created using **Fontmaster 128** and a *Star SG10 printer*)

Pro Video CGI

PVS Publishing

Don Vandeventer



Its power lies in its ability to hold 100 pages of text (a total of 32,767 characters) in memory!

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Pro Video CGI is a full-featured character generator for the Amiga. I regret that I cannot begin to show the power of the program in an article, but I do want you to have an idea of its power and its weakness.

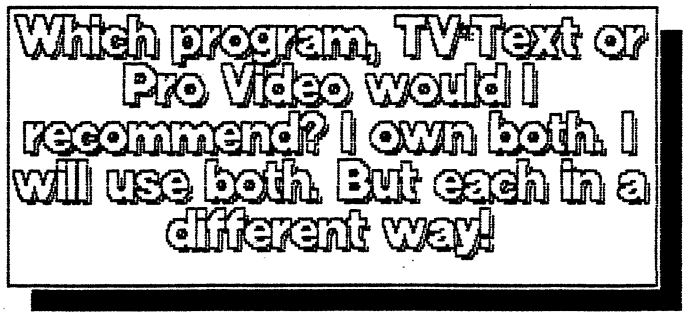
Its power lies in its ability to hold 100 pages of text (a total of 32,767 characters) in memory (after loading, no disk access is necessary), to create a full running text slide show or generate running announcements. It can be used by any type of business that wants and needs to display a changing bulletin.

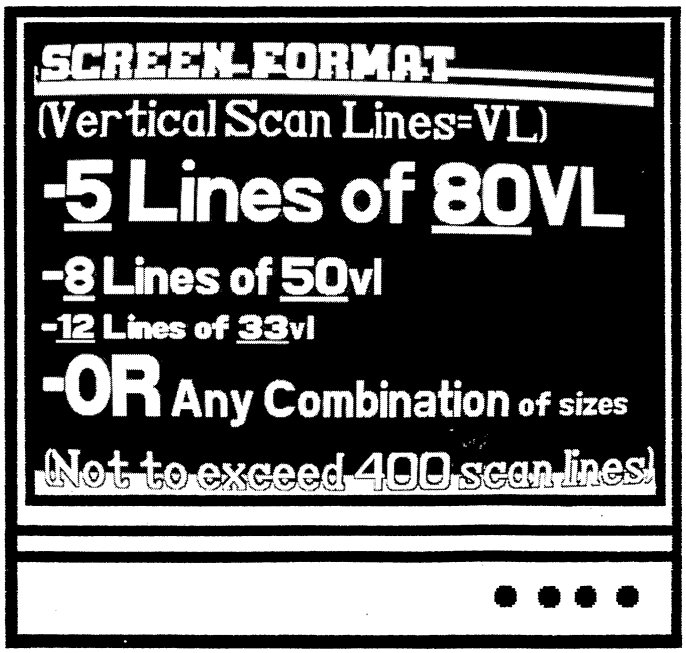
Many businesses today use lighted display panels to attract attention and make announcements to customers. The only problem with these is that you're limited to what can be said. In addition, you're limited to lights, therefore no color. But with Pro Video, you can use up to 8 colors per page out of 4096 possible colors provided by the Amiga.

Pro Video permits you to create text pages using either 12 lines (33 vertical scan lines) of text per page of small text, 8 lines of medium (50 vertical scan lines) text or 5 large lines (80 vertical scan lines) of text. You may use any combination provided the total does not exceed 400 scan lines. The program comes with 3 styles of each size of type, Roman, Helvetica, and Modern Bold. Other styles are available from the publisher.

It does not use IFF format, so you cannot use graphics created by programs such as Deluxe Paint. Nor can you use other fonts with Pro Video other than those by the maker.

Other enhancements to your text include 13 different styles of shadowing, outlines, underlining, plus justify line, right, left or centered. Screen pages may roll up, down, fade, wipe, or checkerboard. Pages may be changed at any of 8 speeds





and stay on screen for up to 64 seconds.

Pro Video also permits you to use any of 5 different styles of background, in 8 different colors and 16 different sizes. Backgrounds include vertical, horizontal, diagonal right and left or square lines.

