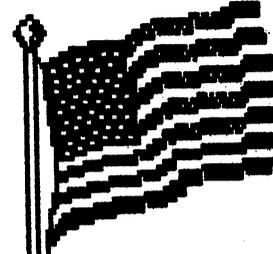# CCCC NEWS

MAY 1988

MAY MEETING

BUY AND SELL

Members only -- bring stuff to sell!
Anybody -- bring cash!!!

SOFTWARE FAIR

SUPERBASE DEMO & SIG?
BASIC AID
FONTMASTER 128
TWS + NB-24-10 + GOLD

Call Nancy Dippold (883-2653) with suggestions of other
things you'd like to see and/or to offer to demonstrate
something you like.

New Author - Geoffrey Schmitt

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3 **CCCC MEETING** 7 PM - 9:30 PM	4	5	6	7
8 MOTHER'S DAY	9	10 EXECUTIVE BOARD MEETING 7:30 PM AT MACEY TAYLOR'S 2634 E. MALVERN MEMBERS ARE WELCOME	11	12 BEGINNERS' SIG NORTHWEST 7 PM *Printers*	13	14
15	16	17	18	19	20	21 **HELP DAY** 10 AM - 2 PM BOTH PD AND RENTAL LIBRARY WILL BE OPEN
22	23	24	25 NEWSLETTER ASSEMBLY AT ELCON ROUND TABLE PIZZA 7 PM	26	27	28 AMIGA SIG WOODS MEMORIAL LIBRARY 10 AM - 1 PM
29	30 MEMORIAL DAY	31				

MAY 1988

FEARN & MUSIC

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===========================
=      GRAFIX SIG         =
===========================
```

By Bob Clausen

On 7 April the GRAFIX-SIG workshop consisted of a two-hour presentation on GEOS conducted by GEOFFREY SCHMITT. He included a most comprehensive introduction and then went through the process of developing a document. GEOS is slow and tedious, but if you're willing to exert the time and effort the final results are excellent.

To close our session ANDY DAVIS conducted a demo of GRAPHICS INTEGRATOR II. He encountered some problems with the disk, but Integrator seems to do what is advertised.

The next GRAFIX-SIG workshop will be conducted this fall, starting either in September or October. We are open for suggestions on type of material to be presented, location and time. Let us hear from YOU! If you have a question or problem with graphics, I am usually available. Watch the NEWSLETTER for the next scheduled GRAFIX-SIG WORKSHOP. Have a GREAT Summer.

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===========================
=  WELCOME NEW MEMBERS  =
===========================
```

CCCC welcomes new members:

James Greene   Lewie Costa
Jack Riback   Dennis McCormick

Dennis comes to us with expertise to share and has offered to be the Amiga helper at the Saturday Help Day. He also has lent us copies of his newsletter, from Ann Arbor, MI. Thank you, Dennis!

```
===========================
=     THE WRITE STUFF     =
===========================
```

By Macey Taylor, CCCC

Beta copies of the 128 version are in town, being tested. It will not be much longer now... Meanwhile, I keep discovering more niceties in the 64 version. Latest example: when you try to insert (merge) a file that is not on the disk in the drive accessed, which I do often, the space that is inserted first is not "left over" when you get the right disk in the drive. Everything comes out neat and tidy.

A national user group, B-BUG (Busy Bee User Group) is being formed. Membership, which includes a newsletter and disk offerings which will not be made available to the general public, is $20/year, or a special introductory group rate of $17/year per person for 10+ people who are willing to have their newsletters mailed to one address. (Each gets his/her own copy).

Each user group that sends in a collection of printer customizers will receive a disk with the whole collection obtained. Send these (see form page 20) and/or your $20 B-BUG dues to me.

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===========================
=        INDEX            =
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THANKS TO THOSE WHO MADE
   THIS ISSUE HAPPEN!!!!!!!!!!!!!!

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......................................
:             VOLUNTEER !!!           :
......................................
```

☐   Run for Office...

☐   Appointed Position

☐   Occasional Help/Special Projects

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===========================
=     EDITOR'S COLUMN     =
===========================
```

By *Macey Taylor*, CCCC

This month, I will say only a few words to explain why I have devoted so much space to one article (Printer Definition). There are a number of reasons, including but not limited to the following:

(1) it took me most of a day to get this article ready to print. I had intended to serialize it, but I'm running out of time for this newsletter.

(2) Despite the many things (I noted only one) with which I disagree, there is a lot of good stuff in it.

(3) It should be of help to anyone who is struggling with an ordinary word processor that does not have a printer definition for his/her printer, and

(4) It should make you thankful for The Write Stuff--for if the 10-x and SG-10 are not included, one must wonder what, besides a ton more key strokes, has been added to Superscript! The 10-x was one of the most popular printers in the Commodore world until it became no longer available, long before Superscript came on the marke, and hardly a week goes by that someone doesn't ask where s/he might find a used SG-10.

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■     NEWSLETTER STAFF
===============================
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? ? ?

```
Editor.........
Ass't Editor..
Ass't Editor................   ..
Art Editor....Marv Lossing.......325-7770
Bus. Manager..Frank Traversone...795-3374
Amiga Art...........................
Amiga Tech &..James Alexander...
              ..Don Doell...
              ..Greg Mathers...
              ..Bob Maurer...
              ..Randy Schild...
Ad Agent......Bob Clausen........747-0196
CP/M Columnist.........................
MS-DOS Columnist.......................
Typists.......Bob Kaley & Recella Rolfe
```

Mail or deliver articles (disk preferred!) and advertising copy to the Editor, 2634 East Malvern St., 85716. **PLEASE** do not do any formatting of your article, use any control codes of any kind, etc. Include a printout or sketch if you want special effects. Preferred word processors: The Write Stuff, Word Pro 64/128, and Word Perfect (MS-DOS and Amiga).

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===========================
=     THE COMPANIES      =
===========================
```

A nice one seems to be XAD mail order of Athens, GA. When unable to answer all my questions, they sent me a demo disk, free of charge, along with a copy of the newsletter from their local club. Their prices seem to be as low as (or lower than) those of other companies. Amiga only.

Not so nice--but no surprise. My very over-priced Deluxe Video key disk was defective. I reported this when I sent in the registration, but said I would try to get it replaced here rather than waiting six months for them to do anything about it. Four weeks later, I received a curt note saying that they only took two weeks to respond... Next time I was in NAD, there was somebody else with a defective key disk. Some quality control!

Mail order woes: Despite the inordinate amount of time I had to wait for my Avatex 1200 baud modem and 512K RAM expansion from MCS (and a later-rectified overcharge on shipping--which is already higher than most), I let budgetary concerns override my better judgment and am again waiting and waiting for **The Director** from this company, as those of you at the April meeting saw since I could not shorten the pauses without the program in hand. Supply Line, which has the best prices I've found for ribbons, doesn't tell you until you are on the phone that you have to order 12 to get the advertised price, and they never tell you that these are generic ribbons, not the "real thing." I'll let you know what they do about defective ribbons when I have time to write them about the IBM Proprinter ribbon that jammed and would not turn the second day of use.

Several newsletter editors are compiling case histories of "bad" companies. The aim is to bring pressure from user groups to bear on these companies so that they will be forced to be a little more ethical and honest. There is no reason for software publishers to be allowed to set all the rules--caveat emptor! I'd like to add your stories so that they may help others avoid the problem. Also, let's hear about the ones who do care about their customers. [MBT]

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=   THE WRITE STUFF-128   =
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```
Jason Auvenshine and I have beta versions of the long-awaited 128 version of The Write Stuff. This version is now only 40-column, with an 80 column preview, but the 80-column version will come. The 128 version will offer many features not feasible on the C-64. Watch for details as the testing proceeds. [MBT]

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===========================
=        STAR TIPS        =
===========================
```
From Syntax Error

Disable your Gemini 10x paper sensor:

`OPEN4,4:PRINT#4,CHR$(27);8:CLOSE4`

When defining your own custom characters, be sure the DIP switch 5 is off. Remember that DIP switches are checked only at power on, so you must turn the printer off to effect a change of settings.

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=============================
= ANOTHER NICE COMPANY =
=============================
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By Bob Clausen, CCCC

I would like to bring to your attention a firm in Tucson that deserves our patronage. The "right tractor clamping lever" on my Panasonic 1091 broke, I repaired it on a temporary basis. When I started the hunt for a replacement, I was very surprised at the attitude of some of the dealers who repair our printers. I finally called ATR BUSINESS MACHINES, at 4247 East 22nd Street. The young lady that answered the phone let me know in about two minutes that the item was in stock and its cost. When I picked up the lever, the service manager offered assistance and told me if I encountered problems to give him a call. All this friendliness--and my total purchase was $1.61. I guess some firms just "know how to treat their customers". Their phone: 881-2468.

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=============================
= JIFFY/DOS 64 REVISITED =
=============================
```

By Tom Benton, CCCC

About 2 months ago, my 1541 drive expired. Actually, it totally disintegrated! There was no repair possible and so I had to get a new drive. I chose the FSD2 and decided to get the latest version of Jiffy/Dos 64. The system involves a chip for the drive and a chip for the computer.

Having to return to the basic C-64 system made me appreciate the advantages of the Jiffy/Dos 64 even more than I already did. Working or playing in basic 64 mode was like trying to swim with a big weight on my back! The wait for the revision seemed interminable, but I finally had the 5.0 version in place and in action.

First, a quick description of the system. Jiffy/Dos 64 is a speed-up application that does not require taking up any ports in the computer. If your C-64 is not one of the older models and does have socketed chips, it is a fairly easy task to exchange the computer chip. If your computer is one without sockets, then a technician should change the chip. Creative Micro Design Inc. will do the job for a nominal $20 fee. The disk drive chip is not difficiult to change. The system works with the 1541, 1571 and FSD1 and FSD2 as well as other compatible drives. CMD Inc. guarantees the product. The big advantage in the on-board application is that the ports are available for whatever use is required. In my case, it allows a cartdrige music sequencer interface to be connected. Unlike the various speed-up cartridges, the system is always available and its compatibility is guaranteed. In the rare case that a program may not load or run in Jiffy/Dos mode, the system has switches that allow changing to basic 64 mode. In my own case, I have not encountered one program that would not work with Jiffy/Dos 64, using it with a wide variety of programs for a 2 year span! The chips come with a clearly written and complete manual for installation and use of Jiffy/Dos 64. My experience with the creators of Jiffy/Dos 64 in regard to help, advice, etc. has been beyond reproach. Unlike other companies that sell you a product and promptly forget you, I have found CMD Inc. to be very helpful and cooperative. I can recommend this Company and their product without reservation!

Basically, the system gives the user a host of commands that only require one key plus return to execute. The F keys allow one key loading and running, directory, listing, ML load, scratching and saving. Initializing, formatting a disk, short format of a used disk,copy a file, rename files etc, etc. It would take a very long article to adequately describe the time saving afforded by Jiffy/Dos 64. The following load time comparisons may give you an idea of one aspect of Jiffy/Dos 64.

Write Stuff BB writer:
Jiffy:35 seconds   Basic: 135 seconds

Music Studio:
Jiffy: 45 seconds   Basic: 66 seconds

OCP Art Studio:
Jiffy:18.4 seconds Basic: 88.66 seconds

Print Master +:
Jiffy: 39 seconds .Basic: 152.54 Sec.

Newsroom:
Jiffy: 27.90 sec.   Basic: 137.86 sec.

Speedscript:
Jiffy: 4.5 seconds Basic: 19.36 seconds

Directory Assistance:
Jiffy: 13.83 sec.   Basic: 64.30 seconds

Silent Service: (normal load)
Jiffy: 31 seconds Basic: 86 seconds

Doodle:
Jiffy: 21 seconds Basic: 84.62 seconds

Jiffy/Dos 64 carries a list price of $49.95 plus shipping. Discounts start with orders of five units. The larger the group order, the larger the discount. Individual orders or information requests may be adressed to: Creative Micro Designs, Inc.

P.O. Box 789
Wilbraham,MA 01095
Area code 413 589 7264 or
        566 5708

I have been advised that the C-128 version is now available. It has a list price of $59.95 + shipping of $4.50. The same discounts are available for group orders. I can't wait to get mine, so I will be ordering it and will report on my findings as soon as I can put it through its paces.

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= BEGINNERS' SIG-CENTRAL =
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No more meetings until the next cycle begins--in the fall?? People interested in working with beginners should contact Doug Davis to volunteer.

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=    FREE EQUIPMENT!!     =
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How would you like to have a C-128 and two 1571s??? Plus a Star-Micronics NB-24-10 printer?? Plus the super fantastic Xetec GOLD interface???!!!
In exchange for all these pieces of equipment, what you have to do is edit this newsletter. Please contact Doug Davis or me if you are interested.
It is with great reluctance that I have been forced to resign before my term ends October 31. As I stated in the April issue, the need for an assistant editor or two had become critical because of events in my professional life. None has been forthcoming for the "regular" part of this newsletter (Amiga helpers have materialized in reasonable numbers). Therefore, I was obliged to submit my resignation to the President on April 12. I need the next few weeks to work on my position paper for the conference in London (and other TESOL/CALL things), and I will be away or working locally most of the time from early June to mid-October. It is simply not possible for me to continue as overall editor. I will finish up various loose ends, and I will serve as Amiga Editor if desired, but if you want to see more than the ballot, the Amiga section, and the already-formatted pages in the June issue, one or more people need to get to work on it. I am very sorry. I do not like to stop doing something before my term ends, but I have been asking for helpers for more than two years. I see this happening in clubs all over the country, in all positions, so it is far from unique to CCCC. Many clubs have folded entirely;others are struggling to keep going. CCCC is everybody's user group--it cannot continue forever with only a handful of people doing most of the work. Therefore, I urge you to consider what you can do to help--with the newsletter or in any other aspect of CCCC's services to the membership.

    Macey B. Taylor, Ex-Editor
    April 13, 1988

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=   SATURDAY HELP DAY     =
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Scheduled Activity:

    10:00-1:00 AMIGA Help

Saturday Help Day will be held at Flowing Wells High School, in the music practice room. See map below. The room has plenty of chairs, but no tables. If you plan to use your computer, bring extension cords and power strips. There is additional parking available on the east side of the building via N. Caballero Pl., a little further east. The music room entrance is on the north side of the building.
Amiga help: Bring your Workbench and whatever you are having problems with--data, program, documentation, printer, etc. Dennis McCormick will be on hand to assist you.
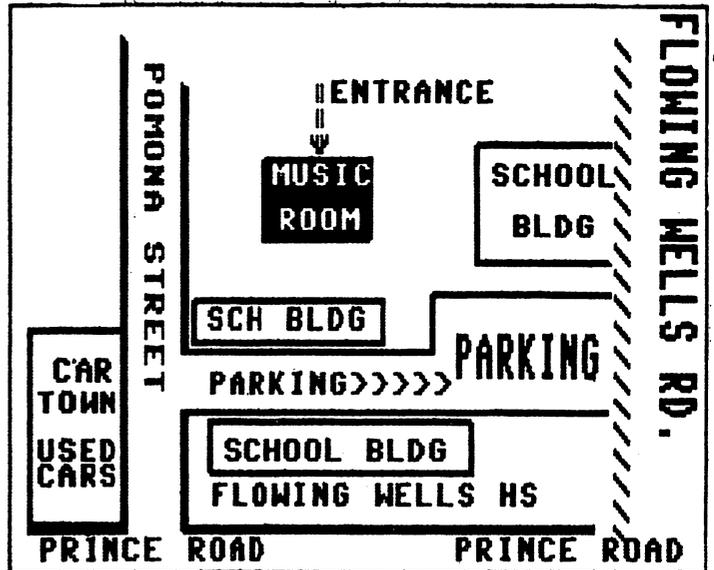
```
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=      GNUS & PHEWS       =
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By Bruce Larson, Minnesota 'BITS & BYTES'

