



"CURSOR"



The official Newsletter of the
COMMODORE COMPUTER USERS GROUP (QLD)

AUGUST 1984

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

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Diary for September

Group meeting on Tuesday, 4th September 1984, at 7.30 pm in our club rooms. Visitors are welcome!

SPREAD SHEETS

A comparison of features and facilities.

BRING & BUY SALE

Bring along your unwanted Software (originals only - no copies), and Hardware. If you have none to offer, bring along your wallet! There could be some real bargains here!!!

Workshop meeting on Sunday, 16th September 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 2nd and 4th 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.

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

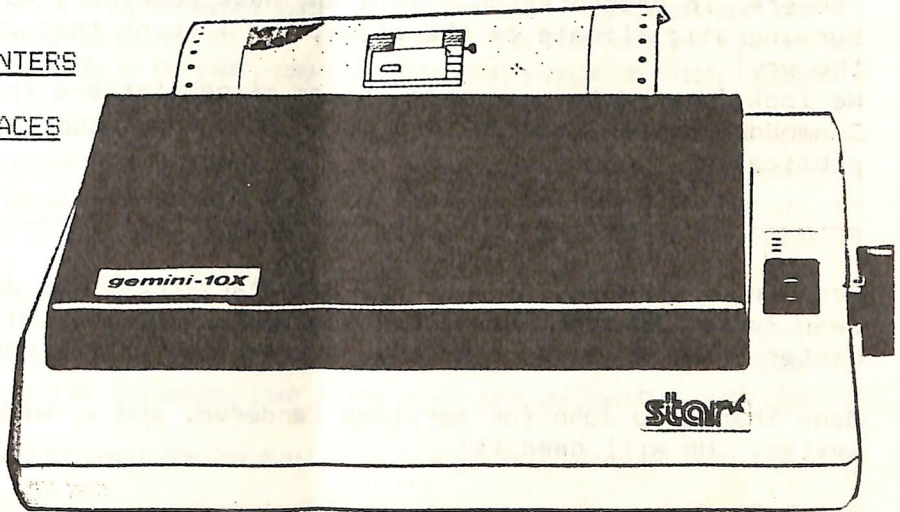
Failure to comply with this regulation will result in loss of membership!



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 **CHANDLERS**

EDITORIAL

Our group is now receiving a reasonable selection of newsletters from other user groups. These range from the superb (ICPUG newsletter from Great Britain) to the absurd (no names mentioned!).

The Independent Commodore Product Users Group newsletter, which is issued quarterly, is really more of a booklet than a newsletter, and can have as many as 80 pages. In future issues of "CURSOR" we hope to make use of some of their very interesting articles. Copies of this newsletter will in due course be added to our library.

I am also very much impressed with the "VIC-UPS NEWS" from Western Australia. Superbly printed (none of your cheap computer printers!) with lots of advertising support from local dealers and distributors, it has reached a standard of production, which makes my mouth water!

The A.C.T. newsletter is first rate for contents, but a bit 'severe' in presentation. This may have something to do with the bureaucratic climate of the place, but I think that changes are on the way!

We look forward to receiving copies of newsletters from all other Commodore groups, and in turn will send them copies of our own publication.

Because of pressure of work our secretary/treasurer John Egan has been forced to relinquish the treasurer component of his duties. Lester Bennett has been coerced to take over this function.

Many thanks to John for services rendered, and a warm welcome to Lester. He will need it!

Ralph De Vries

NOTES & GOSSIP

Kevin O'Brien, the new president of the S.A. User Group, had his say in their July newsletter: "Committee members are authorised to switch off any computer equipment used for the illegal copying of commercial software, and to ask the offending members to leave the club premises." Strong words indeed, but if needed we may have to follow their example.

So you thought that 300 odd members is rather a lot to manage? South Australia has close on to 500 members! Must be that cold weather that's turning them into computer buffs.

When are we going to see a joystick on the market with a *retractable* lead? Vacuum cleaners have had them for years!

