Central Ohio Commodore Users Group's

COCUGazette

COCUG

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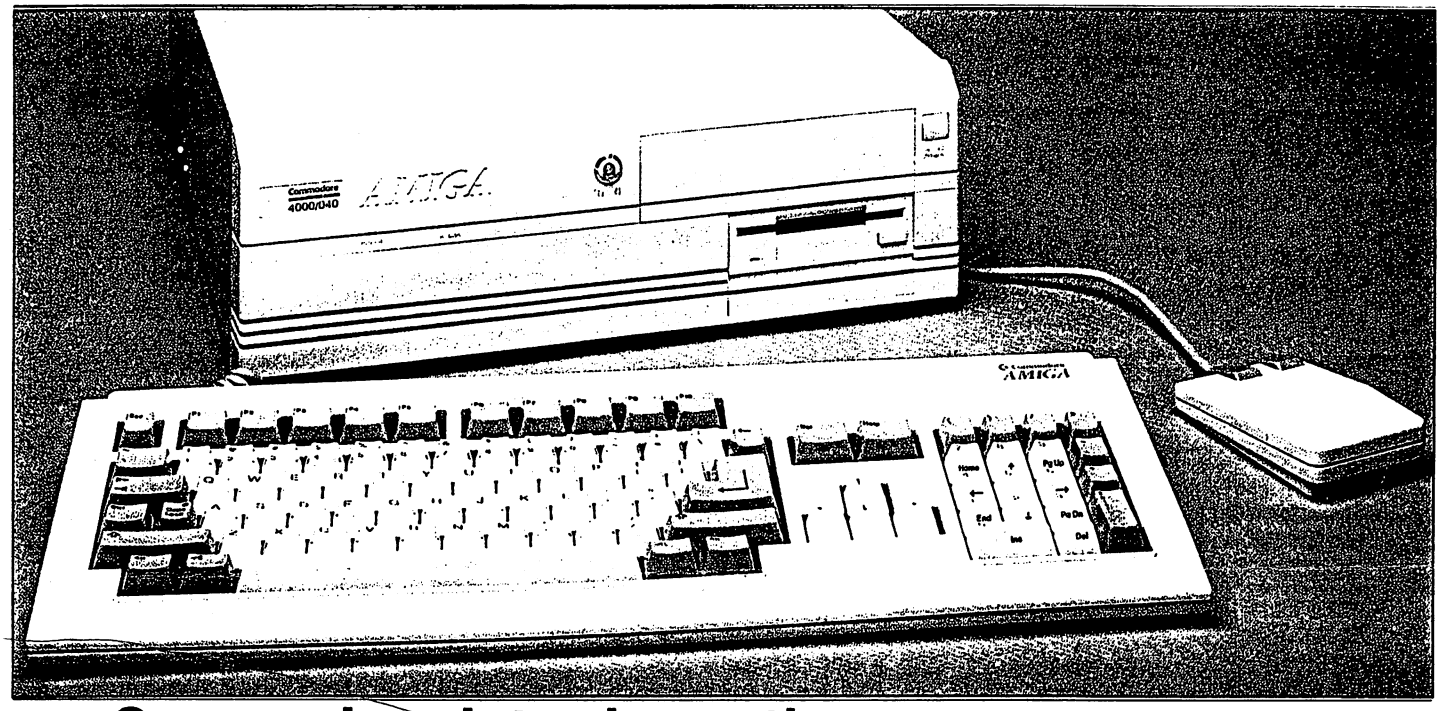


Commodore introduces three new computers

By Harold Stevens, Jr.
***COCUGazette* Editor**

Just right when it looks like Commodore Business Machines is about to give up and join the rest of the computer industry in producing IBM-type computers, they come up with something new.

During the past several months Commodore has introduced three new computers to its line of Amiga family of computers -- the Amiga 600, Amiga 4000 and Amiga 1200. All three are expected to show Commodore's support of this line of computers.

The A-600 is an advanced and powerful personal computer in a newly designed compact low-profile case, says Commodore. It incorporates the unique features of the Amiga series of computers, with the Motorola 68000 microprocessor and sophicasted custom processors for enhanced computing speed and versatility.

