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# C "CURSOR"

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The official Newsletter of the  
COMMODORE COMPUTER USERS GROUP [QLD]

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JULY 1984

VOL.1 NO.1

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CLUB ROOMS \*MILTON STATE SCHOOL, BAYSWATER ROAD, MILTON\*

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## CONTENTS

Diary for August	2
Editorial	4
Notes & Gossip	5
A Screen Dump for the 64	7
Disk Drive Roundup - Pt.2	9
Starting with Disk drives - Pt.3	10
Design for a Centronics-type Connector	12
VIC-20 News	13
CBM-64 Notes	16
Letters to the Editor	21
Directory	23

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## Diary for August

Group meeting on Tuesday, 7th August 1984, at 7.30 pm in our club rooms. Visitors are welcome!

### WORD PROCESSORS

At this meeting we will have a close look at the merits of *EASY SCRIPT* and *PAPER CLIP*, and any other word processors that our members may bring along.

Terry Steer and Ralph De Vries will be your 'Guides', but we anticipate plenty of participation from the floor!

Workshop meeting on Sunday, 19th August 1984, from 1 pm till 5 pm in our club rooms. To get the maximum benefit from the workshop it is recommended that you bring your own computer equipment.

Please note that workshop meetings are for members only!

## Regional Meetings

Cannon Hill Sub-branch meets every 2nd and 4th Saturday of the month at 7.30 pm, in the Cannon Hill State School. For further information ring Barry Wilson (VIC-20) at 399 6204 or Augy Norman (C-64) at 399 2080, after hours.

Springwood Sub-branch meets on the 3rd Thursday of the month at 7.30 pm, in the Springwood Pre-School, Dennis Rd., Springwood. Contact Terry Steer at 200 5926 (after hours) for further details.

Pine Rivers Sub-branch meets on the last Sunday of the month (1 pm - 5 pm) at the Strathpine High School (rear entrance). Ring Clayton Lancaster at 285 4157 (after hours) for further information.

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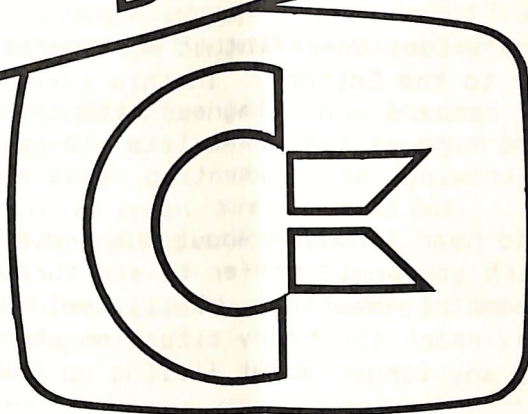
**IMPORTANT NOTICE:** Copying of Commercial Software is *not allowed* at our meetings or workshops.

Failure to comply with this regulation will result in loss of membership!

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# THE VIC CENTRE

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COMPUTER

For professional service and support call in to CW Electronics.  
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EDITORIAL

Welcome to the first issue of CURSOR. With the beginning of a new financial year, the pending incorporation of the group, and a new committee coming in soon, it really feels like a fresh start.

This is an ideal time to take stock, to look where you went wrong, and try to do better. This does not only apply to yours truly, but also you (yes you!).

Have you noticed how, with a few exceptions, the same members provide the material for this newsletter? I would really like to see some new names amongst our contributors.

Even if you don't feel competent to write articles or reviews, how about a "Letter to the Editor"? In this issue you'll find a letter from one our members who disagrees with one of my reviews. This is exactly the type of letter we like to get. After all, none of us are all-knowing, and dissenting views are very welcome.

We also like to hear from you about the group itself. You may have some ideas which you would prefer to air through these pages, rather than at our monthly meetings. Well, feel free to do so. After a while we may reach the happy situation where I, as editor, won't have to worry any longer about filling up these pages - but just 'edit'!

Ralph De Vries

**P.S.:** In previous newsletters I have requested from our members the supply of articles in the form of program files, set up in *SpeedScript*. Regrettably I cannot accept these files on VIC-20 cassettes, as my C-64 refuses to read VIC-20 tapes. However, VIC contributions on disk are quite compatible with my existing equipment.

Editor

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NOTES & GOSSIP

- WOULD YOU LIKE TO MAKE YOUR BASIC PROGRAMS RUN FASTER?  
DO YOU SUFFER FROM SLOW SORT ROUTINES?  
ARE YOU KEEN TO WRITE YOUR OWN FAST ACTION GAMES?  
WOULD YOU LIKE TO LEARN YOUR COMMODORE'S OWN LANGUAGE?

If you answer yes to at least one of the above questions, the 6502 (6510) Assembler Course will help you. It is designed for any Commodore user, whether you use a CBM, CBM-64, PET or VIC-20. The course is a beginners course. It is a must that you have some BASIC experience - at least you must know what most of the BASIC statements mean. The course will run over two 4-weekly segments, and the lecture plan is as follows:

Lesson 1: What is a machine language, how does it compare to BASIC, why is it faster?  
Introduction to the first 6502 Assembler statements (instructions).