Last month I devoted this column to transferring various kinds of files from the C-64 to the 16-bit machines like the Amiga and the Atari ST (there's no way I'll even mention, let alone discuss in any length, the big blue or fruity machines!).

This month I thought I'd discuss another facet of the C-64 in desktop publishing...digitizing.

For the uninitiated, digitizing a photo can be done by either of two methods with the 16-bit machines. One method is by using a hardware patch (usually a plug-in module), the proper program, and a video camera. The other method involves 'scanning' the photo by running it through your printer with a gizmo attached to the print head. Although I can't speak with any authority on the Amiga, I did discover an amazing thing...the C-64 does a better job of digitizing for desktop publishing than the 1040 ST!

The reasons for this little twist of fate are many-fold. To understand it you have to know how a photo is printed on paper in black and white...or color for that matter. If you look closely at your newspaper you'll see each picture is made up of a series of black dots. The closer they are together, the blacker the area. Color photos, of course, involve black, red, yellow, and blue dots. The smaller the dots, the better the picture appears. In other words, it has better resolution.

Digitizing a photo is somewhat similar. The 'smooth' tones are changed into dots or 'pixels' on your screen. Unfortunately, digitizing requires a lot of memory to do a good job. The C-64 has barely enough memory to do an acceptable job. Its pictures are saved as an 8K bitmapped file where the picture is formed by rather coarse gobs of black pixels. The ST digitizer (made by the same company as the C-64 digitizer) can give two types of files...one in 16 colors or one with 16 shades of grey. Either file takes up 32K of disk space.

For reasons known only to the programmer, the ST desktop publishing program cannot handle 16 shades of grey or other colors...it wants to make each either black or white. This tends to print a picture with higher resolution... but terrible shading. The C-64 pictures, on the other hand, have lower resolution, but much better shading! Check the examples to see what I mean.
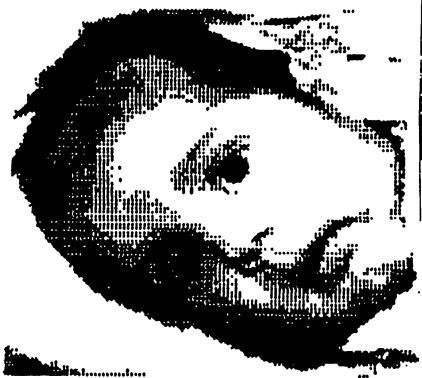
Bigger is not always better! [Ed. The pictures lost something in the duplication process.]

A C-64 digitized picture

Another C-64 digitized picture

An ST digitized picture

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=  RANDOM TIDBITS - 128  =
==============================
```

By John Poland, C.A.C.E. Random Bits

Need a sequential file reader that is short enough to put on every disk that contains a sequential file? This one is only two blocks long.

Great for checking that text file on some long-lost disk to see what it contains. No feature to scroll up and down though, use a word processor for that.

```
10  open15,8,15:print"<shift><clr/home>
    <crsr down-16 times>"
20  input"output to screen (s) or
    printer (p): ";b$
30  print"<shift><clr/home><crsr
    down-16x>"
40  if b$="p"then 110:else 50
50  input"file name: ";f$
60  printK"<shift><clr/home><crsr
    down-16x)
70  open2,8,8,f$:open1,3:print#1,
    chr$(14)
80  get#2,a$:ss=st:print#1,a$;:if ss=0
    then80
90  sleep5:print<clr/home><crsr
    down-16x>"
100 print#1,tab(22),chr$(142),"the end":
    dclose:end
110 print"<shift><clr/home><crsr
    down-16x>"
120 print"turn on printer, check
    paper.":print"<chsr down-3x>"
130 input "file name": ";f$
140 open2,8,8,f$:open4,4,7:print"
    <shift><clr/home>"
150 get#2,a$:ss=st:print#4,a$;:ifss=0
    then 150
160 dclose:end:rem j j poland 10/27/86
```

Lines 10, 30, 60, 110, 120, 140 contain graphic characters in reverse video between the quote marks that did not reproduce on a daisy wheel printer or transmit thru the modem for this article (terminal software generally recognizes only ASCII 0 to 127).

Note: <shift><clr/home><crsr down-16x> means press the shift key and the clear/home key together, once, then press the cursor down-key 16 times. (All of this between quote marks as shown.)

```
==============================
=   128 SCREEN EDITORS   =
==============================
```

By Brian Smither, S C CUBED

It's been a while since I last wrote an article, since most of my recent endeavors have been on the CP/M side of the C-128. This article discusses a side benefit to the fact that the C-128 has two video generator chips (more to the point, two separate sections of video memory). That, in effect, gives you two screen editors.

What's a screen editor? One of the many jobs of the operating system in the computer is to start the process of putting a program statement into memory or executing a command directly. For example:
```
100 GOSUB 200
```
You are using the screen editor to type this line on the screen. If a correction needs to be made, just move the cursor where needed and make the change. You exit the screen editor when the return key is pressed.

The screen editor is exited just after it has sent the text on the screen (or rather, video memory) to the input buffer (this event was initiated at the return keypress), where it will be compressed and then transferred to program text memory. After this, you're back in the screen editor, ready to type the next line of the program.

The above entered a line of program code. To enter a direct command, the use of the screen editor is exactly the same. After compression, the command is not sent to memory but is interpreted and executed immediately. The routine can tell the difference between a program statement or direct command by the presence or absence of a line number.

On to the Function Keys...

The F keys on the C-128 are custom programmable. You can make them do whatever you want them to do with certain limitations. Enter this:
```
KEY 1, "PRINT"+CHR$(34)+
"KEY 1"+CHR$(34)+CHR$(13)
```
Now press F1:
```
PRINT"KEY 1"
KEY 1
READY.
```
To use the function keys in this manner mandates that they be able to use the screen editor, because all the F keys do is print their assigned strings to the screen just as if you had typed them in yourself.

The Messy Screen...

The problem with using the function keys like this is that it leaves garbage on the screen. There may come a time when your screen layout must not be disturbed while special functions are being performed via the F keys. Recall my mentioning two screens?

With two screens (two sections of video ram), there are virtually two screen editors. If you can't use one, use the other. Imagine on the forty column screen, you have created the most amazing layout for a program. It occupies every bit of the 40X25 print positions available. Where do you free up the space to type (or have the F key print):
```
BSAVE"LAYOUT ONE",Pscreen,Pscrend
```
There is plenty of free space on the other screen.

Entrance to the other screen is made by ESC X. Typing this first or preceding the key string with CHR$(27)+"X" will have the computer switch and use the other screen editor. Using ESC X again will switch back.

I hope this will help or has helped someone.

= IF ONLY I HAD KNOWN =

By James A. Jones, BRACE, reprinted from CUCUG

So you think you know everything there is to know about the 1541 disk drive? Well, I've been using one since early '83 and thought I had seen it all. As it turns out, I got a copy of the 1540/1541 service manual from Commodore, Part #314002-01, and it had a couple of things in there that I wasn't aware of.

How many times have you been told to take the disk out of the drive before turning it on or off? The theory is that during a power on or off the head may be energized and erase a spot on the disk. However, the 1541 has a special circuit called "Power Up/Down Write Protection". According to the manual, this circuit prevents erroneous data from being written on the disk during power up/down sequences.

During power up, the voltage is not applied to the read/write coil in the head until the 6502 microprocessor has control of the logic. During a power down, the voltage is removed from the read/write coils before the 6502 loses control.

What this means is that if you forget to pop the disk out before turning the drive off, or put it in before turning it on, DON'T WORRY ABOUT IT. Come to think of it, I've done it many, many times and I've never had a problem.

= 1581 UPDATE =

By Robert Baker, reprinted from CUCUG

It appears Commodore Engineering is now tracking a suspected source of the problems in the 1581.....

It now looks like the real cause of the problem MAY be the Western Digital disk controller chip. It appears that the problems show in drives using the 1770 chip, but those using the 1772 chip do not seem to exhibit the problem. It may also be related to the status of Jumper-1 next to the WD chip — whether there's a resistor present or it's open.

This is still just a HUNCH, and they are investigating this. So far, it appears it may be the problem area.

Hopefully more details later.

By the way, the 1700/1750/1764 REU utility software is still on hold but next up on the list of things to be done as soon as the disk problems are put to rest.

[CUCUG Ed. Note: Steve Gast has reported directory DOS problems on his 1581. These manifest themselves in splat files and files disappearing altogether.]
[CCCC Ed. Note: Steve Gast is a very knowledgeable Commodore user from Champaign, IL.]

= GEOPUBLISH =

By Bob Sackett, SOCK

How long can it go on? GEOS, the Official Operating System of the C=64, has once again started to spew forth in bewildering array. But you know what? They may have finally put out the good one. Like a gambler who is going to quit after the next game, I was irresistibly drawn to Ken's Computer Store the other day in the certain knowledge that he possessed a factory sealed box containing (be still my beating heart!) GeoPublish! This is the program that may do them in! It does what all the others led you to believe that they would do; it puts you into Desktop Publishing on your C=64! (Ken was selling it for $10 under list!) From the first edition of GEOS, we thought that we would be able to put out our home editions of Newsweek. After all, it contained GeoWrite and GeoPaint and writing and painting were the two big tasks in home publishing. Only later did we find that GeoWriter was elementary, the fonts inadequate and programs for importing clip art from sources like PrintShop or PrintMaster weren't present. Each of these "upgrades" were doled out to us in the most expensive (to us!) way Berkeley could think of. And I haven't even mentioned the Byzantine protection system they use that even protects you from yourself! You can't buy replacements for your damaged disks that will work with your previous purchases.

But I digress! Now here's what you need: First, GEOS, the mother-disk of them all, in order to get everything moving. Then, you should have Writer's Workshop. Trouble is, the Writer's Workshop you could use, you don't have! An upgrade, to be called GeoWrite, is what the Publisher is looking for. Use data generated by any "older" version and you'll never be able to read it again until you make the upgrade. GeoPublish will alter the file to its liking. Be warned, use only copies of text data in GeoPublish. You'll also need Deskpack 1 in order to use its Graphics Grabber for clip art importation. Fontpack 1 is also a desirable options for obvious reasons. All of this comes to $194.84.

But with it, you'll be able to pump out those multi-columned SOCK Bulletin look-a-likes until your printer melts! Graphics can be created and placed anywhere on the page. Text may be flowed freely around these pictures. PrintShop, PrintMaster and Newsroom art can be used as you wish. Headlines can be created onscreen and headers and footers are supported. Several sample page layouts are on the disk, to be used if you have trouble doing this yourself. Your favorite page-format outline may be saved for later use to insure pages that resemble one another.

In short, if you bought all the other GEOS offerings, don't give up quite yet. This is the one you really wanted.

If you aren't into GEOS, I would advise you to wait a bit longer and look at the upcoming Timeworks Desktop Publisher. For $49.95 they promise: the publisher, fonts and a full-featured word processor capable of importing graphics from the leading programs. By the way, for a comparison, the best Amiga desktop publisher, up there with the MacIntosh stuff, is Professional Page. [Ed. Note: But it works only with laser printers. We are waiting for the Atari import, Publishing Partner Professional, said to be the best DTP for the Amiga which will work on dot matrix printers.]

