CURSOR

NEWSLETTER of the COMMODORE COMPUTER USERS GROUP (QLD) INC.

MENU

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Next Main Meeting on Tuesday, 3rd Febr.
1987, in our Club Rooms in the Bardon
Prof. Dev. Ctr., 390 Simpsons Rd Bardon.
Entrance through car park in Carwoola
Street. Doors open at 7pm (library).
Meeting starts at 8pm sharp.

Extended Q & A Session with our Experts.
Programming & CP/M Sub-Group Meetings.

Next Workshop Sunday 15th February 1987
from 1pm till 5pm in the Guidance Offi-
cers Training Centre, Bayswater Street,
Milton.
Bring your programming- or hardware
problems, as well as your own computer
equipment! Opportunity to copy our
Public Domain Disks.
PLEASE NOTE: Workshop Meetings are for
MEMBERS ONLY!
Ph: Colin Shipley - 38 2511 a.h.

REGIONAL MEETINGS

Cannon Hill meets on the 4th Saturday
of the month (12noon - 12pm) in the
Cannon Hill State School.
Ph: Ron Jarvis - 399 6981 a.h.
Capalaba meets on the 3rd Saturday of
the month (1pm - 5pm) 9in the Capalaba
State High School.
Ph: Ray Clark - 245 5710 a.h.
Kenmore meets on the 1st Sunday of the
month (1pm - 5pm) in the Kenmore State
School Library.
NO PARKING in the school grounds!
Ph: Peter Reeve - 378 2665 a.h.
     Keith Hadland - 378 6698 a.h.
Kingston meets on the 2nd Friday of the
month (7pm - 10pm) in the Kingston
State School.
Ph: Peter Harker - 800 4929 a.h.
Pine Rivers meets on the 2nd & 4th Sun-
day of the month (1pm - 5pm) in the
Strathpine High School (rear entrance).
Ph: Bruce Wylie - 359 9779 a.h.
Redcliffe Peninsula meets on the 1st &
3rd Friday of the month (7pm - 10pm)
in the Clontarf High School.
Ph: Paul Janek - 283 1663 a.h.

Sherwood meets on the 2nd & 4th Friday
of the month (7.30pm) in the Graceville
State School.
Ph: Leigh Winsor - 379 2405 a.h.
     Philip Parkin - 378 5383 a.h.
The Gap meets on the 3rd Wednesday of
of the month (7.30pm) in the Gap State
School.
Ph: Julianne Fallen - 300 2982 a.h.
Wavell Heights meets on the 2nd Tuesday
of the month (7.30pm) in the Wavell
Heights High School (library), Brae St.
Ph: Robert Adamson - 266 8353 a.h.
Caloundra meets on a monthly basis in
various locations.
For meeting times and dates:
Ph: Vic Mobbs - 071 / 94 1330
Maryborough/Hervey Bay meets on the 4th
Monday of the month (7pm - 10pm) in the
Sunbury School in Alice Street.
Ph: Terry Baade - 071 / 21 2271 (work),
          or 071 / 21 5059 a.h.

SPECIAL INTEREST GROUPS

AMIGA Sub-Group meets in the Guidance
Officers Training Centre, Bayswater St.
Milton on Sunday 25th Jan. 1987, and
          on Sunday 22nd Feb. 1987.
DEMO'S, LECTURES, P.D. SOFTWARE.
Ph: Steve McNamee - 262 1127 a.h.
Primary Education Sub-Group meets on the
3rd Tuesday of the month (7.30pm) in the
Aspley State School.
Ph: Bill Weeks - 208 8620 (work), or
               341 2823 a.h.
Programming Sub-Group meets on the 1st
Tuesday of the month, (during main mee-
ting - in our club rooms).
Ph: Jim Vick - 345 1878 a.h.
     Tom Kelly - 277 9900 a.h.
CP/M Sub-Group meets on the 1st Tuesday
of the month, (during main meeting - in
or club rooms).
Ph: Regan Russell - 848 1353 a.h., or
     Steinar Johansen - 207 3065 a.h.

Want to form a Sub - Group in your area?
Contact our Sub-Group Coordinator, Terry
Steer (Ph. 808 2424 a.h.) for details.

EDITOR'S NOTES

My very best wishes for a happy 1987 to all our members.

Quite a few new members have swelled our ranks again during the last few months, and we hope that they will soon 'fit in'. The best advice that I can offer new members is to ASK QUESTIONS. You will find that the members of the committee, as well as our Sub-Group coordinators are always willing to assist newcomers. Secondly, I would like to advise newcomers to READ. We have a terrific library with both books and magazines suitable for every level of expertise. Make use of these, and so get value for your membership dollar. I hope that you get as much fun and satisfaction out of your computer as I have for over five years now.

BACK TO SCHOOL

Last November I did the dastardly deed (according to our President!), and bought an AMIGA computer. This meant that my trusty C-128 had to be disposed of, because I can only afford one computer, and I have to learn how to drive the darned thing!

Progressing (?) from a 16K. PET, via a C-64 and then a C-128 to the Amiga with 512 K. of memory is in itself an interesting reflection on the computer scene during the last five years or so. However, moving from the Pet to the C-64 and the C-128 was a reasonably painless exercise, but the jump to the Amiga is a different story altogether. All of a sudden we have a computer which doesn't have a built-in language nor a built-in disk operating system - all this has to be loaded in from disk. But once you have loaded it in, you will find that your problems really start!

An entirely different set of commands to get the thing to 'do things', no longer the nice Commodore screen editor, etc. etc. Some of these things were documented some months ago in this newslettter by Bruce Wylie, who is going through a similar learning process. We now commiserate together!

However, given a year or two, I may well succeed in getting the better of my Amiga. By the way, did you know that "Amiga" is Spanish for "Girlfriend"? Well, at least that's a more interesting name than "Apple" or "Macintosh"!

Fortunately I had about a month to get aquainted with the Amiga, before I had to start worrying about the next newsletter. However we are now back on deck, and I am only now becoming fully aware of the implications of changing over to the Amiga. As at this stage the Amiga is unable to read files from other Commodore computers, it means that I am no longer able to accept articles on disk, which in turn means that all articles have to be supplied either in written or typed form, which I then re-type in my word processor. If nothing else, it certainly improves my typing skill!

However, there was worse to come. As the Amiga accepts only Centronics interfaced printers it meant that I was unable to use the DPS 1101 printer. Norm Chambers lent me another daisy wheel printer, this time a Centronics model, but the Amiga didn't have a built-in printer driver for this printer, with the result that it spewed out a lot of garbage. This meant that I am now forced to use my MPS 1000 dot matrix printer with a corresponding loss in print quality of this newsletter. To top it off, the currently available wordprocessors for the Amiga aren't in the same class as some of the top word processors for the C-128, so all-in-all it is quite a struggle to prepare this issue of "Cursor".

The word processor problem should be resolved in the near future I hope. I cannot foresee a quick solution of the printer problem, but we'll keep on looking. Perhaps one of our supporting dealers might like to 'loan' us a daisy wheel printer. (Hint!)

In the mean time I hope you enjoy this 'bumper issue' of your newsletter.
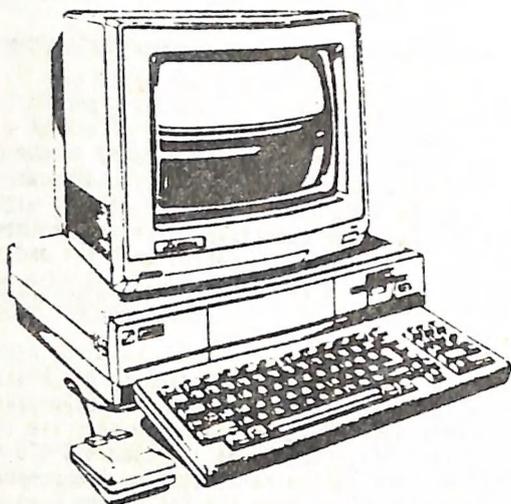
Ralph De Vries

RANDOM bits

DECEMBER MEETING

Despite the rather inclement weather the last meeting for the year was very well attended. Our president showed off his new modem program again, and everybody went home, well stocked up with magazines and books to see them through the holiday period. Our next meeting will be held on Tuesday, 3rd February, 1987. Advance warning is hereby given that our March and May meetings will be held on the second Tuesday of those months, because the Education Dept has the centre booked for those particular months. Jot it down in your diary!

AMIGA SUB-GROUP MEETING

The last Sunday of November was very wet, but this didn't deter our Amiga members from attending this last meeting, after all there was a lot more Public Domain software to copy. (We now have some 40 disks on tap!) Lester Bennett demonstrated the DIGI-VIEW system, a software/hardware combination, used in conjunction with a B. & W. Video Camera, which is designed to copy stationery objects to an IFF format picture which can be read by programs such as DeLuxe Paint, Aegis Draw, etc. The total system seems to be rather primitive with its multiple exposures through a series of colour filters, which is rather reminiscent of early experiments with colour photography. As the total package costs $495.00, plus the cost of a B.& W. Video camera, it appears to be a package very much designed for specific graphic applications.
Our next meeting will be held on Sunday 25th January 1987.

NEW GEOS APPLICATION MODULES

Berkeley Softworks have released in the USA the "WRITER'S WORKSHOP" which, according to the publicity blurb, appears to be a a 'proper' wordprocessor, because GEOWrite could hardly be called a wordprocessor; in fact our president coined the phrase 'Text Editor', which is far more appropriate. The new program supports all the regular word processing features and is also capable of reading files from 'EasyScript', 'PaperClip', and 'Speedscript'. We look forward to seeing this one appear on the local market. The other new package released is "GEODEX", a data base type program. It comes complete with "GEOMERGE", a mail merge program which allows the merging of mailing lists with "Writer's Workshop".

HOW CRAZY CAN YOU GET?

An American company called Software Kingdom in Connecticut has developed a C-64 emulator for the Amiga. This is a combination Software/Hardware package which gives full C-64 emulation, including the use of 1541 drives. Great news for newsletter editors who want to be able to read 1541 files on an Amiga. There is a minor snag however, as the projected US price is appr. $200.00, which is more than the cost of a C-64 computer in the USA! Oh well, back to the drawing board.

FOR AMIGA OWNERS ONLY

Seen in the USA on TEL-SHOP, a cable TV Mail Order House, the following advert for the Amiga: "The Amiga has an 'Optical-Digital Moose', and you can use your Amiga to pay your gass bill by opening the 'Utilities Drawer' of the Workbench." !!!
According to an article in the Jan 87 "Compute!" the total Atari ST sales last June were about 150 000, and not 600 000 as previously claimed, but this figure also

included sales of appr. 75 000 units to Europe! The author of the article, Sheldon Leeman, estimates that in the USA sales of Amiga's and Atari's are about level now!

By the time you read this Commodore's official version of Kickstart/Workbench 1.2 should be released. A three-disk package including documentation should be available from your Amiga dealer at a cost of $25.00. A full report will follow in a future issue of this newsletter.

FOR SUPER RITEMAN C+ OWNERS

Owners of this printer know that there are problems with printing GEOS and several other programs like Printmaster. It appears that C-Itoh, the manufacturers are aware of this and have now produced a new ROM chip which takes care of this problem. This new ROM chip is available for a cost of $25.00, or $50.00 for the older Riteman C+ Printer. Ring ANITECH on 275 1766 for fitting details.