Now, if I have whetted your appetite, think of some of the ways Pro Video can be used: computer or product shows, retail stores to catch attention, factories to inform employees, mall information, schools, cable television stations -- the list goes on and on. In fact, at the low cost of the Amiga and the software, I think a person could make some extra money just selling the system to the businesses that could use it.

I do have a few complaints about Pro Video. To begin with, it does not use IFF format so you cannot use graphics created by programs such as Deluxe Paint. Nor can you use other fonts with Pro Video other than those by the maker. The program works only in the 640 x 400 interlaced mode. Granted the screen has less flicker than any other program that I have seen, still the flicker is there. These complaints do not mean the program isn't useful, just that it has limitations.

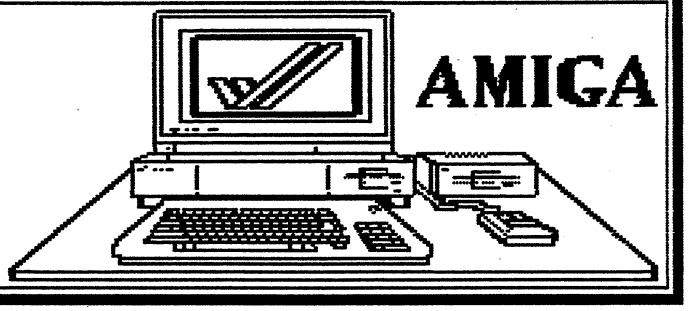
I was asked today which program, TV*Text or Pro Video, would I recommend. That was a real tough one. I own both. I will use both, but each in a different way; because, while they are both character generators, they serve two different purposes. (See review on TV*Text this issue.)

Pro Video CGI retails for $199.95 from
PVS Publishing
3800 Botticelli Suite #40
Lake Oswego, OR 97035
(503) 636-8677

TV*Text

Zuma Group, Inc.

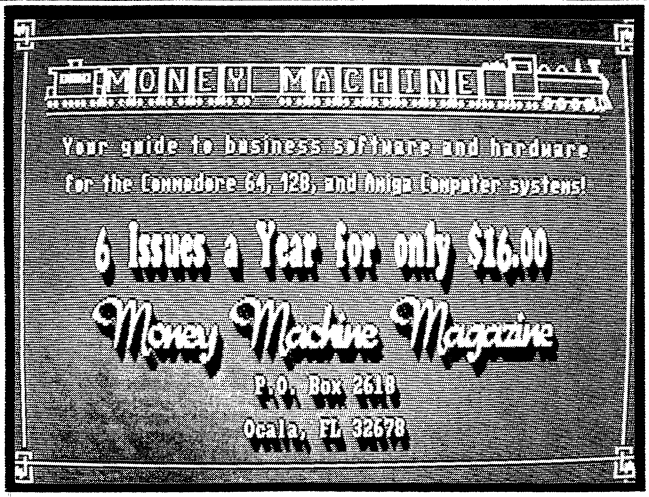
Don Vandeventer



TV*Text is an excellent character generator for your Amiga.

TV*Text is an excellent character generator for your Amiga. While there are similarities to Pro Video CGI, there is still a considerable difference. (Pro Video CGI is also reviewed in this issue.)

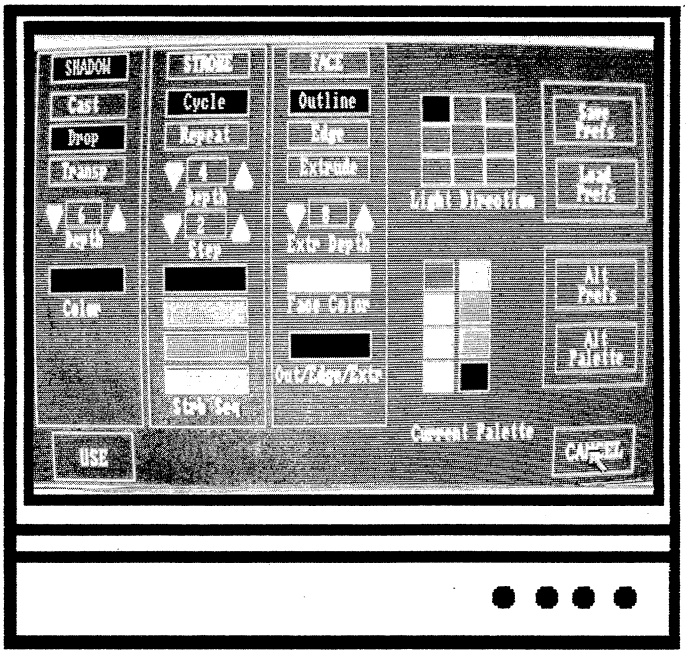
To understand TV*Text and its capabilities, we will need to first understand what a character generator is and how it is used. Secondly, I want you to understand the differences between Pro Video and TV*Text.