Lesson 2: Repeating main points of last lesson. Introducing Registers.  
Familiarisation with Load and Save statements on Registers.

Lesson 3: Summarise last lesson. More on Load and Save.  
Introducing Branching and Compares.

Lesson 4: Summarise last lesson. More on Branching and Compares.  
Sample programs.

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Lesson 5: Summarise last lesson. Introducing Special statements.  
More programs.

Lesson 6: Summarise last lesson. How to use Routines in your computer already (from ROM). More programs.

Lesson 7: Summarise last lesson. More on Subroutines and Parameters.  
How to write the most efficient code.

Lesson 8: Structured programming in Assembler.  
Summary of the whole course.

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Course no.1 will teach you how to write simple Assembly Language programs.

Course no.2 will look at more complex programs.

During the course, the emphasis will be on learning how to write good Assembler code. There is an advantage to bring your own computer along, but people without computers will be able to try their code on someone else's computer.

Although designed especially for Commodore Users, the course will also benefit users of other 6502 computers (i.e. Apple, Atari). So, if you know someone who would be interested, please tell them about this course.

The first of the four weekly lectures will start on Wednesday, 22nd August, at 7.30 pm in our Club Rooms (Milton State School).

The second series of four weekly lectures (no.5-8) will most likely follow on from the first course.

The cost of a four-weekly series of lectures is \$25.00 for members, and \$40.00 for non-members.

You can enrol at the next Group meeting (7th August) or, if unable to attend, contact Steinar Johansen at 207 3065, after working hours.

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Did you know that Commodore have established a Queensland office in Brisbane, complete with service facilities?

Their address is 991 Stanley St. East Brisbane 4169, and their phone number is 3930300. No retail sales of course, but the service department is fully operational.

We hope to welcome some members of their staff during our August meeting.

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In the market for a new printer? Your editor is very much committed to his new Gemini-10X printer, but if this is not your style, why not have a look at the BMC printer model BX-80, which can be seen and demonstrated at C.W. Electronics in Stones Corner.

Bill Brown also tells me that in the near future they hope to receive stocks of the MSD disk drives.

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Club library borrowers are still hoarding books, magazines and software. The conditions of borrowing are quite specific: OUT one month - IN the next month. This allows all members to have a bite of the cherry. So, how about it borrowers? If no improvement is forthcoming we may have to introduce more stringent measures.

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A Screen Dump for the 64

The following program is a simple screen dump for the 64. It will only dump standard Commodore characters to the printer; reversed graphics characters are printed un-reversed, and it cannot deal with sprites or high-res graphics.

The best memory location to put it in is the cassette buffer (SYS 828) or if the cassette is in use try SYS 52992.

```
100 REM SCREEN DUMP
110 REM (C) GREG PERRY JUNE 84
120 REM WILL LIVE IN ANY AREA OF MEMORY
130 REM CASSETTE BUFFER 828 IS GOOD
140 REM ON TOP OF $C000 RAM AT
150 REM LOCATION 52992
160 PRINT"(CLR)(C/DN)"TAB(10)"SCREEN DUMP"
170 INPUT"(C/DN)(C/DN)(C/DN)START ADDRESS ";S
180 FORI=0TO74:READA:POKE$+I,A:NEXT
190 PRINT"(C/DN)TO USE SYS"S
200 DATA169,4,133,252,32
210 DATA177,255,169,0,133
220 DATA251,32,147,255,162
230 DATA25,169,13,32,168
240 DATA255,32,225,255,240
250 DATA46,160,0,177,251
260 DATA133,253,41,63,6
270 DATA253,36,253,16,2
280 DATA9,128,112,2,9
290 DATA64,32,168,255,200
300 DATA192,40,208,230,152
310 DATA24,101,251,133,251
320 DATA144,2,230,252,202
330 DATA208,205,169,13,32
340 DATA168,255,76,174,255
```

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A FUNNY POKE

64 Users: Try to Poke location 56325 with any value between 0 and 255. It does amazing things to your cursor and the scrolling!

To go back to normal, Poke 56325,51.

ADVERTISEMENT:COMMODORE 64 BACKADISK

Do you spend endless nights awake, wondering how to back up your valuable disks, for which you have outlaid your hard cash? Then you need BACKADISK. "What will it do for me?", you ask. BACKADISK will give you the opportunity to backup a disk with errors on it, and then allow you to re-create those errors on your backup. Yes, you can write errors 20, 21, 22, 23 and 27 to any disk. Most commercial disks that use error protection can be easily backed up. You can also protect your own programs by using error protection. Also back up disks for a VIC-20 on a C-64.

SPECIAL PRICE OFFER TO MEMBERS OF THE C.C.U.G.!