RIBBONS AND WD-40

The following tip comes from the "Amigan Apprentice and Journeyman", and should be worth exploring by owners of printers which employ Cloth Ribbons. NOTE that we have not tried this out, so we cannot accept any responsibility if it does not work!
"Remove the cartridge lid of any cloth ribbon which runs out of ink and then spray the interior heavily with WD-40, and put the cartridge away for two or three weeks. Whilst the WD-40 slowly evaporates the ink in solution redistributes itself evenly. Stuff it back into your printer (after three weeks or so!) and a previously weak ribbon prints bold and black again. You can cycle the ribbon until the fabric completely wears out. The tiny bit of remaining oil lubricates the dot-matrix pins, too." So far the article. We like to get some feedback from members who are prepared to try this technique. Elsewhere you will find an article on rejuvenating the special Riteman C+ ribbons by Angus Norrie.

BULLETIN BOARD NUMBERS

Karl Renton supplied the following list of Australian & Overseas B.B. Numbers:

Micro Design Labs (5pm - 7pm week days)	02 6630150
My Computer Club (24 hrs.)	02 6621686
Software Tools (24 hrs.)	07 378 9530
SPACE - Seattle	00111 206 8394759
ESKIMO	00111 206 5277638
MINDSTORM NETWORKS	00111 812 2350908
ABC BANKER (Sweden)	0011 463 5110771
XD-BBS (Helsinki)	0011 358 0722272
BEC 80 (Germany)	0011 4966 15451533

NEW BRISBANE COMPUTER DEALER

John Mahoney, well known North Coast computer dealer, has now opened a branch in Brisbane. Computer Business Aids is situated at 2020 Logan Road, Upper Mt. Gravatt, near Garden City Shopping Centre. John is part of the "Computer Systems Group", which also include Sundown Computer Centre and Software 80. With the opening of this store they cover Brisbane from North to South. We wish John well in his new venture.

NEW COMMODORE PRINTER

Just released is the Commodore MPS 1200 printer, which is apparently a replacement for the MPS 1000. Made by Citizen, and available at a RRP of $499.00, we look forward to be able to supply you with more details in the near future.

⊂CUG(Q)Inc.

T-Shirts, Car Stickers, these are two suggestions for our new logo. The committee would like to hear from members who may be able to suggest other uses, but not rude ones, please! Please let's have your suggestions a.s.a.p.

LINDSAY WHIPP

"INTERESTING WITHDRAWAL SYMPTOMS -
OUR PROGRAMME'S KEPT HIM SOBER
FOR THREE WEEKS BUT HE STILL SAYS HE
"NEEDS A PROGRAMME ......"

A MORE APPROPRIATE NAME?

In December your editor received a letter addressed to: The Editor - The Curser!
According to his wife he should change the name of the newsletter accordingly, seeing that he has done nothing else but rant and rave about certain pesky, primitive good-for-nothing b----y, !?@#$%^&, Amiga Word Processors!

$ GOODS & SERVICES [FOR SALE]

PUBLIC DOMAIN DISKS (C-64 & C-128) - $6.00 ea (Postage Paid)
PUBLIC DOMAIN TAPES (C-64) - $2.00 ea (+ $1.00 Postage Per Order)
BLANK DISKS 5,25" (ss/dd) - $18.00 per box of 10 (+ $2.00 Postage)
MULTI-COLOURED DISKS 5,25" (ss/dd) - $20.00 per box of 10 (+ $2.00 Postage)
COLOURED DISKS 5,25" (ds/dd) - $22.00 per box of 10 (+ $2.00 Postage)
DISK BOXES (hold 90 5,25" disks) - $20.00 ea (+ $5.00 Postage)
DISK NOTCHER - $8.00 (+ $1.00 Postage)
PUBLIC DOMAIN DISKS FOR AMIGA 3,5" - $10.00 ea (Postage Paid)
BLANK DISKS FOR AMIGA 3,5" - $50.00 per box of 10 (+ $2.00 Postage)
DISK BOXES (hold 90 3,5" disks) - $18.00 ea (+ $5.00 Postage)
"PUBLIC DOMAIN BOOK" (for C-64) - $5.00 ea (+ $1.00 Postage)
"STARTING WITH DISK DRIVES" (for 1541 owners) - $2.00 ea (+ $1.00 Postage)
"C-128 MEMORY MAP" - $2.00 ea (+ $1.00 Postage)
"AMIGA DOS SUMMARY" - $3.00 ea (+ $1.00 Postage)
TURBO-ROM for C-64 or C-128: Members Price - $40.00
Customised Version (Your choice of Screen Colours + Your Name on Screen): $45.00
USER PORT PLUG (with Key Way) - $8.00 (+ $1.00 Postage)
USER PORT PLUG BACKSHELL - $3.00 (+ $1.00 Postage)
USER PORT to CENTRONICS CABLE - $35.00 (+ $1.00 Postage)
ADDRESS LABELS (23 x 89 mm) - $14.00 per 1000
RIBBONS for MPS-1000, GX-80, LX-80 PRINTERS - $8.00 ea (+ $1.00 Postage)

ADDRESS all orders to P.O. Box 274 - Springwood - QLD - 4127
Cheques to be made out to: C.C.U.G. (Q) Inc.

UPGRADE CHARACTER EPROM for 801/1525 Printers. - (Gives descenders on p,g,q,y and j.
Also requires exchange of ROM chip.) - Supplied & Fitted $30.00
UPGRADE EPROM to convert 1526 Printer to 802 Printer - $20.00
Contact Lester Bennett on 800 1243 before 8pm on weekdays for more details.

Available for Hire to Members Only: 1526 Commodore Printer
For details contact Roger Haigh on 399 8037 (after hours)

EQUIPMENT MODIFICATIONS performed by Anthony Thyssen during main (Milton) workshop
and Graceville Sub-Group meetings.
For further details contact Anthony Thyssen on 371 1233 (a.h.)

SERVICES OFFERED

RESET SWITCHES: Plug-in $6.00
               Built-in $6.00
[On some 64's the plug-in switch does
not work. In this case you may return
it for a refund or exchange.]

RESET RESTORER : Plug-in $4.00
                 Built-in $6.00
[Tap reset switch while pushing this
button. This will reset any protected
memory program.]

DEVICE NUMBER CHANGE: Printer/Plotter 4-6 $6.00 - Disk Drive 8-9 $6.00
TURBO ROM INSTALLED: C-64 with Socket or C-128 $6.00
                     C-64 without Socket or C-128D $10.00
WRITE PROTECT SWITCHES (Price to be finalised)
64/128 SELECT BUTTON $6.00 (Plug-in or Built-in)
SERIAL SWITCHING BOX (Order Only) $14.00
SERIAL PORT DOUBLER (Order Only) $14.00

REVIEWS

NAVARONE CARTRIDGE EXPANDER FOR C-64/128

by Ted McNally

This two or three slot expander can be used on the C-64 and the C-128. The expander has a inbuilt reset switch, and a three way selector switch. On the two slot model, the third position for the selector switch is off. If you use cartridges, then this device will save wear on the computer sockets. I bought the expander from Tenex Computer Express in U.S.A. for $22.95 American, (advertisement in most Compute's Gazette. Shipping cost approx. $10 and the cost of the overseas bank draft is approx $4, and you have to pay the exchange rate ruling on the day.

At this stage I had a C-64 and used Write Now!, a Cartridge based wordprocessor, and also an Epyx Fast Load Cartridge. The expander allowed me to switch between wp., fast load or no cartridge, a very satisfactory arrangement. Note the computer should be switched off before switching the expander. Damage does not seem to occur, just that the cartridge does not work if the computer is not switched off first.

I then changed my C-64 for a C-128D and the expander is still very handy. With Fast Load or Write Now' switched on the computer fires up as a C-64, with the selector switch in the off position, the computer fires up in 128 mode. I now use CP/M Wordstar and stay in that or 128 mode, however, my children use Write Now! and C-64 games, so it is a worthwhile addition to a C-128. I have the two slot model and it satisfactory for my needs, I feel the larger 5 slot models available from Cardco would protrude out the back of the computer too far.

--ooOoo--

On the following few pages you will find a review of Paperback Writer 64 and 128. This review is from the pages of the TPUG newsletter, which regrettably is no longer with us in its previous format.
Paperback Writer has been renamed since this review was published and is now called Pocket Writer. Recently the group purchased copies of Pocket Writer 128, Pocket Filer 128 and Pocket Planner 128. Jim Vick is currently engaged in testing these programs and hopefully we'll be able to read his review in next month's issue of Cursor. In the meantime we have been advised that all three programs have been superseded by a Version 2, which the manufacturer, Digital Solutions Inc. of Canada will make available to registered users at minimal cost. Well, if these Version 2 copies arrive we'll give'a to Jim Vick again for a second series of reviews - that'll keep him quiet for a while!
As editor I managed to have a quick look at all three programs, and my first impressions were quite favourable. At present these programs retail at appr. $90.00 ea and as such represent reasonably good value. However, for further details, you will have to wait for Jim's reviews in a forthcoming issue.

Paperback Writer 64 and 128
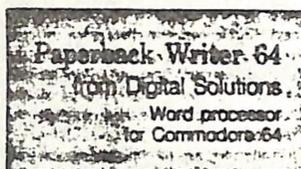
Review by Ian Wright

Paperback Writer 64 is the first attempt to implement a WYSIWYG word processor on Commodore machines. The term WYSIWYG is an acronym for "what you see is what you get", and means that the text on your screen is preformatted to look like the final printout.

Paperback Writer 64 uses word wrap. If you set the margins at 10 and 70 spaces from the left edge of the paper, and you type 'supercallifragilistic' so that it extends past the right margin, it will not be broken but will appear on the next line. If you type in boldface, the screen displays the text in a brighter shade. Italics letters are slanted, and underlined text really is underlined.

WYSIWYG does not mean that screen formatting commands are absent. It means that you cannot see them on-screen. No longer do indented quotes start with: lm + 10:rm-10:sp1:fp10. Those commands (or their equivalents) are embedded in the text but are not printed to the screen. On the screen your quotation looks just like it will on the final paper printout.

How can you show 80-column margins on a 40-column screen? Two methods. After loading the boot program, Paperback Writer 64 lets you choose from three separate programs: a 40-column version, an 80-column version, and a separate spelling checker. To move from one version to the other means exiting the current program and reloading another choice. There is no "Save this file?" prompt, and your current work will be lost if you have not saved it before exiting.

Writing 80-column files in the 40-column version of Paperback Writer 64 is done through the use of a 40-column screen window, which jumps sideways across the screen rather than using a smooth scrolling movement. I found this jumping movement nauseating after a short time and quickly learned that it was best to use the 80-column version of Paperback Writer 64 whenever possible. The 40-column characters, however, are easier to read, and the program's commands work more quickly because the screen does not have to be redrawn in hi-res.

The 80-column version of Paperback Writer 64 uses a high resolution bit-mapped screen to display all 80 columns of text on the screen at one time. The characters are necessarily smaller and less distinct than the 40-column version. If you are not using a good monitor (either colour or monochrome), the 80-column characters may be illegible. This problem is a hardware restriction inherent in the Commodore 64, which was designed to be attached to a standard colour TV and display 40 by 25 text lines. Paperback Writer 64 has taken the hardware to its limits, because the 80-column video output is legible on a 1700-series colour monitor or a good monochrome monitor.

If WYSIWYG were the only difference between Paperback Writer 64 and the other Commodore word processing programs, Paperback Writer 64 would be a significant improvement for many users — but there are lots more features.

Text entry and editing

Paperback Writer 64 allows you to move the cursor around the text file in 14 different ways — forward by word or back by screen for example. Screen width can be set from 1 to anything, and the screen scrolls its 40 or 80-column window across this width. I found that moving the cursor to the right or using the insert mode did not wrap around the right margin as I expected. If I inserted text into a file with a right margin set at 75, the insert would carry on into columns beyond the margin until I reformatted the screen using the f6 function key: an annoying quirk, since moving backwards doesn't do this at all.