Attention 1520 Printer-Plotter Users: North Side Business Equipment, cnr. of Ann St. & Chester St., Fortitude Valley, have offered a special price on replacement pens and rolls of paper on production of your membership card. Club price for a set of four pens (4 black or 4 colours) is \$4.00, compared with a set of four Commodore pens at \$6.00 to \$9.00, and Tandy's price of \$4.95 for a set of three. They appear to be all the same pens. The rolls of paper are available for \$3.55 per 2 rolls. If different prices are quoted ask for Lorraine. This contact was made by Barry Wilson. Roger Haig has pointed out that rolls of paper from Dick Smith are a better buy as regards the actual quality of the paper, compared against that supplied by Tandy, Commodore and Sharp.

C.W. Electronics of Stones Corner now offer a combined insurance policy and service contract, which includes four annual maintenance/service calls. Obviously charges for this service are higher than a service contract only, but you are covered against virtually all types of contingencies.

Contact Bill Brown for further details.

For the benefit of our new members we would like to point out that replacement ribbons for printers can be purchased at considerably lower prices if you have the existing cartridges or spools refilled.

This service is offered by Jane's Computer Supplies of 39 Elgin St., Alderley, 4051 (ph. 352 6653).

As an example, we purchased a new ribbon on spools for the Gemini printer for \$5.00 from a computer store. Jane supplied a new ribbon for \$3.00 and a refilled spool for \$2.00!

She can supply refills for the 1526 (802) cartridges, but specify carbon-film ribbon! Nylon ribbons, as used in Epson printers, foul up the works.

The 6502 Assembly Language Course is now to start on Wednesday 26th September 1984.

See last month's newsletter for details.

From our Librarian: Members have been returning library diskettes in padded bags, without additional packaging. This has resulted in mangled diskettes, which are useless. Please pack disks in cardboard first, before packing them in padded bags. Many thanks!

One of our senior members, John Naumann is also a committee member of the Micro Computer Society. This group (founded in 1977) is interested in the promotion of a general understanding of micro computers. They meet every second Friday of the month in the Old Town Hall, cnr. of Vulture and Graham Sts., South Brisbane.

During their September meeting there will be a talk on the Timex/Sinclair system, and for their October meeting there will be an interesting discussion on micro computers in education.

Visitors are always welcome, and you can phone 356 6176 for more information.

Are you a financial member? If so, bring your green membership card to our September meeting to have it date-stamped for the current financial year.

1526 Printer Owners: Lester Bennet can now fit the Series 7 ROM chip to your printer. Cost is \$10.00. Contact Lester at 200 1243 after hours.

The New Commodore Computers

On the 26th July your editor stood in for our president Greg Perry as representative of the Users Group at the official opening of Commodore's Brisbane office.

Situated at 991 Stanley St. East Brisbane, it has the advantage of a convenient location with a minimum of parking problems. Our Queensland branch is managed by the charming Verilyn Smith, while the service department is headed by Tony May, and we must not forget Penny, the secretary! She ably looked after the welfare of yours truly and the many dealers present at this function. I also had the pleasure of meeting Nigel Shepherd, the managing director of Commodore in Australia. Nigel was sorry that Greg was unable to be there, as they are sparring partners (by telephone only!) from way way back!

On display were the current range of Commodore computers and peripherals, as well as prototypes of the new "Plus/4" and the "Commodore 16" in their charcoal grey cases.

I could only get a limited amount of information out of our Commodore friends, but somehow I doubt if they knew much more than I did at this stage, and if they did, they weren't telling!

The information that I have managed to pick up out of the most recent American magazines may give us at least some idea what the new computers are all about.

The Plus/4: Version of the 264. This is not a replacement for the C-64!

The keyboard feels good, and I like the 4 diamond shaped cursor keys. There is also a built-in "Help" key. No sprites or synthesizer chip. Has 16 colours with 8 luminance levels, giving a total of 128 hues. Has tone generator, similar to VIC, but with improved pitch accuracy.

Micro-processor chip is a 7501 (another upgrade of the 6502 chip), 64K memory, of which 60K is available for Basic programming.

There is a vastly improved version of Basic (version 3.5), with 75 commands, which include Sound and Graphics commands, thus far less Peeking and Poking. It also supports the DOS commands which are known and loved by PET owners. Screen windowing facilities. Built-in machine language monitor with 12 commands.

