

# CURSOR

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NEWSLETTER of the COMMONWEALTH COMPUTER USERS GROUP (CCUG) INC.

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## MEETINGS — WHERE & WHEN

MAIN MEETING on Tuesday 5th July 1988, in the Bardon Professional Development Centre, 390 Simpsons Rd., Bardon. Entrance is through the Centre's Car Park in Carwoola Street. The library opens at 7 pm. and the Meeting starts at 8 pm. sharp and finishes at 10 pm.

==> Leigh Winsor will demonstrate 'ART STUDIO' <===  
*The Library will conduct a GIANT Magazine Sale!*

C-64/128 WORKSHOP (MEMBERS ONLY): Sunday 10th July (1pm - 5pm) in the Guidance Officers Training Centre, Bayswater St. Milton. Bring your own computer equipment. Publ. Dom. Disks are available for copying. Ph. Colin Shipley - 366 2511 a.h.

### REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (12 noon - 12 midnight) in the Cannon Hill State School. Ph. Don Friswell - 343 1735 a.h.

CAPALABA: 3rd Saturday of the month (1pm - 5pm) in the Capalaba State Primary School (Redland Education Centre). Ph. David Adams - 396 8501 a.h.

KINGSTON: 1st Friday of the month (7pm - 10pm) in the Kingston State School. Ph. Peter Martin - 290 1537 a.h.

PINE RIVERS: 1st Sunday of the month (1pm - 5pm) in the Strathpine State High School. Ph. Barry Bean - 269 7390 a.h.

SHERWOOD: 2nd Friday of the month (7.30pm) in the Graceville State School. Ph. Leigh Winsor - 3792405 a.h. / Philip Parkin - 8181172 a.h.

WAVELL HEIGHTS: 2nd Tuesday of the month (7.15pm - 9.45pm) in the Wavell State High School, Childers St. Entrance. Ph. Cor Geels - 263 2839

SUNSHINE COAST meets regularly. For meeting times, dates, places:

Ph. Harvey Riddle - 071 / 421 036 or Ph. Vic Mobbs - 071 / 941 330

MARYBOROUGH/HERVEY BAY: 4th Monday of the month (7pm - 10 pm) in the Sunbury St. School, Alice St. Ph. Terry Baade - 071 / 215 059 a.h.

### SPECIAL INTEREST GROUPS

PRIMARY EDUCATION SUB-GROUP: meets on the 3rd Tuesday of the month (7.30pm) in the Aspley State School. Ph. Bill Weeks - 3412823 a.h.

PLUS/4 SUPPORT GROUP: - Clarence Stock is acting as support coordinator for Plus/4 owners. Ph. 397 8894 a.h.

Are you interested in forming a Sub-Group or Special Interest Group?  
Contact our Sub-Group Coordinator, Terry Steer, for details.



## GOODS & SERVICES

### THESE ITEMS AVAILABLE AT OUR MAIN MEETING OR BY MAIL

PUBLIC DOMAIN DISKS (C-64/128): \$3.00 ea (+ \$2.00 Postage up to 5 Disks)  
PUBLIC DOMAIN TAPES (C-64): \$2.00 ea (+ \$1.00 Postage Per Order)  
BLANK DISKS 5,25" (DS/DD): \$10.00 per 10 (+ \$2.00 Postage)  
PUBLIC DOMAIN DISKS for AMIGA : \$6.00 ea (+ \$2.00 Post. - up to 5 Disks)  
BLANK DISKS 3,5" (DS/DD): \$30.00 per 10 (+ \$2.00 Postage)  
DISK BOXES for 3,5" disks (40 disks) - \$15.00 ea (+ \$5.00 Postage)  
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1541 DISK DRIVE COVERS: \$10.00 ea (+\$1.00 Postage)

'PUBLIC DOMAIN INSTRUCTION BOOK' (C64): \$5.00 (+ \$1.00 Postage)  
'STARTING WITH DISK DRIVES' (1541) : \$2.00 (+\$1.00 Postage)  
'B.B.S. 64 INSTRUCTION BOOK': \$3.00 (+\$1.00 Postage)  
'C-128 MEMORY MAP': \$2.00 (+\$1.00 Postage)  
'AMIGA DOS SUMMARY': \$3.00 (\$1.00 Postage)  
'AMIGA BEGINNERS GUIDE' (CLI etc.): \$3.00 (+ \$1.00 Postage)  
'AMIGA EDITION of CURSOR': \$10.00 annually (to financial members only.)