Some writers like to delete characters to the left of the cursor (called destructive backspacing), while others like to suck up their errors from the right of the cursor. In Paperback Writer 64 you can choose the method you prefer using ctrl-

e, which is a nice touch. Unfortunately, there is no undo feature in Paperback Writer 64, so anything mistakenly gobbled up is gone away to never-never land.

Block functions like move, copy or delete use a memory range function and screen highlighting rather than text markers. I prefer this system for clarity and ease of use. There is, however, only one memory bank, which means that anything currently in the range memory will be destroyed if another range is selected.

Search and replace is neatly implemented in Paperback Writer 64, so that the command (logo-f) calls up both searching and replacing rather than having two separate commands as in most other word processors. The upper case (logo-F) version of this command means continue the search to find the next occurrence. Generally speaking Paperback Writer 64's commands are more easily learned than those of earlier Commodore word processors.

Formatting features

Formatting in Paperback Writer 64 is done by pressing the f5 key to call up the menu of format options. You can select one or more of the 18 options by moving the cursor and pressing return. You do not have to memorize OF3 for offsetting the text 3 spaces, for example: just pick 'printer offset' from the menu and type in 3. It's easy.

Paging is usually a complicated function in a sophisticated word processor like Paperback Writer 64, because you can have blank lines, blanks at the top of the page, titles, headers and footers, as well as your text. Paperback Writer 64's manual uses a neat diagram to display and explain how each of these features relates to and affects the others, helping you to visualize the page format. The page length can be up to 250 lines, the lines per page up to 249, and the lines can be printed at 6 or 8 lines per inch. Other lpi settings can be arranged by rewriting a printer file if you need them.

Paperback Writer 64 gives you complete control over margins (fixed, relative, indented, or released), justification, left or right alignment and centering, and displays these paragraph formats on-screen just as they will appear

on paper. This is a tremendous advantage for people using complicated formats. Similarly, it's easy to decide where to put hyphens when using right justified text because the 80-column screen display can be edited directly (there's no automatic hyphenation). Paragraph spacing can be any integer — but you cannot use 1.5 line spacing, which I prefer for formal letters. Tabs default to 10 spaces apart, and can easily be reset to suit your needs. Paperback Writer 64 has all the commonly used paragraph formats expected of a high-quality word processing program.

Column manipulation in Paperback Writer 64 is restricted to charts of numbers and/or text (you can't do newspaper-like columns of text output as with WP64), so the column commands are easier to use than those in most other Commodore word processors. You can align numbers, add numbers in columns or rows, add negative numbers (to subtract), sort lists of numbers or text in ascending or descending order — but you cannot move or shift a column using a block range. This is an unfortunate oversight since I have used this feature in PaperClip more times than I care to remember when working with complicated charts of statistics.

Foreign or special characters can be designed from scratch, or you can use the French set and the six additional characters that come with Paperback Writer 64. In either case, your defined character is displayed on the screen. It's nice to see garçon written correctly on the screen with the cedilla, but my Epson printer produced the wrong character despite double-checking I had loaded the correct printer file. I know how to fix the output, but the Epson printer file that comes with Paperback Writer 64 should work as is. This is another example of the problems associated with incompatibility among peripherals.

If you want to display and print other characters (like the English pound symbol) you can redefine up to ten characters using their ASCII value. You can even combine two characters into one (for example, 1 = 27 + 69 for emphasized print on the Epson). Unlike the optional underline and italics characters, which appear correctly on-screen, superscripts and subscripts are shown only by coloured ranges in the C-64 version of Paperback Writer. I do like the ability to choose from one of four different cursors — block or underline shapes with each shape flashing or solid. The error bell can also be toggled on and off for those quiet sessions at 2:00 a.m. These

are just some of many well-thought out features.

Headers and footers can be more than one line long in Paperback Writer 64 — a useful feature for many administrative reports — and making one of these multi-line formats is really easy. The headers and footers can be set with different pitches and different margins from the rest of the text, and automatic page numbering is also part of the header and footer options.

Files and printers

The text files in Paperback Writer 64 are held in memory so there's no wait while pages of text are drawn in from and written back to disk. But file size is still the weakest area of the program. It's not the fault of the designers or writers of Paperback Writer 64, because the problem stems from the limited size of the C-64. Who would have thought that 64K was small! My first 32K PET was considered to have an immense amount of RAM in 1980 when it was new. Today, however, even 64K is below the minimum requirements for productivity software, even when used in the home. By comparison, 256K is a minimum RAM for most of today's business programs, and soon even 512K will not be enough to run the latest business software. Paperback Writer 64 in 80-column mode can manipulate a file of only 6895 bytes (that's less than 7K), less than my 32K PET could manipulate with PaperClip in 1983. The 7K translates to about 139 lines of 80-column text, or just under three pages of single-spaced output. For a student writing high-school essays, or a small business owner wanting to prepare a contract proposal, that's simply not enough without using a lot of linked files. The program has so many features and such extensive help available that there's little space left for text! Paperback Writer 64 does make using linked files easier by using a global mode to carry the established formatting and page location between linked files, but it's still not something that I'd like to have to do all the time.

Disk operations are easy and varied in Paperback Writer 64. You can load and save files quickly using on-screen menus and without retyping file names: just cursor to the name of your file in the on-screen (non-destructive) directory and press return. You can save your text as PRG, SEQ, ASCII files or even as files printed to disk. This covers all conceivable needs, whether you want to send files over a modem to other users of Paperback Writer 64, to other Com-

modore users, or even to non-Commodore machines.

Paperback Writer 64 will not load from a 4040 drive because of the protection scheme used on the disk. The manual and help screens in the program have examples of multiple-drive use, and they work as advertised — after you load the program from a 1541 drive!

Directories can be loaded from drive 0 or 1, or from various single disk-drive device numbers. You can do complete pattern-matching of directories, and they will scroll up and down to help you quickly search for that elusive letter to the boss.

The version of Paperback Writer 64 that I have comes with 18 printer files, and my so-so experience with the Epson file is not necessarily true for the other printers listed. Rewriting a printer file is quite easy: just follow the step-by-step instructions in the reference guide. (It must be easy — I made a special file for my daisywheel printer without problems.)

Special features

One of the three options available from the boot program is to load the spelling checker. If you are writing a file you must first exit Paperback Writer 64, then load the spelling checker and follow the prompts. However, the spelling checker won't work initially because there's no dictionary! The spelling program will let you make a new dictionary disk (any idea how long it takes to add 30,000 words?), or you can buy the $19.95 dictionary disk with 32,000 words (and room for another 8,000) that's available from Digital Solutions. You cannot use another manufacturer's dictionary disk — I know, I tried. So if you want to check your spelling, it's best to put aside another $20.00 for Digital Solution's disk.

Paperback Writer 64 has no built-in macro function to allow you to define a statement or a procedure, like defining the phrase Paperback Writer 64 as ctrl-a for example. Definitions are limited to one character. Footnoting is not supported, nor are indexing or tables of contents, so the program may not be as useful for senior students or administrators. However, few programs that for the C-64 have these kinds of features built-in.

You can alter the colour of any of the eight screen displays (characters, backgrounds, and so on) using any combination of 16 colours. I prefer light grey on dark grey for 80-column work, but the extensive choice of colour combinations is a nice touch. The mail-merge function for generating form letters is well explained and easily implemented in Paper-

back Writer 64, making simple what could be a quite complicated process.

The on-screen help function is very extensive. You can call up help at any time by pressing f7 to get a 5-option menu. Select a number from 1 to 5 to see the sub-menus. If these don't cover your difficulty, you can press f7 again and get context-related information from disk help files. To many people, this feature alone will make Paperback Writer 64 the word processor of choice for use on the C-64. Not all the functions of Paperback Writer 64 are in these files, however, so don't throw away the manual.

Speaking of the manual, some parts are very well explained, but others are rather vague:

Footers are usually set in the first paragraph.

However, if you CHANGE A FOOTER in the first paragraph of a NEW page, the PREVIOUS page's footer also changes when it is printed. To ensure that the old footer prints on the previous page and that the new footer starts at the bottom of the new page, enter a forced page (see above) in the paragraph BEFORE the footer is changed. Do this by inserting a return arrow (blank paragraph) with a forced page immediately before the paragraph in which the footer changes — either in the new page or at the bottom of the previous page.

Huh? After rereading a few times, the message becomes clear. But this kind of information might be better presented through a tutorial. The reference guide does not have any tutorial function, but does have constant references to the 128 version of Paperback Writer 64 because the same manual is used for both versions of the program. I realize that this helps to keep the cost down, but it is perplexing enough even to those experienced with word processing. It will be very confusing to the neophyte user.

Conclusion

Paperback Writer 64 may be too complicated a word processor for an absolute beginner, but its help screens and menu-driven functions make it the simplest to operate of all the available sophisticated word processors for the home user. Paperback Writer 64 is not suited to the professional writer because of the limitations of the machine it runs on. Nonetheless, the program itself has a wide selection of functions that are well implemented. Is this the word processor for you? At $49.95, including reference

guide, Paperback Writer 64 is definitely worth a close look. □

Paperback Writer 128
from Digital Solutions
Word processor for Commodore 128
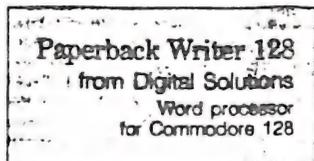
Review by Greg Payne

Paperback Writer 128 makes full use of the new C-128 computer (in 80 column mode). It has all of the features of Paperback Writer 64 plus many new ones of its own. The program automatically boots if it is in your disk drive (either a 1541 or 1571) when the computer is turned on. If the 40/80 display key is up, you will get a menu on the monitor giving you two choices: a forty column Paperback Writer, or the Spelling Checker dictionary. If the key is down, you go right into the 80 column Paperback Writer 128. In both modes all the new C-128 keys can be used, including the numeric keyboard.

The forty column Paperback Writer 128 is really a slightly souped-up version of Paperback Writer 64. It even puts your C-128 computer into 64 mode. The forty column program has approximately 15K free for text. This isn't bad on a C-64, but pretty skimpy on a 128K machine.

The Spelling Checker in Paperback Writer 128 is the same one as on the Paperback Writer 64 program disk. It's empty, and has to have the words added (a very time consuming chore). Since it's a C-64 program, it can only check small documents.

I consider Paperback Writer 128 in 80 columns one of the best word processing programs I've seen. As I stated earlier, it has all of the same functions as the C-64 program, and more. If you've used the 64 program, you will have no problem using Paperback Writer 128 because all of the commands are the same with the exception of a few added features.

The 80 column mode of the program uses RGBI or monochrome output to your monitor, and if you are using a 1902 or monochrome set, the characters are really quite easy to read — I would say 100 per cent better than the bit-mapped version on the C-64. A 1700-series Commodore monitor can also be used with good results by purchasing a special cable that allows you to hook up to the RGBI port on the computer. This cable

is also needed for the monochrome monitor.

Paperback Writer 128 in 80 column mode has 64K of free text memory. This can be split into two 32K areas that can contain completely separate files. Cut-and-paste operations can easily be made between the two file areas. The files can be printed, saved, loaded and formatted completely separately. This feature has many possibilities and should prove useful to many users.

Superscripts and subscripts actually look like they're supposed to in 80 column mode. Superscripts are raised about a third of a line, and subscripts are lowered by the same amount. The other text enhancements (boldface, italics and underlining) are represented in the same way as on the 64 version of the program.