```
============================
=    WRITE STUFF HINT     =
============================
```

By Robert C. Lopert, CIVIC 64

After receiving my copy of The Write Stuff and running it through a number of tests, I found that it didn't have a line counter. This is a desirable feature to have in your wordprocessor.

Since I like The Write Stuff because of its other qualities, I decided to see if I could overcome the problem. First, I brought up the PRINT MENU and set both the top and bottom margins to zero. After setting them, I went back to the Control screen, where I pressed CTRL and then X. This allowed me to save the revised PRINT MENU so that it would default to top and bottom margins of zero.

Next, I typed numbers from 1 to 30 with one number on each line. Press RETURN after each number. Then press CTRL and then S to save this as a file called "-END". You could use numbers from 1 to 66 which would be of use in later test.

When you have finished typing a normal letter and have pressed RETURN for the final time, press CTRL and then L. Thecommand line at the top of the screen will show APPEND-. Now type "-END" and press RETURN. In a couple of seconds the numbers will be appended to the end of your letter. Now preview yourletter. The letter will be displayed with one column of numbers at the end. If you have a 15 as the last number on the page, then you have 15 lines that haven't been used. You can divide this to conform to your preference for top and bottom margins. Let's say you used 7 and 8. Press RETURN and then press the UPARROW, which will display the EDIT mode. Now cursor over to CLEAR TEXT and press RETURN. The cursor will be on BELOW. Press RETURN again and the numbers will be gone.

Go back to the PRINT MENU and set the top margin to 7. Ignore the bottom margin as it will be 8 since the top was set to 7. If your plan is to use this letter later and print it again, I suggest that you go to the top of the screen, press RETURN, press CTRL, press 2 and then enter "tm7", which will make a permanent top margin of 7 when the letter is saved.

Earlier, I suggested that you make your "-END" file using 66 numbers. Load this file and print it. I found my Olivetti PR2300 printer only printed 58

lines on single sheet paper. This always leaves me with a bottom margin of 8. I set my PRINT MENU to 58 lines for single sheets and made up another disk for fanfold, which I set to 66 lines. On single sheets if I found I had I had 13 lines left, and knowing I had 8 lines at the bottom because of the printer characteristics, I would add the 13 to the 8 and set my top margin to 10 which would leave a bottom margin of 11 when it was printed.

This system works great with single page letters, but will not work on double column writing such as this article. Most of my letters are single page, so I am pleased with this system.

```
============================
=    MANIAC MANSION       =
============================
```

From CUCG, Author Unknown

Activision Rating - $$$$$ $34.95
C64/128 with disk drive
The cast includes a crazed Nurse Edna, her psychotic doctor/husband Fred, who experiments with nuclear reactors, and their geeky son Weird Ed.

Yes, they sound like my relatives, too. But they're really the nutzoid inhabitants of Maniac Mansion, the latest housing project from the contractors at Lucasfile Games.

This is one place that won't be qualifying for FHA approval. A meteor landed near the house 20 years ago. The animals that didn't shy away from the place started laying purple eggs and giving purple milk. Could it be that Earth has been invaded by a bad taste color consultant from Outer Space?

Don't worry about it. We have bigger problems and so does clean-cut American youth (an Elks Club scholar ship winner) dave Miller, the kind of good-guy who makes blue-haired patriots croak truises like "our children are our future." Dave's equally clean-cut cheerleader sweetie, Sandy Pantz, has been kidnapped. The odds are excellent that Sandy is somewhere in Maniac Mansion.

Dave's a great organizer (three years on the high school student council and president of the senior class) so he convinces two of his friends to creep into this creepy house in search of the creeps who creep around inside...and maybe find Sandy, too.

In Maniac Mansion, Lucasfile Games has advanced the joystick-controlled interface and graphics of the less-than-triumphant Labyrinth to create a wonderfully entertaining, no-typing adventure.

At the game's beginning, you choose which two of Dave's friends will accompany him on his foolhardy mission. Each character has different capabilities. As a result, each character solves problems in different ways. With 55 rooms in the mansion, some 450 objects and five successful endings possible, Maniac

Mansion has plenty of depth.

The characters are represented as Little Guys (and Gals) who roam a simulated 30 environment. Move the joystick-controlled cursor to a place onscreen, click the fire button and the chosen character walks to that destination. The commands that you would ordinarily type are available on a command menu under the graphics. Highlight the desired word with the joystick, hit the fire button and the word appears in a command line. Then move the cursor into the graphics window and click on the object you want to Pick Up, Use, Push, Pull, or whatever.

The player shifts control from one character to another with the command menu or by hitting the F1-F5 keys on the Commodore 64/128. Not only do the characters add variety (one character will be able to do something another character can't) but some of the puzzles require cooperative action between characters, occasionally in widely separate locations of the house.

The inventive cooperative strategy joined to the delightful graphics and total joystick control would be enough to make Maniac Mansion unique. But wait, there's more.

From time to time, the action you're plotting "cuts away" in best Silver Screen style to an animated sequence taking place somewhere else in the house. For example, ring the doorbell at the appropriate point and the scene "cuts" to Weird Ed in his bedroom. The computer plays out an animated scene of an excited Ed hoping the mailman has brought him a package.

Not only do these cut-away scenes add a nice cinematic touch to Maniac Mansion, they also tip you off as to the whereabouts of the bizarro family members (who will lock you in the dungeon if they find you invading their demented privacy).

Even so, these maniacs cut you some slack. The game isn't dedicated to the proposition that all adventurers should be crushed and/or frustrated in the first few screens. You'll have plenty of leeway exploring this eerie and sometimes hilariously funny place (Dr. Fred complaining that you can't conquer the world on a budget). And when things go on a bit too long, a save game feature lets you put it away for another day.

Credit should go to creators/designers Ron Gilbert and Gary Winnick, as well as the rest of the Lucasfile Games staff who have so effectively and entertainingly refined the technology introduced in Labyrinth. Maniac Mansion makes me salivate over what this crew might be brewing for QuantumLink's now-legendary and perpetually delayed Habitat.

Maniac Mansion will be released in Fall 1987 by Activision.

WHAT ARE YOU DOING TO HELP CCCC???

============================
=   AMNESIA   =
============================

???
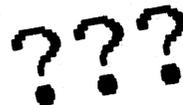
You wake up naked in a strange hotel, not knowing who you are, not knowing why you're there. The only memories you have are unpleasant ones of a roach-infested Texas jail and a distant, threatening but unclear past. Campbell Award winning author Thomas M. Disch's first text adventure, Amnesia, breaks open new horizons for computer entertainment even though it doesn't break entirely loose from the industry standard.

Although the term "interactive fiction" drips through current discussions of text adventures, puzzle-solving has kept adventures from truly making the reader a leading character in a three-ring novel. For all the inventive variations, the text adventure has hardened into the Collect Treasures and Use Objects mold perfected and proselytized by Infocom.

Amnesia's success is measured by the distance it escapes from that format. And in the opening hotel sequence, that distance is considerable.

The opening sequence of Amnesia spins and tears the player in a Mixmaster series of plot twists. From that first befuddled awakening to shocking flashbacks of a forgotten past, author Disch dares to shuffle time and reality in a way unheard of in most straight-ahead, linear text adventures.

Instead of terse paragraphs of text broken by even shorter player responses, Disch reels out reams of prose in his exposition. At various points, dream sequences yank the keyboard away from the player to spin yards of plot. These extended passages of words, instead of making the player feel helpless (the conventional wisdom in text adventure design), have an evocative power that pulls the player even further into a world that he doesn't entirely control, much less understand.

As surprise follows surprise (you'll have to take my word because I'm not about to give even one of them away), Amnesia grows as fascinating as one of Disch's novels. The situation is confusing but irresistible. The player isn't so much challenged to solve a puzzle as he is to chart the reality of his situation: Who is he? Who is the woman who wants to marry him? Why is he living outside the law?

Amnesia's hotel sequence is interactive fiction. The player isn't just obliged to collect objects and use them in obscure ways; he is compelled to participate in his fictional life. And the reason this all works is because Disch defies the convention of text adventures that dictates that prose should be sparse and player input should be generous.

Instead, he follows his instincts as a writer, mixing long and short texts, concocting fascinating situations and generating verbal rhythms. It all comes together in an interactive masterpiece.

The disappointment of Amnesia begins after the hotel sequence, however. In any other game, programmer Kevin Bentley's virtuosic realization of the street grid of lower Manhattan would be acclaimed as a major achievement in computer simulation. And it is. However, after the extraordinary opening of Amnesia, the vast expanses of New York City carry the player back to a more conventional adventure game context: go to locations, find objects, use them in the right order. As clever as this central portion of Amnesia is, the player can't quite erase the memory of that breathtaking opening.

But taken outside of the high standards that it sets for itself, Amnesia is a major achievement, a text adventure that combines plot intrigue, complex locations and intricate puzzles for experienced players, yet won't put off moderately skilled adventurers.

And it makes players hungry for the next Thomas M Disch computer creation.

[CUCUG Editor's Note: I had a talk with Merlin the Wizard about this game and he said that the game has a good thesis and has some good puzzles to solve, but that it is very slow playing. There is a disk access every time you go to another room. He said that for those that don't play this kind of game every day, the delay may not be much of an annoyance, but for the experienced adventurer, it is a frustration. He was on to the next game by the time this one got around to its business. He said an Amiga version might be more satisfying.]