It has the Amiga multitasking operating system that allows users to integrate text, graphics and sound to reach new levels of affordable excellence in home and professional multimedia computing.

According to Randhir J. Jesrani of Compuquick Media Center, the A-600 is a great machine that can be carried and plugged in just about anywhere. "It is a great convenience for those who want to carry it around anywhere and just plug it into a hotel or friend's TV and go," he said.

Jesrani said the A-600 is in a compact low-profile case that features video outlet interfaces for RGB analog, color composite and RF modulated, all built in. It also features four channel stereo sound.

With the ability to connect to a variety of video display devices, Commodore said that the A-600 is a great choice as an entry level syor home entertainment and professional multimedia computing. With sensational Amiga graphics and animation capabilities, video enthusiasts will find tge A-600 to be a capable and inexpensive production assistant. According to Commodore the new Amiga is compatible with a wide range of stperipheral devices such as printers, modems and disk drives.

The A-600 also come with plenty of RAM that can be expanded. "It comes standard with 1-megabytes of RAM that can be expandable up to 9-megabytes," said Jesrani. "The new PCMCIA slot offers RAM expansion with credit card size RAM cards."

Commodore noted that the newly added PCMCIA slot is an

See AMIGA, page 5.

For the owners of Commodore 64, 128, Amiga and IBM Clone computers.

User groups are the last source of software, help for C-64/128

By Philip A. Lewis

During the past months several changes have taken place in computer clubs and in computer users' attitudes toward clubs. Since I am also the editor of *Starboard Byte*, the newsletter of the Dale City Computer Users Group of Dale City, Va., I am in the fortunate position to be the recipient of computer clubs' newsletters from all over the United States. It has been quite obvious that many changes are taking place across the country.

Many computer clubs are changing the format of their organizations. The "fickle finger of fate" has made this necessary. Much of the change is inevitable since the technology of the computer changes so abruptly and frequently.

Since day one, the computer user has asked for and even demanded more software and more user friendly software. Many companies began, and many failed, with this purpose in mind. Some of these businesses have produced many games, utilities and software products which met these needs. As time progressed, software upgrades continued to be brought out. These companies have provided the necessary support and service, mostly and primarily for the "Big Blue" machine. There was, and continues to be, a decline, or complete stop even, of support for some of the one time competitors of "Big blue."

It is disappointed to see the decline and even slow death of many of the good machines and products that have come forth from these companies. Companies like Commodore Business Machines, Texas Instrument and Atari are in the extreme decline side of the growth curve.

Apple has changed its direction and, now, has made their machine less easy for user to work on by himself. Currently, this company is busy trying to capture the graphics end of the market and, in connection with IBM, working on producing a machine which has the best capabilities of both MS-DOS and graphics.

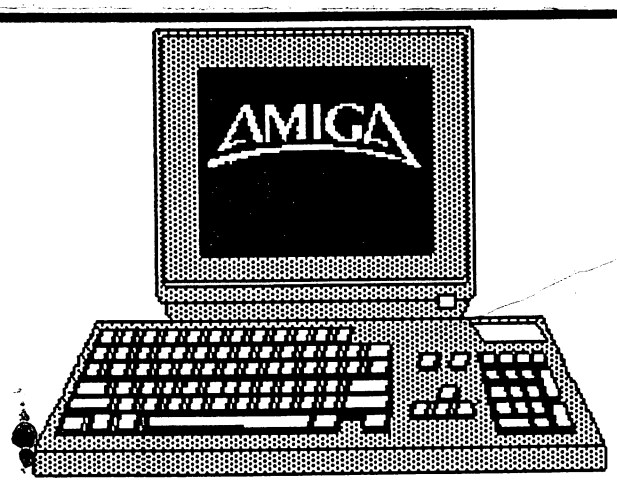
Texas Instruments almost left the marketplace entirely with the decline of their support of the TI-99. Now they have re-entered the competition with the MS-DOS.