TURBO-ROM for C64 or C128: Members Price: \$40.00 (+ \$2.00 Postage), or Customised Version (Choice of Screen Colours + Your Name on Screen): \$45.00 (+ \$2.00 Postage)  
AMIGA PRINTER CABLE (A500 / A2000): \$25.00 (+ \$1.00 Postage)  
USER PORT PLUG (EDGE CONNECTOR): \$8.00 (+ \$1.00 Postage)  
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USER PORT to CENTRONICS CABLE: \$35.00 (+ \$1.00 Postage)  
ADDRESS LABELS (23 x 89 mm): \$14.00 per 1000 (+ \$2.00 Postage)  
DISK NOTCHERS (for 5,25" disks): \$8.00 (+ \$1.00 Postage)  
RIBBONS for MPS-1000, GX/LX-80 PRINTERS: \$9.00 (+ \$1.00 Postage)  
RIBBONS for MPS-1200/50, Citizen 120-D PRINTERS: \$12.00 (+ \$1 Postage)  
RIBBONS for RITEMAN C or F PRINTERS: \$15.00 (+ \$1.00 Postage)

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

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The Group has FOR HIRE (to Members only) a 1526 (MPS 802) Commodore Printer  
For details contact John Van Staveren on 372 3651 (a.h)  
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## COMPUTER ADDITIONS/MODIFICATIONS

are being carried out at our monthly Milton Workshop Meeting by Gary MacMinn,  
(Ph. 848 2271 a.h.) and Philip Van Der Vliet (Ph. 848 5753 a.h.)

### SERVICES OFFERED:

RESET BUTTONS: \$6.00	DEVICE NUMBER CHANGE: \$6.00
RESET RE-ENABLE: \$6.00	C-64/128 COMPUTER SELECTION SWITCH: \$6.00
40/80 COLUMN SELECTION SWITCH: for C-128...\$10.00 - for C-128D...\$15.00	
TURBO ROM INSTALLATION: C-64 with Socket or C-128.....\$6.00	
	C-64 without Socket or C-128D.....\$10.00
WRITE PROTECT SWITCHES: \$6.00	WRITE ENABLE SWITCHES: \$6.00

*The Following Items made up to Special Order Only:*

SERIAL SWITCHING BOX: \$14.00	SERIAL PORT DOUBLER: \$14.00
EXPANSION PORT PLUG: \$7.00	CAPACITANCE METER BOARDS: \$14.00

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### C. C. U. G. (Q.) INC. MEMBERSHIP FEES

Joining Fee:      Annual Membership:

Ordinary <sup>a</sup> .....	\$10.00	.....	\$25.00
Country/Associate ....	\$10.00	.....	\$15.00
Student/Pensioner ....	\$10.00	.....	\$15.00
Family/Business .....	\$10.00	.....	\$35.00

(\*Within the B'ne Metropolitan Phone District)

Direct all membership enquiries to:

*The Secretary, C.C.U.G. (Q) Inc.  
P.O. Box 274, Springwood, Q'ld, 4127*

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### COMMERCIAL ADVERTISING RATE:

\$30.00 per full page (A-5 size), per issue.  
[All artwork etc. to be supplied by advertiser.]



# PARCOM PTY. LTD.

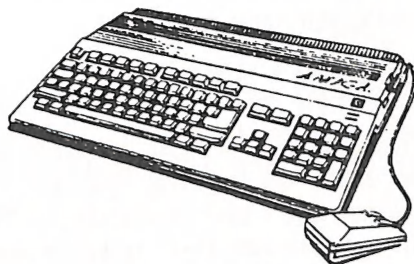
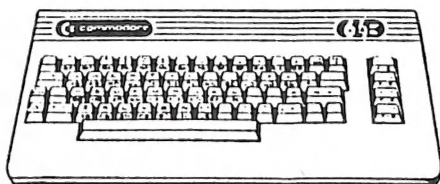
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For C-64 - \$89.00 + Your Old Board  
For Vic 20 - \$69.00 + Your Old Board  
(all boards must be in serviceable condition)

Special Rates for Users Group Members!

## EDITOR'S NOTES

**LETHARGY:** *a state of drowsy dullness or suspension of the faculties and energies.* (as defined in the Macquarie Dictionary).

Two months ago I wrote in these pages that I considered GEOS rather a waste of time - this was done with the full intent of starting some sort of discussion on the merits or otherwise of this system. At this point in time I have had 1 single response from (of course) one of our regular contributors, Denis Wright (thanks again, Denis). Does that mean that everybody agrees with me? Somehow I doubt it!

Come on you GEOS users; how about springing to the defence of your favourite program? We'd love to start an argument in these pages.

On a more positive note, apart from our regular Brisbane contributors such as Merlin MacLurkin and Dan Phillips, we have the second part of Paul Blair's Superbase article in this issue, as well as some more contributions from Denis Wright (our 'Armidale connection'), Errol Kepper (the 'man from Edward River') and Lindsay Whipp (Brisbane's own 'Formula One' Champ), and at the last minute we received a poetic contribution from Lindsay Vardy! Because of problems with our 'conversion' disk drive I was unable to retrieve this months' Games Column.