```
===========================
=  FAST HACK 'EM FIX  =
===========================
```

By Frank Prindle
Date: 3 Oct 87 02:57:53 GMY

Welcome to the "CAPUTE!" department! Many thanks to Fred Bowen of Commodore, who spotted a typo in the patches to Fast Hack'em "S NIB" module (to make it work with the new -05 ROM for the 1571):

Incorrect patch: 1499: $AA

Correct patch: 1494: $AA

Fred verified all the other patches for this module and the others were correct as posted. In any case, just to prevent any possibility of confusion, here is a re-post of the complete set of patches with the correction noted with an asterisk (*) in column 1. Hope nobody patched his/her original disk!
----------Corrected 2 Oct 1987--------------

Patches to "FAST HACK'EM" to work with 1571 ROM upgrade 05
The following files from versions 3.0A through 4.1 need to be patched:

"64"
"FASTBOOT V2"
"SINGLE"
"V2 NIB" (3.0A only)
"S NIB"
"128 SINGLE"

The patches are necessitated by three changes in the 1571 ROM:

1. ROM location $c000 contains a new value. The 'fastboot' processing checks this value to determine if it is appropriate to install and utilize the fast booting code. Finding the new value there, which does not match any known drive type, it bypasses the fast booting capability. This may be restored by making the processing check default to 1541/1571 mode if $c000 is unknown.

2. RAM location $01b4 is now used by the DOS as a flag. When code is uploaded from the C64 into drive RAM $0174-$01b9, the last one or two instructions is overwritten by the DOS in this location (a $01 is overwritten); thus the uploaded program executes incorrectly. This may be corrected by installing a harmless instruction with it's operand at this address: ORA ($00,X). The remaining code is moved down or prior code is moved up, as necessary to fit under $01ba.
3. The -05 ROM clears bit 1 ($02) of the disk controller's Peripheral Control Register (PCR) at $1C0C in the drive whenever it is not reading or writing the disk. Apparently, this bit, when cleared, disables the generation of "byte ready" signal (as bytes are read and assembled by the disk controller) which appears as bit 7 of port $180F. This only seems to occur when the drive is in "fast-serial" (i.e. 128) mode. The "128 single" module assumed that this bit would be set and did not set it. Additional code must be added to ensure that this bit of the PCR is set during both read and write portions of the copy operation.

(Note: notice that the "2-Drive" modules are not afflicted by these problems, and do not require modification.)

SPECIFICS

Module: "64"

Symptom: Main menu boots up slowly on a C64.
Cause: Signature change in ROM causes drive not to be recognized as a 1541 or a 1571. Defaults to no fast boot.
Fix: Alter code so that unrecognized signature defaults to 1571.
Module Loads At: $0102 to ? (i.e. in the stack)
Patch:
   0135: BNE +9 ; Default unknown $c000 to 1541/1571, i.e.;the second byte of BNE instruction is 9
   Hint: Use "DISK DOCTOR" or any other sector editor to change first sector of file, position 55=208, position 56=9 (these numbers are decimal).

Module: "FASTBOOT V2"
Symptom: Even when FASTBOOT is enabled, modules don't load fast.
Cause: Signature change in ROM causes drive not to be recognized as a 1541 or a 1571. Defaults to no fast load.
Fix: Alter code so that unrecognized signature defaults to 1571.
Module Loads At: $C800 to $CFA6-1
Patch:
```
  C878: NOP  ;Default unknown $c000 to
1541/1571
  C879: NOP
  C87A: NOP
  C87B: NOP
  C87C: NOP
```

Hint: Must use "DISK DOCTOR" or other sector editor to change first sector of file, positions 124 thru 128 to 234; This file is not loaded by name, but by position on disk, so it must be modified in place! If you move it, it won't be found.

Module: "SINGLE"
Symptom: 1541 Single Drive Fast Copy hangs up.
Cause: Fast uploader code uploaded to $01b4 in the drive is overwritten by the new DOS, which has allocated $01b4 for it's own use.
Fix: Alter uploaded code so that it doesn't matter what is in $01b4.
Module Loads At: $07F8 to $13F0-1
Patch:
```
  13ED: ORA ($00,X);skip over drive $01b4
  13EF: NOP
  13F0: JMP ($01A9)
  0FAD: $B6 ;change refs to $01b3-> $01b6
  1008: $B6
  106C: $B6
  10A9: $B6
  10EB: $B6
  10FE: $B6
```

Hint: File must be loaded, altered, and re-saved with a ML monitor. When re-saving file, save $07F8-$13F3 (i.e. 3 more bytes than loaded, to compensate for added code).

Module: "S NIB"
Symptom: 1541 Single Drive Nibbler hangs up.
Cause: Fast uploader code uploaded to $01b4 in the drive is overwritten by the new DOS, which has allocated $01b4 for its own use.
Fix: Alter uploaded code so that it doesn't matter what is in $01b4.
Module Loads At: $07F8 to $179B-1
Patch:
```
     First,      transfer    $1769-$1767
(i.e. move that block of code backward 2
bytes).  Then:
  1762: LDA #$04    ;correct for move-back
  178F: BNE $1762   ;correct for move-back
  1796: ORA ($00,X);skip over drive $01b4
  1798 JMP ($01A9)

  136F: $AA ;change refs to $01ac-> $01aa
  1438: $AA
  1489: $AA
*(corrected 2 Oct 87) 1494: $AA
```

```
  149C: $AA
  14EC: $AA
  14F0: $AA
```

Hint: Easiest to do this with a ML monitor; Because code is moved back instead of ahead, just save same area as loaded: $07FB-$179B.

Module: "128 SINGLE"
Symptom: 1571 (128 mode) Single Drive Fast Copy hangs up.
Cause: New ROM -05 clears bit 1 of PCR when not reading from disk. This inhibits ability to detect "byte ready" by testing the sign bit of $180F. 128 SINGLE assumes that this bit is set when it gets control from the DOS and hangs forever waiting for "byte ready".
Fix: Modify the current subroutine which delays while waiting for drive motor to come up to speed so that it achieves a similar delay, but also ensures that bit 1 of the PCR ($1COC) is set. This may seem like a silly place for a patch, but there is no other available patch area. Module Loads At: $1C00 to $2E24-1 (in 128 mode)
Patch:
```
  2D0B: LDA #$00    ;modified drive motor
delay
  2D0D: TAX
  2D0E: TAY
  2D0F: LDA $1C0C  ;loop begins
  2D12: ORA #$02   ;set bit 1 of PCR
  2D14: STA $C0C   ;inside loop for more
delay
  2D17: NOP         ;still more delay
  2D18: DEX
  2D19: BNE $2D0F  ;end of inner loop
  2D1B: DEY
  2D1C: BNE $2D0F  ;end of outer loop
  2D1E: RTS
```

Hint: Easiest to do this with a ML monitor; Because code is not moved and no new code is added, save same area as loaded: $1C00-$2E24.
    My experience is that the SINGLE 1541 FILE COPIER and all of the DUAL 1541 and DUAL 1571 modules still work (unmodified) with the -05 ROM upgrade, though I suspect this is purely coincidental. If anyone has information to the contrary, please let me know.

```
=========================
=  BEGINNERS' SIG - NW  =
=========================
```

By Yvette Mullican (297-2381)

    The Northwest Beginners' SIG will meet at 7:00 pm, Thursday, May 12, to learn "All About Printers" with Tom DeAngelo. Bring questions, problems, and plain old curiosity.
    Call if you need directions.

===========================
= A PRINTER DEFINITION =
===========================

By Kevin Hopkins, CUCUG CURSOR

"OK Kid, so you want to be an editor, huh?" "Who, me?" "Yep." Well, that's just about how fast it happened. Now I've got a job ahead of me. It's one thing to contribute articles and tidbits that you run across, and another thing altogether to power around huge chunks of text and make them fit into a set amount of space. And make it look good! "Call in the reinforcements!"

I don't know about you, but I hate new programs. Why? Two words: THE MANUAL. The proper place for manuals is on a shelf collecting dust. I like things that are familiar, that I can count on doing what I want them to do, when I want them to do it. That usually means right now. So, even though I bought a 128, I was still doing my word processing with Easy Script in 64 mode. Compatible with your 64 software, remember? But now I wanted to edit down some of the Quantum Link Engineers' Forums and they average about 130 blocks apiece. Poor old Easy Script bulges at the seams and then gives up the ghost when you try to put one of those monsters into it. What now? I've finally got to pull out the manual and learn Superscript 128. Procrastination? Perhaps, but do you enjoy the inevitable "Set Up Sessions?" with the MANUAL until the wee hours of the morning?

Superscript 128 is an upgrade of Easy Script, so I get my familiarity...sort of. Because it does more, and does more automatically, Superscript 128 takes more keystrokes to do what Easy Script could usually do in one or two. However, as a concession to the lazy, it allows you to program the RUN/STOP key in "macro" fashion, and so with a little effort you can replace Easy Script's command key, F1, with a RUN/STOP version to do the same thing. "But I've got less than a month to concoct something that works!" Once again Kevin Hisel comes to the rescue. Kevin has written an entire Easy Script emulator for the Superscript RUN/STOP key. I'm trying to convince him to put his DEFAULTS out on a club disk, and I will discuss it in detail in our next newsletter. But this still leaves us with a major problem. I can now talk to Superscript but I've got to get Superscript to talk to my printer, a Star SG-10 with a Cardco G-Wiz interface. Since this is a specific example of a problem encountered by just about everybody with a printer, there should be something of general value to you in this discussion.

Within the DEFAULTS file is a thing called a Printer Definition. Printers drive programmers nuts because there are so many different kinds and each one is a little different. So the writers have to rely on you, the user, to tweak one of their generic Printer Definitions to the peculiarities of your own system, if you don't happen to have a printer they've

allowed for. (The SG-10 isn't in this program.) To get some of the type sizes I need for titles and for the text itself I need to control my printer. Kevin gave me a copy of the driver he's been using on his Star Gemini 10X, but... (You guessed it, the SG-10 is an upgrade of the 10X and isn't exactly the same thing). The driver, shown below, is Kevin's Definition of the original Epson Matrix Type Printer Definition that comes with Superscript. One of the nice things about Superscript is that these modifications can be made as easily as working on a regular document file, which is exactly how the DEFAULTS file is stored.

For clarity I've used dotted lines to divide Kevin's definition into sections. Those lines do not, nor do the imbedded titles, appear in the file itself. The asterisks used should actually be in reverse type: each is the layout command character, made by Control-L in Superscript (the same as F3 for those familiar with Easy Script). The initial text is for the opening screen. The "cm", "sk", and "pd" mean comment, skip lines, and printer definition respectively. Our concern is with the 62 lines after the "pd" command. The manual doesn't specifically tell you this, but the position of each line after the "pd" is of critical importance in the chain of commands: each command to its line and each line a command.

```
*cm sg-10 w/cardco
*sk5;Hello!   Your printer is a Gemini-
10X*sk2 with a Cardco interface. *sk2
Press the space bar to continue.*sk9
*pd
--------------screen width------------
40: text width of editing screen
--------------interface--------------
4:   Unit number of printer 0/centronics
     2/rs232 4+/serial
25:  secondary address to put Cardco in
     locked transparent mode
5:   data bits and stop bits for rs232
     *NOT USED*
6:   baud *NOT USED*
1:   parity *NOT USED*
--------printer characteristics------
1:   1 if linefeeds required 0 if not
0:   1 if cbm codes required 0 if not
0:   1 if 'cursor down mode' 0 if not
0:   1 if diablo codes 0 if other
0:   1 if spinwriter codes 0 if other
0:   1 if enhance on makes chr double 0
     if no (NLQ use 0)
0:   1 if printer can do bold by back-
     spacing 0 if not
0:   1 if printer can do shadow by
     moving 1/120th" 0 no
0:   1 if printer can underline by back-
     space 0 if not
2:   number of extra character prints
     when bold in effect
0[   1 if features below described in
     cbm code
-----------------main features--------
27,45,1:   Underline on
27,69:     Bold      on (Emphasized)
27,71:     Shadow    on (Double Strike)
15:        Condense  on (17 CPI)
27,66,4:   Enhance   on (for NLQ use
                         27,77,4)
```