Atari made a move from being primarily a "game machine" to the MS-DOS competition. Their advertising has not produced buyer appeal and this is seriously affecting their marketplace revenue.

Commodore has recently offered an exchange of a damaged C-64 with a rebuilt one. This move is an attempt to hold the market on entry level machines. Commodore machines are relatively easy to use, when software is available, and cost prohibitive. But, CBM has not put forth the support either through upgrades, software or the provision on a healthy size parts inventory. The European market is, apparently, more lucrative and is being supported.

What happened here at home? The main drive has been toward the development of the Amiga and upgrades for it. True to previous patterns, as with the C-64 and 128, the Amiga 500 is not being support like it once was. *(Editor's note: Commodore is no longer producing the A-500, instead the company has moved toward its new computer for the*

See USER GROUPS, page 3.



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USER GROUPS

Continued from page 2.

novice, the Amiga 600.)

The support for Commodore machines will have to be developed by the user groups and highly motivated individuals. the expression that applies to the situation is["You find the helping hand that you are looking for at the end of your own arm."

Since many computer clubs have difficulty in promoting a working relationship with the manufacturers and not being able to produce the software that members desire in a timely manner, they are being forced to cease existence. Computer users "want what they want when they want it" and because of this compulsive behavior they have not been willing to either produce or assist in the creation of software product that they would like to have. Sounds like some good old "Type A" personality behavior in action here.

The clubs that survive will have to have involvement from the members. People will have to have to be willing to wait for the "Type B" people to produce the software. Also, they may have to do some of their own hardware repairs or find a cornucopia of computer parts.

Check out the meetings and see what is the current month's activity or demonstration. User groups need to have anyone, who is willing, to demonstrate one of the utilities, games, programs or frequently used piece of software to the general membership. Share your experience with one of your favorite programs. Even showing some of your own creations in BASIC would make a good demonstration.

Bring in your software problems or hardware problems and user groups will strive to find solutions. Please give this serious consideration as your efforts will be greatly appreciated and may help this club continue to be a survivor.

(Philip A. Lewis is editor of The Starboard Byte, *the newsletter of the Dale City Computer Users Group, of Dale City, Va.)*

Commodore Tricky Tips

Cleaning printer heads

People have ruined the print heads to their printers by taking the print head off and soaking the pin side in acetone and scrubbing them with a small brush.

In several cases, the acetone has attacked the glue which holds the small, usually plastic plate that keeps the pins aligned and in the head. Needless to say, these were expensive lessons for everyone involved.

Unless you are familiar with the construction of print heads, do not take them off of the printer. Using a cleaning kit that includes a special "paper" that is wet with a cleaning solvent and "printing" several line of text without the ribbon will do a great job of keeping the head clean. *Never* use acetone as a cleaning solvent for printers. Use the alcohol based solvent that comes with the kits.

There is one important point to remember -- clean the head every month or so. Don't wait until you lose the descenders. Periodic cleaning will keep most problems at bay.

When cleaning the printer, do not forget to clean the rollers and guides for the ribbon if you use a typewriter style ribbon. It's also a good idead to blow dust and paper particles out of the paper advance gears. That keeps undue strain off the motors, giving them a much longer life.

(This originally appeared in ACUG News, *from Annapolis, Md.)*

Setting the 1571 for a C-64

If you are using a 1571 disk drive with the C-64, it will default to the 1541 mode when you power up. In order to use it in 1571 mode, enter the following command:

```
OPEN,8,15,"U0>M1":CLOSE15
```

In this mode, formatting will format both sides of the disk, so be careful and do not reformat a disk that has material on the other side that you want to save.

Switching monitor column sizes on the C-128

On the C-128 another way to switch between 40 and 80 column screens is SYS 65375. This is handy to use in a program. GRAPHIC 5 switches from the 40 to 80 column screen.

SYS 65357 will switch from 128 to 64 mode.

(These tips originally appeard in Random Bits, *the newsletter of NOVACOM/CACE of Virginia/Washington, D.C.*

Accessing the directory on the C-128

While working in 64 mode on a 128, there is a way to view the directory without losing the program in memory. Before loading you program in 64 mode, fit F3 in 80-column 128 mode, which will display the directory.