### CONDENSED

No doubt you all read about my confusion on what constitutes condensed in computer terms. Well, your newsletter is no longer set up in 15 pitch - it's now properly condensed, which means it's set up in a 17 pitch font. The reason for the change is that I can now squeeze 82 characters on a line instead of 72 characters. That could either mean that there's more to read in it, or you get fewer pages!

### ASSOCIATE EDITOR

Although I can cope quite adequately with the task of preparing two newsletters per month, the time will inevitably come when I'll be unable to complete this task. Fortunately I have an associate editor on the Amiga edition of CURSOR (Andre Marino), and I am sure that, if the occasion arose, Andre would be able to get the Amiga edition out in time. However we don't have an associate editor for this edition, which means that in case of an emergency we are stuck. This preamble leads to the obvious conclusion; I am looking for an associate editor for this edition! We are not looking for a literary genius, just somebody who can spell and in general 'tidy up' members' articles. Of course a knowledge of word processors would be helpful! At this stage it only means liaising with me to get the feel of the thing. If you are interested give me a ring.

Ralph De Vries

## RANDOM BITS

### JUNE MAIN MEETING

After the customary opening remarks of the President it was the turn of our Secretary Norm Chambers to offer his (and the group's thanks) to those people who have done so much over the years to make our group a success. Two names coming up for special mention were Max Bean who for several years ably assisted on the software and hardware sales counter, and Bill Bohlen our former Public Domain Disk librarian. You are not forgotten gentlemen!

The evening's talk was given by Tony May of Pro-Digital Services who talked about servicing and maintenance aspects of both computers and disk drives. The success of his talk could be measured by the fact that at 10 pm there was still a sizeable crowd asking for more. Thanks Tony.

### DISK WARRANTY

Because of problems in obtaining either a credit or replacement on faulty disks from our suppliers after a period of thirty days, we are reluctantly forced to offer a limited 30 day guarantee on all disks purchased from the group. It is suggested that members format all disks immediately after purchase; should a disk then prove to be faulty it can be returned for replacement at our next meeting.

### PROGRAMMING COLUMN

We are very pleased to see that one of our younger members, Dan Phillips, is making a start with a programming column in this issue. This is a very worthwhile effort on Dan's part and deserves the support of all C-64 / C-128 programmers. We hope that our members will support Dan, by giving him at least some occasional feedback. There's nothing more frustrating than wondering if your efforts are being appreciated or if you are just wasting your time.

### SUPERBASE: DIRECT DATA READING

The programs relating to Paul Blair's articles which appeared in the June'88 and the current issue, will be available on the group's public domain disks in the very near future.

### CHANGED MEETING DATE

The Kingston sub-group now meets on the First Friday of the month!



## GEOS UPDATE

Just to confuse things, Berkeley Softworks have renamed Writer's Workshop as geoWrite 2.1, and an upgrade exists to convert WW to gW 2.1 (love them acronyms). However, Berkeley's ads refer to the gW 2.1 pack as geoWrite Workshop.

geoDex has been dropped as a separately sold item, and is now included in the Deskpack, and this is perhaps the Deskpack 2 one sees advertised in US magazines. Berkeley's ads also refer to a Fontpack 2, which appears to be the original Fontpack plus a font editor.

geoPublish is now available from some Australian suppliers, and no doubt geoProgrammer will follow.

A new dictionary program, geoSpell, has appeared in the US, though at this stage there is no definite information as to whether it works only with geoWrite Workshop or with bog-standard geoWrite as well.

Those who would not mind a font editor (and assuming it doesn't pop up on an upgrade disk) have an alternative approach to buying a Fontpack 2. Abacus have included one in a recent book, 'Geos Tricks and Tips'. Maybe they'll release an accompanying disk? They did with their last Geos book, but never seemed to mention it in their magazine ads. Abacus have also released a Basic running under Geos called Becker's Basic, though Berkeley were understood to be working on their own Basic.

Keeping track of upgrades to the older programs, let alone these new ones, sounds like a growth industry. Maybe members who hear of upgrades could let others know through Cursor, or, better still, those who come by upgrades could donate copies to the library. Berkeley Softworks have indicated in letters that their upgrade disks (as distinct from programs themselves) can be freely passed about by such groups. Certainly, access just to revised or new printer drivers alone, as they appear, would be a boon to members. [*GEOS update notes by Errol Kepper.*]

## SERVICE NEWS

Parcom opened a new branch at 1 Clifford Street, Stafford, Ph. (07) 857 6306. Only non-warranty work is done at this outlet.

Tony May and his partner Mark Kraus have just opened Brisbane's newest Computer Service Centre. PRO-DIGITAL SERVICES are situated at 16 Taylor Street, Bowen Hills, and their phone number is (07) 854 1640.

## TRANSACTION MAGAZINE

Is soon to be released in an Australian edition at lower prices!!! For more information contact: Transaction (Australia) Pty Ltd, 35 Calder Crescent, ACT 2611, or you contact them by phone on (062) 88 3584. Great news, Paul Blair!