TO GET YOUR COPY SEND \$30 TO BANANASOFT  
P.O.BOX 701 WOODRIDGE  
QLD 4114  
OR SEND SAE FOR FURTHER DETAILS

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GROUP COMMERCIALS

Our group has the following items and services for sale to our members at very advantageous prices:

DISKS (boxes of 10): \$30.00

DISK BOXES (hold appr.90 disks): \$35.00

SUBSCRIPTIONS to the "Australian Beginning": \$20.00

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1526 PRINTER OWNERS:

Have your printer upgraded with the latest MPS802 Eprom , to get rid of some nasty 'bugs'.

Cost of this conversion is only \$10.00 to cover our technician's expenses.

Contact Lester Bennett at 200 1243 (after hours) for further details.

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DISK DRIVE ROUNDUP - PART 2

More and more people have been contacting me, urging some national onslaught on Commodore about the Instant Misalignment Feature of the 1541 disk drive. (See Paul's first article in the March 84 issue of our newsletter.) While there could be a prima facie case to go in boots and all, it seemed more reasonable and worthwhile to do some digging around to see what has been going on in the Commodore camp. While I have no 'official' news, my 'Usually Reliable Sources' (to borrow a phrase from "60 Minutes") tell me that Commodore has been very busy indeed, not only locally, but across the world.

Given the virtual impossibility of trying to work out what has occurred with each and every drive that has been returned for repair, the approach has been to identify the serial number of each unit in for repair (hence establishing the date and location of manufacture). By sifting through the data, it seems that a pattern has been emerging. The pattern points to one particular period of time at one particular plant. That's not absolutely definitive, but inspection of some production units points to some physically minor, but operationally significant differences. The effect of these differences is being studied now, but there is some optimism that the main problems have at last been isolated.

At this point, pause and have a brief spasm of sympathy for Commodore. Go on, it won't hurt. Try to imagine the problem confronting them if the fix has indeed been discovered. Obviously, any fix is going to be such that part of the mechanical section of the unhappy drives is going to be affected. If the fix is applied, the drive head will require realignment, and there does seem to be a genuine shortage of technical staff who can do the job proficiently. So the fix itself could take a wee while to do properly, and a degree of user patience will be necessary.

Consider the overall communications and logistics problems. No matter how widely the news is spread, someone will somehow manage to miss out on the news, then feel resentful that they were not contacted directly by the company. Then, of course, there will be the lurk-workers who decide to take advantage of the level of repair activity to slip their own drive in for a grease and oil change (whether it needs it or not) at company expense. This could dilute company good-will and delay genuine repairs unless people act responsibly.

It seems likely (according to my URS) that there will be some sort of fix-up campaign soon. How it will work, who will pay and to whom it will apply is not known to me, but common sense indicates that the present unhappy situation can't drag on much longer, and activity at Commodore suggests that they feel the same way.

While Commodore aren't talking openly about the problem yet, there are indications that they would like to wrap up the whole 1541 issue and get on with their jobs.

Hopefully, by useful and accurate communication with users, Commodore can lay a few shadows to rest, and set about remaking some friendships. It seems likely that User Groups could play a major role in the exercise, so keep tuned there.

Paul Blair

## STARTING WITH DISK DRIVES

### Part 3 - What's NEW?

When you take a unused diskette from its box, it needs some action on your part before it can be used. The action is termed 'NEW', a particularly Commodore word. NEW (for disk use) simply means preparing a new diskette for use. Do not confuse disk NEW with computer NEW (to erase the current program in memory. I do wish Commodore.....)

Most disks are made as total blanks - nothing more than a coated circle of plastic sealed in a cardboard sleeve. Before you can use it, it is necessary to carve up (metaphorically speaking!!) the physical surface of the disk into a pattern acceptable to the disk drive. The disk operating system (DOS) likes an orderly life, and requires an ordered disk to work with.

How do you order the disk - 'NEW' it, to use the Disk Basic command? Just as before, it is necessary to strike up the conversation with-

#### OPEN 15,8,15

Before going any further, you need to make a couple of decisions. What name do you want to give the disk, and what identification number is it to have? What's in a name and ID? OK, you may select any name up to 16 characters to give your disk some character. Give it a fun name, give it a serious name, but call it something. The ID is another part of the identity, so choose 2 characters. The very important rule here is - make every ID unique. Avoid using the same ID twice. Both the name and ID should be alphanumeric characters.

Decisions, decisions. Right, let's push on. Suppose you decided on ADVENTURE as the disk name, and A2 as the ID. The next thing is to tell this to the drive with the PRINT# statement that we used before-

#### PRINT#15,"NEW:ADVENTURE,A2"

You recall that we can shorten all these housekeeping commands to the first letter only, so you could say-

#### PRINT#15,"N:ADVENTURE,A2"

If you have more than one drive (lucky you), the number of the drive you want to use is popped in after the command (eg: N1:DISKTITLE,ID).