The extra keys on the C-128 are all utilized. The esc key switches back and forth between the edit mode and the text formatting areas. The tab key moves the cursor from tab stop to tab stop. Tabs can be placed wherever you like. The caps lock key shifts all alphabetical keys into upper case. The help key is used to bring up help screens. The line feed key can turn line feed on or off if your printer file does not support auto line feed. If it does have auto line feed, double spacing results. All of the other keys have the same functions as they do in Paperback Writer 64.

The ability of Paperback Writer 128 to auto-boot is a nice feature. Users that have non-Commodore printers may think that this is a problem because it doesn't allow them to lock their printer interface into transparent mode. The programmers of Paperback Writer 128 have come up with a really good solution. The lock command can be included in your printer file, and when the program loads, it automatically puts the interface into transparent mode. Paperback Writer can also be manually booted by leaving the disk out of the drive until after the computer is turned on, and typing boot.

I have been using Paperback Writer 128 for about three months now, and I think it's one of the top word processing programs available for the Commodore 128 computer. It's very easy to use (no strange formatting symbols to memorize) and very powerful. I especially like the way the text formats itself right in front of you on the screen. No more spending half an hour trying to right-align an address in a letter. A couple of things I would like to see in the near future: a 40 column C-128 version, and an 80 column C-128 Spelling Checker. Otherwise a nice product. □

THE 64 000 BYTE QUESTION

by Phil Guerney

FEBRUARY 1987 QUESTIONS

To start the new year, here are some new questions with a historical flavour and whose answers I promise will not be in R.C. West's book!

1. When the C-64 was first released in the USA, what price (in $US) did it sell for?

2. In mid-1982 Commodore announced the P-Series of computers. A machine with the features described never arrived, despite a January 1983 announcement that its introductory price was to be reduced from $US 995 to $US 795. What features were promised?

3. I attended the "Home Computer Show" held in 1979 in the Sydney Town Hall in May 1979 (in my mother's arms?). According to the directory I still have, the Commodore PET computer was being released at the show by its distributors, Hanimex. In the blurb, they boast of how many PET's were sold in 1978 in the United States. Any guesses as to that number?

4. The Australian Commodore Price list "effective November 1982", showed the cost of a VIC-20 with Disk Drive (1540), printer (1515), 16K memory expansion, joystick, Programmers Reference Guide, and the Super Expander, Sargon Chess and Gorf cartridges was: a) $1475.95 - b) $1764.90 - c) $2019.90 ?

5. It is amazing how poorly Commodore supported the VIC-20 and C-64 with games - after all most of those sold were being used for them. My copy of the September 1983 price list for the C-64 shows that half of the 16 games cartridges listed were actually just rewrites of the same games listed in the November 1982 price list for the VIC-20. How many of these Commodore evergreen games can you remember?

6. Some of the early games, applications, accessories and books for the VIC and C-64 were exorbitantly priced, as many of us are painfully aware. Some were just rip-offs! I'll only admit I once paid $18.00 in 1982 for the very dubious privilege of owning a thin book of weak programs to type in for my VIC, and $12.00 for just 46 poorly printed pages on VIC-20 machine language programming - but it was about the only thing available! Let's hear about your worst value-for-money purchase - and the greater the sucker you were the more points you'll get!

P.S.   Perhaps there is a theme here for a future meeting: "Memories". A display of Commodore gear from the days of PETs and VICs. Early games, printers, articles, magazines etc...

--ooo--

I couldn't help but comment on Phil's question no.6 - the one about rip-offs.
Surely this is a case of history repeating itself? Now it is the turn of Amiga owners to be ripped off. Previously I have commented on Commodore's exorbitant pricing of Electronic Arts' products, but how about a $100.00 for a game (Mind Walker)? Amiga Books: from $30.00 to $70.00! Oh well, Amiga owners are capitalists!

Editor

Winner for October

The winner for October was Pete Welsby with a very detailed entry that, amongst other things, showed that one of my answers given in the Nov/Dec issue was wrong and one of the original questions also had an error in it. Oh well. Pete's answer to the disk file question (No.7) was particularly full (2 pages!) and if anyone is interested in his explanation send me a note with a stamp and I'll send you a copy.

ANSWERS to the November/December Questions

The winner of the last quiz was me - by default, because there were no entries! I'll have a copy of the latest PD disk please Ralph! Just think, if just one of you decided to have a go, you could have been the winner instead. I hope to hear from someone this time.

1. Pressing CTRL-H (equivalent to print chr$(8)) disables the SHIFT-COMMODORE combination, so that you can't change between the two character sets. CTRL-I (print chr$(9)) re-enables the selection again. The CTRL-I combination is quite useful as many programs seem to finish with the character set locked into lower case.

2. The languages were: a) Pascal - b) Forth - c) Comal - d) Logo - e) Pilot. The Logo fragment defined a word that checked if a given letter was a vowel. The Pilot fragment printed "Right" if a response was "3" and "Too low" if the response was less than three.

3. There wasn't a question three!

4. Errors like "DEVICE NOT PRESENT?" (which normally are only seen in direct mode) are not BASIC errors, so are not listed in Appendix K of the Prog. Ref. Guide. They are KERNAL errors of which there are nine in all as listed on p.241 of RCW. In a Basic program, these errors are not printed, except if POKE 157,64 is included which turns on the listing of messages like "I/O ERROR #3" along with the usual Basic error messages of "FILE NOT OPEN ERROR", in this case.

5. The ESCAPE key of other computers simply generates chr$(27) which is then acted upon by the application or operating system, usually to halt some activity. On the C64, chr$(27) is generated by pressing CTRL-I (CTRL and left square bracket). Again it is up to your program to act appropriately if this is pressed.

6. Track 1 of a 1541 disk contains 21 sectors each with 256 bytes of data making 5376 bytes in all. Each sector also contains a sync mark, header block and inter-sector gap, but these are not data bytes.

7. The FDC is a chip called a 'floppy disk controller'. This little computer in itself can execute 7 different commands under direction of the 6502 microprocessor in the drive, but it can also be accessed directly by the programmer if you are into copy protection methods and so on. Note that one FDC command is BUMP - the ultimate source of those grinding noises.

8. There are 11 of 13 different ways of addressing a particular memory location in 6502 machine language according to whether you count the separate use of the X and Y registers in indexed addressing as separate methods. See any ML guide for details.

--ooOoo--

Please make sure that your answers to the February 1987 '64 000 Byte Question' reach the editor no later than the 28th Febrary 1987 !!!

MAIL BOX

Having noticed your plea in the October issue of Cursor for more input to the newsletter from members and your indication that this has in fact recently occurred, I decided that I should do my bit too!

My initial involvement with User Groups and their newsletters was as a member of T.I.S.H.U.G. when I owned a Texas 99/4A. I was most impressed by the presentation and content of this group's publication undoubtedly prepared by a team of people who seemed to be either unemployed or utterly devoted to the long hours of hard work necessary to produce a 50 page, two colour magazine obviously at great expense.

Please don't think that I am making undue comparisons. I am now the proud owner of a C-128, 1571, 1901 and MPS1000 and eagerly anticipate each issue of Cursor. What I am suggesting is that I am fully aware of the trials and tribulations of newsletter production and that anything is possible but at what cost? - monetary and personal. If Cursor was to be significantly improved to say, the quality of the TISHUG's magazine I wonder how members would feel about the expense most likely borne by increased membership fees, and more importantly whether you or those who assist in the production of Cursor would last very long as editorial staff.

I agree that no publication should remain static in its style or content. Unfortunately my own involvement is limited to being a distant member, living some 600 kms or so from your base, threfore a letter such as this is as much as I am able to contribute. That is unless there is something else I can do to assist?

My compliments to Lindsay Whipp for his logo design. I believe it would look good black on white or even black on beige to simulate Commodore colours. Perhaps it would be worthwhile producing a small logo on a transfer for members to display in their computer dens?

Before I sign off, would you answer a few questions please.
1). Is it possible to arrange loans from the library via the mail or is it preferable to seek the support of a member who attends meetings to obtain copies of library disks?
2). Would you explain the function of the 64/128 select switch.
Congratulations once again on an excellent publication.

Peter Baker (Kempsey - NSW)

Dear Peter,
Many thanks for your interesting contribution to our newsletter. I am always pleased to hear from members outside Brisbane. As a possible suggestion for a future contribution, how about a thumb-nail sketch about the Commodore scene in and around Kempsey? You know, things like other users, dealer support, supplies etc.

Your comments regarding newsletter production are spot-on. As I am myself in the under-employed category I am able to devote a lot more time to the production of our newsletter than many other editors. We are fortunate in that, because of the size of our membership, we are able to produce a reasonable quality newsletter, although there is still plenty of room for improvement, both as regards content and appearance. We are trying to keep production costs down to a minimum, hence the use of the A-5 size. It may be a bit harder to read, but we sure manage to squeeze the maximum amount of information in the minimum amount of space!

Regrettably we are unable to extend out lending library facilities to country members. All our public domain material can be ordered by mail of course (see our 'Goods & Services' column). The 64/128 switch plugs in the cartridge port and is either set to 64 or 128 mode. The same thing can be done from the keyboard too!

Ralph De Vries

-15-

RITEMAN PRINTER RIBBONS CAN BE RE-INKED

by Angus Norrie

Yes, Riteman Printer Ribbons can be re-inked - which is just as well. After about two months the print from my first ribbon became noticeably lighter, so I bought another. Alas, it was a dud, printing so pale that it was difficult to read. I took it back and got a refund, as stocks were exhausted and the next shipment was due in six weeks.

It was time to investigate re-inking. After consulting Roger Haigh, I obtained a bottle of AusSoft ink for fabric ribbons. It was claimed to be residueless, lubricant dot-matrix ink and is available on order from Myer Computing Centre, Indooroopilly, for about $4.00 (ph. 378 5111 - John Hall). The lid of the right ribbon cassette (not the one with the spring in it) was prised off with a knife. It comes apart at the line around the square part. Ease it out gently all around, as it is held in place by four long pins. The circular felt ink pad was removed, and I re-inked it by brushing a little ink evenly around the rim with a small brush. Roger has injected ink into the felt wheel with a syringe, a treatment that could last longer. You can use the plastic tongs supplied with the ribbon to handle the ink pad. Now put the cassette back together again, and presto !, you should have a ribbon as good as new.

Incidentally, if you follow literally the instructions in the manual for removing the ribbon, you may break something. The way to do it is as follows:

Press the left ribbon cassette (the one with the spring in it) down, when it releases from the top and comes away easily. Now squeeze the lugs on the right (square) cassette and move it outwards to release the outer catch and then to the rear and inwards to release the inner catch. Press the ribbon stopper, so releasing the top ribbon from the print head. With the plastic tongs ease the ribbon from between the ribbon guide and the head nose - job done.

--ooOoo--

The technique described above should work equally well for owners of MPS-801 printers which use a similar combination of a cloth ribbon and ink-pad.

Owners of printers with conventional cloth ribbons: see the 'Random Bits' column.

by Jamie Ogden

MINI REVIEW

MISSION ELEVATOR (supplied by Chandlers - Maryborough)

When I saw the cover to this game I knew I just had to review it, but after playing it for half an hour I thought I could have made a better choice. The graphics are nothing special, but I must admit I have seen worse. There is no music in this game and I have heard better sound effects (what there is of them) on a VIC-20. This game would take some time to get through, as there's a lot of mucking around between levels - even the odd stripper. The instructions are a bit patchy, and I think it is a little over-priced for such an ordinary game.