## NOTES FROM THE DISK LIBRARY

by Doug MacLurkin

A new broom always sweeps clean. As your new Disk Jockey I have embarked on a program to make our Library Disks (all 202 of them) more accessible, understandable and available to members. To this end my primary task was to update the Catalogue Disks. This has now been done with the able assistance of Maurice Hawkward. Every member (particularly country members) should get a copy of these disks. You must just once only print out the whole record. Clubware 1 & 2. Gratisware 1, 2, 3, & 4. This involves about 1cm of fan fold paper. Without this printout you can have no idea of the wealth of programs that are available. For those who wish to avoid a printout I have included on each disk a Speedscript reader which will read the files but it is not the same as having a proper printing. The Catalogue disk will be regularly updated but each update will not be added to the above records but totally separate e.g. Clubware 3 and Gratisware 5 will be the next records.

There are 3 complete sets of Library disks which are for the use of Subgroups and which may be copied at their meetings. These sets I have called Group A, B, & C. Group A set has gone to Colin Shipley, at the 64/128 Workshop, Group B set has gone to Barry Bean of Pine Rivers and Group C set to Leigh Winsor of Chelmer. I understand these sets are to circulate among the various subgroups. I have brought them all up to date and this will be continued as new disks come in.

Please do not 'accidentally' mix these disks with your own. They all have a distinctive yellow jacket: if you find one amongst your own disks please return it as it deprives your fellow members of its use and also puts me to a lot of trouble and expense to replace it.

I am very pleased to report that two new disks have been submitted by members and have been put into the Library:

1. 'Cursor Articles' by Cor Geels. This gives an Index of all the articles in 'Cursor' since 1983 using different categories. I have numbered it 000C.

2. 'French Drills' by Jack Sheinberg. This takes you through drills in French nouns, verbs, adjectives etc. I have numbered it 042 and have added an Instruction file and a seq. file reader to read it. (Your permission please, Jack).

The fact that these two disks have been put in by members augurs well for the future. We have got to keep the 64/128 alive. So come on all you members who have made programs of your own or who have modified other programs. We need them NOW or the 64/128 will sink without trace. Submit them to me and with your cooperation I will assess them for you. All of you must have read Paul Blair's article in the May 'Cursor' about 'Success' so take the plunge. No one will voice a disparaging remark and everybody will be delighted.

DISK 204 TPUG (C)AAV APR88

CAR CHASE	Follow a car round town.Joystick port 2.
CATALOG	Disk cataloguing.Read catalog inst.
MONEY CHANGER	Train kids to handle money & make change.
WHAT'S DIFFERENT	Educational for children.
A V or MINERAL	Teach difference twixt animal,vegetable or mineral.
SOLITAIRE P	First & still the best.
GULLIVER	Fun questionnaire.
RENT 1	Print rent receipts.As many as needed.
LEADER	Sample of a game or program title screen.
CRAPS	American game.Sounds a bit faecal in Australia!
RRIFF-RRAFF	Calculate various options for a retirement fund.
AWARDS	Academy Awards.Goes back several years.
THE FLAT CUBE	Flat version of Rubick's Cube.
MOONSAUCER	Graphic space voyage of a moonsaucer.

---

**WICKED WIZARDRY**

by Merlin Maclurkin

Trick No 3:

Everybody has had the experience of trying to remove those b\*\*\*\*\* write protect tabs without applying too much pressure to the disk(this particularly applies to the very sticky black ones which have recently surfaced on the club disks).

Well! Merlin to the rescue! On the back of the disk jacket there is a little ledge where the envelope's edge is. Extend your write protect tab just a smidgen over this edge and then when you want to take it off put your fingernail under this projection and get a grip on the thing. WARNING: Don't extend too far over the edge, otherwise the tab will stick to the back and you will be no better off. 'Takes too long'-you say, but compare it with the time it takes you to try and scratch the beastly thing off otherwise.

Another way is to use your machine for making notches. However this does make a mess and can only be done a few times.

-00000-



## SUPERBASE : DIRECT DATA READING : PART II

Paul Blair

Part I appeared in the last issue, and served to introduce the idea of how Superbase is structured. The articles are based on a C=128 version of Superbase, but see the note at the end if you are a C=64 user. To continue on from where we left off....

Back to Figure 2. SB is cunning. After the track/sector information TN and SN directly following the last character in the key field, there is a flag (named J in Line 480) to indicate where data is held within the data sector. If there are 2 records per sector, then SB figures out which record to read by using the flag byte. The first record starts at Byte 10 (flag byte=0), the second at Byte 133 (flag byte=1). So we get a considerable speed gain from that one byte by being able to go straight to the data.

