# THE FOUR "C" ER

## Official User Group ID# 00292

Dedicated To Serving All Commodore Computers

### Dec/Jan 1996

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| | | |
|---|---|---|
| *Julie Barr* | *President* | *779-6864* |
| *Steve Winkle* | *Vice President* | *1-783-5559* |
| *Larry Clark* | *Secretary* | *779-2636* |
| *Ed Gase* | *Librarian* | *829-0924* |
| *Ski Buchenau* | *Treasurer* | *683-4106* |
| *Roger Hoyer* | *Publicity* | *248-0025* |
| *Carl Menne* | *Membership* | |
| *Bill Schneider* | *Newsletter* | *367-5820* |

*Meeting are held on the 3rd Sunday of each month at The Nativity School in Pleasant Ridge, on Ridge Rd., from 2pm till 4pm. If you have any questions please contact one of the officeres. Vistors are always welcome.*

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# Next Metting : January 21, 1996
# February 18, 1996

# Prez Page

By; Julie Barr

Hello Old & New Users,

First I'd like to applaud Rodger Hoyer for getting the word out about the swap sale (Oct). He got us a great turnout. Thanks Roger.

Thanks to club members like Evelyne Shaver, the Cook family will soon be word processing and book keeping on their 64 system instead of trying to sell of swap it for a "Word Processor".

Is there something you'd like your Commodore to do? Would you want it to do "work" instead of games? Come to the meetings and ask a member.

Beginners classes will begin in January 1996, various people will teach-answer questions for those "classes". The first class will be on how to hook up your C64 - which wires go to what and some basic instructions. You may not want to attend every class but they will be good if just for a review or to learn something new.

Hope to see YOU at the meetings.

# Review = Centauri Alliance

P.O. Box 12947, San Rafael, CA 94913-2947 is the address of Broderbund Software, one of my favorite sources of top notch programs (my first love being The Print Shop, mainly because it was one of the most useful I ever bought and I still find much value in it)!

But this column is not about Print Shop: it's a review of a classy science-fiction role-playing game entitled "CENTAURI ALLIANCE" for the Apple II+/IIe/IIc/IIgs and the Commodore 64 & 128.

Michael Cranford is the author - he of the best-selling renowned Bard's Tale and Bard's Tale II - and again re-invents role-playing featured in those earlier epics with Centauri Alliance!

This masterpiece is set in the year 2214 A.D., the galaxy's at war: a futuristic alliance of 6 different races is engaged in a battle of "extra-sensory" powers against rebel forces trying to destroy the Alliance.

Special features include: large colorful graphic display of the environment in a realistic first person view, special 3D graphic display of combat situation, ability to have up to 8 members on your team including aliens and computer-controlled mechanoids, power to import characters from many other role-playing games, many maze-like levels to be explored on 12 planets and moons, real time puzzles to be solved and optional automatic mapping view for convenience.

Support materials consist of a 53 page users manual, 24 page Centauri Alliance Field Guide, poster and command summary card.

Centaur Alliance is an engrossing fast-paced game that is

vintage Cranford. By any author it would be a best seller, but with Cranford's touch it becomes a major event for role playing enthusiasts... that's why Broderbund designed a hexagonal package that's as unique as the game itself: each side represents one of the 6 races!

From the Centauri Alliance "fact sheet" Broderbund Software's game claims are fully borne out by the game itself:

In the year of 2214 A.D., in the system of Alpha Centauri, when the 6 races formed their alliance, their dream was "peace throughout the galaxy"! Today, less than 3 decades later, the dream has become a living reality.

However, mysterious events are occurring on the far fringes of Alliance space. Rumors filter back of a mutinous Donsai officer gathering a force of renegades, an Alliance armory is looted of it's weapons, and a border patrol vanishes.

Most disturbing, arms dealers report uneasily that complements of the legendary Fractyr Fist have surfaced in the black market. In the hands of Alliance enemies, the Fist - perhaps the most powerful weapon in history - would pose an incalculable danger.

Alarmed, the High Council has secretly commissioned YOU to lead a hand-picked team on a clandestine mission. Whatever the cost, you must quell the rebellion and prevent any part of the Fist from falling into hostile hands.

As you launch your expedition, you begin a puzzling and perilous adventure to planets where nothing can be taken at face value and no one can really be trusted...not even those you would trust with your life!

By the way, you'll be able to view team members and "others" on the large centre screen, get a pilot's view as you travel in hyperspace between planners, see the environment scrolling around you as you explore each world and experience combat situations in 3-D on the battle screen.

# How to use D.C.M.R II

*By: Julir Barr*

OK folks here's the long awaited Part 2 of D.C.M.R. So fire up your C64 and let's get going.

1) Place 4c's library disk 1 (or your copy of DCMR) in drive #8

2) Type LOAD "DCMR",8,1

3) Press the RETURN key

4) When the drive light goes out and the screen prompt says READY

5) Type RUN

6) Press the RETURN key

7) When the initial screen comes up it tells who wrote the program and asks you to press:
D) For Documentation
C) To Continue Loading
P) Printer Set Up

Press "C" to continue loading (you may need to press RETURN also)

8) Then the MAIN MENU screen comes up this will have lots of information on it. Notice at the bottom of the screen it will show you that there are 0 total entries out of 2100 possible. Simply meaning the data file is empty right now.