Then type GO64 and hit return. The screen will prompt with "Are you sure?" Hit Y, then return. Change your monitor to 40 column and load your 64 program. Whenever you want to see the directory, just switch your monitor to 80 column mode and there it will be.

To lise two directories side by side, in 80 column mode, list the first one and then hit the HOME key. Hit the TAB key five times. Then hit ESC, then the letter T. Press F5 to list the second directory on the right side. Creative use of the ESC T and ESC B can make it possible to manipulate either half of the screen.

(This tip came from Steve Martin of the Catalina Commodore Computer Club of Tuscon, Ariz.)

COCUGazette

COCUGazette is the official quarterly newsletter of the Central Ohio Commodore Users Group, P.O. Box 28229, Columbus, OH 43228-0229, an informal, non-profit organization not connected with Commodore Business Machines, Inc.

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COCUGazette is mailed to COCUG members paying the annual membership fee of $15 and to non-members upon request who live outside the Columbus, Ohio, metropolitan area. The publication is also available at CompuQuick Media Center, 3758 Town and Country Shopping Center, near the license bureau, in Whitehall.

Articles about personal computing, reviews, technical reports, humor, programming tips and opinions are welcomed for publication without compensation. *COCUGazettee* makes every effort to ensure the accuracy of articles, listing and computer programs published in the newsletter and assumes no responsibility for damages due to errors or omissions. Unless otherwise marked or copyrighted, articles may be reprinted from *COCUGazette* with acknowledgement of origin.

COCUG meets on the third Saturday of each month at 9:30 a.m. on the campus of Columbus State Community College in Room 139 of Union Hall. COCUG also maintains a computer Bulletin Board Service that is available to the public 24-hours per day, seven days a week at (614) 274-6502.

This newsletter was produced on a **Commodore 64-C** with a **Commodore 1581** disk drive and the **CMD RAMLink** with 1.5-megs of RAM. Articles were written and edited with Berkeley Softworks' GEOS word processing program **geoWrite** and produced on its desktop publication system - **geoPublish**. *COCUGazette* is published on an Apple LaserWriter II-NTX laser printer, courtesy of Columbus Messenger Newspaper Co., 3378 Sullivant Ave., Columbus, OH 43204.

The death of RUN another setback for C-64/128 users

Editor's notes
by Harold Stevens, Jr.

The last publication dedicated solely to the eight-bit Commodore 64/128 series of computers has finally bit the dust. *RUN* has ceased publication with the November/ December 1992 issue.

It began as a series of rumors on various BBS networks across the country that *RUN* magazine was going to fold. As usual, Commodore 64/128 enthusiasts dismissed the rumor as another one of those from the IBM-clone folks putting down the eight-bit computers. But this time, unfortunately, it was one rumor that became true.

The real story emerged when the magazine's editor Dennis Brisson finally admitted the fate of *RUN* on one of those networks and the news reached Punternet's C-64 conference. Shortly after the news hit the BBS networks across the United States and Canada, it finally appeared on Q-Link.

According to Tim Walsh, one of the technical editors at *RUN*, the staff at the magazine was ready to start the January/February 1993 issue when they received the word that *RUN* was going to be published no more. Walsh did not give any reason on why the publication folded, so we can only speculate on the reasons of its demise.

And you can bet what happened next. IDG, the parent company of Technology Media Group, Inc., the company that publishes *RUN*, was swamped with phone calls. When I called to inquiry about my own subscription, I was told by the operator that I would be receiving a notice in the mail in the next couple of weeks. When I placed the call was at the end of October and I have yet to get that notice. The operator told me that the notice was going to give me the option of continuing my subscription with another computer magazine by the company or I would be given a refund on the remaining portion of my subscription.

However, we should have seen the hand writing on the wall, when the magzine went from a monthly subscription two years ago into one published bimonthly. It was about this time that we noticed that commercial support for Commodore software began disappearing as well, which meant little or no advertising revenue for any Commodore specific publication. It was for this reason that *RUN's* rival publication, *Compute! Gazette*, was absorbed back into its parent magazine *Compute*, when the latter's parent company ABC Publications sold the magazine group to Penthouse Publications.