What happens now? All being well, the disk drive will spring into action (1541's rouse themselves!) and get to work. The DOS moves the read/write head to the outer edge of the disk, and starts to format each sector on the disk. It performs a series of jobs. Among the jobs:

the disk ID and some mysterious marks are written to a hidden part of each sector, then space for 256 bytes (one sector) is set aside. This is repeated for all 683 sectors on the disk. Finally, the directory track (Track 18, in the middle of the disk) is set up ready for use. Having done all that, the disk is now ready for action. The conversation is concluded on the usual cheery note-

### CLOSE 15

and you have completed your first voyage into disk housekeeping land.

The usual way of doing NEW is directly from the screen. The command is typed on one line (no line number, of course) like this-

```
OPEN 15,8,15:PRINT#15,"N:DISKNAME,ID":CLOSE 15
```

The command is also used whenever you decide that some in-use disk needs a fresh start. You can use the full command as given above, which will thoroughly erase every sector. Be warned about this!! A short form command will erase only the directory

```
OPEN 15,8,15:PRINT#15,"N:DISKNAME":CLOSE 15
```

Notice that the ID is omitted in this syntax.

Going back for a minute to diskettes that have not been used before. My practice is to NEW each disk TWICE when I'm setting it up. Brand new diskettes have been jammed in their sleeves since manufacture, and packed tightly in boxes.

They are subject to quite a bit of friction at first. I NEW disks twice, to ensure that there is no doubt that the process is thorough. This is even more important with low-torque motored drives, which have to work quite hard with new disks.

To recap. We have found how to Initialize a disk (PRINT#15,"I" or PRINT#15,"I0"). We can also prepare a blank diskette for use, and wipe clean an in-use diskette. Ah, the power of it all.

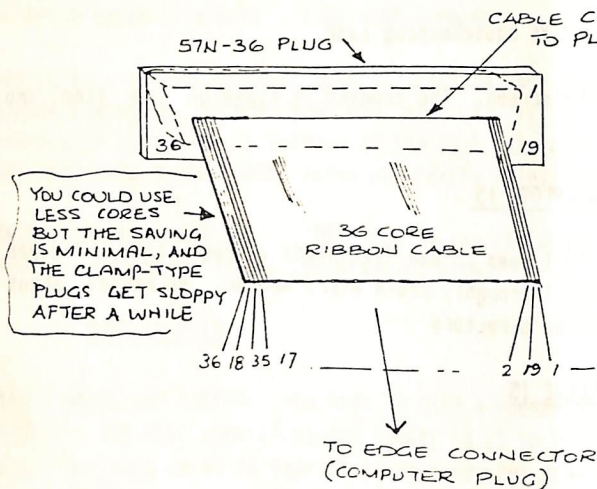
Ever heard of the WEDGE program? Why wedge, anyway? It started with the '>>' symbol.... sometimes called the 'wedge'. To cut it short, WEDGE is a program that provides a way of shortening the conversation by doing the opening and closing chat for you. It may be a bit lacking socially, but it saves time. To illustrate its use-

```
>N:ADVENTURE,A2 performs NEW
```

No open, no close, no quote marks. WEDGE (sometimes named DOS SUPPORT) looks after that. We will discuss its use as we go further. Stay tuned for more.

THE DO IT YOURSELF PAGE

DETAILS OF A PRINTER CABLE  
MADE FOR A CENTRONICS-TYPE  
PRINTER - AT A MODEST COST



YOU COULD USE LESS CORES BUT THE SAVING IS MINIMAL, AND THE CLAMP-TYPE PLUGS GET SLOPPY AFTER A WHILE

PLUGS ARE FREELY AVAILABLE IN METAL (SOLDER LUGS) OR PLASTIC (CLAMP-ON TYPE)  
 METAL - ABOUT \$18  
 PLASTIC - ABOUT \$9

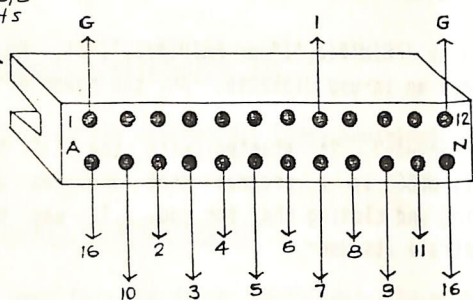
WIRE NUMBERS ← COUNT 'EM CAREFULLY

① WIRING @ PRINTER PLUG

CABLE FROM GEORGE BROWN (FYSHWICK) ABOUT \$2/metre

NOTE "G" IS CONNECTED TO WIRES 20 TO 30 AND WIRE 33

\* NB 0.156" c/c contacts



② NUMBERS ARE WIRE NUMBERS FROM PRINTER PLUG

PLASTIC PLUGS - TRY CW ELECTRONICS IN BRISBANE WHO USUALLY HAVE AMPLE SUPPLIES FOR ABOUT \$5 EACH

SUGGEST STICKING A SMALL BIT OF VEROBOARD OR SIMILAR BETWEEN TERMINALS TO MAKE JOB TIDIER

WIRING @ COMPUTER PLUG

DAVE BLAIR 1984

VIC-20 NEWS

Our many thanks to the manager and staff of Chess Sales Qld. Pty. Ltd. & Exec-u-games, who have kindly consented to allow Barry Wilson to preview their range of Atarisoft and Imagic software to suit VIC-20 & CBM-64.