9) Note the choices you have on this menu either A-J or 1-0. Any option is available simply by pressing the corresponding letter or number and the RETURN key.

******* NOTE ****** Here is where I will be showing you how to use DCMR to catalog your disks, making your library easier to use.

10) The next step that I would recommend, if you haven't done so already is to put a four digit number (or letters) on each of the disks you own in some type of chronological order. Simply, number your disks 0001, 0002, etc., or use 000A, 000B, 00AA, 00AB, get the idea? Which ever method you use write or print the number on a label or purchase a paint marker that will write on the disk without coming off.

11) ******* MAIN MENU *******
DISK CATALOG MANAGER/REPORTER

### A) Type New Names from Keyboard
This lets you type the name or names you want in your printout/file to correspond with a certain disk number an example would be a disk that contains many files but they are all part of the program such as BB Writer program disk.

### B) Add New Names from Diskette
This means the computer will read the directory and let you decide which lines you want in your printout or file individually without you doing the typing (usually the easiest way to go) unless you like typing.

### C) Display All/Selective (With Full Screen Editing & Deleting)
This feature allows you to look at your file or or the one someone else has created or look at what's on a particular disk. It also lets you search for a particular file name. say you wanted to find the letter to Eve but you didn't know which Data Disk you had saved it to. By choosing this option you can find out by restricting the entries to EVE the search would then display only those disk(s) ID# that contains EVE, if you have saved it more than once it would show all disks with that file (helpful in eliminating duplicates in your library).

### D) Sort by Name of ID
This feature will sort your catalog in numerical or alphabetical order. Some notes here if you choose alpha (name) it will place all graphic characters, symbols or numbers before the letters. Such as ...EVE, 1EVE, 2EVE, A EVE, will be before EVE, or EVE1, etc. This is also a good place to type in a list you want alphabetized for any reason then print it out in order.

If you choose numerical (ID) order this is by the 4 digit ID order you gave each disk. Thus 0001 and what it contains then disk 0002 and what it has on it.

One more thing here I'd like to suggest, once you've created or worked with your file, sort it by the method you prefer before saving it, once it's been saved resort it using the other method and save it again, either on a separate data disk or with a different name. This serves two purposes, it gives you a printout/file in either order (if you want to find a file or what's on a disk). This will also serve as a backup should a file or disk get damaged.

### E) Print with 3 or 6 Columns
This will allow you to choose the print out format. Each have their draw backs, 3 columns are easy to read, but uses a lot of paper & ink. 6 columns is very tiny difficult to read & set up (if you don't have your printer manual), but uses half the amount of paper. I prefer 3 column.

### F) Load a File/Start a file
This where you begin your catalog or load up an existing catalog. The Sub-Menu you are given contains 3 choices:
l) load a file (you'll need to know the name, wildcards are accepted),   s) start a new file (memory will clear) m) return to Main Menu.

### G) Save a File
This is where you save your file. You can name the file and disk drive the file is to saved to here.

### H) Change an ID
Allows you to change the ID for a disk that is in your list without having to retype it for each file.

### I) Disk Directory & DOS Commands
This will bring up a Sub-Menu with several options
1) Enter directory & DOS commands (this does not store info into your file It just lets you view your directory, delete, Rename files, or format a new disk.
2) Set Device # for Commands. This will allow you to save to another drive without always having to tell it. It defaults to #8 on start-up.
3) Change disk drive device #
4) Capture Names from Disk.  5) Exit

### J) Quit (returns you to BASIC)

12) Next you must decide if you want to type the name of the disk (0001; or whichever was assigned to be first in your file) or if the disks contains several files you will want.

13) Choose B. Add names from diskette and press RETURN.

14) A screen comes up and states "CTRL-A to abort" - "Enter 4 char id for new names"

**\*\*\* NOTE \*\*\*** At ANYTIME you are in a DCMR screen you can hold down the CTRL key and press the A key to abort and go back to the main menu screen without making adjustments.

So, now it';s asking us to enter the 4 digit id number we've assigned to this disk (0001, AAAA). Making sure you remove the DCMR main disk if you are using one drive (or put disk 0001 in drive 9 and setting to drive 9 under DOS commands for a 2 drive system) place your disk 0001 or AAAA in the assigned drive and press RETURN.

15) The drive light will come on and read the directory of that disk. Once it stops you will see new commands at the top of your screen. Reverse names are discarded....Toggle using CTRL-D (for 1 name) or CTRL-S (for the entire screen). This means the name is discarded (left off your listing not removed from original disk). Toggle means pressing once turns it on (or off) and pressing it again turns it off (or on) whichever is the opposite. To do this simply place the cursor using the CRSR control keys to the file you wish to remove from your list and press CTRL-D it will become REVERSE screen (highlighted). All highlighted names will be removed from your list. When you have all the files wish to be cataloged on that disk press CTRL-F (finished) and will be stored in memory and you will be returned to the main menu where you are ready to repeat the steps for the next disk.