Video character generators are used by television stations, cable stations, video production companies, and television advertising companies, to name a few. They permit these companies to add text to commercials, news broadcasts, music videos, and more. Character generators are used to create the text that moves, rotates, flashes, dances, and produces hundreds of other special effects. However, in most cases they are very expensive. That's where TV*Text comes in. The same type of capabilities that a video character generator provides your local cable station is available with using a low-cost Amiga, TV*Text and Genlock. But you're not limited to just using TV*Text in videos. It can also be used to create titles for your art work, slide shows, Deluxe Video, or animation programs.

TV*Text can operate in either the 640-by-400 or the 640-by-200 screen modes.

While Pro Video CGI can be used in creating videos, it cannot be used with other graphic and animation programs for the Amiga. Pro Video CGI uses its own format, and TV*Text uses standard IFF graphic formats. Pro Video can function only in the 640-by-400 interlace screen mode; TV*Text can operate in either the 640-by-400 or the 640-by-200 screen modes. In addition, TV*Text allows you to use fonts created for



the Amiga, including the standard Amiga fonts, the Zuma fonts, or, as in my photo example, the AlohaFonts.

The difference between TV*Text and Pro Video CGI go on and on, but one other major difference is that Pro Video CGI does not use the mouse but the function keys. On the other hand, TV*Text is controlled by using your mouse and the Amiga menu system.

TV*Text permits text to be highlighted using shadow (even controlling the direction and depth of shadow), drop, cast, and strobe effects. In cast, the object appears detached or suspended above the shadows. With drop, the text or graphic will look as if the shadows are attached. And TV*Text permits a transparent style of text and graphics so that the shadows do not completely cover or hide the background. Strobe is similar to the cycle function of Deluxe Paint. You may also use the standard features such as outline, underline, italics, and bold.

Text may be positioned at any location on the screen, and you may use several pre-set formats such as center, left, or right justify. You are even provided a grid to help in spacing, and the grid size may be changed.

Other features of TV*Text will remind you of a drawing program, since you may create lines, boxes, circles, and cut, copy, and resize are available.

Words alone cannot begin to explain the power and function of TV*Text, so suffice it to say that the program permits the end user to create text quickly and easily. While the program is a text generator like Pro Video CGI, the differences in them make each useful for different tasks.

TV*Text allows you to use fonts created for the Amiga including the standard Amiga fonts, the Zuma fonts, or as in my photo example, the AlohaFonts.

TV*Text retails for $99.95 from
Zuma Group, Inc.
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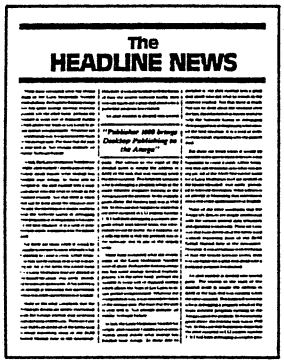
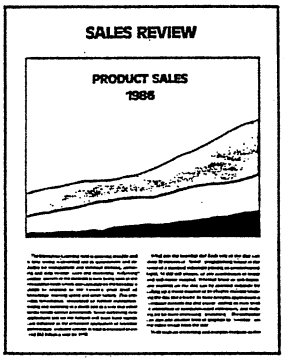