Line 570 then goes off to read the data block into memory at \$0C00. Part of the machine code then swaps the data into a string in Bank 1, set up earlier as ZA\$. From there, you can do all sorts of things.....

```
520 print:print'Index sectors':x:print'Total records':cu
530 print#15,'u':close15:print'[ZHOME]':end
540 :
550 rem: -- read main data block--
560 ck=10:ifjthenck=133
570 pokesy+125,tv:pokesy+126,sv:pokesy+128,tv:sys sy:iffg=1thenreturn
580 sys sy+129,,,cka:a=peek(250):zb$=left$(za$,a):printzb$:poke252,13:return
590 :
```

'Backwards' is nearly the same technique as 'Forwards', except that we have to fiddle around a bit to get to the last index sector. Lines 630-640 do this for us, and then we can start into reading off some data.

In the case of 'Backwards', we read the values of our 'chain' bytes to the previous sector at Bytes \$02 and \$03 in Line 660. Check this on Figure 2. From there on, we follow almost the same routine as 'Forwards'. Again, two zero chain bytes tell us we have backed up to the first index sector, and can quit.

As promised earlier, a word or two about 'Backwards'. Suppose you have two index sectors containing pointers to AA, BB, CC, DD and EE on the first, and QQ, RR, SS and TT on the second. One way of reading them back to you is in order QQ RR SS TT AA BB CC DD and EE, which is simply stepping backwards through the order of the index sectors, but forwards through each individual sector. This is what I termed 'reverse key index order' above, and is chosen by 'I' from the opening screen.

If you want true 'Backwards' last to first, (TT SS RR QQ EE and so on), then choose 'S' instead of 'I'. Reading then takes true reverse order.

First, the 'I' routine.

```
600 print'[CLS][CYN]Reading SUPERBASE file [WHT]<'fc$>[LTGRN] BACKWARDS [CYN]'
      lr'fields/rec'nr'records'
610 window0,2,79,24,1:open15,8,15,'u01':ifdsthen710
620 rem: -- find the last key index block --
630 ct=10:tv=tj:sv=sl:poke252,14:fg=1:gosub560:poke252,13
      :cb$=hex$(peek(sz+9))
640 ifright$(cb$,1)<>'9'theneb=peek(sz+10):tl=peek(sz+eb-2):sl=peek(sz+eb-1)
      :goto630
650 rem: -- found block --
660 tp=peek(sz+2):sp=peek(sz+3):eb=peek(sz+10):iftp=0andsp=0thenct=14
```

```

670 x=x+1:bw=1:print'[LTGRN][DN][RVSON] INDEX SECTOR BACKWARDS [RVSOFF]\'x
    '>> Current Tr/Sec'tv;sv' Next Tr/Sec'tp;sp
680 fx=0:fg=0:gosub450:iftpthentl=tp:sl=sp:goto630:elsegoto520
690 :

```

A touch of utility. It got left here when I decided to write the 'S' routine, and didn't get moved to a tidier place.

```

700 rem: -- oops --
710 print'[CLS][3RT][4DN]DISK ERROR 'ds$:dclear:end
720 :

```

Now the 'S' routine.

```

730 print'[CLS][CYN]Reading SUPERBASE file [WHT]<'fc$>[YEL] BACKWARDS SEQ'L
    [CYN]'lr'fields/rec'nr'records[WHT]'
740 window0,2,79,24,1:open15,8,15,'u01':ifdsthen710
750 rem: -- find the last key index block --
760 ct=10:tv=tl:sv=sl:poke252,14:fg=1:gosub560:poke252,13
    :cb$=hex$(peek(sz+9))
770 ifright$(cb$,1)<'9'theneb=peek(sz+10):tl=peek(sz+eb-2):sl=peek(sz+eb-1)
    :goto760
780 v=10:tp=peek(sz+2):sp=peek(sz+3):eb=peek(sz+10):iftp=0andsp=0thenv=14
790 :
800 x=x+1:bw=1:print'[YEL][DN][RVSON] INDEX SECTOR BACKWARDS [RVSOFF]\'x
    '>> Current Tr/Sec'tv;sv' Next Tr/Sec'tp;sp
810 lb=eb-3:pt=eb-4
820 ifpeek(sz+pt)<128andpt>vthenpt=pt-1:goto820
830 ifpt=vthenpt=pt-3:pu=1
840 eb=pt+3:fora=eb+1tolb:print'[RVSON][CYN]'chr$(peek(sz+a)and127or32);
    :next:cu=cu+1
850 tv=peek(sz+lb+1):sv=peek(sz+lb+2):j=peek(sz+lb+3)
860 print'[RVSON][WHT] Tr/Sec'tv;sv:fg=0:gosub560
870 ifpu=1andtp=0then520
880 ifpu=1thenpu=0:tl=tp:sl=sp:goto760:elsegoto810
890 :

```

The calender routines can be left out, if you like. I use them to convert the SB storage system (days since 1900) back to readable form (23JUN40) for selected fields. The variable TY (Line 930) sets which fields in each record are date fields, so you will have to figure this out for your own application.