IDEA	GRAPHICS	SOUND	VALUE	HOOKABILITY	OVERALL
84	82	6	62	90	65

POKES AND CHEATS CORNER

Yes, it's this time of the month again. I've got some beauties from the blokes up here in Maryborough - thanks fella's. You Brissie boys are a slack lot, aren't ya! Out of 650 members, you want to know how many letters I got beyond the borders of Maryborough? NONE! Everyone knows a cheat mode of some sort, so please send them in. (Tut, tut, Jamie - perhaps the Brisbane gamers never cheat! - Editor) Anyway, by courtesy of 'Epyx Eddie' we have a map of ZOIDS (Good work, Ed), and some cheat modes for GREEN BERETS, FUNGUS, MISSION ELEVATOR, and HERCULES. So let's get started.....

GREEN BERET

Brian Wode of M'borough has found some weird manouvres that make Rambo look like a sissy! Push the fire button to start and when you appear on the screen hold down the space bar and the C and B keys for a spot of break dancing. Also if you hold the space bar, Z, F1 and the C or B keys down he can actually crawl. Useless but amusing. Thanks Brian.

FUNGUS

Paul Kruger of M'borough has found a neat little cheat mode for this Mastertronic heap of tr..h. Whoops! - Slip of the tongue! Anyhow, remember how in MONTY ON THE RUN you type "I WANT TO CHEAT" on the high score table to be invulnerable. Well, this one's the same except you type "EASY GAME" and you will get 255 lives!
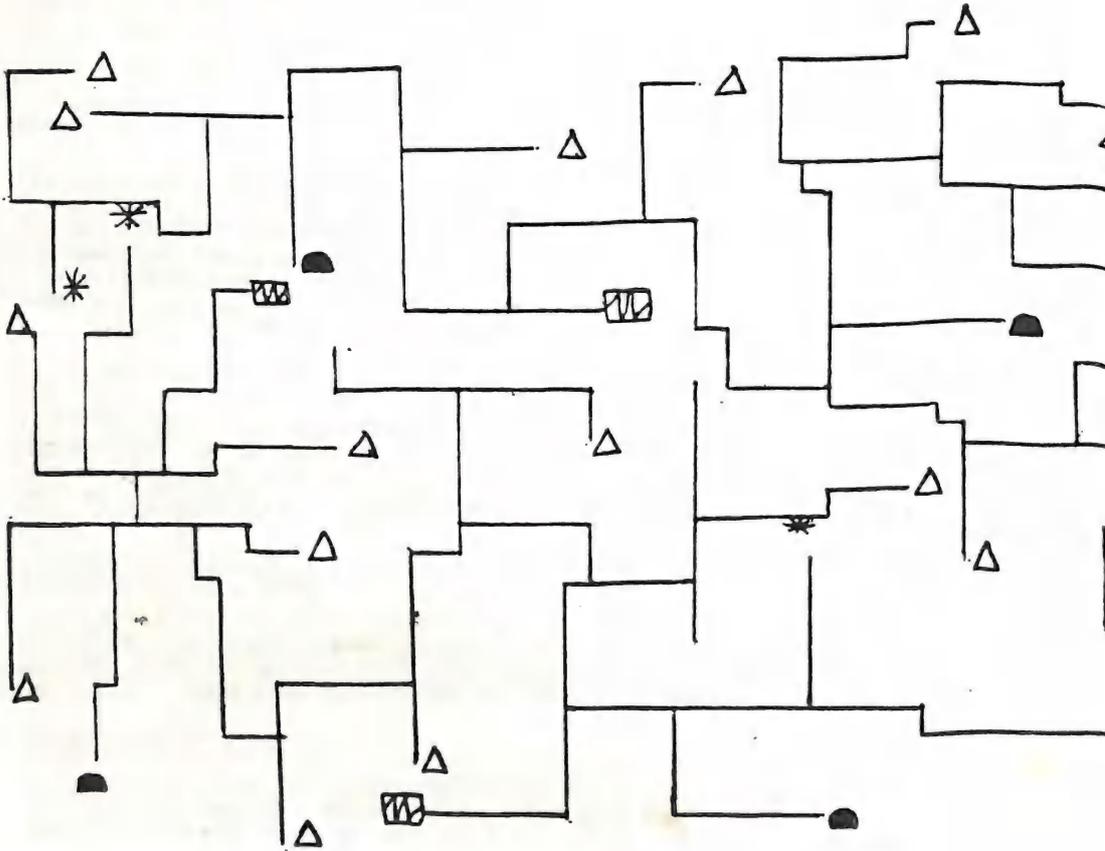
MISSION ELEVATOR

Because of the poor mail bag even I had to contribute a tip. Yep! I found this masterpiece while reviewing this game. When you are playing craps pick the number two and then hold down the fire button. You win every time. Brilliant HEH?
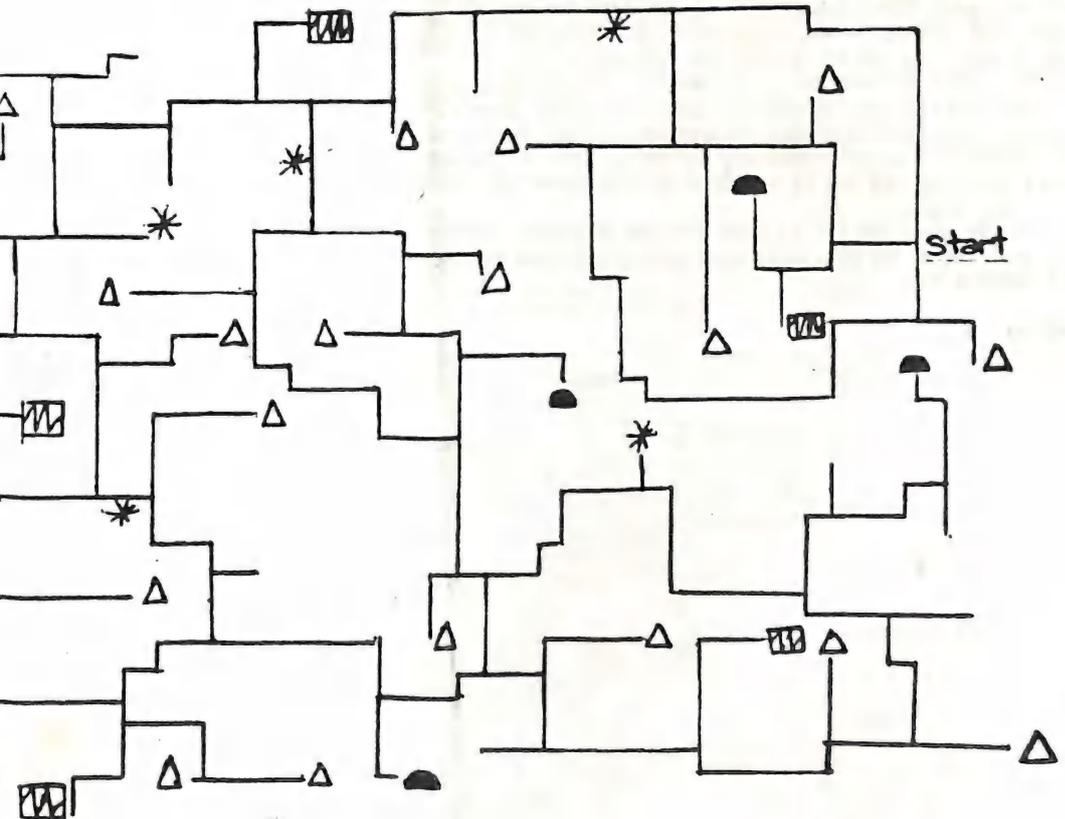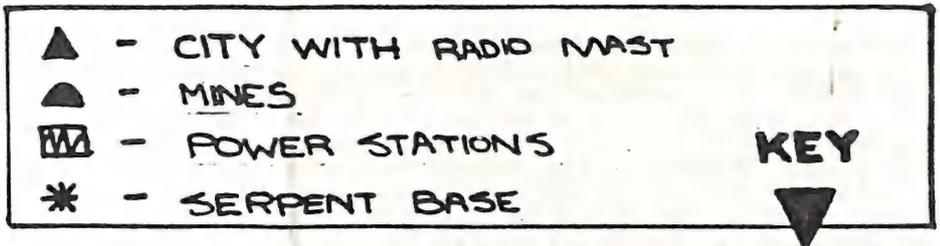
ZOIDS

Zoidmania has taken me by storm this month.
This map courtesy of EPYX EDDIE will save you
a bit of time. Sorry I could not use your
exact map because it was a little to big so
next make it 290 x 210. Just follow this map
and Bob's your uncle! Actually It's Brian but
who cares? Thanks EPYX EDDIE.

▲ - CITY WITH RADIO MAST
🔺 - MINES
▥ - POWER STATIONS
✳ - SERPENT BASE

KEY
▼

HERCULES

Here's another one from me. I found it while bashing the keyboard every time I got killed. Hold down the Space Bar, Z, C, and hit S. This automatically gets you through the screen you are on, and if you still can't get through it, then you are as useless as Dunstall (and that's bad!).

--oOo--

Here officially ended Jamie Ogden's article, although he carried on for several paragraphs pouring abuse on the poor Brisbane game players for not supplying him with 'Cheat Modes'! Well, seeing he's got it in for the Brisbanites I am going to have a shot at him! In his mini-review he mentions a (to me) new expression, namely 'Hookability'. Where in heaven's name did you get that one from, Jamie? Is it Maryboroughese? Presumably it's got something to do with 'being hooked on a game'? This gets my price for the worst word invention of 1987! And then there's that business of holding down the space bar, plus half a dozen other keys, while pressing down several others. While you are doing all that I presume you hold your joy stick between your toes? You must be an ambidextrous lot there in Maryborough! Oh, yes, I hope that 'Dunstall' is a character in a game and not a member of the Maryborough Sub-Group! Your editor accepts no responsibility!

On a more serious note, you mention that you have modified your map for the game 'ZOIDS' from a similar one in a games magazine. Generall we never reproduce anything out of commercial magazines (copyright and all that), although we do use quite a bit of material from other users group magazines. On the strength of the fact that you have modified the map in question we have taken the plunge and reproduced it on the previous pages.

In the meantime let us hope that our Brisbane 'cheaters' like Anthony Thyssen, Leigh Crowther et all, will read your wise words and supply you with an extra supply of 'CHEATS'!

Editor
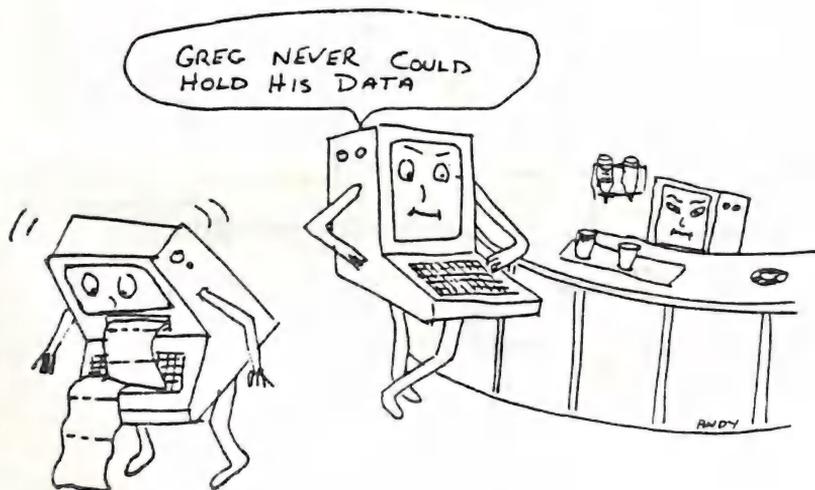
--ooOoo--

-20-

November 25, 1986

INSIDE WEST CHESTER

COMMODORE SOFTWARE DEVELOPERS REWARDED

Sky Travel the 64's window to the starts was named 1986's Best
Educational Software by 'Science 86' magazine.