**\*\*\* NOTE \*\*\*** hitting CTRL-A (abort) only removes data that has not been stored in memory. A running total of files stored is kept so you won't go over the 2100 files allowed.

Well practice this and if you have any question ask at the next meeting, have fun.

"SPELLING" combines spelling drill, an arcade-style reward game, and a management system. Two hundred words are permanently stored on the disk. You may enter five lists of 20 words, choose the word list to be used, and set the number of words in each run.

In lesson 1, students type a given word. They are then shown the word with some letters missing and must fill in the letters. When they're finished, students may repeat lesson 1 with a menu of different words, or continue with lesson 2 using the same words.

In lesson 2 the students are first shown a sentence with a word missing and three spellings of the word; they must choose the correct version. At the end of lesson 2, students may choose to go back to lesson 1 and use different words or continue with the same words in lesson 3. In lesson 3 the students must correctly unscramble the words.

After each lesson those who scored a certain percent may play the game.

You may set the number of words in a run, turn the sound or game on or off, and choose the percent required to play the game. 200 students names, the lesson completed, the score and the percent correct can be recorded. You may view, print or delete all or individual files.

"SPIDER HUNT SPELLING" turns students (or the home player) into spider hunters whose goal is to catch as many spiders as possible in a set amount of time. 4 words appear at the top of the screen, each with a spider descending from it. Some are spelled correctly, some not. Students move the spider hunter from word to word identifying each as correct or not: correct answers drop the spiders into the sack and points are earned. Incorrect answers lose points. As in "SPELLING" additional parameters may be set.

"HOMONYMS, ANTONYMS AND SYNONYMS" and READABILITY ANALYSIS" will be reviewed in our next column.

# Review - Spelling & Spider Hunt Spelling

Computer assisted learning programs are gaining in popularity, by leaps and bounds, among teachers, school boards and (most importantly) students.

The learning programs deal with language, science, literature, mathematics, social studies, reading, spelling, grammar, typing, economics, geometry and test generators.

The grades covered can be anywhere from Kindergarten to Grade 12 - with additional "Teacher Resource" programs.

Gamco Industries, Inc., are a big producer of this outstanding type of software and can be reached at Box 1911, Big Spring, TX 79721-1911.

Their 24-page catalog (available free) contains a listing of 77 such programs, at varying grade levels! Individual disks run an average of $44.95 (for home evaluation purposes), 10 class-pack disks are $164.95 ($16.50 each): one documentation supplied with either choice. Version are available in most cases for the TRS-80, IBM, Apple and Commodore 64. The catalog is high-class: it has a clean uncluttered look, thoroughly readable and easy to understand documentaries with clear illustrations of various "sample screens" from the majority of the products advertised.

Software has a shipping and handling charge of 5% of the total bill, minimum $3.00 (U.S. funds).

I have several of their fascinating programs: "READABILITY ANALYSIS", "SPELLING", "SPIDER HUNT SPELLING" and "HOMONYMS, ANTONYMS, SYNONYMS", the last three have a built-in arcade game as a featured reward to the student racking up a passing mark!

While great in the classroom, these programs are also fine in the home.

# New CPU for the C64 & C128

Creative Micro Designs Announces Super64 CPU Accelerator Series.

From Commodore World, Issue 10.

CMD has now officially announced that they are developing a new series of accelerators for use with Commodore computers. Scheduled for release in early 1996, two models are currently planned. Both will use high-speed 65C02S processors supplied by Western Design Center. The two models, designated as the Super64/10 and Super64/20 will operate at 10MHz and 20MHz respectively.

CMD points out that the high speed of the Super64/20 coupled with the pipeline architecture of the 65C02S enables it to achieve a MIPS (Millions of Instructions Per Second) rating higher than a 25MHz 386SX Intel processor. This speed also requires using support chips on or near the leading edge of technology.

The accelerators will use methods similar to those employed by the Commodore 128 series computers to sync to slower components in the computer. These methods slow the acceleration to 1MHz approximately 10 percent of the time, yielding effective speeds of up to 9MHz and 18MHz on the two models. CMD, however, claims that higher effective speeds may be possible through special configuration methods being considered for the final production units.

The accelerators are also to offer an expansion port compatible with Commodore REU's, geoRAM, and CMD's own RAMlink devices. Some other cartridges, such as CMD's Swiftlink and SID Symphony should also be compatible, but most other utility and game cartridges will not be compatible in accelerated modes.

Other features mentioned are an Enable/Disable switch, Turbo/Normal mode switch and software control of Turbo/Normal modes. Both models will also provide the JiffyDOS computer kernal to speed operation with JiffyDOS equipped drives (stock Commodore and Commodore-compatible drives are also fully supported).

The two models are scheduled to be available in February, and CMD has estimated that the retail price will be under $200.

Cincinnati Commodore
Computer Club
5575 Pleasant Hill Rd.
Milford, Ohio
45150