I personally, should have realized that something was up when I wrote a query letter to Brisson back in August about doing an article for *RUN* and never received an answer within four to six weeks after writing. It was when I was about to call him to inquire on the status of the proposed article that the rumors started flying around that the magazine was dead.

In the last couple of years we have seen the demise of another Commodore specific magazine, *Info*, which became an all Amiga publication and soon thereafter, it failed from the lack of support. I guess *Info* had more C-64/128 users than it realized. During the summer another computer magazine, *Computer Monthly*, dropped its Commodore 64 column along with others from the classic computer world.

And we haven't heard from *geoWorld*, the GEOS specific magazine for the C-64/128 computer for almost two years now. Right now I am trying to determine whether or not there are going to be anymore of this magazine and if not, then I'm going to file a complaint against it with the U.S. Postal Service, since they owe me a quite a bit in subscription money. The publisher of that magazine, Roger Ledbetter, has not responded to any of my E-mail inquiries on Q-Link, forcing me to send him a registered letter to complain about not getting any new publications.

So, this makes it more important for user groups newsletters such as this one to get the information out to the enthusiasts of the eight bit Commodore users. Now that we lack total support from the commercial software and publications, it is up to us to help each other out. You can do this by joining a user group or even by writing about your experiences in computing in newsletters like this one.

Harold Stevens, Jr., is editor of COCUGazette *and is an editor with the Columbus Messenger Newspapers.*

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AMIGA

Continued from page 1.

industry standard one that can provide up to 6-megabytes of additional storage on the removable credit card size modules. Also, an internal hard drive is available that would, along with the additional RAM, would transform the A-600 into a powerful, low-cost computer for courseware delivery, business presentations and point of information displays.

"The A-600 is capable of handling an internal IDE hard drive and it comes in two models, with or without a 40-megabyte hard drive," said Jesrani. The A-600P has an internal 3.5-inch, 880-kilobyte floppy drive, while the A-600HD has both the floppy and hard drives built in.

Jesrani said that the A-600 comes with standard with the enhanced chip set and AmigaDOS Release 2.1 software in the ROM. It also has the standard Amiga features as the advanced custom processors for DMA, video, graphics, sound and I/O control; NTSC video horizontal scan ratecompatibility; multitasking operating system; selectable resolutions/tru overscan; and standard file format (IFF).

Commodore said the A-600 is a great computer for the beginner as it has an easy to use point and click interface and quick connection to a display device that even novices can be up and running with a minimum of effort. Plus, the A-600 is not expensive.

"You can get the A-600P for just $399 and the A-600HD for $599," said Jesrani.

The new A-4000 is the first member of an all new generation of Amiga multimedia computers, said Commodore.

"It is a sweeping change over all the existing Amiga models," said Jesrani. "It has the 68040 processor that runs at a speed of 25-megahertz, which makes it several time faster than the best Amiga 3000."

The A-4000 also introduces the Advanced Graphics Architecture Chip Set to set new and affordable benchmarks for exciting graphics, animation and video. "Weren't we getting tired of just the 4,096 on-screen colors and just the 16 on-screen colors in Hires?" asked Jesrani. "Well, the new Advanced Graphics Architecture Chip now enables 256,000 simultaneous colors from a palette of 16.8 million colors.

"This is a great advantage for graphic artists wanting near true to life picture displays," he added. "This feature alone gets Amiga back in front and opens up doors for stunning new graphic software and brilliant new games."

Commodore said the new blistering speed and power of the Motorola 68040 processor that orchestrates the system, presentations and interactive training programs take on a new brillance. Number crunching business applications are completed in less time.

The A-4000 also allows you to create exciting video effects and fast-paced animations in a fraction of the time and costs of systems that must be pieced together from a confusing array of add-on cards.