"Plus/4" stands for the 4 built-in programs - Wordprocessor, Data Base, Spreadsheet, and Business Graphics. According to 'Compute's Gazette' of Sept. 84 this software is designed by the American Tri-Micro company.

The "Plus/4" interfaces with existing disk drive and monitor, but a parallel drive has been shown in prototype (SFS 481), which loads and saves 5 times faster than the 1541, which is a serial drive.

New plugs fitted to joysticks and cassette recorder, thus no compatibility with existing components!

This new computer is called the "Production Machine", and seems to be aimed at the small business user. But for use in business surroundings an 80-column screen would be vastly preferable to a 40-column screen. And how good is the built-in software? If it is of the standard of Easy Script, Superbase, and Calresult than most prospective users will be quite happy, but stripped down programs will only cause dissatisfaction in the long run.

Anticipated retail price is \$600.00. Availability? September? November? Next year sometime? It's anybody's guess.

The Commodore 16: This is the replacement for the VIC-20.

This computer comes in the same type case as the present VIC or 64, but the charcoal grey colour looks rather somber. It does have the "Help" key, but not the new type cursor keys. Nicknamed the "Learning Machine", this is a stripped down version of the "Plus/4", minus the built-in software, with 16K of available memory, but expandable to 64K. New Basic (version 3.5), and the built-in machine language monitor, and yes, it does have those new plugs for the joysticks and cassette recorder! There's also a built-in reset switch.

Anticipated retail price is \$200.00. Availability as for the "Plus/4"!

The "Commodore 16" is a worthy replacement for the VIC-20, with it's better Basic, 40-column screen, and the fact that it can be upgraded to "Plus/4" standard. At the proposed retail price it should sell very well.

The "Plus/4" has too many question marks hanging over it at this stage to make any predictions about it's future, but potentially it could be a winner.

Ralph De Vries

STARTING WITH DISK DRIVESPart 4 - Be Tidy

The next command is very easy to understand. Scratch is another singularly Commodore word, and its use is for erasing unwanted files from disk. Why Scratch and not Erase well, what's your guess?

We started using WEDGE in Part 3, so let's stick with it. To take an unwanted file (PRG, SEQ, USR, REL) from any disk, it's a matter of-

>S:FILENAME

Be careful!!! Once the line is typed, and you press RETURN, there is no escape (except a hurried withdrawal of the disk from the drive). In another Basic, Commodore gave you an extra chance by asking 'Are You Sure?' but somewhere along the way between 1979 (when Basic 4.0 was written) and 1983 (when the C64 was released) this simple safeguard was dropped. Ho hum.

It's time to introduce something named "don't care". The '*' character is used to tell the DOS to ignore any characters it finds beyond where you have put it. If you do something like-

>S:MASTER*

you tell DOS to erase all the files it finds in the directory with MASTER as the first six letters, no matter what follows them. if you have MASTERFILE, MASTERLIST and MASTERPRINT on your disk, this command will erase them all. Be even more careful with this syntax than before. You may lose something you meant to keep.

The other option is termed "wild card", using '?' as the wild card character. This is really an embedded "don't care", that can be used within a name. If you have 3 files named MASTER1.MOD, MASTER2.MOD and MASTER3.MOD, you could erase them all in one swoop with-

>S:MASTER?.MOD

because DOS won't worry about the character that it finds in place of the '?'. Again, CARE. Think before RETURN.

Scratch doesn't actually erase the program sector by sector from your disk. What it does is to alter a byte in the directory, so that DOS thinks the program is no longer active. It also alters its memory of free disk block space to reflect the fact that the sectors that were used for the Scratched program are now available for use. If you do accidentally Scratch a wanted file, don't write anything else to the disk, but grab a copy of one of the file recovery programs, which can be used to restore the altered directory byte. Follow the recovery program

directions carefully.

Copy is the next Disk Basic command. Copy is not as useful in a single disk drive as in a dual drive, but there is one particularly useful implementation of it that you must know. First off, the core command-

>CO:NEWNAME=0:OLDNAME

will copy a file named OLDNAME on Drive 0 to a file named NEWNAME on Drive 0. File OLDNAME stays put without change. This can be useful for ... well, you think about it. I use it when I want to keep a copy of some program that works but needs tidying up, so that I have a second copy of my hard work just in case.