Also, Deluxe Paint and One-on-One, two Amiga titles by Electronic
Arts received rewards for excellence by the Software Publishers
Association. The Software Publishers Association is a software
developers trade association based in the United States.

Deluxe Paint was acclaimed the Best Graphic program for 1986 and
One-on-One received its reward in the Best Adaptation to a New
Computer Format category (say that fast three times!).

AMIGA FINDS HOME IN MUSIC STORES

Wurlitzer Music & Sound, Inc., a prominent musical equipment
retail chain in the greater Boston, Massachusetts area, has added
the Amiga to its line of products available.

MUSIC IN THE UK

Commodore UK has introduced a complete music system for the
Commodore 64. This system consists of three packages SOUND
EXPANDER, SOUND STUDIO and ADDON KEYBOARD.

The SOUND EXPANDER uses the same FM technology as many
professional synthesizers. This cartridge based software package
can play eight notes at one time.

SOUND STUDIO runs independently of SOUND EXPANDER and consists of
two parts; the Sound Editor and the Music Editor. With the base
package you get sixty preset sounds with another sixty sounds on
disk. If you work with a MIDI interface it is possible to
overcome the three track software limitation.

The ADDON KEYBOARD is a five octave keyboard that plugs into the
SOUND EXPANDER.

The entire package retails for approximately 150 Pounds in the
United Kingdom.

FAMILY PACK IN AUSTRALIA

For the second straight Christmas season Commodore Australia is offering the FAMILY PACK. Last year's success with a similar package has seen this year's package expanded to consist of a Commodore 64, DataSette, Joystick, Paddles and several software packages bundled in a single box.

VIRTUOSO (R)

This is a unique software package with integrated graphics, music, text, and telecommunications.

VIRTUOSO will allow the user to:
- create and control up to 16 independent images with real-time animation
- compose music with the ability to control the melody line, pitch, volume, envelope, tone, rhythm, tempo
- generate text either in word-processing format or as user designed fonts, and then use the text as a graphic image
- store all VIRTUOSO information, print it frame by frame or use V-protocol (sm) to transmit it through a phone modem.

These are just a few of features of what seems to be a super product. Release date for VIRTUOSO is January 2, 1987. For further information contact Kitty Wells at Virtusonics Corp., 123 Duke Ellington Blvd., New York, NY 10025.

GENLOCK TO BE RELEASED

The Amiga Genlock has been approved by the F.C.C. and is currently in production. The first shipments should be made by mid-December (1986). Suggested retail price is $295.95 in the United States and will be available through the standard Amiga channels. Below is a description and specifications of Genlock.

AMIGA 1300 GENLOCK

The Amiga 1300 Genlock was designed to permit the outstanding graphics and audio created on an Amiga computer system to be overlayed on such video sources as laser disks, video tape or other computers. And what's more, you can add these special effects to your video products in either composite or RGB format.

A home movie, training tape or video business presentation, could be made more appealing by overlaying titles, captions and audio. Link together a video camera with Amiga animations and descriptive text to produce an entertaining video. Simply combine your VCR camera with an Amiga computer and 1300 Genlock

and record everything on your VCR. In addition, the 1300
Genlock gives you the ability to mix stereo sources for further
unique results. Now you can produce your own music video!

If your video productions are your hobby, you'll find the Amiga
1300 Genlock to be an affordable and integral part of your
Amiga computer system.

SPECIFICATIONS

INPUTS
- Composite video, RS-170
- Stereo audio, line level
- Stereo Amiga computer audio
- Amiga computer RGB video

OUTPUTS
- Composite video
- Stereo audio, line level, 600 ohm load
- RGB video, 1 volt into 75 ohm load (same pinouts as the
  monitor connecter)

CONTROLS
- Hue for color correction of source video
- Horizontal Phase to position source video under Amiga
  computer graphics
- Audio Mix to adjust balance of Amiga computer audio to
  source
- Software control to turn off source audio
- Pixel switch

POWER REQUIREMENTS
- Power supplied by Amiga computer system

WEIGHT
- 2 lb. 5 oz.

DIMENSIONS
- 1.25"x10"x6.5" (HxWxD)

COLOR
- Standard Amiga light beige

These specifications are subject to change without notice.

AMIGA ENHANCER

Commodore is releasing the Amiga Enhancer a software package that
further enhances the capabilities of the Amiga Computer. This
$14.95 three disk package includes Version 1.2 of the Amiga

PAGE 3

operating system. Some of the features and benefits of this
package are as follows:
- Better memory management
- Quicker DOS functions
- Improved error handling
- Auto-configuration support (enables RAM expansions and hard
  disk drives to operate more efficiently)
- Supports the A1020, 5 1/4" disk drive, in the Amiga mode
- Enhanced, full-featured Notepad
- Added printer support including:
  - Apple Imagewriter
  - Okidata 92
  - Okidata 192
  - Okidata 193
- Revised BASIC

C-128 ACCOUNTING SYSTEM

CASH IN-CASH OUT" is a cash basis accounting system which tracks
sales and disbursements as they are paid. Most programs are based
on the accrual method which tracks sales and disbursements as they
occur. Most small to medium-sized businesses operate on a cash
basis. This enables you to see the current state of your business
at any given time. The program includes SALES TRACKING, EXPENSE
DISBURSEMENTS, PAYROLL, FULL REPORTING, GRAPHING OF SALES AND
DISBURSEMENTS, TREND ANALYSIS, LOAN MANAGEMENT, and CUSTOMIZATION
MODULES.

For further information please contact the publisher.
    Microsphere Corporation
    Plymouth Center
    521 Plymouth Street
    Greensburg, PA 15601
    412/838-1166

64/128 DEVELOPMENT SYSTEM

NoSync has released a complete developmental system for the
Commodore 64 and the Commodore 128. The package TOTAL SOFTWARE
DEVELOPMENT SYSTEM"" consists of SYSEDT"" (a text editor),
SYSASM"" (a Macro Assembler), SPED"" (a Sprite editor), UNASM""
(an unassembler), MAE"" and PAL"" to TSDS"" converters, SED"" (a
sound effects editor) and MACSED"" (matte/character set editor).

For further information contact
    NoSync
    #103 2334 Marpole St.
    Port Coquitlam, British Columbia V3C 2A2
    CANADA

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GREMLINS !

by STEVEN MOORE

Dear Editor,
                    In the last issue of "Cursor", (November/December 1986), I read the
article "Inside your Service Centre", by Don Goergen. He talked about all those
little gremlins that invade your computer and closed in saying that if anyone catches
one of these little trouble makers, please drop in a line, as no-one really knows
what they actually look like!
    Well, here it is, a <u>WORLD FIRST</u>

    I caught the darned fellow lurking around in my 1541 drive. (Up to mischief, of
course). I flushed him out into the open with a good Initialize command, and grabbed
him by his cape. He's a MEAN looking Brute.
    The unfortunate thing is though, that just after I took this lovely black and
white snap-shot of him, he managed to escape my grip and took off back into my drive.
That's why I can't show him to you personally.
    Oh well, I'd better go, I've got to try and capture the pesky little beast again.
    I just thought I'd let you know of my find.

    Yours etc .....

    Many thanks Steven. I'm sure that all Commodore users will be eternally in your
debt for your major find. I shall pass your original snap-shot on to Don Goergen, who
will no doubt display it in a prominent place in his workshop!

Editor

AMIGA COLUMN

by Steve McNamee

Well I have had my SideCar for about 3 Months now and haven't done a real lot with it due to the lack of hard disk partitioning software. This software arrived just before Christmas and I have been madly filling up the hard disk with all sorts of things ever since. Now I have a bit of spare time I thought that I would tell of a few of my experiences in getting the beast operational and what I think of it in general.

The main reason that I bought the Sidecar was to be able to run a hard disk drive from AmigaDOS - I actually bought the hard before I had the Sidecar. Even now the only hard disks for the Amiga are hideously expensive and have to be imported from the States. I reasoned that I could buy a Sidecar and IBM compatible hard disk for significantly less than the price of an imported Amiga hard disk - it's a crazy world isn't it. To cap it off I told myself that I would have IBM compatibility as a bonus, not that I think much of that, but still!!!

Well I finally got the word that Sidecar had arrived and raced out to the dealers after work to pick it up. When I got it home and had got over my crushing dis-appointment at not having the software to be able to use the drive from AmigaDOS, I sat down and fired the beast up. In typical CBM Australia fashion no instructions were included with the machine except a PC-10 DOS manual and 4 five inch floppies and 2 three inch floppies. The five inch floppies were a standard MS-DOS system disk and a set of three tutorial disks. The three inch floppies were a new kickstart and workbench, effectively version 1.2 of AmigaDOS with the Sidecar window software.

Despite the lack of instructions I managed to get things going without too much fuss, thanks largly to the fairly standard user frienly environment of Intuition with Icons and pull down menus explaining just about everything. I plugged the sidecar into the Amigas expansion slot and plugged the mouse into the socket on the front of the Sidecar. The Sidecar has a standard power inlet socket and a short power lead coming out. It was pretty well a forgone conclusion that I was supposed to unplug the power lead from the Amiga, plug it into Sidecar and plug the short extension lead into the Amiga. Anyway, to cut a long story short, I plugged it all in, turned on the Amigas power switch and lit the blue touch paper.

After the customary delay the familiar picture requesting kickstart appeared so in went the new one, followed later by the new workbench. When the Icon for this came up I opened it and there was a fairly standard workbench environment with two new Icons labelled "PC Color" and "PC Mono". I clicked on PC Color and half way through loading the Sidecar emmitted a sound like an enormous belch and then beeped, so I stuck the supplied DOS disk in and it proceeded to sound very business like. About now the PC window came up and alas was completely blank. I was about to throw the whole lot out the window when I calmed down and decided to try the other program. I closed "PC Color" and clicked on "PC Mono" and after about 30 seconds lo and behold a fairly standard PC sign-on message appeared asking for the date. The beast actually worked. I found out later, when the manual arrived, that the DIP switches inside could be set to make the thing boot up in colour mode if desired. These switches are also used to tell Sidecar how much memory it has got, how many external disk drives, and whether a 8087 co-processor is plugged in.

After playing around for a while I discovered that all was not well in the inter-nals of the window program. the ALT key would not work and horrors! neither would "Flight Simulator", about the only IBM program I had any real desire to use. Any way I called the dealer, complained and he got in touch with CBM. He found out that the manuals and a new workbench disk would arrive on Monday or Tuesday (this was a Friday). The disk was supposed to fix these bugs as well as allow the hard disk

access from AmigaDOS. It arrived 2 weeks later and sure enough the bugs were fixed but still no hard disk. Well from then (early November) until about a week before Christmas about every week I would ring CBM and every week the answer would be the same - it will arrive next week.

Ok it was a long and rocky road but after all the hoo-ha how does the beast perform? In a word - properly. That's about all you can say about it. Once it has booted up it acts exactly like a standard 4.77MHz. PC clone. It takes about a minute and a half to go through the whole boot procedure but after that it is smooth sailing. There is an added bonus however in that the PC display window is just another task on the Amiga and doesn't prevent other windows and tasks operating. It is quite uncanny to boot up a PC application like "Flight Simulator" and pull down the PC screen to see Amiga programs running while "Fligh Simulator" is STILL RUNNING! The Amiga capabilities also allow you to do things that a standard PC cannot do such as changing the colours to anything the Amiga can display and freezing a display in one window while opening up another one. This process can go on as long as there is memory to support it.