```
27,83,0:   Superscript  on
27,83,1:   Subscript    on
27,45,0:   Underline    off
27,70:     Bold         off
27,72:     Shadow       off
18:        Condense     off
27,66,1:   Enhance      off  (NLQ off use
                                 27,66,1)
27,84:     Superscript  off
27,84:     Subscript    off
-----------secondary features---------
27,55,0:   feature 1    US character set
27,55,1:   feature 2    UK character set
27,55,2:   feature 3    German set
27,55,3:   feature 4    Denmark c
27,55,4:   feature 5    French c
27,55,5:   feature 6    Swedish c
27,55,6:   feature 7    Italian c
27,55,7:   feature 8    Spanish c
27,52:     feature 9    Italic on
27,53:     feature 0    Italic off
--------------pitch----------------
:          set 8        Characters/Inch
27,66,1:   set 10       Characters/Inch
27,66,2:   set 12       Characters/Inch
:          set 15       Characters/Inch
:          set 20       Characters/Inch
27,65,18:  set 4        Lines/Inch
27,65,12:  set 6        Lines/Inch
27,65,9:   set 8        Lines/Inch
27,65,6:   set 12       Lines/Inch    ----printer
initialization----------
:          Printer initialize sequence
----------variable characters--------
35: #                   Pound sign or hash
36: $                   Dollar sign
64: @                   At sign
91: [                   Open square bracket
35: £                   Pound sign or hash
93: ]                   Close square bracket
94: ↑                   Caret
123:                    Open curly bracket
124:                    Vertical bar
125:                    Close curly bracket
126:                    Tilde
```

The first section, screen width has to do with your monitor's screen. It's set for forty columns, but if you're in 80 column mode and 40 is too low, "Superscript will automatically use the minimum width that will work".

The second, interface section is, in our case, for the Cardco G-Wiz. THE MANUAL says "For a Commodore serial interface, every line must be present but need not have a value, except the secondary address line." and that's the only one Kevin changed from the original Epson printer definition. What he did is put the G-Wiz into locked transparent mode, which will allow any character string to be passed to the printer unchanged. Now, you might think "Well, isn't that what's happening anyway? What's the interface doing changing characters that are going to the printer?" Believe it or not, that's a special feature on the G-Wiz. And there's a sound reason for it. What it's doing is detecting quote mode. I'm sure we've all been trapped in quote mode before: making all those strange and indecipherable graphics characters, which really do mean something to the computer, like cursor movements, or clear the screen, etc. Cardco thought that it would be a nice

feature to translate those symbols in a program listing into clear text so you wouldn't have to go searching through your other manuals, scratching your head, saying "OK, what's a reversed capital S do?" (OK, so you knew that it meant home the cursor.) However, when you're using a word processor, quote marks mean a whole different thing. So, what once was a feature is now a pain in the neck. Thus, transparent mode.

Now you'll notice I said "locked" transparent mode. Originally I purchased my G-Wiz because all I had to do was hook it up between my computer and my printer and it worked. Sure it had a manual. It also had a bunch of DIP switches on it, but I didn't care about that stuff. "Just communicating to the printer is in a different world. And guess what. Now we have to control the interface, too. It's not exactly a full blown DEVICE like a printer is a DEVICE or a disk drive is a DEVICE. It's sort of like a nosey neighbor on an old time party line when you're talking to the printer. You don't know it's listening in until you get to the juicy stuff, and then it'll throw its own two cents in. The way you communicate with the interface is through secondary addressing. Kevin told it to get off the line and to stay off. The only way to get it back is to power down and start all over again. I, on the other hand, am a far more sociable guy. I want to use another of the features of the interface for my own purpose. So if you look at line three of my printer definition at the end of this article, you'll see that I use 5 as the secondary address. This signals the interface to go into transparent mode with no line feeds just like before, but with a difference. It will still be listening on the line. If I send another secondary address, in this case an 8, I can toggle the interface back into normal printing mode. Why would I want to do that? Well, the SG-10 doesn't have a reversed character set built into it, like the Commodore printers do. But the G-Wiz does. By toggling in normal printing mode, I can get reversed characters when I need them. If I lock transparent mode, I wouldn't have two pennies to rub against one another.

In section three, printer characteristics, the only change Kevin made was in line 12 (line 6 of the section). The reason for it wasn't that the Gemini 10X (or the SG-10) doesn't make enhanced characters twice the size of the characters in the particular pitch they're in...it does. The reason was a judgment call. Although the 10X doesn't have an Near Letter Quality mode, Kevin figured he might be giving his printer definition to someone whose printer did have NLQ. (Who knows, Librarians just think like that.) And figuring it would be used more often than enhanced characters, he used the value zero. Since this command is internally linked to the fifth line of the main features (where he changed enhanced characters to Near Letter Quality), he had to turn this feature off, to accommodate the substitution. I, on the other hand,

want Enhanced mode back. I have another solution for the NLQ problem which I'll cover a little later. So, in my Printer Definition, you'll see that line 12 has been changed back to its original value, 1. By the way, there is something to be said for writing an article about something you use. I wondered why the centering command was screwed up when I used enhanced characters....

Now we're ready for the fourth section, main features. As mentioned, Kevin changed the enhanced feature to Near Letter Quality. He noted that change himself in lines 5 and 12 of this section (lines 22 and 29 overall). My main features may look quite a bit different from Kevin's. Due to some initial printer difficulties, I changed some of the valid commands into some of their equally valid alternate escape commands. There is more than one way to say the same thing. (You Easy Scripters should be able to recognize the decimal numbers for the familiar characters found in Easy Script. The character code for ESCAPE is a decimal 27.) I also restored the Enhance feature.

One thing I did do, purely for my own benefit, was to switch the Bold and Shadow features around. I don't plan to change the entire printer industry's terms for things, but it seems more logical for me that way. The SG-10 uses the 27,71 code for what the Star MANUAL calls Double Strike, and it uses the 27,69 code for what it calls Emphasized. To me, Bold means darker, which Double strike certainly is. "In double strike printing each character [is] printed twice, and they are moved down just slightly the second time they are printed. In emphasized printing, they are moved slightly to the right the second time the SG-10 prints." When you see something and its shadow, you see a wider image. Oh well, chalk it up to a personal quirk. You can always change it back, which you may well want to do if you want to be consistent later with Kevin's Easy Script emulator. One quick note before we leave the main features: the superscript/subscript features here are for one character only due to the way Superscript works, not due to the way the printer works. Superscript turns them off automatically. The people who wrote Superscript had no idea there would be anyone crazy enough to want to print text entirely in Superscripts. Wrong.

The secondary features of group five are really user-defined (well maybe they did suspect something after all). Kevin's is similar to the Epson definition in content: implementing the international character sets in the printers. The Epson definition has six sets, the 10X has eight, and the SG-10 has the same eight as the 10X, but the codes and order are all different. If you really have to have all these character sets at your finger tips, there is no standard or consistency even within the same manufacturer. Check your own manual. The Epson definition also features italics and proportional spacing. Since the 10X can't do proportional

spacing Kevin scrapped it. [CCCC Ed. Note: The 10-x most certainly can do proportional spacing! That's what I used for NLQ when I had a 10-x and later, also, when I got an SG-10 because it looks much nicer than the funny square letters.] The SG-10 can print with proportional spacing, but I just haven't got a big use for it yet, so it's not in my definition either.

If you'll take a closer look at my definition, you'll see the solution to the NLQ problem I mentioned earlier. It's a rare occasion when I have to pull out the Swedish character set, so I gave in and sacrificed it for Near Letter Quality. Next, playing with the fine print has gotten me two methods of turning on superscript text and leaving it on. The first, feature three, includes the proper line spacing to print an entire page that way if you like. Feature five is just in case you want to print something other then H2O. And then there's feature 7. I thought I was getting good, but then Steve Gast came along and showed me Tiny Text. This is for those compelled to print the Gospels on the insides of match book covers. It's condensed superscript with the complementary line spacing.

All this is probably overkill, and I'll more than likely change one of these to something useful like... reverse text printing. As soon as I figure that one out. So far, all I have been able to do is use the sa (secondary address) command from within my document, such as *sa8,18,42 where 8 is the new secondary address, 18 toggles reverse mode on, and 42 is the ASCII character code for an asterisk. Or I have replaced one of my feature strings with its equivalent, s8,18,42. But, I haven't been able to just toggle reverse mode on and then print text since a carriage return cancels reverse mode and one seems to be sent with each command before the word processor gets to my text. I'm still working on that one.

Section six contains the information to tell the printer which size text to print – the pitch. This is where Superscript comes to find the values to send your printer when you use the ci (characters per inch) and the li (lines per inch) commands at the head of your documents. Now remember, Superscript is looking for values at these particular positions. It doesn't care what those values are. As Kevin Hisel has already demonstrated with NLQ and I did with bold and shadow, those values don't have to be the ones it expects to find. They can be anything. In the definitions here, the lines per inch codes are exactly the same as for the Epson. The characters per inch require different ones for the Star printers. Just like the Epsons, the Stars generally have two pitches: Pica (10 cpi) and Elite (12 cpi). Kevin left three pitches blank. So, to activate these pitches, which did nothing since they stood empty, I filled two of them with print that most nearly matched. In my definition, the 8 cpi setting now activates an 8.5 cpi pitch created through the use of enhanced condensed. The 15 cpi

setting triggers the use of the Star's 17 cpi condensed type. This leaves only the 20 cpi setting unimplemented. Since even Tiny Text is only 17 cpi, I can't see the point of going any smaller. You should be able to see that ,by doing inserting, these codes can now call up the condensed pitch for an entire document without using the main feature Condensed command. I need only use the ci15 command in my formatting line at the beginning of my document. If I should change pitch within that document I could use the main feature command to get condensed back, or I could use this long hand version again.

Now if you wanted to always start out using the condensed pitch, you could place the escape codes for it on line 51. This single line makes up section seven. The code here is sent to the printer every time you use the Print command. However, the Epson definition left this line blank, Kevin left it blank, and I see no reason to use it either. The MANUAL says it's useful when a printer is being used by more than one person. O.K. Makes sense... but mine isn't.

Section eight is my favorite section. Why? Because it exemplifies several reasons why I hate new programs, thanks to their manuals. First of all--its cryptic heading: variable characters. What's variable about them? Other word processors I've run across use the word to signify something very akin to a BASIC variable. They use a variable character for the names in a mail merge list. Is that what this is? MANUAL: "The lines in this last group define the codes for the character set that varies from language to language, and often from daisywheel to daisywheel." Your possible actions are: 1) Change a code so that entering a character in the text produces a different effect when the character is printed. 2) Change a code so that it matches a key on a non-American or non-British keyboard." Which character set? Language - O.K. They're not talking BASIC. Effect? Which code? Which key? Did my brain just go into vapor lock? Do they give concrete examples so I can figure my way out of this stupor? NO!

What I have since found out is that each of those eight languages my SG-10 knows--you remember, the ones I gave the heave ho to--has a character set. No big surprise there. The only difference between those sets, however, are the eleven characters below. Code? ASCII character code. The SG-10 manual explains this very precisely (Thank God!). The Superscript MANUAL doesn't say, "See Star Manual." Why did I ever doubt they were character codes? I don't know, but I couldn't figure out why the Epson definition had two 35s in it. Or why 92 was left out on this definition but every other one in the MANUAL had it.

The MANUAL: "To change a code, you define a sequence of numbers separated by commas, i.e. nn,xx,...,xx where the first number (nn) is the code for the character to be changed, and the rest of the numbers (xx,...,xx) are the codes to be sent to the printer to produce the printed character you want." Now folks, that is

flat wrong. You do NOT put the ASCII character code number (nn) first, because it will be sent to the printer if you do. This is the place where the user should have been told that the line positioning in your Printer Definition is vital. Each one of the internationally variable characters has its own line and it will go to that line to find its 1) character code (you can make it anything, even another 35) or 2) a string of escape codes and character codes that will define it. For a concrete example of this latter, take a look at our phantom 92 in my Printer Definition. What we have there is a string of three separate commands. The first (27,55,1) is the escape sequence to change from the SG-10's normal US character set to the French character set. The second command (35) is for the printer to print the character code 35 from that new character set, which is our familiar Pound Sign on the Commodore keyboard. The third and final command of the string (27,55,0) is the escape sequence telling the 56-10 to switch to the US character set. Home Sweet Home!

The above "sequence of numbers" was kindly provided by Mr. Steve Gast, as were the noted keystrokes necessary to make most of the other characters the original Epson Definition left to our imaginations (or some other manual). But now wait a minute. Let's take another look at number 1, change the character. If you have an SG-10 you might just want to use a 195 for that Pound sign, and for the up arrow, 94, use 164 from the Star's US Character set. You know, there's always more than one way to do a thing and it's always best to look close to home. Got a problem? The answer lies somewhere in your user group. That's my definition. Hope it helps.

*cm sg-10 w/cardco

*sk5;Hello!   Your printer is an SG-10*sk2 with a cardco interface.*sk2
Press the space bar to continue.*sk9
*pd
40: text width of editing screen
4: Unit num of printer   0/centronics 2/rs232 4+/serial
5: Secondary address to put Cardco in transparent mode
5: data bits and stop bits for rs232 *NOT USED*
6: baud *NOT USED*
1: parity *NOT USED*
1: 1 if linefeeds required 0 if not
0: 1 if cbm codes required 0 if not
0: 1 if 'cursor down mode' 0 if not
0: 1 if diablo codes 0 if other
0: 1 if spinwriter codes 0 if other
0: 1 if enhance on makes character double
0 if no (NLQ use 0)
0: 1 if printer can do bold by back-spacing 0 if not
0: 1 if printer can do shadow by moving 1/120th" 0 no
0: 1 if printer can underline by back-space 0 if not
2: number of extra character prints when bold in effect
0[1 if features below described in cbm code