Over the next few months a regular column will appear with the results of these previews.

The best news of all is that, if a member wishes to purchase any of the software, on production of your membership card, a 50% deduction will be given on Atarisoft cartridges, presently retailing for \$69.95 and Imagic for \$49.95

This represents a very large saving to members. Any country members who wish to take advantage of this offer and cannot make it to Brisbane can contact Barry Wilson on 07/3996204 a/h or at 45 Blackwood Ave., Morningside 4170.

You can also order direct from Chess Sales Qld. Pty. Ltd., 66 Abbotsford Rd., Mayne. Ph 07/529633

GAMES REVIEWS"ATLANTIS" for VIC-20

Our copy by courtesy of Chess Sales Qld. Pty. Ltd., via Exec-U-Games, K-Mart Plaza, Wynnum

The object of the game Atlantis is to defend the underwater city from the Gorgon fighters.

The Gorgon fighters can be destroyed by the sentry posts, by moving the joystick to the left (left sentry post fires) or right (right sentry post fires). These sentry posts can fire throughout the game. It is possible to destroy all the Gorgons by pressing the fire button but you only get one blitz bomb per wave of Gorgon fighters.

This is a fast one-or-two player game with reasonable graphics and sound but it tends to get just a little boring after a while, because each wave is just like the previous one, except that it's faster.

"DEMON ATTACK" for VIC-20

Our copy by courtesy of Chess Sales Qld. Pty. Ltd., via Exec-U-Games, K-Mart Plaza, Wynnum.

And yet again we have another shoot-em-up game. In Demon Attack the idea is to shoot down all the advancing demons. It is possible to choose from four different types of play and all four types can be played by one or two players. For every attack wave which you survive untouched you get an extra cannon.

Only one possible criticism to an otherwise terrific game is, that when two players are playing, the player change occurs at the end of each wave instead of every time the cannon gets destroyed by the demons.

This means that player one could finish his/her game before player two started his/her game.

Overall this is a fast game that appears to be well designed. It may be just a little limited in the different types of screens but it is still a very enjoyable game.

Barry Wilson

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#### BOOK REVIEW

"VIC BASIC - A USER FRIENDLY GUIDE" by R.Zamora, D.Inman, B.Albrecht  
Our copy by courtesy of Prentice-Hall Pty. Ltd. R.R.P. \$19.95

This book is written for beginning VIC-20 users. It consists of small programs to create simple graphics, colour, and sounds. It is not aimed at the advanced VIC users who want to design complex games or other programs.

I find this book very easy to read and understand. Although it only talks about simple and easy things to do, it does cover every topic in great detail.

Many of the book's examples can be found as well in the User's Guide supplied with the VIC, but if you find this hard to comprehend, you may consider "VIC BASIC" a useful alternative.

Paul Bennett

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We received a very interesting and informative letter from our expatriate VIC member Carl Holzberger.

Carl, who now lives in Broken Hill has got some very interesting observations to make about the computer scene in his new place of residence.

Regrettably I was unable to publish Carl's letter in this issue because of space considerations for one thing, and my inability to read VIC tape files for another.

A copy of Carl's letter will be available for your perusal at our next meeting.

Editor

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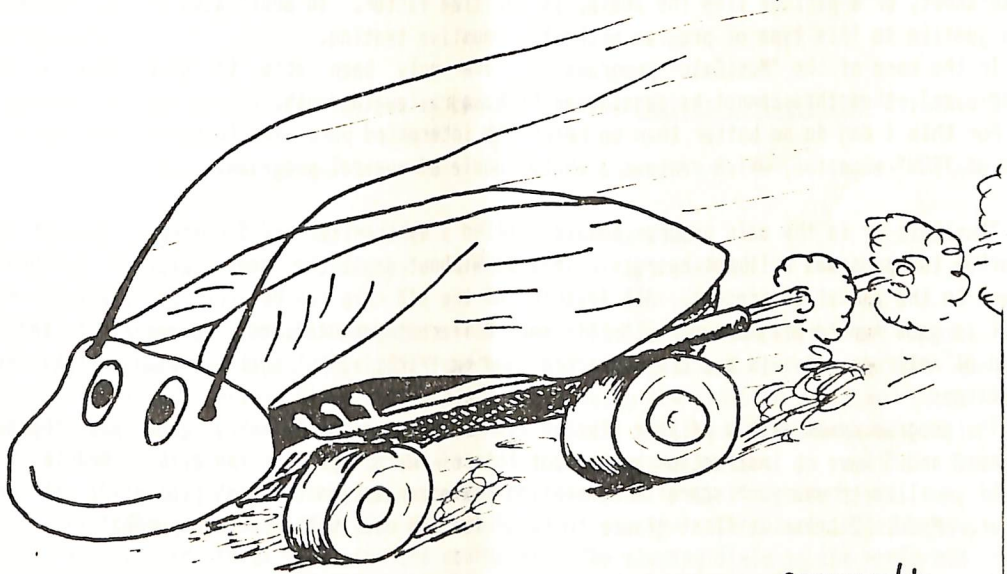
# Turbo-Roach

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Turbo-charged backup (3½ minutes) for single 1541 Disk Drive

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Commodore 64



copyright  
1984 Cockroach

YES, THAT'S RIGHT !!!