All you do to 'hook' in these routines is change PRINT ZB\$ in Line 580 to GOSUB910.

```

900 rem: -- to print date fields in std form --
910 ty=0:w$=chr$(96):zb$=zb$+w$
920 h=instr(zb$,w$)+1:e$(ty)=mid$(zb$,1,h-2)
930 ifty=19orty=10thenip=val(e$(ty)):ifip>0thengosub980:printip$ ';;goto950
940 printe$(ty) ' ;
950 ty=ty+1:zb$=mid$(zb$,h):iflen(zb$)<1thenprint:return:elsegoto920
960 :
970 rem: -- a calendar routine to convert [date] to ddmmyy since 1900 --
980 yy=int(ip/365.25)
990 dd=ip-365*yy-int((3+yy)/4):ifdd<=0thenyy=yy-1:goto990
1000 formm=1to12:w0=dd-28-val(mid$('303232332323',mm,1))
1010 if(3andyy)=0andmm=2thenw0=w0-1
1020 ifw0>0thendd=w0+next
1030 ip$=right$(str$(dd),2)+mid$(mm$,3*mm-2,3)+right$(str$(yy),2):return
1040 :

```

You might find the burst routine useful for something you are doing. The

C=128/1571 burst read commands give such speed that it is reasonably easy to grab whole sectors into computer memory and work on them there, even if only for a few bytes. The GET# command is very slow by comparison.

Here are the machine code bytes that add some respectable speed to the process.

1050 rem: -- m/c routines --

```
1060 data 169, 0,141,124, 11, 32, 12, 11, 32, 55, 11, 96
1070 data 169, 0,133,250,173, 28, 10, 41,191,141, 28, 10
1080 data 162, 15, 32,201,255,162, 0,160, 7,189,122, 11
1090 data 32,210,255,232,136,208,246, 32,204,255, 44, 28
1100 data 10, 80, 1, 96, 76,120, 11,120, 44, 13,220,173
1110 data 0,221, 73, 16,141, 0,221,169, 8, 44, 13,220
1120 data 240,251,173, 0,221, 73, 16,141, 0,221,173, 12
1130 data 220,133,250, 41, 15,201, 2,176, 27,160, 0,169
1140 data 8, 44, 13,220,240,251,173, 0,221, 73, 16,141
1150 data 0,221,173, 12,220,145,251,200,208,233, 24, 36
1160 data 56, 96, 85, 48, 0, 0, 0, 1, 0,132,254,169
1170 data 255,133,252,169,253,133,253,169,252,141,185, 2
1180 data 169, 0,133,250,164,254,185, 0, 13,240, 13,162
1190 data 1,164,250, 32,119,255,230,250,230,254,208,236
1200 data 96, -1
```

What's the point of all this, apart from providing me with endless hours of fun(?) figuring it all out? Never thought you'd ask!

One point, of course, was for all of us to learn a bit more about SB, and to take a few moments to appreciate some of the intelligent methods used in a professionally written database program. I've only shown a few here, but believe me, SB abounds with clever things.

The real purpose was more selfish on my part. From time to time SB will throw a tantrum, and a perfectly fine database becomes a nightmare. Thankfully this is rare, and good housekeeping will make it rarer still. But if you have ever contemplated the task of typing in a whole new batch of records (I know of those who have...), you will have viewed the darkest moment of your computing career.

I don't like dark moments, and early on in my SB career I found that the problem usually came from one bad index sector (Level 3) or a bad data sector (Level 4). No more, no less. I also learned (having an idea of where things were on disk) that I could patch around bad sectors. By patching, plus some adjustment to the number of records the file thinks it has, I had 98% recovery in no time at all. Some EXPORT, re-CREATE-ion, and I was laughing.

But if my neighbour walked in with a 'blown' disk, I had no way of working out what to patch to where. Hence this program. Using it, I can sneak up on the bad index sector from both sides, then arrange a connection between good sectors to span over the dud ones. Sounds simple, but it took some figuring, let me hasten to add.

The program will not grow much (unless someone out there has better methods .. I'm always willing to learn!), because I see it as an exploratory tool. The actual patching will probably be done best using a track and sector utility. There are just too many variants to cope with.. and besides, you can always learn while trying this sort of thing for yourself.

There is a lot that could be written about the very efficient binary tree structure used by SB for internal management - what I have termed Level 3a. I personally feel that these notes are probably about as far as anyone needs to go (besides, any more might reduce your time actually using SB...), but I would be open to suggestions.



One caveat. If there is only one (1) index sector in the file (either the keys are very short, or the file is somewhat empty), the program will get lost. It is possible to check for this condition, but I didn't regard it as an essential addition.

(C) Paul Blair 1987

NOTE: This article was written during 1987, and refers to an earlier version of the program. Since then, some m/c additions have given some extra speed (maybe too much!).