Jesrani said the A-4000 comes with a high density floppy drive. He said it is standard with 2-megabytes chip RAM and 4-megabytes fast RAM. It also has a 120-megabyte hard drive and uses AmigaDOS Release 3.0.

According to Commodore it is also possible for you to work with documents and graphics from other systems on the A-4000. The built-in high density 3.5-inch disk drive and CrossDOS utility allows for the easy transfer of files between Amiga and MS-DOS based systems. You also must use a Bridgeboard for MS-DOS compability, as when the peripheral is installed the empty PC slots in the A-4000 is capable of supporting a wide variety of XT or AT-style boards. Plus, the A-4000 can work side by side with other platforms in the Novell networking environments.

Jesrani said the new custom chips in the A-4000 can produce resolutions ranging from 320x200 to 1,280x400 and even more with Overscan. The new A-4000 is also comparable in price to existing IBM-type or MacIntosh computers at $2,969.

The A-1200 is Commodore's newest personal computer which uses the same Advanced Graphics Architecture chip as the A-4000. Commodore has called it the lower cost member of the versatile and powerful A-4000 family.

This model also has the same 32-bit Motorola, 14.32 Mhz., 68EC020, processor working in conjunction with the custom AGA chip and Commodore notes that the A-1200 is provided with exciting new features and user benefits at a lower cost than many other personal computers.

"Animation and images come alive in a variety of screen modes which include the spectacular HAM8 modes," said Commodore. "High resolution desplays in up to 256,000 simultaneously displayable colors from a palette of 16.8 million make the A-1200 ideally suited for graphics and video intensive applications."

Like the A-4000, the A-1200 has an impressive number of video display outputs including RGB analog and digital, VGA, color composite and RF modulated. The AGA hardware enhancements provide smooth display updates and crisp screen characters without "jaggies," noted Commodore. VGA screen resolutions are available in both interlaced and non-interlaced modes.

Commodore noted that hardware scan doubling provides flicker-free display on a variety of multiscan monitors. The Amiga 1200 supports screen modes that are compatible with the standard NTSC horizontal scan rate without the addition of video cards.

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

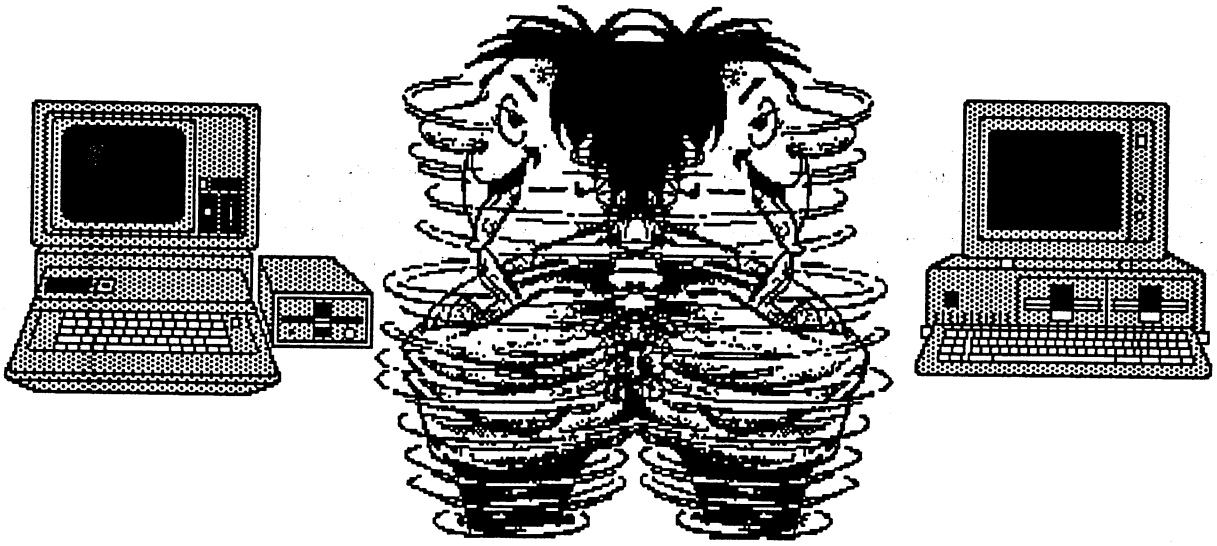
Like the A-600, the A-1200 has the PCMCIA "credit card" general purpose expansion connector slot. This will enable the A-1200 to support a wide range of expansion options such as additio nal systems RAM, modems, ROM card applications, networking hardware and SCSI adapters.