A DISK COMPLETELY  
BACKED UP IN 3.5 MINUTES!

DEVELOPED BY MEMBERS OF THE  
SOUTHPORT USERS GROUP.

ON YOUR DEALER'S SHELVES  
VERY SOON !!!

CBM-64 NOTESREVIEWS

- "MUSICALC 1" by Waveform Corporation - Disk - Appr.\$90.00  
"MUSICALC 2" (Score Writer) - Disk - Appr.\$45.00  
"Musicalc 3" (Keyboard Maker) - Disk - Appr.\$45.00

Our review copy by courtesy of Chandlers Pty. Ltd.

The main problem in reviewing an integrated software package such as a data-base, spread-sheet, or a package like the above, is the time factor. In most cases it is impossible to do justice to this type of program without exhaustive testing.

In the case of the "MusiCalc" programs I have only been able to give them a quick "going-over", thus this cannot be considered to be a review-in-depth.

For this I can do no better than to refer the interested purchaser-to-be to the April 84 issue of "RUN" magazine, which reviews a whole bundle of musical programs.

"MusiCalc 1" is the main program module (called a Synthesizer and Sequencer), without which the other two programs will not operate. This is without doubt the most complete synthesizer package on the market at present. All features of the SID chip can be accessed relatively easy, and it is good fun to play around with it's many different permutations. Personally I find the method of entering notes in a score cumbersome and restrictive, but again, these are only first impressions.

The program comes with a 64 page instruction book, which is very good and thorough. Modules 2 and 3 have no instruction books, but lots of 'Help' files on the disk. Module 2 is good if you like to see your score in conventional music notation or wish to print it on a printer. Module 3 seems at first glance to be of limited use, but I could be wrong!

So there it is. I have mixed feelings about this series of programs (particularly as regards the cost!), but if any of our members have purchased the "MusiCalc" modules we would love to hear from them, either in the form of a review, or maybe in the form of a demonstration during one of our meetings.

Ralph De Vries

REM: By the time the next newsletter is due I hope to have received a copy of the "Music Construction Set" from the States - a much less expensive program, with far fewer features, but a lot easier to use.



"ULTRABASIC 64" by Roy Wainwright (Tape or Disk) - Appr.\$40.00  
my copy from C.W. Electronics - Stones Corner.

This program gives the C-64 fifty new commands for graphics, sprites, sound, turtle graphics, timers and input functions (joystick, paddles, and lightpen). All programs can be directed to a printer or a disk drive, using other commands included amongst the fifty.

The only main problem with it is that it does not come in cartridge form.

The package itself comes with a very good set of instructions, and a tutorial section is supplied on both the tape and disk versions, which also covers all the new commands.

Out of all the different packages adding new commands to the C-64 I would consider this one the best value for money.

Timothy Walters

(Many thanks for your review Tim, but see my comments in the Letters to the Editor column. RDV)

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"ULTIMA II" : From SIERRA ON-LINE  
Our review copy from CHANDLERS at appr \$40.00

ULTIMA II is the best graphic adventure (D&D type) game I have seen in a long time. The game is supplied on three disks (THE MASTER and two PLAYING disks) and comes with the manual, two summary cards and, believe it or not, a cloth map showing the position of time doors (for traveling through time). The MASTER is used for the initial setting up of the game, while the two PLAYER disks are for the storage of data as you pass from one section to another (one of which is for the storage of the original starting position, so that, if desired, you can start from scratch). The game is started with the creation of your character which includes sex, race and type ( eg : wizard, thief etc.) for the character. The playing field is the world map over four different times plus a mysterious land of legends (very evil too). Spread over it's land are towns, villages and castles. Also for those who like 3D mazes towers and dungeons to get lost in. If you ever get bored you can go sailing on the high seas, fly a plane or, if you're lucky enough to steal a rocket, fly to another part of the solar system. The object of all this is simple but very difficult to achieve - to kill the *Evill Enchantress*. After playing for quite a while, I have as yet not seen another planet, but still the game holds my interest, and I could play for quite a long time yet.

Graphics and sound are good, but not absolutely perfect. A real challenge for all adventure game players, and a nice change from text-only adventures. Very highly recommended.

Anthony Thyssen

---

The following by courtesy of CHESS SALES QLD Pty. Ltd., 66 ABBOTSFORD RD., MAYNE

These games are the first that I have seen from the new division of Atari, which is 'ATARISOFT' and represents a major change of direction for Atari in supporting other computer systems with their own software.

Two games have been reviewed; both are cartridges and normally retail at \$69.95, but are available to club members for \$35.00. So now to the games themselves as seen by the players, that is my own children.