A version for the C=64 has been written. It is not as fast as the C=128 version, but its not too bad. Because the C=64 does not support the fast serial bus of the C=128/1571 combination, other disk access routines have been included.

There is even a version for the PET! The Club soft ware library has copies of all three programs, available in the usual way. If you don't have access to the library, send me a disk+mailer, plus \$5 and I'll beam you a set of programs. My address is 35 Calder Cres, Holder, ACT 2611.

PFB

## BYTES

### FOR SALE

---

**BASIC PROGRAMMING COURSES** - a real bargain at only \$5.00 for a 17 week course!!! These courses start in mid-July at the Ithaca T.A.F.E. A beginners course in Basic will be held on Mondays and Wednesdays (6pm - 9pm), and an advanced Basic course will be held on Thursdays (6pm - 9pm). Enrol early, so that you don't miss out!

For details phone Greg Perry on 366 3295 (between 10 am - 4 pm) or Jim Vick on 345 1878 (weekends only).

---

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---

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## ANNUAL GENERAL MEETING

To be held in our Clubrooms at the Bardon Professional Development Centre,  
390 Simpsons Road, Bardon on Tuesday 2nd August 1988 at 8 pm.

Following are some excerpts from the Articles of Association:

The business to be transacted at every Annual General Meeting shall be:

- (a) the receiving of the Management Committee report and the statement of income and expenditure, assets and liabilities and mortgages, charges and securities affecting the property of the Association for the preceding financial year;
- (b) the receiving of the auditor's report upon the books and accounts for the preceding financial year;
- (c) the election of members of the Management Committee; and
- (d) the appointment of an auditor...

### MEMBERSHIP/OF/MANAGEMENT/COMMITTEE

(1) The Management Committee of the Association shall consist of a President, Secretary, Treasurer, all of whom shall be members of the Association, and such number of other members as the members of the Association at any general meeting may from time to time elect or appoint.

(2) At the annual general meeting of the Association, all the members of the Management for the time being shall retire from office, but shall be eligible upon nomination for re-election.

(3) The election of officers and other members of the Management Committee shall take place in the following manner:-

- (a) Any two members of the Association shall be at liberty to nominate any other member to serve as an officer or other member of the Management Committee;
- (b) The nomination, which shall be in writing and signed by the member and his proposer and seconder, shall be lodged with the secretary at least fourteen days before the annual general meeting at which the election is to take place;

### VOTING

- (4) (a) every ordinary, country, student, pensioner, or life member present shall be entitled to one vote.
- (b) every family member present shall be entitled to a maximum of two votes.
- (c) every business member present shall be entitled to a maximum of two votes.
- (d) associate and honorary members shall not be entitled to a vote.
- (5) voting shall be by a show of hands or a division of the members.
- (6) a member may vote in person or by proxy or attorney...

This is an extract of the official articles of association, but for the benefit of our members here is a precis of the above in plain English:

After the reading of the President's- and Treasurer's reports there will be an election of officers for positions on the Management Committee.

These positions are:

President - Secretary - Treasurer - Technical Coordinator  
Sub-Group Coordinator - Chief Librarian - Newsletter Editor

On the reverse side of this page you will find a nomination form, to be signed by the member and his proposer and seconder (all to be financial members). This form has to be in the possession of the secretary no later than Monday 20th July 1988. You will also find on the same page a proxy form to be used by members who are unable to attend but still would like to make their vote count at the Annual General Meeting.

COMMODORE COMPUTER USERS GROUP (QLD) INC.  
P.O. Box 274 - Springwood - Q'ld - 4127

ANNUAL GENERAL MEETING - 2nd AUGUST 1988  
Election of Management Committee Members for 1988 - 1989

**NOMINATION FORM**

POSITIONS VACANT: PRESIDENT - SECRETARY - TREASURER - TECHNICAL COORDINATOR  
SUB-GROUP COORDINATOR - CHIEF LIBRARIAN - NEWSLETTER EDITOR

I hereby nominate .....

for the position of .....

Proposed by: .....

Seconded by: .....

Signature of Nominee: .....

This form to be in the possession of the Secretary no later than Monday 20th July 1988.

=====

Separate Here > < Separate Here

=====

**PROXY FORM**

COMMODORE COMPUTER USERS GROUP (QLD) INC.

I, ..... of .....

being a member of the above named association,

hereby appoint ..... of .....

or failing him, ..... of .....  
as my proxy to vote on my behalf at the Annual General Meeting of the Association,  
to be held on the 2nd day of August 1988, and at any adjournment thereof.

Signed this ..... day of ..... 1988

Signature: .....

This form is to be used \*in favour of / \*against the resolution.

\*Strike out whichever is not desired.  
(Unless otherwise instructed, the proxy may vote as he thinks fit.)



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## ODE TO THE GREATEST

He sat there, so quiet and so still  
I didn't think he could give me a thrill,  
But he winked his eye and he said to me  
Switch me on and you'll soon see.  
I'm 64 you know my boy,  
And I can fill your heart with joy.