The other use is for data file concatenation. That mouthful simply means sticking files together end to end, but it only works with SEQ files. Need big data files? Well, the syntax is-

>CO:TOTAL=0:PART1,0:PART2,0:PART3

Up to four files may be put together this way. However, the total command string (from '>' to '3' in the example above) must not be more than 40 characters long, so lengthy data file names are not on if you want to amalgamate a whole parcel of sub-files. Caution suggests doing only 2 sub-files at a time, but the command is quite reliable so my caution may not be justified.

Duplicate is another housekeeping command that you may come across, but it will only work in dual drives. You cannot strap two 1541 drives together and use this command, because (although Commodore left the command pointer in the 1541) there is no working system to make it happen.

Before going on to the next topic, let's fill in one important use of the error channel. We spoke before of 'conversational feedback', so if you have a bored look on your face right now, I could tell that you are losing interest. After each major disk use, it is possible to check that all went well by asking for some feedback. The usual syntax (after opening the error channel) is to ask for any error messages-

INPUT#15,EN,EM\$,ET,ES

PRINT EN,EM\$,ET,ES

If EN (error number) is 0, everything is OK. If EN is greater than 1, then EM\$ will tell you the error. ET (not that one!) and ES will tell you the number of the track and sector where the error happened. With WEDGE, the syntax is much easier. Just type '>' (without the quotes) and the error message string will be printed out for you. Play around with that until the next issue.

PROFESSIONAL PROGRAM PROTECTION

Protection of programs from 'Pirates' or little brothers used to involve Pokes to destroy the listing vector so that listing the program resulted in the crashing of same. But this meant that the program had first to be run, which made the protection totally useless.

My protection however is set permanently into the program and makes portions of your program invisible and/or replaced by a message, or false basic lines.

The method actually involves the addition of REM statements containing deletes. Thus when the program is listed the deletes actually delete the line from the listing thus making it invisible. For example suppose we had this line that checks a password entry:

```
05 IF A$ <> "PASSWORD" THEN NEW
```

This line obviously must not be seen by anyone unauthorized or it will be useless and thus it would be handy to make this line invisible in a list. For example try this line:

```
05 IF A$ <> "PASSWORD" THEN NEW :REM < =36 Deletes >
```

The 36 deletes in the above line can be added in two ways. The first is to insert 36 spaces followed by 36 deletes (this will appear as a line of inverted T's). The second method is by hitting Control RVS ON and actually entering 36 inverted T's. Either will do, as the basic screen editor couldn't care less about the difference between a delete and an inverse T. The quote directly after the REM is necessary because, if it is not present the screen editor will invert the inverse T's to normal (useless) T's. (The quote also allows the use of graphics in a REM, for those interested). The number of deletes in the REM statement for total deletion of the line is exactly the number of characters before the deletes (including the: REM") plus one so that the printing cursor is positioned on the end of the line above. This insures that no gaps are left where the deleted line was.

Another way to use this is to only delete the line so that the line number is left and add false coding to be printed. For example:

```
05 IF A$ <> "PASSWORD" THEN NEW:REM <=24 Deletes> GOTO 100
```

This results in the actual line being replaced in a list by GOTO 100. Thus if a line is well chosen it can fool a possible pirate into looking elsewhere for the protect.

A third way to hide the line is in the middle of data statements and add a false data statement after the deletes. This is almost impossible to find.

These methods of protection work extremely well, and are often used to hide the testing of other protects such as extra characters in a save name, bad sector checks, passwords on disks, and as mentioned above, password entry so that only authorized users can run the program in question.

I hope to have a follow up article on other forms of protection in common useage.

Anthony Thyssen

VIC-20 NEWSVIC REVIEWS

"FACE MAKER" by A.S.K. Games - \$28.00

"NUMBER GULPER" by A.S.K. Games - \$26.00

Our copies by courtesy of Chandlers Pty. Ltd. 43 Adelaide St.