```
27,45,1:    Underline    on
27,71:      Bold         on   (Double
                               Strike)
27,69:      Shadow       on   (Emphasized)
27,66,3:    Condense     on   (17 CPI)
27,87,1:    Enhance      on   (Expanded)
27,83,0:    Superscript  on   (one chr a
                               time, only!)
27,83,1:    Subscript    on   (one chr a
                               time, only!)
27,45,0:    Underline    off
27,72:      Bold         off  (Double
                               Strike)
27,70:      Shadow       off  (Emphasized)
27,66,1:    Condense     off  (return Pica
                               default)
27,87,0:    Enhance      off  (Expanded)
27,84:      Superscript off
27,84:      Subscript   off
27,64,4:    feature 1    Near Letter
                         Quality on
27,66,5:    feature 2    Near Letter
                         Quality off
27,83,0,27,65,5::feature 3 Super-
script on with 5/72"
27,84,27,65,12:  feature 4 Super-
            script off with 1/6"
27,83,0:feature 5  Superscript on
            any pitch
27,84:feature 6  Superscript/
     Subscript off
15,27,65,5,27,83,0: feature 7 Tiny text
            on with 5/72"
18,27,50,27,84: feature 8  Tiny text
            off with 1/6"
27,52:      feature 9     Italic on
27,53:      feature 0     Italic off
15,27,87,1: set 8  Chrs/Inch (enh,
            cond.8.5 cpi)
27,66,1:    set 10 Chrs/Inch (Pica)
27,66,2:    set 12 Chrs/Inch (elite)
27,66,3:    set 15 Chrs/Inch (condensed
            17 cpi)
:           set 20 Characters/Inch
27,65,18:   set 4  Lines/Inch
27,65,12:   set 6  Lines/Inch
27,65,9:    set 8  Lines/Inch
27,65,6:    set 12 Lines/Inch
:           Printer initialize sequence
35: #                 Number sign or hash
36: $                 Dollar sign
64: @                 At sign
91: [                 Open square bracket
27,55,1,35,27,55,0: £ Pound sign
93: ]                 Close square bracket
94: ↑                 Caret
123:(                 Open curly bracket
                      (shifted plus)
124: |                Vertical bar (Logo
                      minus)
125:)                 Close curly bracket
                      (Shift minus)
126:                  Tilde (Shifted up arrow)
```

==========================
= EASY SCRIPT EMULATOR =
==========================

By Kevin Hisel and Kevin Hopkins

As promised last month, here is Kevin Hisel's Easy Script emulator for Superscript 128. It utilizes Superscript's Command String feature, which allows you to program the RUN/STOP key in macro fashion to execute an entire string of instructions with only two keystrokes. This feature can be either temporary or permanent. Using F1/Set/Command you can assign temporary keystrokes to your RUN/STOP key combinations. These can be either command strings or text or both. You can impliment both F1 command structures or Control key commands or both in combination. The manual gives a fairly clear description of the process. In this discussion we are going to deal with the permanent use of the Command String feature. Don't be intimidated by the word permanent. It is permanent only in the sense that these commands are going to be put into our Superscript DEFAULTS file and thus are installed every time we fire up our word processor. You can have a different set for as many different work disks as you own if you want, but I find these immensely versatile.

In the representation below, the asterisks would actually be in reverse type in our DEFAULTS file. They denote the layout command character created by Control L in Superscript (the same as F3 in Easy Script). In the Command Strings below, that character will be interpreted as the RUN/STOP key. Also, in the last line, I have changed the link document command (*lk:) into a comment (cm). If you'll check last month's newsletter, you'll find this very same line as the first line of my Printer Definition. [See page.] These two files are combined into one DEFAULTS file on my work disks. Other than those changes, the file appears as it should. The comments in the file are Kevin's. I'll give a more detailed explanation of the commands afterward.
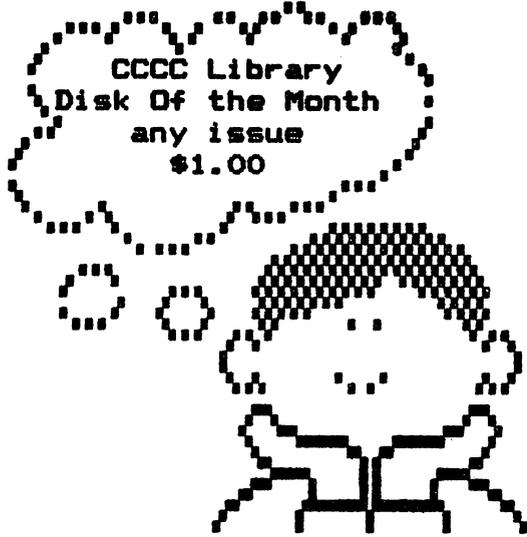
```
*cm Easy Script commands  for  Superscript
by Kevin Hisel
*cm
*cm Rename this file as the "defaults"
*cm file on all of your work disks and
*cm it will emulate Easy Script's "f1"
*cm commands. Use the RUN/STOP key
*cm followed by the normal Easy Script
*cm "F1" command. Be sure to change
*cm the last line to specify your own
*cm printer def file.
*cm   R/S 8 = drive device 8
*cm   R/S 9 = Drive device 9
*cm   R/S * = switch text areas
*cm   R/S A = Area/Duplicate (other area)
*cm   R/S m = switch screen mode
*cm   R/S £ = old "F4" key
*cm
*lml:rm79:p166:ci10:tm0:bm6:li6:sp0:of0
*eo0:cn:jn
*sc132,0,128,129,143,131
*sc5,0,0,11,1,14
*l=/di
*f=/df
*F=/db
*s=/ssr
*h=/ssf
*@=/ssr
*u=/ac
*x=/am
*r=/ab
*a=/ar
*A=/ad
*d=/eb
```

```
*  =gd
*w=/gu
*e=/e
*g=/g
*o=/p
*t=/ts
*c=/tr
*z=/tc
*i=+v
*+=/ffe
*-=/sh
*£=/duo
*[=/fus
*]=/fue
*'=/f1
*,=/f2
*;=/fbs
*:=/fbe
*#=#
*8=/duu8
*9=/duu9
*4=/dd
**=/gc
*1=/fss
*2=/fse
*3=/fus
*4=/fue
*j=/sj
*m=/sm
*cm sg-10 w/cardco
```

Omitting the comments, below is a more detailed commenting of Kevin's Easy Script defaults for Superscript. The first two lines deal with document layout. These set left margin to 1, right margin to 79, page length to 66 lines, characters per inch to 10 (pica), top margin to 0, bottom margin to 6 lines, lines per inch to 6, single spacing between lines, no printer offset of the left margin, no even-numbered page offset, no centering and no justification. Lines 3 and 4 set screen color defaults. These are mine, so don't blame Kevin. Unlike the Printer Definition, where line position is crucial, here the lines can come in any order. However, the numbering within the line is strictly ordered. First is your Ink or character color (green); second is your border color (black), which pertains to the 40 column screen only since the 80 column screen doesn't have a border. Third is background (black); fourth is the tab line background color (dark gray); fifth is the color of the status line's text (white); and sixth is for the highlight color used by the Spelling Checker and the Search and Replace features to flag a word (light blue). Superscript tells which screen you are setting by the values you choose. Line 3 is for the 80 column screen and line 4 is for the 40 column screen. The colors are the same for both of my screens. Starting with the fifth line, we enter Kevin's emulator.

```
*lml:rm79:pl66:ci10:tm0:bm6:li6:sp0:of0
*eo0:cn:jn
*sc132,0,128,129,143,131
*sc5,0,0,11,1,14
*1=/di  RUN/STOP 1=LOAD a file
*f=/df  RUN/STOP f=FILE (save a com-
        plete file)
*F=/db  RUN/STOP (shifted F)=File a
```

block of text
```
*s=/ssr RUN/STOP s=Search and Replace
*h=/ssf RUN/STOP h=HUNT
*@=/ssr RUN/STOP @=Search and Replace
*u=/ac  RUN/STOP u=Change case of
        current block
*x=/am  RUN/STOP x=Move current block
        to crsr pos.
*r=/ab  RUN/STOP r=set range
*a=/ar  RUN/STOP a=Copy current range
        again
*A=/ad  RUN/STOP (shift A) = Copy range
        from other area
*d=/eb  RUN/STOP d=DELETE range
*  =gd  RUN/STOP (space) =Scroll 1
        screen forward
*w=/gu  RUN/STOP w=Scroll 1 screen
        backward
*e=/e   RUN/STOP e=ERASE
*g=/g   RUN/STOP g=GO
*o=/p   RUN/STOP o=OUTPUT (PRINT)
*t=/ts  RUN/STOP t=TAB Set
*c=/tr  RUN/STOP c=TAB Release
*z=/tc  RUN/STOP z=TAB Clear
*i=+v   RUN/STOP i=Insert Mode toggle
*+=/ffe RUN/STOP +=ESCAPE
*-=/sh  RUN/STOP (minus)=Set a soft
        hyphen in text
*£=/duo RUN/STOP £=Disc Mode (F4)
*[=/fus RUN/STOP (l. bracket)=Start
        UNDERLINING
*]=/fue RUN/STOP (r. bracket)=End
        UNDERLINING
*'=/f1  RUN/STOP (apostrophe)=
        Superscript
*,=/f2  RUN/STOP (comma)=Subscript
*;=/fbs RUN/STOP (semicolon)=Start BOLD
        printing
*:=/fbe RUN/STOP (colon)=End BOLD
        printing
*#=#    RUN/STOP #=Page marker
*8=/duu8 RUN/STOP 8=Select disk unit 8
*9=/duu9 RUN/STOP 9=Select disk unit 9
*4=/dd  RUN/STOP $=Read a directory
**=/gc  RUN/STOP (asterisk)=Go to other
        text area
*1=/fss RUN/STOP 1=Start SHADOW
        printing
*2=/fse RUN/STOP 2=End SHADOW printing
*3=/fus RUN/STOP (l. bracket)=Start
        UNDERLINING
*4=/fue RUN/STOP (r. bracket)=End
        UNDERLINING
*j=/sj  RUN/STOP j=JOIN - Set hard
        space in text
*m=/sm  RUN/STOP m=Set 40 or 80 column
        mode
```

There are a few 128 specific commands in there, but all in all, you should find these RUN/STOP functions useful.