I have run about 30 or 40 different PC programs without a hitch, including "Flight Simulator" - I have heard of one gentleman who took over 200 PC disks to a dealer and tried them all. They all worked so it seems that compatibility is no problem, and with Phoenix writing the BIOS this is to be expected. The sidecar has 3 PC compatible slots and I have a clock card and a hard disk card in mine. Both work perfectly so hardware compatibility seems OK as well. The Sidecar comes with 256K RAM on board and can be easily upgraded to 512K on board as the sockets are already provided. I know of at least 3 people who have done this successfully and it costs between $70 and $120 depending on where you buy your memory chips. Alas the PC memory cannot be used by the Amiga.

When the hard disk partitioning software arrived I could finally use the hard from AmigaDOS. This is accomplished by using 2 PC programs supplied by Commodore to partition space on the hard disk for PC DOS and for AmigaDOS. I left 5 Meg for DOS and 15 Meg for AmigaDOS. Once this is done a special command in the new workbench disk C: directory is used to tell AmigaDOS that the hard disk is on line. This is a bit hairy the first time you use it as all sorts of messages about corrupt disk and NON DOS messages appear to frighten the unwary. The manual warns about this however; it means that the disk has not yet been formatted. This is the next step and is done with a new CLI format program called dpformat. I might mention that you MUST use the CLI to install the hard disk, it cannot be completed from workbench although most of the hard work can be done from there if you desire. Once the disk is formatted a new workbench is cloned from the supplied Install disk and then changed to become your new boot disk. This can be done from workbench and is fairly painless. When all this is done you always boot up with this disk which logs you into the hard disk and you are away.

What's the performance of the Amiga like with a hard disk? - Breathtaking! Icons pop up on the workbench with a speed that will amaze you and CLI becomes a whole new world. The more I use the hard disk the more I believe that AmigaDos was written with a hard disk in mind. It should never have been limited to a floppy only machine.

The following benchmarks will give you some idea of the speed improvement possible.

	HARD DISK	FLOPPY DISK
Time to copy file to RAM:	4	6
Time to copy file from RAM:	4.5	11
Time to load and run a utility	4.5	7

For comparison the time to load and run the utility from RAM: was 2.5

The file used in all cases was preferences and all times are to the nearest 0.5 Sec.

These times are deceptive as the seek time of the hard is much lower than a floppy. This means that the time taken to search for a file is very much lower on the hard. In practice this means that Icons pop up on the workbench at least 3 times more quickly than on a floppy and a CLI DIR command is almost instantaneous.

All these goodies come at a price though, and I will now try to summarise the poorer points about using a hard disk on the Sidecar. Firstly the Sidecar itself. With the revised workbench disk about the only problem I have encountered is a VERY occasional refusal to boot first time. It happens only very infrequently and always boots properly after the machine is reset. Apart from this it runs perfectly - what more can I say. Sidecars biggest failing is its price. CBM in their wisdom have decided to price it in Australia at $1295 which is ridiculously close to the price of a fully featured IBM clone. The first batch (one of which I was lucky enough to secure) were more reasonably priced at $999. Even this is only barely acceptable. If CBM lowered the price to the $700 - $800 range, I believe that they could sell more Amigas and Sidecars than they could make, but then I am not big corporation-minded so what would I know?

The hard disk access from AmigaDOS has a couple of potentially more deadly problems however. Firstly the price is reasonable. As I said earlier it is still the cheapest way to get a hard disk on to your Amiga. As the hard disk fills up it slows down appreciably. I have a 15 Meg partition on mine that is about 97% full. It is about 30% slower on reading but this is still quicker than a floppy. However writing time is now about the same as writing to an empty floppy but still a bit quicker than writing to a full floppy. AmigaDOS seems to visibly stop and think where it is going to place a new file before it writes it. Even admitting this slowdown the overall performance of the hard is still much superior to a floppy and the fast seek time is not impaired at all; besides which there is such a vast amount of storage space on line (up to 22 floppy disks), so that the mind boggles. The second problem is only really of annoyance value. The system can take up to 2 minutes to boot using a hard disk and averages between 1 and 1.5 minutes. The third problem is the most serious. Amiga owners are all familiar with the regular Guru errors every one gets. Well I still get them just as frequently as before, but on three occasions the crashing machine has taken the hard disk with it. On rebooting the dreaded error appears "Not a DOS disk". The first time this happened I had to reformat the hard and copy every-thing back on. The second time I sat down and did a bit of thinking and reformatted only the first cylinder. This is very tricky and involves rebooting at just the right moment. After I had done this the hard came back up as if nothing had gone wrong, but it was so full that I knew I had to have trashed some files. Then I started looking around some of my newer disks and found a version of DiskEd that would talk to the hard. This utility is supplied on the developers kits and allows you to examine and change individual disk blocks. With this and the "DOS Technical Manual" I did a bit of research. I discovered which files I had trashed and deleted them all OK. The third time it crashed I was ready. I went straight in with DiskEd and discovered that the signature block (which is always the first block on the disk) had been mangled, but that all other blocks seemed Ok. I restored the signature block, rebooted and everything came up beautifully with the hard in perfect condition.

This problem is now solvable if you have this version of DiskEd and know how to use it, but would be disastrous for the novice or non-technical person. I hope CBM work on a fix very quickly for this. In the mean time I am working on a fixer utility that does it automatically. At last, there is at the moment, no backup software to allow you to guard against disasters. The only way is to back up to floppy by directories and this can be very cumbersome. This is only a software problem however and I am sure that someone will rectify it faily quickly.

Finally to summarise - the Sidecar is brilliant, works perfectly but costs far too much. The hard disk access for AmigaDOS is also mostly brilliant, mostly works properly but does have a couple of potentially fatal flaws for the uninitiated. The hard is prone to crashing but can be fixed with DiskEd 3.4 , although it isn't easy for the tyro.

SOFTWARE LIBRARY PROBLEMS

I have had quite a few people ring me up and ask me how they can use so and so disk from the library, so I thought that I would try and clear up a few points in

this article. NONE of the public domain disks can be run from the workbench. In the interests of conserving space people who put together disks leave out all unnecessary Icon and workbench files. This means that you have to use CLI to access the disks.

Now I know that a lot of you single drive Amiga owners out there are screaming that they have tried to use CLI and can't get anywhere. Well don't despair, it's not an insurmountable problem. Because of the way that AmigaDOS is structured all of the commands and a lot of the system software is held on disk. AmigaDOS wants to go back to the disk it is logged in to whenever it needs a command or a device such as a printer or serial port. This entails so much disk swapping that I know a lot of you have given up in disgust.

The solution is a disk that does not go anywhere and is always on line; and aren't we lucky - the RAM: disk is just such an animal. If you copy anything that might be needed by AmigaDOS into RAM: and then tell DOS where everything is - VOILA. You may now swap disks in the internal drive to your hearts content and should have no further problems.

The library already has in its catalogue a workbench disk that does all of this for you automatically. Its name is CCUG_Lib 8 and you simply boot it up instead of a standard workbench. Now you can place your library disk or Fish disk or whatever in the drive and have a look at it with standard AmigaDOS commands such as DIR, LIST etc. You can also run most programs from the CLI to see what they do. What CLI commands do I hear you say? Don't tell me that you haven't bought a copy of the AmigaDOS manual yet, or at least the 'Compute' DOS book or such like? How do you people expect to learn anything if you don't read the proper manuals? If you are a bit short of the old necessary green paper the club has copies of an excellent extract from the "Amigan Apprentice and Journeyman" which summarises most of the AmigaDOS commands. The club has subscribed to this magazine (along with a few more) and copies are available for lending from the book librarian at monthly meetings. Cost of the Extract is $4.00 and is quite reasonable.

A quick note on investigating public domain disks is now in order. Always do a full directory of the disk to make sure you don't miss anything. Any file that looks remotely like readme or read.me or ??????.doc or ????.man or ?????.manual should be typed and read, as this is where most of the information about what you have got will be found. If the files you are interested in are AmigaBasic programs you should copy them to your AmigaBasic disk and run them from there. Sometimes a file will have an associated ".info" file with it - that is a file of the same name but with ".info" appended. This should be copied as well as this contains all the Icon information and will allow you to access this file from the workbench. MUCH of what you find on disks will be of little interest to you. There is a lot of demonstration 'C' code only of interest to software developers, but there are also quite a lot of interesting utilities and games appearing which will appeal to all. The secret is to be selective and keep trying.

I will now talk a little bit about copying files around from one disk to another. The best way is to copy the file to the RAM: disk first and then replace the source disk with the destination disk. Then copy from the RAM: disk to the destination disk. Finally don't forget to delete the file from the RAM: disk to free up the memory. If you want to copy more than one file and they are not too large you can copy several into RAM: at once, then copy them to the destination, delete them from RAM: and go back to the source for some more. The Format command on CCUG_Lib 8 automatically includes Icon and Trashcan information so it can be used to prepare empty disks for your selected files. You could make a AmigaBasic disk by first formatting a new disk, then copying the files AmigaBAsic, AmigaBAsic.info into RAM: (from your Extras disk) and then copying them on to your empty disk. You could get a copy of an "Empty" drawer on to your new disk by opening the window for your new disk, then replacing it with the workbench disk, opening that disks window and dragging the Icon from the workbench window to your new disks window. This will entail a bit of disk swapping but shouldn't take too long.

A word of warning on using CCUG_Lib 8 is in order here. All this ease of use comes at a price. The stuff loaded into RAM: consumes a considerable amount of memory -

about 163k. This means that any program or utility that needs a lot of memory to run probably won't. Also to save room not all the system software is copied into RAM:. All of the frequently used stuff is there but if you are interested in a program that uses fonts or any of the disk based libraries such as mathtrans.library then it won't run. If this happens or a program dies mysteriously the you should copy any of these programs to a standard workbench disk and boot from that. Then you should be able to run these programs successfully. You can save a lot of room on a workbench disk by deleting all printer files except the one you use and deleting all the demo stuff, as well as the Edit file in the C directory - no one uses this command anyway. Once you have done this to one disk you can clone all you future workbenches from it.

Finally a word about new library aquisitions. We now have Fish disks up to 40 available. Also we have subscribed to a magazine on a disk called Amigazine and we have Oct86 and Dec86 in the listings. We will order Nov86 as well so look for that in the new year sometime. It is possible that Jan87 will arrive in time for the January meeting, but no promises.

--oo--

AMIGA BITS & PIECES

by Ralph De Vries

As the new Amiga boy on the block I couldn't resist this opportunity to have my say, so here goes!

First I would like to thank Steve McNamee and Lester Bennett for all the help they have given me over the last couple of months - very much appreciated.

We have now at least forty Amiga members in our sub-group and we expect substantial growth during 1987. Because the Amiga users are at this stage only a relatively small percentage of our group (currently about 670 members) we are unable to devote too much space in this newsletter to things Amiga, otherwise I might well get lynched by the C-64/C-128 brigade! If we do get too much material for the Amiga we may from time to time issue a special Amiga newsletter or supplement which will only be distributed to Amiga owners. For this reason we ask all members who have recently changed from another Commodore computer to an Amiga to advise Nora Chambers of this change. Without this information we are unable to put you on the Amiga mailing list.

A CHEAP MOUSE MAT. Yes, some dealers sell a special 'Mouse Mat' to keep the rodent in check! Some weeks ago in the showroom of a dealer I saw some of these special mouse mats, which were quite small, but the dealer in question used a Cork Tile with his own Amiga! I had some cork tiles at home and found this was ideally suited for the purpose. You should be able to pick one of these up at a cork tile dealer for a couple of dollars. They're a great mat, mate!