An internal 880-kilobyte, 3.5-inch floppy drive is included, but a 40-meg., 2.5-inch form factor internal IDE hard drive is optional on the A-1200. It can also support an additional 10-megabytes of memory in addition to the 2-megabyte chip RAM.

"All three of these computers can use existing Amiga software," Jesrani said. "Now only if Commodore stepped up its marketing."

COCUG meeting dates

The Central Ohio Commodore Users Group will meet in Union Hall of Columbus State Community College at 9:30 a.m. on Feb. 20 in Rm. 141, on March 20 in Rm. 137, April 17 in Rm. 139, and May 15 and June 19 in Rm. 137



Isn't one computer enough to do the job?

by Tom Fontaine

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Sales from PC and Amiga computers boost Commodore sales

The following is the letter to shareholders that is in the 1992 annual report of Commodore International Limited, received recently: in fiscal 1992, Commodore International Limited achieved a significant milestone by selling over 1 million amiga multimedia computers. The worldwide installed base of amigas now totals 3.7 million. We are pleased with the widespread acceptance of the Amiga which has enabled Commodore to maintain a leadership role in multimedia technology.

The Amiga product group accounted for approximately $575 million, or 63 percent of total sales in fiscal 1992. Although our unit sales increased 17 percent from the prior year, revenues were slightly below the prior year due to a decrease in peripheral sales and lower selling prices.

Commodore's second product group is MS-DOS PC's which accounted for approximately $220 million, or 24 percent of total sales in fiscal 1992. PC sales declined over 20 percent from the prior year in both units and revenues, primarily due to the discontinuation of lower-end XT and AT products. In fiscal 1992, we launched a new line of PC's to reestablish a leading role in this market segment and we are pleased with the market acceptance of our new PC's.

Although sales of the C-64 declined from the prior year, total unit sales of 650,000 were still strong for a product which was introduced 10 years ago. to date, over 12 million units have been sold. The C-64 product group accounted for $115 million, or 13 percent of total sales in fiscal 1992, with most of the sales occurring during the first half of the fiscal year.

Commodore's total sales for fiscal 1992 were $941 million, a decline of 13 percent from the prior year. Almost all of the decline occurred in the last six months reflecting economic softness throughout the european consumer markets and the impact of the discontinuation of low-end PC's.

Geographically, Europe accounted for 88 percent of total sales for the year. Sales in North America and Australia were adversely affected by recessionary economic conditions in those regions. During calendar year 1991, Commodore again ranked second in personal computer unit sales in the European market according to Dataquest.

Net income for fiscal 1992 was $27.6 million, or 82 cents per share, compared with sales decline and the unfavorable impact of pricing reductions.

During the fourth quarter we implemented a major program to achieve greater operating efficiency. The factory building in Hong Kong was sold for a significant gain. production is being transferred to a new, low-cost facility in the Philippines. Since the close of the fiscal year, manpower at our facilities in Germany and the U.S. have also been reduced significantly.

Shareholders' equity increased to a record $325 million at the end of June 1992. In fiscal 1992, a German Mark debenture issue of $66 million was repaid and long-term notes were reduced by $25 million. Total debt at the end of June decreased to $158 million.

In fiscal 1993, we plan to introduce new models of the Amiga for both the consumer and professional markets. These new products are expected to significantly enhance the performance and value of Commodore's multimedia computers. Although we are concerned about the global economic environment and the competitive price pressures in our business, we will manage the business prudently in the coming year to take advantage of commodore's strengths.

(We would like to thank Dug Rodgers, Sysop of Highlander BBS, for posting this September 1992 report on the Punternet C-64 Conference.)