```
===========================
=   SUPERBASE STUFF       =
===========================
```

The Superbase series will return in the next issue. Meanwhile, if you are interested in Superbase, be sure to attend the May meeting to see a demo by Tom DeAngelo and discuss the formation of a Superbase SIG.

Superbase is also available for the Amiga--in at least two versions. It is considered by far the best data base available for the C-64/128. If you need a data base...

Busy Bee Software

P.O. Box 2959
Lompoc, CA 93438

Dear *TWS* User:

If you'd like to share your experience and help other users who have the same printer and interface as you have, please fill out the following form to receive, free of charge, eternal fame and glory.

Your Name:_____

Member of:_____

Printer: _____

Printer Dip Switch Settings: (1)1 2 3 4 5 6 7 8   (2)1 2 3 4 5 6 7 8
Circle if ON, Cross out if OFF   - - - - - - - -   - - - - - - - -

Interface:_____

Interface Dip Switches: 1 2 3 4 5 6 7 8   1 2 3 4 5 6 7 8
Circle if ON; Cross out if OFF - - - - - - - -   - - - - - - - -

Secondary Address? __   True ASCII: ON OFF   Auto Linefeed: ON OFF

Feature		Turn ON				Turn OFF		
Boldface	b	__	__	__		__	__	__
Double-width	d	__	__	__		__	__	__
Emphasized	e	__	__	__		__	__	__
_____	g	__	__	__		__	__	__
_____	h	__	__	__		__	__	__
Italics	i	__	__	__		__	__	__
_____	k	__	__	__		__	__	__
_____	o	__	__	__		__	__	__
_____	p	__	__	__		__	__	__
Near LQ mode	q	__	__	__		__	__	__
RVS video	R	__	__	__		__	__	__
Subscripts	s	__	__	__		__	__	__
Superscripts	S	__	__	__		__	__	__
_____	t	__	__	__		__	__	__
Underlining	u	__	__	__		__	__	__
Condensed	.	__	__	__		__	__	__

Printer Macros

_____	0	__	__	__	__	__	__	__	__
_____	1	__	__	__	__	__	__	__	__
_____	2	__	__	__	__	__	__	__	__
_____	3	__	__	__	__	__	__	__	__
_____	4	__	__	__	__	__	__	__	__
_____	5	__	__	__	__	__	__	__	__
_____	6	__	__	__	__	__	__	__	__
_____	7	__	__	__	__	__	__	__	__
_____	8	__	__	__	__	__	__	__	__

Any information about your printer/interface (hints or tips) you wish to convey to other users in 255 characters or less? (Think of something!)

Geos

Submitted by Geoffrey Schmitt

I Love it

Yes, I love using my Geos programs. This "review" is going to be in those kinds of terms. I'm a *Feeling* kind of person. Facts and Figures don't mean as much as my *Gut* reaction. But first just a few facts.

This page was created using my C64, two 1541s, and an Olivetti Pr2300 ink jet printer. I used Geos V1.2, GeoWrite 2.0, various fonts from Font Pack, Grafix Grabber (with Grafix imported from Newsroom), GeoPaint, and GeoPublish.

I can use my printer!

Frankly, one of the reasons I love Geos is that it is the only Commercial Software program I have found that has a driver for my Olivetti Ink jet printer. I love this printer. It is fast and clear and great with pictures. So after 3 years of only being able to use it for word processing I was delighted to discover that Berkeley Softworks had a driver!

Pictures Anywhere
Pictures Everywhere

I used to be frustrated because before GeoPublish I could only place a picture in the middle of a line and then I couldn't wrap the text around it. For this reason I was still using Newsroom more for my work with our Church Newsletter. The type on Newsroom was hard to read but you can put the pictures almost anywhere. Anywhere that is except
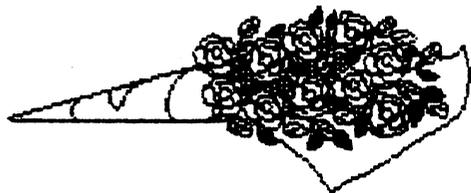
in the one place where Geowrite lets you (in the middle of the line!) Well now I've spent my money ($45 plus shipping and handling) and I've begun to enjoy the versatility of GeoPublish. I can put the pictures anywhere.

So now Newsroom sits unused except for all the great Photo's that I can Grab so easily with Grafix Grabber and store in Photo Albums.

One is Possible Two is Better I want a RAM !

When I first got Geos (and I paid full price!) I was pleased but frustrated. At the time I only had 1 disk drive.

Now you can use Geos with one drive but aside from being slow you have to swap disks all the time.

Now I have a second drive. With some practice and experience it is possible to design work disks in such a way as to keep many of the Fonts, and extras on one and open working files on the other. Also when setting up such files and work disks it is much faster using two disks because you eliminate tons of disk swapping.

If you were at the March club meeting you may have seen a demonstration of Geos using the 1764 REU (Ram

Geos

Expansion Unit) [RAM = Random Access Memory] . This little Gem goes in the expansion port and adds 256K of memory to your little 64! The REU becomes like another Disk Drive except it is *Faster* because there is no disk drive; it all happenes in the memory. GeoPublish is 99K all by itself and so you know that you can only load little bits at a time into what little is left of your 64K once the basic Geos program is loaded. Now that was a bittechnical for me. What I mean to tell you is

Wow What a machine Wow What a Program

When you've got all that memory. With the REU you can really make use of more of the applications all at once. For my money its as fast as my friend's Apple XE and does just as much for a whole lot less !
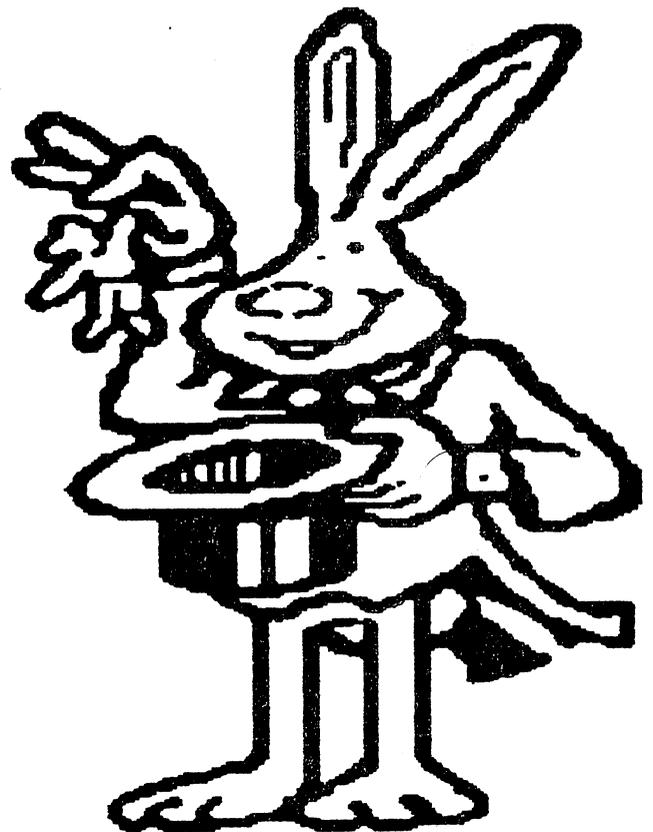
Sometimes It Stinks!

That's right it smells. It leaves a bad taste in my mouth. I want to throw the whole thing out the window!

First I don't yet own a RUE. Second my second drive is used and sensitive. Who knows when it's going to reject what I want to do. Third Let's face facts it's not just that drive it's the program. It's too D........sensitive. It locks up or crashes with the precision of Murphy's Law (at the worst possible time). With out the REU it is S...l...o...W...Changing applications is slow.Copying disks is slow.Making work disks is slow.Printing is slow. With my ink jet it is tolerable but with an 801 we are talking F...O...r...e...V...e...r...
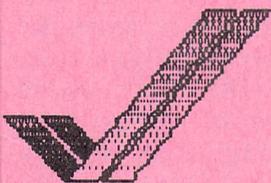
So love it or leave it alone

I love what it can do. I love what it will be able to do. I love it in spite of itself.Let's face it. This is not God's Gift to the World of Computors. If you've got an extra $1,000 go put a down payment on a big system. If you can be content with your C64 this program can do some amazing things. If you want it to be more than it is then just leave it alone.

AMIGA NEWS

C-64 EMULATOR

By Macey Taylor, CCCC

Thanks to the kindness of North American Digital (where I have received several kinds of help lately), I spent about an hour and a half experimenting with the C-64 Emulator. They warned me first not to waste my time, but I had to know... They were right. I had taken along a selection of programs of types likely to be of interest to schools, for that is my interest in the emulator (I don't foresee **ever** being able to give up my C-128 because it allows me to transfer text files hither and yon and to control everything my printers will do). The closest thing I had to an arcade game was a phonics program called "Don't Shoot That Word." Normally, at slowest speed, the munchkins beat the socks off me because I am too old to play with joysticks. The game, run at fastest speed, was too slow to be played, and the graphics were distorted. The other two programs that ran at all were my (STILL!!!) favorite word processor, Word Pro, and an authoring package called "Microtext." Both had oddities but appeared usable. I had neglected to bring any blank disks, so I could not go

Amiga SIG Minutes

In addition to the 512K RAM expander, the auction proceeds also purchased a PA system and power strip. Joel Halbert discussed the new Amigas and attachments that CBM has or is working on, as described in a press conference held by Irving Gould in West Germany recently. The A-2500-AT will be a full 32-bit machine with a 68020 and 68881 math co-processor, an Intel -286 co-processor in the Bridge, and a 40-meg hard drive. The A-2500-UX has the same two basic processors, and it will autoboot to a UNIX-compatible OS. It will have a 100-meg hard drive. Also in progress is the A-3000, with a 68030 processor, 2.2 gigabytes of mass storage and networking capabilities, due out in 1989. Actually shown were the A-2620 accelerator card, with a 68020 and 68881 combination for the A-2000 and a 68851 MMU; the A-2024, the Hi-Res (1008 x 800 pixels of two or four grey levels) greyscale monitor intended for DTP applications; and the 286 Bridge card.

Mark Burginger has the list of auction "remains" and will negotiate transactions. Kickstart 1.3 is due out by the time you read this, with greatly improved printer drivers (also found in the new Pro-Write). Joel showed samples of artwork done with the H-P Paintjet, which is now available at Computer Solutions for $760—it lists for $1395!! [My birthday is 9/6...] Latest word on Publishing Partner delivery is now "the end of April."] [Later: Softlogik has sent out announcements that they are still working on the bugs and will not cash out checks until the product is shipped.]

Janice Ambrose gave an impromptu showing of her artwork, done on the Amiga and printed with a Quadram Quadjet. Dennis McCormick, new member from Ann Arbor,

very far in the experiments with these two. However, I found that I was unable to access the directory of either disk--the word processor in my 1541 drive or the 64 Emulator software in df0:. That was quite disconcerting, for it would be a nearly useless word processor if one could not access disk directories. "Microtext" started up very dismally, with sloooooow graphics and highly unmusical music, but all seemed to be okay once I was in the program, except that, again, I could not access the directory. Nothing from Sunburst, a major publisher of excellent educational programs, would boot up at all. This was not surprising since Sunburst uses a form of copy protection which makes the programs easy to copy but difficult to run from the original if everything is not absolutely the way the disk wants it to be--can't run them on 1541s that have had the head-knock permanently fixed, etc. "Wizard of Oz" would not boot, etc., etc.

Conclusion: I would not pay more than $19.95 for this emulator. Since one will need a 1541 or similar drive to use any 64 disks, I would recommend keeping your old 64 (or 128) or buying one if you want to use 64 software now. Surely, however, the future will bring us a real emulator!

ELECTRONIC PUBLISHING AND US

OR, "USE IT OR LOSE IT..."

By Macey Taylor, CCCC

That's "us", the Amiga owners of Tucson and vicinity, not the USA. We are in the somewhat strange position of being about to lose something we didn't know we had and, therefore, have not been using. After learning on Saturday, March 26, that HDS had installed an Amiga to make it easier for us to get Laserwriter and Linotronic printing of Amiga work, on the following Monday I contacted them to get information and estimated costs for various printing needs I have, including some for this publication. I was horrified to learn that the Amiga was practically boxed up and ready to be shipped out because only a few people

have used it in the months that it has been available. I pointed out to them that neither their ad nor the article on this topic in the February issue mentions this availability, so how could we know that we were missing an opportunity! I must mention, however, that they have no cable to hook the Amiga to the printers, so we will have to pay a transfer charge unless we take work in on an IBM disk.

For this reason, I did most of my brochure on the C-128 (just the logo on the Amiga) and printed the copy on the Toshiba. It would have taken me more time than I had available to get it transferred to MS-DOS, and I don't have the requisite software to do it on the PS/2. Using this facility would seem a good topic for a meeting or special meeting for just those interested.

While I was there, Henry Schneiker answered all my questions and gave me both oral and written explanations of various topics. I would like to commend him not only for the time he spent with me, but also for being right on target with the level of his explanations. He neither insulted my intelligence and experience by talking down to me nor confused me by talking over my head. This ability to judge quickly and accurately how to explain technology is a rarity.

Some info of relevance: To print (Laserwriter, 300 dpi) a full-page bit-mapped graphic from the Amiga will cost $15. If it is first converted to IBM, it will cost only $7.50 because there will be no need for HDS to transfer it. If the output is to be duplicated by photocopying, this is the best method because the copier will smooth out the "jaggies." However, if offset printing is the next step, it is better to use one of the Linotrons (1270 and 2540 dpi) because offset printing reveals the source of the original. They have a huge selection of nice fonts, not just those that shriek Macintosh at you, and they give good advice about layout and similar matters.

NEWSLETTER NOTES

See the SIG meeting account for a list of help wanted. In general, copy is

Using the Amiga PILOT Authoring Language:
Instructions for Beginners 2.0
By D. F. Doell
(c) 1988. All rights reserved.
(Permission to CCCC Newsletter to print.)

Contents

I. Introduction and General Procedures

These instructions are intended for those with little or no experience with the PILOT authoring language, the AmigaDOS operating system, or a programming language and are offered for orientation purposes only. They cannot be considered a complete course. Some recursive technique and repetition have been used in them.

PILOT (Programmed Inquiry Learning or Teaching) is a high-level programming language especially designed for "easy" authoring of computer-assisted lessons on microcomputers. It was developed by John Starkweather at UCSF in 1962 for use on the IBM 1620 computer and was originally called COMPUTEST. Its modification for the IBM 360/50 computer was the first version called PILOT. Since the early 1980s versions of PILOT have been made for most microcomputer operating systems. The compilers and interpreters for PILOT have been written in other high-level languages such as Pascal and C. Presently (Fall 1987) there are more than 25 PILOTs. Some versions have been enhanced with additional commands and facilities, and one or two contain LOGO. Some versions are combined with "tool kit" modules and special purpose "editors" into "authoring systems." Others are so simple that elementary school students have used them to write lessons for each other. All are advertised as being easy to learn even by those inexperienced with microcomputers and computer programming.

The common denominators among all the versions are (1) the same small core set of commands (about 12), most of which are single English letters, and (2) a single syntax which resembles the syntax of the English simple sentence. More specifically, the syntax is that of the imperative sentence that gives commands to a listener, e.g. "Spend the money.", "Feel better.", and "Type a letter." In place of the verb ("spend," "feel," "type") is put a PILOT command and in place of the object ("money," "letter") is put that which the programmer wishes the PILOT command to act upon, an "object." Between the verb/command and the object is placed a colon (:) for recognition purposes. After the command and before the colon are placed "limiters" (sometimes called "conditions," "conditionals," or "conditioners") upon the command, much as in the English sentence adverbial modifiers are placed after the verb to modify it and thereby improve understanding by the listener. As it is with English adverbs, limiters are usually optional.

Although PILOT has been described as being more oriented toward using language ("conversational operations," as Starkweather puts it) than toward solving number problems, some activities involving sophisticated computation are possible, provided the programmer is creative. Some PILOTs even have a random number generator for

AMIGA SIG (Continued)

MI, demonstrated Amiga News, a magazine on disk(s), and Portal, a popular piece of interactive fiction. Bob Maurer demonstrated JET, a flight simulator/war game program, which offers the possibility of playing against another person via modem.

The DOM this month contains an upgrade of CON-MAN and version 1.1 of ARP, plus a fix for frequent visits from the guru, a fix for fan noise in your 2000, a memo pad utility, and a couple of neat pictures. It was strongly recommended that (1) you use CON-Man if you use CLI and (2) you try ARP (dump the docs to your printer) before spending money on a DOS manual.

The newsletter editor made the usual plea: needs include writing, producing art work, typing in articles from other sources, helping to assemble the newsletter for mailing (see the calendar on page 2), and reading newsletters from other Amiga groups.

activities involving probability.

Amiga PILOT is copyrighted (1985) by Dave Taylor and is a rather short version of the language. As it comes on disk (AMPD51 from Computer Solutions), it is not accompanied by icons or by Workbench. These instructions allow for this, however. AmigaDOS commands and operations included are cd, copy, delete, dir, diskcopy, ed, info, list, relabel, rename, type, and serial.device. "More," a special file for screening the contents of any file (type: more filename <Return>), is on disk also. The chief features of the disk are the PILOT interpreter ("pilot"), the C language source file ("pilot.c") for it, and several associated files, including "pilot.bnf," which identifies commands, operators, and syntax. Pilot.c was made with Lattice C. There is no special pilot command to be inserted in the c directory--a call to the interpreter from the CLI is all that is necessary.

Any file (text, lesson, etc.) the instructor wishes to make using Amiga PILOT must first be created with the Amiga screen editor "ED." It is while "in" the screen editor that the instructor uses the PILOT commands. ED commands are used to facilitate the creation of the file. ED is also used to make changes in the startup sequence program so that the Amiga PILOT disk can be more easily used. There are, therefore, two sets of instructions one needs to know: those for ED and those for the Amiga PILOT language. Once created, the file bearing the Amiga PILOT commands has to be passed to the PILOT interpreter for execution. The programmer must leave the text editor and return to "command level" to do this.

Of course, before any of these operations may be performed, the appropriate disks must be made so that the computer system is "enabled." The procedure is relatively straight-forward for a two-drive system. It would be wise to transfer the Amiga PILOT files to a stripped-down Workbench disk and relegate the orignal to backup-up status.

A.   Procedure for a Two-Drive System

Step 1. Boot the computer and load. How? With the computer on, insert a Kickstart disk in drive df0:. Once it is loaded, replace it with the stripped Workbench disk and insert the AmigaPILOT disk in df1:. When the introductory screen shows, press CTRL and d together. This should stop the loading and start a CLI (Command Line Interface) process. Accessing the screen editor and the interpreter can only be done from a CLI process. The CLI process exists when its prompt 1> appears on screen. At this stage you are at the "command level" of operations.

Step 2. Change directory to that of the external drive and, thereby, enter the AmigaPILOT disk. How? Type cd df1: <Return>

Typing dir (Return> at this point will give you a list of files stored on the Amiga PILOT disk, but this is an optional procedure probably only necessary if you wish to inform yourself.

Step 3. Enter the screen editor with a filename. How? One needs   to type the command that summons the editor and follow it with the name one wishes to assign to the file. How? Type ed tryone.pi <Return> "Tryone" is the filename I created, and its form and content are not required ones. Filenames may be of any length (or so it would seem) and contain letters and/or numbers in any combination (or so it would seem). The extension ".pi" is not required, either, but was only selected to remind me that the program was written in PILOT. Some programmers (and some systems) use ".pil" instead.

Step 4. Create the file using the Amiga PILOT authoring language. How? One needs to use the Amiga PILOT commands within the file itself, following proper syntax, and the ED commands to manipulate and change parts of the file.

(For complete information see standard references, e.g. John Starkweather, A User's Guide to PILOT, Englewood Cliffs, N.J.: Prentice Hall, 1984 and Chapter 3. Ed--The Screen Editor in AmigaDOS Manual, Second Edition, New York: Bantam, 1987.)

(For abbreviated treatments see herein II. ED Commands, III. Syntax, and IV. Commands, etc.)

Step 5. Exit the screen editor. How? One needs to press the Esc key to stop the editing process, to type x to save the file, and to press Return to return to the command level. Typing q instead of x instructs the computer to return to the command level without saving the file or corrections. Probably your sequence is

Esc x <Return>

This will save your file and return you to the command level (CLI). You will know you have returned when you see the 1> prompt again.

Step 6. Pass the file to the PILOT interpreter to run or "execute it." How? One needs to type pilot (the command that summons the interpreter) and follow it with the filename (so that the interpreter "knows" what file to operate upon) and press Return. At the CLI prompt type pilot tryone.pi <Return> If the progam contains no errors, it should execute immediately. Error messages are relatively clear and straight-forward, describing the error and giving the line number. (See VII. Debugging.) Re-enter the text editor exactly as before to make changes.

Before your disk fills up with programs, it might be wise to make a "data" disk on which to store them. "PILOTfile" is a good name. Transfer the programs to the data disk and delete them from the "working" disk."

B. Procedure for a One-Drive System

Step 1. Duplicate a Workbench disk and delete all superfluous files (unnecessary printer drivers in devs/printers, foreign keymaps in devs/keymaps, demos, utilities, etc.). Rename it what you will (AmigaPILOT? aPILOT? WB\APILOT?). Add your own printer-driver to the devs/printers directory.

(Steps 2 and 3 may be swapped.)

Step 2. To the new Workbench copy all "pilot" files and associated files. Transfer these files:

pilot	pilot.tst	pilot1.ltg	pilot4.ltg
pilot.bnf	more	pilot2.ltg	pilot5.ltg
pilot.c		pilot3.ltg	

How? There are several approaches. One is to transfer all the files to the ram: device (after you have created it from Workbench and after you have moved/assigned relevant commands to ram:). Then, from ram: you can transfer the files to the new Workbench disk. For speed, consider using the AmigaDOS version of the "wildcard." The sequence would be (while the Amiga PILOT disk is in DF0: and the system is in ram:)