"FACE MAKER" gives a choice of three games - long, medium or short. The length of game chosen gives more versatility in the drawing of the face, e.g. straight or curly hair, beard, moustache etc. The children certainly had a fun time playing around with this and came up with some not very complimentary drawings of Mum with a bald head and stubbly beard. But apart from mucking around the program did not really provide anything of educational value.

In the second program - "Number Gulper" you try to drive your car into numbers shown on the screen to make up a given total. This can only be done via the keyboard and I found it very hard to co-ordinate while working out whether the numbers displayed were to be added, multiplied etc. This is shown by colour in a chart displayed in the corner of the game. A very hard game to achieve any score of value.

I was very disappointed in these games in comparison with "Words,Words,Words" of the same series, reviewed some months ago.

Four Programs from Contronics @ \$18.95 each
Supplied by Chandlers Pty. Ltd.

The first of these - "Proportion" has three levels according to the student's age and quizzes them on a series of ten algebra problems.

"Major Mountains" has a choice of two series of countries for the student. The student gets three goes at the question and then the computer supplies the correct answer. There seems to be a bug in this program, since the screen does not clear completely in the bottom section after the first part of the question.

Of the other two programs - "Jumble" was for two players and was played by entering a group of words into the computer which are subsequently 'jumbled' and displayed for the other player to unscramble. The one problem with this game was, that if you incorrectly unscrambled a word, the computer tells you the correct one and asks if this was what you have - an easy way for someone to cheat.

The other game - "Vic Tales" is a series of five lines which keep changing either automatically or manually (by choice), to come up with some rather amusing 'Vic Tales' (or tall stories). A fun game to keep the kids in stitches and give them some reading practice without knowing it.

(cont'd)

DEFENDER by Atarisoft - \$35.00 for group members
CENTIPEDE by Atarisoft - \$35.00 for group members
Our copies by courtesy of Chess Sales Qld, Bowen Hills

In "Defender" you are the pilot, and your mission is to destroy as much as possible on the surface of the planet below you. To help you with this, there is a radar screen on the top of your picture. Points are awarded according to the value for targets hit. An action game with good graphics.

"Centipede" is almost the same as Video Vermin reviewed earlier in this column. You must protect your garden from the centipede by shooting off the segments as they pass over, but you must avoid the spider who bounces up and down in wait for you - one hit and your gone. These two games are available to club members on production of their card at the above mentioned prices.

A word of disappointment about "Centipede" - the playing screen does not centre. Two cartridges were tested, but neither would centre properly.

Julianne Fallen

DRAGONFIRE - R.R.P. \$49.95 - Group members price \$25.00 on production of membership card.
Our copy by courtesy of CHESS SALES Qld, via Exec-u-games, K-Mart Plaza, Wynnum.

The object of the game is to direct the prince (via the joystick) across a bridge, dodging fireballs, to the store room. Once inside, move the prince to collect the treasure, escape from the storeroom and be ready to cross the bridge again, this time avoiding the fiery breath of the dragon. With every turn the dragon gets more ferocious. The game is for 1 or 2 players with 4 selectable levels. The prince has 7 lives. The graphics are extremely good, the actual game is perfect and the sound is terrific. I can thoroughly recommend this game.

Barry Wilson

CBM-64 NOTES

FLIGHT SIMULATOR II : From Sub-Logic
Recommended Retail Price \$79.95

If you are a pilot or interested in flying this program is a must.

It is definitely NOT a game but a very clever simulation of a Piper Cherokee, requiring piloting skills just as does the real aeroplane.

While the inexperienced person will have a lot of fun he will find it difficult to fly and to understand all the available features. Any pilots among you are sure to find it fascinating although somewhat demanding.

I hold a commercial pilot's licence with instructor and instrument ratings and I found it quite difficult to fly at first. The pitch control (that is nose up/down control) is very sensitive, making it difficult to maintain height and airspeed. The simulator does not include an autopilot. I would have thought it not too difficult to incorporate a heading and altitude hold, which would make the aircraft much easier to handle.

The program comes as a package containing one disk, a Flight Manual for the aircraft, a basic text on the Principles of Flight (complete with flying lessons), and charts of sections of the U.S.

The screen format displays the cockpit instrument panel on the lower half of the screen and the windscreen view in the top half. The pilot may also see out of the side windows, to the rear and also view the aircraft's plan position relative to the ground.