- ► any size/shape of columns
- ► text overflows into next column
- ► multiple columns; multiple pages

REPORTS



- ► justified text
- ► read IFF graphics
- ► move, resize or crop graphics

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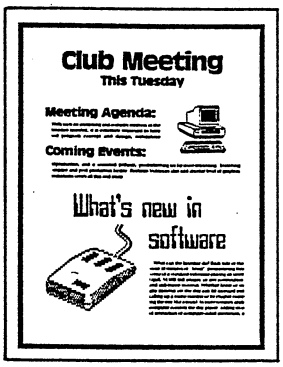

- ► draw directly on page
- ► different font styles and sizes
- ► custom line/shade patterns

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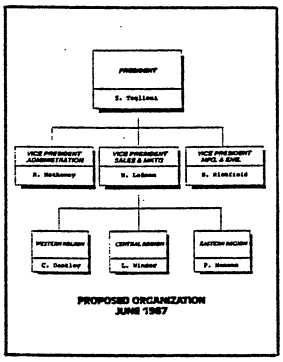

- ► lines, borders and shading
- ► text centered in boxes
- ► underline, italics and bold

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Spreadsheet:

■Ruled worksheet display for superb clarity. ■A 1000 Row by 64 Column wide worksheet with enormous 60K memory capacity. ■Fast worksheet calculations. ■Up to 9 worksheet windows allow you to work in many parts of the worksheet all at the same time. ■Individually variable column widths. ■Over 30 formula functions available, including table lookup and data functions. ■Copy, move or erase any range of cells. Columns can be copied into rows, rows into columns, one row into many rows. All with automatic formula adjustment. ■Extensive printing options feature automatic page headings and footings, pause between pages, automatic pagination and margin control. ■'Exec' marco language, for powerful programming of any VizaStar feature.

Database:

■Full screen design of records, up to 9 screens can make up a single record. ■Each record can contain up to 8,000 characters. ■A file can contain an unlimited number of records. Typically 1,000 on 1541/1570 drives. ■Split second record access, no matter how large the file (on 1570 and 1571 drives). ■Up to three files in a database can be processed concurrently. A database can contain up to 16 files. A disk can hold any number of databases. ■Fields can use worksheet cell contents calculate using worksheet formulas, and be included in worksheet formulas.■Files can be exported, for use by other software such as word processors and mailing programs. ■Report feature can selectively extract, calculate and print records in any format.

Business Graphics:

■Unique and stunning business graphics, using figures from any user-defined worksheet cell range. ■Simultaneous, two dimensional bar graphs, drawn directly on to the worksheet display. ■Full screen, full color exploded pie chart. Witrh user 'labelling.' ■Full screen, full color three dimensional 'skyscraper' bar graphs. Showing up to four worksheet cell ranges with automatic scaling and user 'labelling'. ■Comprehensive printing of graphs including color bar and pie graphs on Commodore MCS-801. Graphs print in high resolution on Commodore and Epson compatible printers.

To see VizaStar or any of our excellent products from Progressive Peripherals & Software, Inc. see your local Commodore or Amiga dealer, or call us today for more information at (303) 825-4144.

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Superbase

The Best Programable Database for the Commodore 128

Superbase the only fully programmable database for the Commodore 128. The first time I saw Superbase 128 in action was while I was in England. I was so impressed by the sheer power of Superbase that I bought several copies to manage my office better. Many of my friends and business associates wanted copies for their own use. A distribution network was born!

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Until you sit down and use Superbase 128, you won't believe what it can do for you. Superscript 128, (the word processing program from Precision Software), co-resides in memory. Now you can easily swap data between Superbase 128 and Superscript 128, without swapping disks.

Of course, you'll be able to take full advantage of the space on all Commodore disk drive models. Upgrading to Superbase 128 is no problem. Superbase 128 can read ('import') data files from Superbase 64 and many other database programs to guarantee data compatibility. You'll love the flexibility of 40 or 80 column screen support too!

Program with over 100 extended Basic commands. Superbase 128 uses version 7.0 BASIC commands which let you design serious custom applications to handle your toughest chores. Complete subtotaling, percentage and other mathematical functions turn your Commodore 128 into a proven system able to manage complicated business applications.