TEXTCRAFT is really a pretty primitive word processor, compared with Super Script and Paper Clip etc. Sure, it's "What you see is what you get", but it's what you haven't got that makes it such a pain. When Steve McNamee's article arrived in the mail (on disk) I discovered that Textcraft doesn't allow the appending of files - when you try to append a file to an existing one it just overwrites the existing file. However I found a way out and other Textcraft user may be able to use this technique.

Load the file to be appended first and then CUT the whole file. Now load your master file, place the cursor where you want to insert the file to be appended, and now PASTE this file into your document and presto, job done!

SOUND & THE AMIGA. The other day I connected my amplifier and speakers to the Amiga and the results were quite outstanding. However to move my sound gear to the Amiga or vice-versa is a bit of a pain, so I had a look at the Bose 'ROOM MATE' speakers. However at $450.00 for a pair of two baby speakers I considered too much of a good thing, so I'm now looking for a cheaper alternative. Have any other Amiga owners found a cheap solution to improve the 'Amiga Sound'?

MAGAZINES: Amiga owners are gradually getting a better deal in literature. The group is now getting "THE AMIGAN APPRENTICE AND JOURNEYMAN", a 50 odd page news-letter produced by an American group called "The Amigans". This is a first rate highly technical publication which carries no advertising, and thus pulls no punches when it comes to criticism of software and hardware. It also carries an ongoing series of tutorials on 'C' programming and assembly language programming. One of the very best publications of its kind. "AMAZING COMPUTING" is a commercial magazine devoted solely to the Amiga. It does carry advertising, but at this stage it does not appear too much influenced by the power of the advertisers. This magazine has not been seen in newsagencies and can only be obtained by subscription from the USA.

"AMIGAZINE!" is a magazine on a 3.5" disk! We have just managed to get hold of the first issue (Oct 86) and were suitably impressed. The group has just ordered its own subscription, and the Dec 86 issue has already been received. It contains articles, some good utilities, some very good graphics demo programs, basic games, latest news and info etc. This one has the potential to become a real winner.

"AMIGA WORLD", the only magazine available through your newsagent, was up till recently a bit of a joke, because it was full of advertising blurb and nothing much else. The latest issues however carry some very good material. But at $10.00 a copy?

BOOKS - As a former Commodore 8-bit user I had (and have) all the problems in the world coming to grips with the Amiga. First there is the operating system. Yes, there is the 'WORKBENCH', which is great for running normal operations, but sooner or later you will find that you better get to know something about Amiga DOS. Apart from the Amiga DOS summary which we have published (see Steve's article above) and which I find tremendously helpful, there are two books available to assist the newcomer. They are "The Amiga DOS Manual" by Commodore-Amiga (Bantam Books - appr. $40.) and "Amiga DOS Reference Guide" by Levitan & Leemon (Compute Books - appr. $34.). The Commodore book includes the AmigaDOS Developer's Manual and the AmigaDOS Technical Reference Manual. These two sections are quite technical and are really aimed at programmers. If you aren't interested in programming you might possibly prefer the Compute book.

I am not a programmer, but I had reached the stage where I could follow program logic in Commodore Basic. Amiga Basic, which is supplied with the computer, is written by Microsoft Corporation and is a completely different kettle of fish from previous Commodore (also Microsoft) Basics. The Amiga Basic book supplied with the computer is really a reference manual and certainly does not teach you how to program with this new variety of Basic. The Compute people have recently released a volume called "Elementary Amiga Basic" by C. Regena (Appr. $34.), which can be recommended to those people who want to know how to run the beast in Basic. Rather unusually the author has opted for the use of line numbers, although line numbers are not really necessary in Amiga Basic. I get the feeling that this book was rather rushed onto the market place and feel that in due course many other Basic programming primers will appear. In the meantime this volume will have to do. There's a copy in our lending library.

Several people have asked me if they should buy the four large Commodore manuals covering the Rom Kernel, Intuition, Hardware etc. Unless you are into programming or hardware design I would suggest to save yourself the $200.00 odd dollars, because they are highly technical volumes. We have a set of them in our Amiga library for your perusal.

We hope that other Amiga users will give us some book reviews as well soon.

Kickstart/Workbench Version 1.2 - Yes, it is official now. Commodore are about to release the FINAL (?) version 1.2 of the Amiga operating system. For a mere $25.00 your Amiga dealer will supply you with a set of three disks (Kickstart - Workbench - Extras), plus documentation to update your manuals etc. Hopefully we will have more details in a future edition of Cursor. The final 1.2 release version appears to offer some substantial improvements over 1.1, as well as curing quite a few bugs of this earlier version. Let's hope that they haven't introduced a new set of bugs though!

In the meantime don't throw away your version 1.1 disks, as apparently some soft-ware will only run under this earlier version.

LIBRARIAN'S REPORT

by Maurie Hawkyard

7th Jan. 1987 - Library members with children who have found some worthwhile programs in our "Ladders to Learning" series will be pleased to know that by the February meeting we expect to have the complete, recently extended range up to program no. 73, and thanks to the meticulous work of one of our staunch helpers, not only will they all be working copies (we found some factory faults) but a new separate catalogue listing should also be ready to assist those people who are not too familiar with the age grouping that each program is best suited.

President Greg Perry took it upon himself to recognise the efforts of the voluntary library assistants (Ralph De Vries hints darkly from time to time that they aren't all volunteers, but I try, unsuccessfully I fear, to assure him that the press gang has not been active for a while), by holding a poolside barbecue at his home shortly before Christmas.

Our Greg is pretty crafty. Upon getting my agreement that it was a good idea he promptly gave me the job of phoning all the people (there are more than most members would be aware of) and then conned Max Bean into being there at the crack of dawn to commence cooking a sheep. However, it was a most enjoyable occasion, even if there were a few non-library gate crashers (one that comes to mind is the aforementioned R. De V.) and on behalf of the library people, I say a big thank you to President Greg despite his having completely delegated all the work to others - notably his lovely wife Bronwyn.

For the benefit of the many readers of this article it should be pointed out that the references to 'gate crashing' by yours truly are utterly false! He was there because
   A) He was the first librarian of this group. (not a very good one, admittedly, but definitely the first one!)
   B) As editor he also acts as roving reporter for this newsletter, and consequently he had to be there to report if anything "out of the ordinary" should have taken place. Regrettably nothing did occur!

Editor

--oo--

As our lending libraries continue to grow, as also does the number of borrowers, the task of administering our libraries increases in complexity.

The system can only run reasonably smoothly if all borrowers observe the few rules that have to be followed.

Every library member is furnished with a printout entitled "USE OF LIBRARIES" when he/she receives their library cards, but as this sheet is updated from time to time, and as there is evidence of some members either having lost, forgotten or simply never having bothered to read those rules, they are reprinted in this issue in the anticipation that there will be less need for already busy library people to have to pursue overdue or damaged items in 1987.

USE OF LIBRARIES

by Chief Librarian Maurice Hawkyard   Revised 2.01.87

Following upon my short article in the April 86 CURSOR, you will find your library cards with this explanatory sheet.

Each card can be exchanged for any item from the BOOK, MAGAZINE or SOFTWARE sections and will be returned to you for re-use when the borrowed item is returned.

This should speed up the borrowing very considerably as there is now no requirement for any writing at the point of borrowing.

However, although we want to keep the system "user friendly" there are some rules that require spelling out and members are required to observe them.

1. Items are lent from one meeting to the next and simply must be returned either at the following meeting or posted either to:

> The Chief Librarian (currently Maurice Hawkyard
> 49 Morialta Street, Mansfield, Q'ld, 4122)

or to the Group's Post Office Box:-

> The Chief Librarian, P.O. Box 274, Springwood, Q'ld, 4127

This latter address entails double handling as the Secretary has to then pass any item on to the Librarian.

Some members appear to think that if they do not come to the following meeting that it is alright for them to return items at the next one, but this means that apart from the item/s concerned being unavailable to other members for two months, which is plenty of time for people to leave the district, it is not rare for borrowers to claim they had already returned the item. Memories begin to dim with the passage of time.

What actually happens is that unreturned items are listed to an overdue file and someone (it seems to be me) gets the dismal task of following up the overdue items. The time, trouble and sheer cost of this far outweighs the worth of lending the item in the first place, so please, think of the poor unfortunates who strive to provide the Group's facilities.

2. Library cards are NOT interchangeable between members and must on no account be lent to another member. The member whose card is held against an item is totally responsible for the item concerned. It follows that members should keep their cards safely and ensure they get the correct card returned.

3. Not infrequently we have items returned which are damaged beyond what can be considered to be reasonable fair wear and tear. You might have noticed that most software items have been re-packaged (at some time, trouble & expense) as the original boxes don't seem to survive more than three or four lendings.

We do require borrowers to treat Group property with care and respect. It has been published on several occasions that the Committee's policy is to seek restitution for some items lost or deemed to be damaged by carelessness etc.

4. Only one set of four cards will be issued to an Ordinary or Student membership, although Family & Business members may have two sets upon payments of two library bonds.
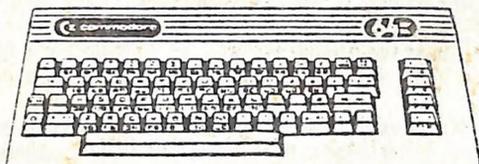
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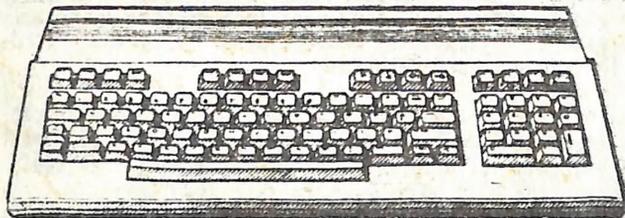
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Please Note: The above phone numbers are private numbers, and most of our committee members can only be contacted after hours!
Greg Perry can be reached only between 10 am and 4 pm, and Maurice Hawkyard can be contacted between 9 am and 5 pm.

"CURSOR" NEWSLETTER

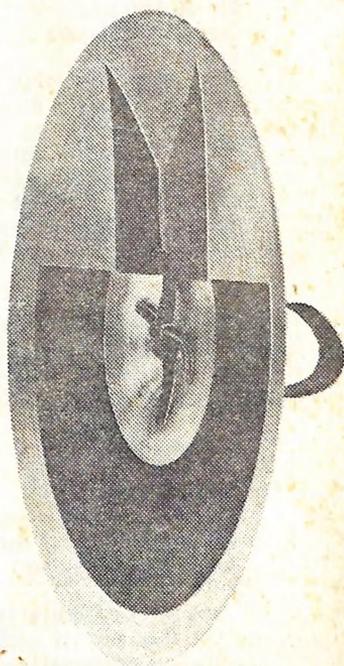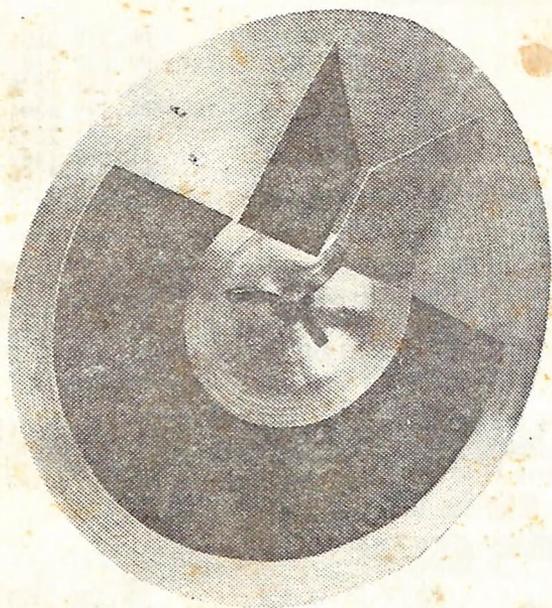|		
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