Joystick control can be used to operate aileron and elevator, much as in a real aircraft and keyboard input operates all other functions including magnetos, panel lights and fuel tank selectors.

A full complement of radio and radio navigation equipment is provided including ILS (Instrument Landing System). Full IFR (Instrument Flight Rules) instrumentation is displayed and instruments are quite readable on my monitor although some definition is lost on a TV screen.

The visual effects are amazing considering that a few years ago similar 3D cockpit displays were not even available for million dollar airline simulators. The picture is updated 2 to 6 frames per second giving a jerky but realistic impression of the outside world.

Significant geographical features are easily discernible, coastlines, roads, rivers, airports and large towns. Major landmarks are also shown in good detail, including the Statue of Liberty in New York. It's great fun flying under the Manhattan Bridge and between the two towers of the World Trade Centre.

Eighty airports are included and you can take off and land at any of these in realistic fashion. Cloud levels, wind, day, dusk and night effects can be selected, and at any stage particular flight situations can be saved and stored later on disk.

Load-up time is about 5 minutes by the time you get to a useful stage although this is a problem caused by the slow Commodore disk drive. I have had a few problems of program lock-up which I suspect occurs when edit keyboard commands are given too quickly or in the wrong sequence.

As the program requires access to the disk from time to time, to obtain terrain data, the disk is used frequently. Any disk drive problems will therefore lead to frustrating program crashes.

Your drive needs to be in good order and I suggest that a backup copy be made as soon as you buy your program for obvious reasons.

I intend to use the simulator to maintain my instrument flying skills and for teaching radio navigation methods. Apart from this it is just "plane" fun to fly.

If this program whets your appetite for flying let me know and you can try flying the real thing!

Bob Kennedy

ADVERTISEMENT:
=====

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SCREENDUMP FOR THE CBM-64

The low resolution screendump, published in last month's newsletter will not work as it stands with a 1526 or 802 printer.

The following altered lines will allow the use of these printers:

```
180 FOR I = 0 TO 76: READ A: POKE S+I,A: NEXT
```

```
220 DATA 251,169,96,32,147,255,162
```

[use this line for Upper Case + Graphics - equiv. to second. address 0]

```
220 DATA 251,169,103,32,147,255,162
```

[use this line for Lower Case + Upper Case - equiv. to second. address 7]

Greg Perry

SOME THOUGHTS ABOUT MAGNETIC MEDIA

Did you know that recording tape, video tape and computer disks and tapes are not permanent? This means that in the course of time your precious recordings, be they of sound, pictures or computer programs and data files will disappear?

This is a rather frightening thought of course, but the real question is: How long will the tapes (disks) last? Regrettably very few facts are known as regards the actual shelf life of these products. I have found cases of audible deterioration in cassette tape after 5 years of storage, but magnetic tape has steadily improved in quality over the years. Deterioration in video tape seems to take place at a far more rapid rate, but again facts are very hard to come by. On the face of it though, your ten year old 8mm movies are much more likely to last than the one year old video tape of your first baby.

Which brings us to magnetic media for data storage. Again facts are very sketchy, but perhaps we have members who are, or have been involved with long-term data storage in main frame systems. Some factual information would be very welcome.

But let us now devote a few lines to another aspect of magnetic media.

Retailers often accuse user groups as being nothing but illegal copiers of commercial software. If however I buy a copy of the "Multiplan" spread sheet, I get a grand total of 1 copy-protected disk for my \$150.00! That's really great if this one and only copy gives up the ghost. "Easy Script" used to come with 2 program disks, and although they shook your disk-drive out of alignment, this did give you a backup copy. I believe that new stocks of "Easy Script" come with only 1 disk now - there's progress for you!

As long as software manufacturers persist in tactics such as described above, users will try to break the software protection to give them an essential backup of an important program. The alternative would be for manufactures to follow the example of companies such as Batteries Included, who provide copyable software, but protect it against piracy by providing a protection key (dongle).