"Captain Picard, it would be logical for us to telecommunicate with the Central Ohio Commodore Users Group BBS at (614) 274-6502!"

"Why, Ambassador Spock?"

"Because COCUG BBS features baud rates of 300, 1200, 2400, 9600 and up to 14.4 bauds HST of U.S. Robotics!
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8 data bits / no parity / 1 stop bit (8N1)
Punternet conferences are featured for COCUG members only with topics ranging from C-64, 128, IBM, and Amiga computers to Beginning Computing to Programming to Star Trek!"

*"Then make it so!
Engage your modems now!"*

Useful POKES and SYS commands for the C-64

POKE 650,128 -- Will make all keys repeat.
POKE 650,64 -- Disables all keys from repeating.
POKE 650,0 -- Restores keys back to normal.
POKE 657,128 -- Disables SHIFT/COMMODORE KEY combination prevents switching between lower case and upper case letters and graphics.
POKE 657,0 -- Restores SHIFT/COMMODORE KEY combination.
POKE 120,0 -- Turns computer into mindless typewriter, computer must be turned off to reset.
POKE 157,128 -- To flag direct mode.
POKE 157,0 -- Resets flag used to get messages from one part of the program and block from others.
POKE 211,COLUMN: POKE 214,ROW: SYS 58640: PRINT "YOUR MESSAGE" -- This command puts your message on the screen at the location you select.
POKE 53272,21 -- Upper case/graphics.
POKE 53272,23 -- Lower case/upper case.
POKE 53280,N -- Change border color (N = numbers 0-15).
POKE 53281,N -- Change screen colors (N = numbers 0-15).
POKE 646,N -- Change text colors (N = numbers 0-15),
POKE 788,52:POKE 808,239 -- Disables stop.
POKE 788,49:POKE 808,237 -- Restores stop.
POKE 778,49:POKE 792,193 -- Restores stop.
POKE 808,234 -- Disables stop, restore list.
POKE 808,237 -- Restores stop, restores list.
POKE 808,225 -- Disables restore.
POKE 808,237 -- Enables restore.
POKE 818,32 -- Disable save.
POKE 818,237 -- Restore save.
POKE 775,200 -- Disable list.
POKE 775,167 -- Restore list.
POKE 774,0 -- Disable list.
POKE 774,26 -- Restore list.
POKE 198,0 -- Clear keyboard buffer.
POKE 649,15 -- Increase keyboard buffer.
POKE 649,10:POKE 808,237 -- Restore keyboard.
POKE 808,249 -- Disable keyboard.
POKE 808,237 -- Restore keyboard.
POKE 649,10 -- Restore keyboard.
POKE 649,0 -- Disable keyboard.
POKE 19,64 -- Removes ? in input.
POKE 19,0 -- Restores ? in input statement.
POKE 22,35 -- Removes line numbers in a program.
POKE 22,25 -- Restores the line numbers.
POKE 56579,N -- Turns on/off user port B locations (N= 0-255).
POKE 56577,N -- Same as POKE 56579,N.
SYS64767 -- Resets computer without changing screen colors.
SYS42562 -- NEW command.
SYS58235 -- Warm start reset.
SYS58260 -- Initialize.
SYS58726 -- CLR/HOME.
SYS59062 -- Advance cursor.
SYS59137 -- Previous line.
SYS59626 -- Scroll a line.
SYS64738 -- Cold start reset.
SYS65126 -- Alternate start reset.
PRINT PEEK(65408) -- Test for kernal type to see what value is in a memory location PEEK that position: PRINT PEEK(XXXXX). PEEK looks at a location and POKE changes the value in that position.
Some of the above commands must be used in a program to work and not in direct mode.

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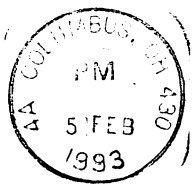

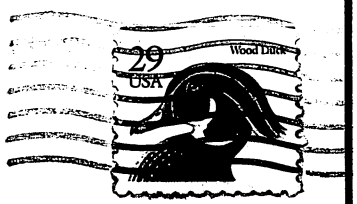

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