Organize all your information in the flexible and functional Superbase 128. Superbase uses state of the art indexing to make file accessing almost instantaneous. Find any record you want in less than three tenths of a second with your 1571 disk drive. Regardless of your file size!

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Reflections of one Superbase 128 user. 'It does everything I want it to! The programming capabilities of Superbase 128 lets me build my own system of menus. My office is completely organized the way I want it. Now everyone in my office can easily access customer files.....without knowing anything about Superbase! That's a big help to me and my customers - it saves time and money!'

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- VizaWrite is well behaved, allowing you to use the multi-tasking capabilities and run several programs simultaneously.
- VizaWrite is broad minded, allowing you to include text from Textcraft, pictures from Graphicraft, Deluxe Paint ® and most other products.
- VizaWrite comes ready to run, no installation of the software is required and will run in 256K of RAM on one or more drives. Comes supplied with Workbench 1.2 and requires Kickstart 1.2 or greater.
- Because VizaWrite is well behaved, it supports all peripherals, such as hard disk subsystems, as long as they are similarly well-behaved.
- Automatically sets text into pages while editing. Text is always shown as "What you see is what you get."
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- Move between pages instantly, no waiting for disk accessing - select any page to work on.
- Copy, cut and paste by highlighting text with the mouse.
- Move around the text by pointing with the mouse or by using the cursor keys. Scroll through the document - forwards or backwards.
- Edit and save any standard ASCII file. All character codes above the space character can be used in a document. Supports all international characters.
- VizaWrite documents retain pertinent information when saved - such as author, creation date, notes, alteration count etc.
- Open as many documents onto the screen as will fit into memory. VizaWrite uses memory extremely efficiently, and works with the AMIGA operatiny system in the standard way.
- Mail merge from a standard ASCII file with configurable item delimiters. Alternatively, mail merge from a VizaWrite document, where each name and address is held in its own page.
- Optional configuration file permits the varying of many operation defaults, such as standard document size, screen colors, margins, tab stops, etc.
- Document history window, used to log author's name, creation date, amended date etc. Shows document statistics, such as word and sentence counts.
- Glossary system permits single keystrokes recall of frequently used phrases. This is inserted directly into the document at the current typing position, instantly.
- Supports fixed width font printing on any preferences selected printer. Supports proportional printing on certain printer types only (this is a limitation of the printers). Recommended dot-matrix printer is NEC PINWRITER P6/P7, recommended daisywheel is JUKI 6100 or any DIABLO compatible. HP LaserJet is the recommended laser printer using the "F" font cartridge. The AMIGA proportional screen fonts are printed in high quality on supported dot-matrix printers. Daisywheel users can use proportional print-wheels to print out documents laid out using the proportional screen fonts.

VizaWrite AMIGA now forms the nucleus of a complete desktop publishing system that Viza is developing for the Commodore AMIGA. Intuitive, simple,m fast and powerful software - just what your AMIGA deserves.

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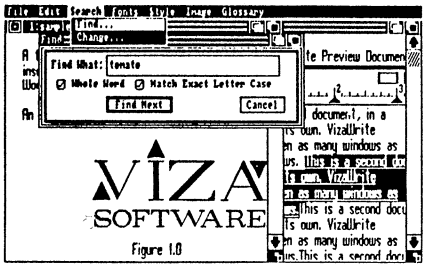

Figure 1.0

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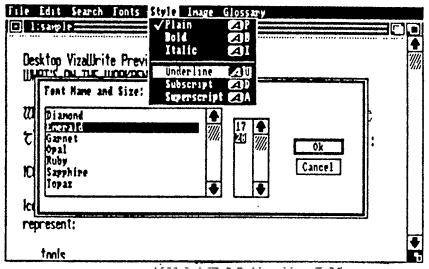