Aug Norman

### "PAC-MAN"

This PAC-MAN is more like the original game than most other versions which I have seen. There are over 19 levels, 9 of which are selectable:

Cherries (1st maze):	100pts	Strawberries (2nd maze):	200pts
Orange (3rd,4th maze):	500pts	Apples (5th,6th maze):	700pts
Grapefruit (7th,8th maze):	1000pts	Bell (9th,10th maze):	3000pts
Key (11th maze upward):	5000pts		

The fire button is a pause button. The restore key restarts the game. As you go on through the patterns the speed increases and your power-dot does not last for very long.

Special functions: F1 starts the game, F3 selects the number of players (1 OR 2), F5 changes the difficulty level.

The graphics are quite smooth and o.k. and the sound is also good.

If you have not got a PAC-MAN type game I would recommend this one.

Michael Norman

### "ROBOTRON:2084"

A science fiction game for up to two players. There are 9 different levels and on each level there are more robots on the screen to shoot down. The object of the game is to shoot the alien robots and save the human survivors. To save the survivors you need to run into them. To shoot the robots you need to move and shoot at the same time. There are 8 different things to look out for: Spheroids and Spawn, Cubic Quarks, Giant Brains, Torturing Tanks, Cruise Missiles, and Mindless Grunts.

Game options: From title screen press the F1 key to go onto game option screen. F3 key selects one or two players, F5 key selects level of difficulty (1 to 9). F1 key starts game, F7 key selects optional one or two joysticks. Overall I think the graphics are o.k. but there is not much sound to it. I also think that it is a hard game to master. Recommended

Richard Norman

Book: "The Power of Calc Result" by Robert E. Williams  
Publishers: Prentice-Hall R.R.P.: \$23.95

This book, submitted by the publishers for review, is one of the "Power of"-series of books, and includes volumes on Visicalc, Multiplan, Lotus 1-2-3, Logo Turtle Graphics etc.

The volume under review is for C-64 users who have recently acquired a copy of "Calc Result Advanced" or "Calc Result Easy", and who need further assistance beyond the instruction book in setting up a spread-sheet.

The author does not waste any space by going over the instructions again, but starts straightaway with the first often exercises, which form the basis of the spread-sheets in question.

The names of the 10 exercises are as follows:

- |                                       |                                     |
|---------------------------------------|-------------------------------------|
| 1 : Accounts Receivable Ageing Report | 2 : Cost Recovery                   |
| 3 : Maintaining a Stock Portfolio     | 4 : Financing and Purchasing a Home |
| 5 : Amortization Schedule             | 6 : Computation of Rebate Due       |
| 7 : Cheque Book Ledger                | 8 : Daily Inventory                 |
| 9 : Sales Reporting                   | 10: Payroll Reporting               |

Although this is an American book, and consequently makes a lot of use of American business terms, these can easily be re-written for Australian conditions. In fact, all these 10 modules can be modified quite easily to suit your own requirements.

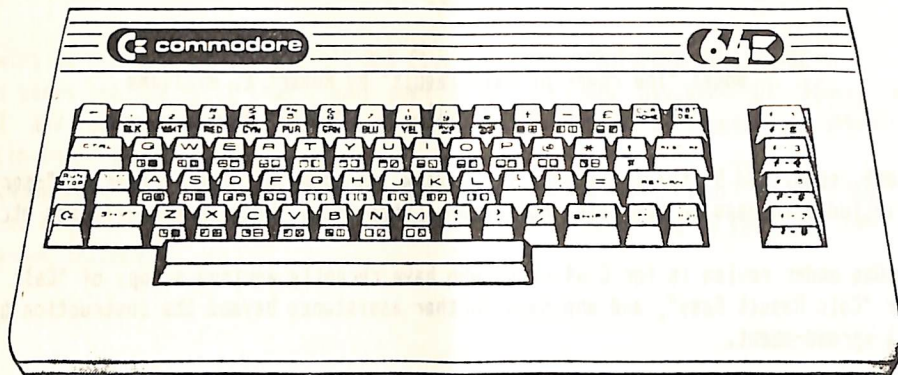
The author takes you step by step through each exercise. It starts with which operations are performed, functions and commands used, goes on with setting up the format of the spread-sheet, the entering of mathematical formulae, and then the entering of data on the spread-sheet, and how to use this information.

For those owners of Calc Result who are a bit at sea as regards setting up a spread-sheet, a book such as this could be a Godsend.

A word of warning though! Exercises no. 1, 2, 7, 8 and 10 make use of DIF-files. DIF (Data Interchange Format)-files are available in the "Calc Result Advanced" version, but not on "Calc Result Easy". Thus five out of the ten exercises are of only theoretical use to the owner of "Calc Result Easy".

Despite this restriction I feel that this book is a worthwhile purchase for the newcomer to spread-sheets.