It is up to us, the users, to let our suppliers know that we need "protection" against these onerous practices. After all, if you spend anywhere between \$50.00 to \$150.00 for a program which is supplied on an unstable medium, you have the right to demand some form of backup against failure. As long as this is not forthcoming, people will try to do those "illegal" backups, and I for one don't blame them.

Please let us have your comments and thoughts on these subjects.

Editor

ATTENTION SOFTWARE & BOOK REVIEWERS

As a follow-up to the above article, I feel that it is imperative that we let prospective buyers know if the software or book being reviewed is good value for money.

With the present flood of programs and books coming on the market it is difficult for the prospective buyer to know what is good or bad. If you are a regular reader of "Compute's Gazette" or "RUN" you will find that a lot of books are a re-hash of information previously published in these and similar magazines. Consequently spending your hard earned cash on some of these books could be a waste of money.

Recent reviews of Atari cartridges at the club "bargain" price of \$35.00 are a case in point. Even at \$10.00 I would feel that "Pacman" is a rip-off. After all, it has been around for at least three years, and I am sure that Atari have made enough profit out of it without my contribution.

So, let's get "critical" ! At all times ask yourself: "Would I pay that much for such and such a program ?", or "Would the kids still play it in a month's time?".

Remember, our job is not to be nice to the dealer who has supplied the software for review, (although we are very grateful to them for their support), but rather to ascertain if the buyer gets value for money.

Editor

Letters to the Editor

Re: Speedscript

Probably everybody but me knew that "Speedscript" comes back to current text after a save-to-tape, ONLY if you haven't sent a copy to the 1526 printer. In the latter case the save is made quite satisfactorily, but the program stalls without any way of recovering but RUN/STOP and RESTORE.

Carl Holzberger (Broken Hill)

Get those VIC/64's out of the Closet!

Recently I read an article in an Australian computer magazine that indicated that Commodore has been very successful in bringing the computer to the home, but questioned now that they are in the home how they are to get them out of the closet.

My view on this matter is that clubs similar to ours should seek some financial assistance from Commodore or their associated dealers, and organise a Commodore computer show.

I am not suggesting that we compete against the annual Brisbane computer show, but rather organise a show day similar to the recently held gun show at Downey Park, where 150 tables were on display.

Do we have the technology, can we stimulate the interest, and get those Commodores out of the closet?

Clayton Lancaster

Your idea certainly has merit, and I hope that at our next meeting it can be discussed in more detail. Did you know that there has been some talk in the past about a national Commodore show? This is another idea that should be re-examined.

I have a C-64, VDU, 1541 drive, and a 1526 printer.

Problem: I have a copy of the book "Software 64" by Owen Bishop, and have typed in the "Accountant" and "Opening" programs. I tried the opening and update parts of same to work with disks, but the "SYS 16386:SYS 65511" in line 1100 beat me - also line 1195: SYS 16416:SYS 65511: etc.

Could someone please guide me with a little information on how to convert these statements for disk operation?

Is there a 'compiler' program readily available - if so, how much and where?

Roger Fraser (Killarney)

Regrettably we don't have the answer to your first problem. If any of our members know the program in question, they might like to let us know the answer.

Yes there is a compiler available for the C-64. It is "Petspeed", published by Commodore, at a R.R.P. of \$90.00

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For specific computer problems contact members of the relevant Sub-Committee.

Please enclose a stamped self-addressed envelope, when contacting committee members by mail.

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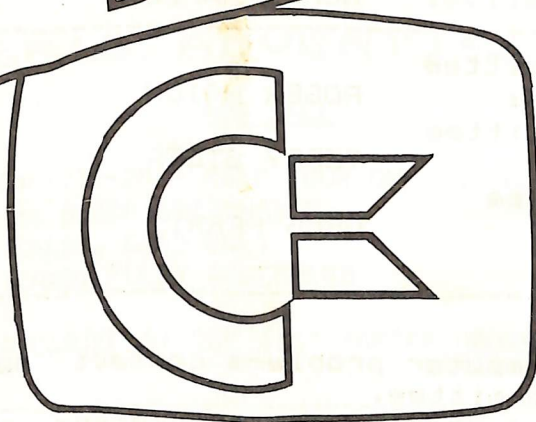
Deadline for any particular month is the second Tuesday of that month.

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