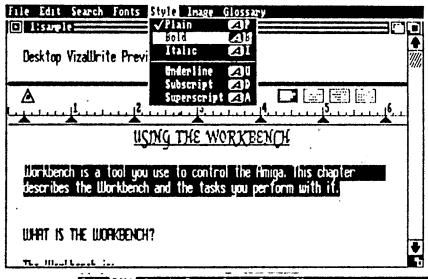

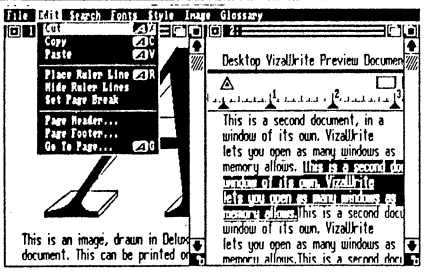

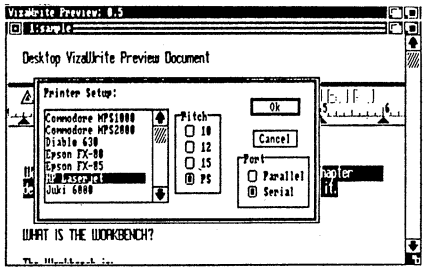

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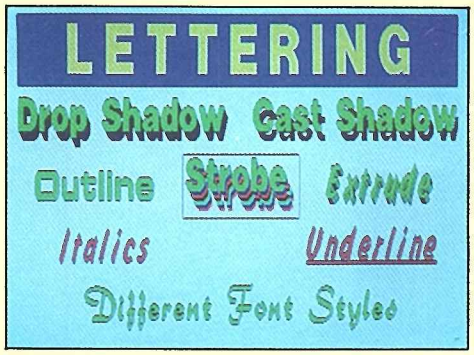
DESKTOP VIDEO

TV*TEXT™

A Text Presentation Program for the Amiga



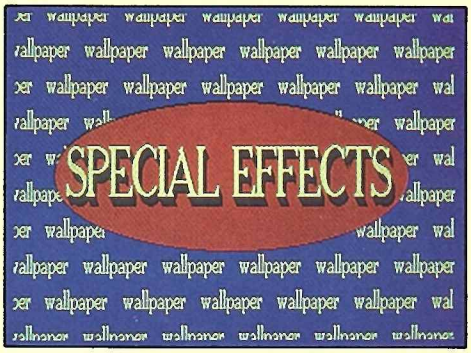
- ► uses 4096 colors
- ► adjustable light and depth
- ► italics, bold and underline

SAVE $50,000! **TV*TEXT** brings capabilities of the most expensive character-generators to you and your Amiga. Pocket all that money while you create professional quality lettering for presentation graphics or live video production with Genlock. **TV*TEXT** uses the mouse, high or medium screen resolution, the full Amiga palette of 4096 colors and IFF format.

You can use any Amiga fonts, such as Zuma Fonts, workbench fonts, etc. Spacing can be adjusted and characters can be stretched, squeezed or even rotated! Text can be positioned with left/right justification or centering.

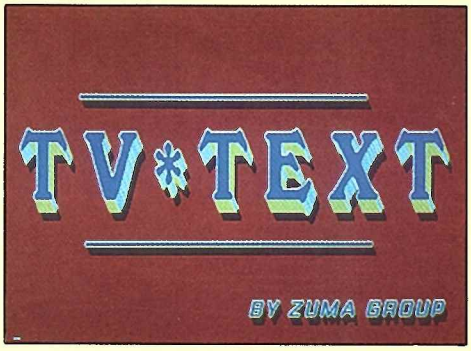
Make titles exciting with rendering attributes such as italics, bold, underline, outline, edge, extrude (3D), cast/drop shadows and strobes. Create attractive backgrounds using wallpaper or tile patterns. Then captivate your audience with special effects made by applying those attributes to lines, boxes, circles and ellipses.