Ralph De Vries



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THE COMMODORE 64

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Letters to the EditorIn defence of the Super Expander 64

Dear Sir

Your review of the Super Expander 64 was unfairly dismissive of its worth. It's fantastic! You could have mentioned the following 7 of its 33 commands:

\*NOUSPR which sends sprites moving in any direction at a specified speed - it sets up the interrupt handling routine, so the sprites keep moving without any loops in BASIC, even in immediate mode.

\*COLINT <event type> <line number> transfers control to a subroutine at the specified BASIC line number, when a sprite collision of the desired type (e.g. sprite to sprite or to background) occurs. The subroutine returns to the next statement in your program after the point at which the interrupt occurred.

\*SPRSAV stores a sprite as a string variable.

\*SSHAPE stores a rectangle of high res. screen as a string variable. Both can be swapped or planted onto the high res. screen in one of five ways.

\*GRAPHICS 3 is a split screen mode with 5 text lines at the base.

\*SPRDEF is a built-in sprite editor.

\*TUNE 0-9 are 10 predefined waveform/envelope combinations ready-to-use.

To carry out all of these functions without the Super Expander is much harder for the beginner and the advanced programmer alike. To draw a circle on the high res. bit map screen takes a lot of extra effort in either BASIC or machine code without the Super Expander. And the Super Expander is fast and flexible (if the <increment> parameter in the CIRCLE command is 120°, it draws a triangle!).

I think that for the 30 odd dollars it should be bought by every new C-64 purchaser. Better still, Commodore should give it away, and dispel all the criticisms of its poor BASIC support for graphics and sound.

Yours, never having to POKE again

Phil Guerney

Many thanks for your comments Phil. I do acknowledge that the Super Expander works well, as I said in my review.

From your letter I deduce that you are well and truly past the "beginner" stage. My definition of a beginner is somebody who is still struggling with Part 1 of the Commodore Basic Course. For this quite large proportion of our members I consider the Super Expander too advanced. However, by the time they have mastered Part 2 of the Basic Course and the Programmers Reference Guide, they should be well and truly ready to tackle the Expander. At its modest cost they may well agree with your verdict.

My other objections still stand though. The 8K memory loss is not all that important, I must admit, but the fact that programs written with the Expander can only be used on another computer with an Expander in place is, I feel, an extremely valid objection. The same objections apply equally to utility programs such as "Simons Basic", "Ultra Basic-64" etc. If you only intend to use these aids in the privacy of your own home, than this objection does not apply. However, if you hope to reach a wider audience with your programs it remains a very valid objection.

All the same, I thank you for your enthusiastic support of the Super Expander. How about giving us a demonstration of your Super Expander programs in the near future?

RDV

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Because of space considerations several articles have to be held over till the next issue of this newsletter.

In the next issue we will have more VIC reviews by Julianne Fallen, and an article on program protection by Anthony Thyssen.

Despite this surfeit of articles we still would like to get as many "Letters to the Editor" as possible!

RDV

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HAS OUR TREASURER RECEIVED YOUR SUBSCRIPTION FOR  
THE NEW FINANCIAL YEAR YET?

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Please contact Committee members of the relevant Sub-Committee as regards specific computer problems.

To ensure a prompt reply when contacting committee members by mail, please enclose a stamped self-addressed envelope!

All editorial matter for next month's issue has to be in the possession of the editor no later than the second Tuesday of that month. The editorial address is:  
24 Kaloma Rd. The Gap, Brisbane, 4061.

The opinions expressed herein are those of the Author(s), and not necessarily those of the C.C.U.G.(Q) or the Editor.

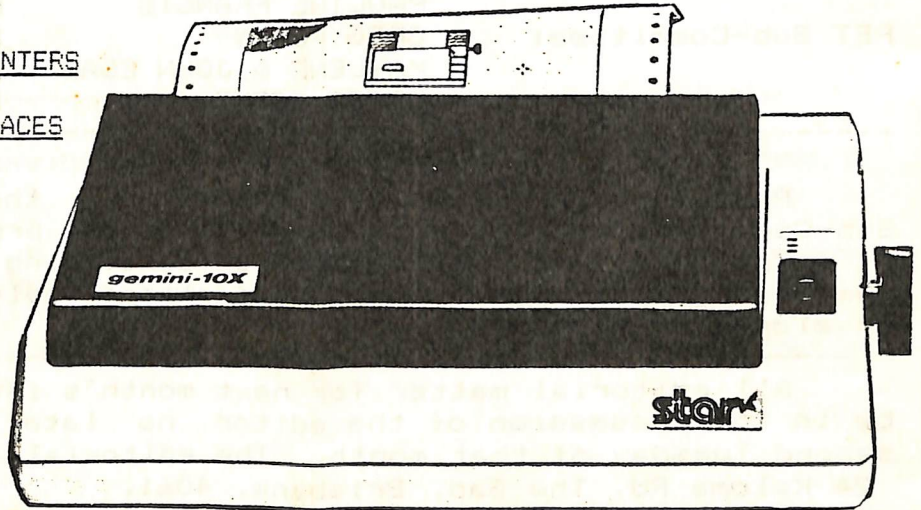
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