```
copy df0:pilot#? to ram:   <Return>
copy df0:more to ram:      <Return>
(remove the Amiga PILOT disk, and insert the new Workbench disk)
copy ram:pilot#? to df0:   <Return>
copy ram:more to df0:      <Return>
Reboot the system, and check the contents with dir <Return>.
```

Step 3. Copy/rename the startup-sequence program to "old-startup." How? From CLI, type

copy s/startup-sequence to s/old-startup <Return>

Doing this permits you to keep a copy of the original startup sequence should you need to reestablish it.

Step 4. Take the s/startup-sequence program into ED and delete the line that loads Workbench (loadwb) and that ends the CLI (endcli> nil). Exit and reboot to verify that you are entering CLI at the end of the start-up. If you are, you are ready to write programs.

Proceed as in Steps 3 through 6 for the two-drive system.

II. ED Commands

These are the "bare minimums" for using ED. You may

1. enter ED by typing at the CLI prompt ed filename <Return>.
2. use the arrow keys to move the cursor around the file.
3. press Return to end a line, "record" it, and begin another line.
4. move from one end of a line to the other end by pressing CTRL and] together.
5. press Backspace to delete to the left of the cursor,
   press Del to delete at the cursor,
   press CTRL and y together to delete from cursor to end of line, and
   press CTRL and b together to delete the entire line the cursor is on.
6. save file periodically while working with sequence: Esc sa <Return>.
7. exit and save the file with the sequence: Esc x Return
   exit without saving with the sequence: Esc q Return.

See Chapter 3. Ed--The Screen Editor in AmigaDOS Manual, Second Edition (New York: Bantam, 1987) for a complete discussion and listing of commands.

(To be continued next month)

Newsletter Notes (continued)

due by the first Tuesday of the month if it is slated for publication in the next issue. Because the editor will be away from the end of August to the end of September, we will need either to have a substitute editor for the September issue or to get it all together well in advance, with a volunteer to write an account of the meeting and any other important items not known early.

For the moment (awaiting Publishing Partner...), please write in Word Perfect or the most compatible thing you have. Please do not do any (ANY) formatting of the document except (1) CR at the end of a paragraph and (2) TAB 5 spaces at the beginning of each paragraph. TABs in other places give strange results when I load the file into my format, as you can see in Don Doell's article. Please single space and space only once between sentences. If you want any particular formatting in the printed output, please submit also a printout or sketch showing this.

Art work, schematics, etc. should be submitted in printed form, done with a reasonably new ribbon. If your printer is not adequate, borrow the use of a friend's, submit the file on disk, with **CLEAR** instructions for how to print it out; come and use my Toshiba; or go to HDS for high quality. Larry's old work will adorn the front page until I get a replacement!

Eventually, I would like to explore the feasibility of using color pictures in the Amiga section. One reason I have no interest in acquiring a laser printer is that I like color, especially when done by the Amiga. I expect that doing pictures in color will mean assembling xx number of copies separately from the other xxx in order to use original printouts in those copies destined for Amiga owners, so be sure that you are properly recorded in the CCCC membership data base as being an Amiga owner.

SATURDAY HELP DAY

Dennis McCormick, recently of Michigan, has volunteered to help Amiga users at the CCCC Help Day held on the third saturday of each month. See page 6 for map and details.

Catalina Commodore
Computer Club

PLEASE call at reasonable hours. 5-9 p.m. or as listed.

President......Board....Doug Davis.........790-4162
Past President.Board....Bill Adams.........889-4126
Vice President.Board....Macey Taylor.(day)..326-7265
Secretary......Board....Nancy Dippold.......883-2653
Treasurer......Board....Steve Witkowski.....623-0456
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Member at LargeBoard....Elmer Laws.........881-5028

Activity Director.......needed.............xxx-xxxx
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Beginners' SIG-Central..Tom Benton.........887-9496
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SYSOP.................Ed Sanford.........885-9214
SYSOP.................Dave Daniel........747-8175

EDITOR.................NEEDED URGENTLY

CCCC's Bylaws state:

No Member may at any Meeting perform or allow to be performed any act which may be a violation of any portion of any copyright law or amendment thereto.

THIS WILL BE ENFORCED

If you do not receive a newsletter by the time of the Tuesday General Meeting, contact the

MEMBERSHIP CHAIR

Elmer Laws - 881-5028

to find out if there is a reason other than loss by the postal service and to make arrangements to get a replacement copy if that is the case.

The GENERAL MEETINGS run from 7:00 pm to 9:30 pm. The time from 7:00 to 7:30 is allocated to library, membership, equipment set-up, etc. The program will begin at 7:30 pm. Program suggestions and presenters are welcome. Contact the President to offer either.

The following stores have offered discounts to card carrying club members on many items in stock. NOT ALL items.
ANALOG PRECISION
  1620 N. Park Ave. Tucson 85719 622-1344
COMPUTER HORIZONS - 10%
  245 S. Plumer Tucson 85719 622-5966
COMPUTER SUPPLY SPECIALISTS - 10%
  2257 E. Broadway Tucson 85719 623-0662
D.J.s ELECTRONICS - 10%
  5441 East Pima Street Tucson, Az. 85712 326-8299
JHF SOFTWARE, 721-2771, (6 to 9 p.m.)
NORTH AMERICAN DIGITAL - 10%
  3512 E. Grant Rd, Tucson, 323-7897.
SOFTWARE CITY - 5%
  5811 E. Speedway Tucson 85711 721-1008
    If you know of a merchant willing to offer a discount to our members, please let the president or editor know. When you buy, let the vendor know it's because of the club discount. If one of the above vendors DOES NOT extend the discount and you have shown your card, let the President know.

    MAIL TO: CCCC, Inc. Attn: Librarian, P.O. Box 32548, Tucson, AZ. 85751-2548
    See Catalog for delivery limitations and specific ordering information.
    With the exceptions noted in the catalog for royalties or copy-licensed software, the copy fee per disk side is currently $3, blank disk provided by club.
    When ordering, be sure to include your name, address, phone number, member number, and of course the ID # of the desired disk(s). On multiple disk orders to be mailed, include $1 postage for each multiple of five disks.
   Specify order by catalog ID#, for which computer. Please allow two weeks plus mail time for receipt of your order. Make check or money order payable to CCCC, Inc. (Do Not Send Cash.) If not to be mailed, your software order will be available at the next regular club meeting.

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

    Full Page......................$25.00
    Calendar Page..................$20.00
    Half Page......................$15.00
    1/4 Page.......................$8.00
    1/8 Page.......................$5.00

You may prepay for ten (10) issues, and receive twelve (12) insertions of your ad. Receive two months' free advertising when you prepay for one year! Club members may advertise computer-related services or their personally-owned computer items at no charge. Non-member want ads cost $1 per line, $3 minimum. Acceptance of copy is at the sole discretion of Editor. Please give or send hard copy to the editor. Deadline for paid ads is the last Tuesday of the month.

CCCC
TUCSON ARIZONA
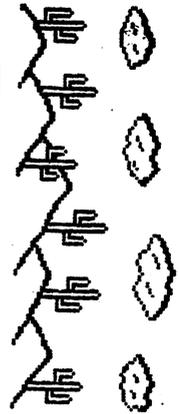
CATALINA COMMODORE COMPUTER CLUB, INC.

NEWSLETTER

VOLUME 6, NUMBER 5 - MAY, 1988

** IMPORTANT **

* GENERAL MEETING - May 3, 1988
  St. Peter & Paul Catholic Church
  On Campbell 4 blks N of Speedway
  7 p.m. - Out NLT 9:30 P.M.

* SATURDAY HELP DAY - May 21, 1988
  Flowing Wells High School
  Near Prince & Oracle
  Map Inside Page 6
  10 a.m. to 2 p.m.

* EXECUTIVE BOARD MEETING
  (All Members Welcome)
  May 10, 7:30 P.M.
  Macey Taylor's house
  2634 E. Malvern St.

MARK YOUR CALENDARS ! !

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*************************************
*                                   *
*     MEMBERSHIP RENEWAL            *
*     ADDRESS CHANGE               *
*                                   *
*************************************
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Attn., Membership Chairman P.O. Box 32548, Tucson, AZ 85751-2548.

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