If you want to make your text look special, try **TV*TEXT!**



- ► wallpaper background pattern
- ► rendered ellipse with outline
- ► stretched character spacing

- ► use with IFF programs or GENLOCK
- ► 2 level strobe and drop shadow
- ► justify-center, left and right



- ► extruded (3-D) with drop shadow
- ► horizontal lines with outline & shadow
- ► different font styles and sizes

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Other products by **Zuma Group**:
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"All the tools you need to print"

New Laser Time

VOL. CXXVII No. 1

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LASER BARRIER BROKEN

Historic first: Amiga creates typeset quality text with laser printer

You are reading history. You are reading the first published examples of typeset quality, laser printed words created on a desktop publishing program for the Commodore Amiga. Yesterday, it was impossible. Today, it's within every Amiga owner's reach with Gold Disk's PageSetter 1.0 Desktop Publishing Software and the breakthrough new PageSetter LaserScript program. Reports, forms, flyers, and even newspapers can be created with a whole new level of professionalism.

PageSetter LaserScript adds an exciting new dimension to the already powerful PageSetter 1.0. In addition to providing the four most popular laser typefaces (with more on the way), PageSetter LaserScript gives you complete control over type style and size. It also frees you to change the position and size of entire pages, including the power to rotate them if you want. There's even an option to create custom templates, a time-saving feature the frees you from repetitious formatting and re-formatting. And it works with any PostScript laser printer.

"PageSetter LaserScript is just the beginning of a series of breakthrough desktop publishing programs from Gold Disk", reported a company spokesperson. "We are committed to making the Amiga the premier desktop publishing machine, and we have products in development that are going to do just that." A reliable inside source reports that a big announcement is due in the near future.

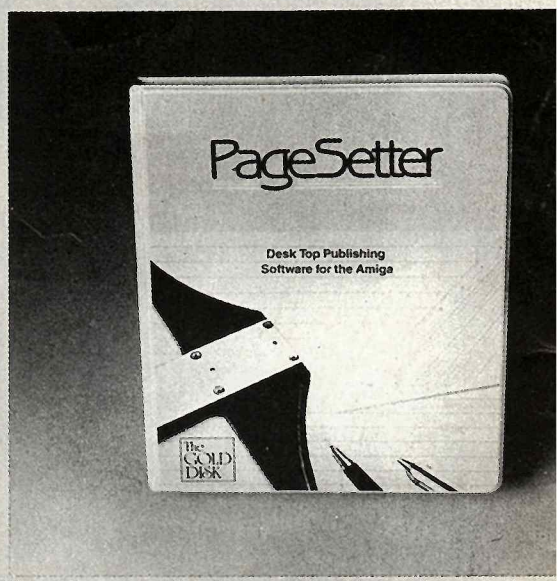
Prices are extremely competitive. PageSetter 1.0 remains priced at $149.95, while the new PageSetter LaserScript will be priced at $44.95.

In related news, Gold Disk also announced the availability of a special disk containing over 25 fonts for dot-matrix printers including the Times, Helvetica, and Courier typefaces. Gold Disk is calling their new product FontSet I and is pricing it at $34.95.

EMERGENCY TELEPHONE NUMBERS SET UP TO COPE WITH DEMAND

Gold Disk Inc has set up emergency telephone numbers to help anxious Amiga owners locate their nearest PageSetter 1.0 retailer.

"Anyone in the continental United States can reach us toll-free 1-800-387-8192", said a Gold Disk spokesperson. "All other callers should dial 1-416-828-0913" Customers can also reach Gold Disk by addressing mail to: Gold Disk Inc, P.O. Box 789, Streetsville Ontario, Canada, L5M 2C2



PageSetter 1.0 takes a giant leap forward.

PageSetter 1.0 The Only Choice For Serious Desktop Publishing

No other program comes close

Amiga owners don't need a laser printer to take advantage of the power and simplicity of PageSetter 1.0. All that's needed is an Amiga compatible dot-matrix printer. A truly intuitive user interface makes page design a snap. In the normal mode, what you see on the screen is exactly what you get when you print out the page. You can also pull back to view the entire page, or zoom in to edit up close. There are even a variety of borders, shadows, and shading patterns to choose from. PageSetter 1.0 is a fully integrated page layout program. You can create your documents with the built-in word processor, or create graphics in the built-in graphics editor. Of course, you can always import documents and drawings from other Amiga programs like TextCraft, Scribble!, Deluxe Paint or Aegis Images