Kids drive cars and fire big guns  
Learn to spell and do their sums  
Mums and Dads, they use me too  
To try to make their dreams come true.

Another bloke said Hello mate, I'm 128  
I'll sit beside you if it's not too late.  
We're the last of our kind don't you see  
C.P.M. and you and me.  
He runs around with Sys and Ed  
And they reckon we'll soon be dead.

But, before we go, we'll work and play  
Bring joy and wonder every day  
They say that we are just a toy  
Well, every man is just a boy.

**Lindsay Vardy**

Note: the male gender has been used as it is already established that the Amiga is a girl.

How could anything so playful, so noisy, so stubborn and so loveable be anything but a boy!

Dictionary definitions:-

Ode: lyric poem of exalted style and tone, often of varied or irregular metre.

Great: long in time or duration - admirable - uncommonly gifted - splendid. **L.V.**

## ADDER BOY!

by Denis Wright

A friend rang up a few weeks ago. The conversation went something like this:

F. 'You know that computer my son fools round with half the weekend playing games on - can it do anything useful?'

ME. 'Like what?'

F. 'Can it add columns of figures?'

ME. 'Sure. I can give you a one-line program to do that.'

F. 'Good. I've got to add up dozens of amounts of money.'

I read the program over the phone and he typed it in on the spot. Half an hour later he phoned back.

F. 'It works OK. But I'd like it to print out the amounts as I enter them. Can it do that?'

ME. 'No problem. Just add this line and turn the printer on.'

The next day he was at my house, and he commented that it was the first useful thing he'd ever seen the machine do. The only problem was that he needed to get an average of all the amounts and had to do it with a pen.

ME. 'Hang on. The computer would make mincemeat of that job. Come into the study for a second.'

'A SECOND!!!' my wife retorted, 'That study is a black hole, in which time inevitably warps and from which nothing, especially husbands, ever emerge. Shall I delay lunch for an hour or two?'

ME. 'Nah. Didn't you hear me say it'll only take a second?'

An hour or two later, we emerged triumphant (denying, partly at least, my beloved's astronomical if not astrological skills).

The following week, I received another phone call.

F. 'Your program has a bug. It won't let you add zero amounts into the average.'

ME. 'Now why the blazes would you want to do that?' (Stung, of course, at the suggestion that my program should be anything less than perfect.)

F. 'Oh, it's not me, it's my son. He wants to use the program to get the cricket averages for all the school teams.'

ME. 'Ah, I see. They aren't terribly good, are they - lots of ducks on the score-sheet, all to be taken into account.'

Back to the Black Hole.

A timewarp later, the problem is solved. The program works.



My friend's son rang me a couple of days later.  
'Dad says there's another thing wrong with your program. It doesn't sound like an adding machine.'

ME. 'What? Make a noise every time you press 'Enter', you mean? Well, it can be done, you know, but it could double the length of the program. I'll give you a PONG - how's that for a compromise? And furthermore, I'll make it ascend in tone every five entries. Is there anything else you would like it to do?'

He rang off, rather abruptly, I thought.

Black hole. Timewarp. Mission completed. Ah, the satisfaction.... I looked at the date:

Friday, 1 April.

But here it is, anyway!

```
[BH] 2 PRINT{(HOME){GRN){DOWN){DOWN){RVS){1 space}THE DEFT ADDER
      - (RED){1 space}FULL STOP (GRN){1 space}ENDS CALC.(OFF)
      (DOWN)':POKE19,65
[AH] 4 REM **** BY DENIS WRIGHT ****
[AC] 6 POKE53280,0:POKE53281,0
[QH] 8 OPEN4,4
[XP] 10 PRINT{(GRN)+ ';;INPUT A:GOSUB32:PRINT#4,'+'A:N=N+1
[ED] 12 IFA=0THEN GOSUB38
[PK] 14 IFA=.THENPRINT{(DOWN){WHT}TOTAL....';A+B
[QQ] 16 IFA=.THENPRINT#4,CHR$(13)'TOTAL.....';A+B:GOTO22
[GR] 18 PRINTTAB(10)' = 'A+B:PRINT#4,TAB(10)' = 'A+B
[HJ] 20 B=A+B:POKE19,65:GOTO10
[XK] 22 A$='(GRN)THERE ARE':B$='THE AVERAGE
      IS':C$='ENTRIES':P=(A+B)/(N-1)
[AC] 24 PRINT{(DOWN)'A$;N-1;C$:PRINT#4,A$;N-1;C$
[JH] 26 PRINT{(DOWN)'B$;P:PRINT#4,B$;P:INPUT{(DOWN){DOWN}
      (RVS){RED){1 space}ADD ANOTHER SET (Y/N){OFF){2 spaces}
      Y(LEFT){LEFT){LEFT}';YN$
[GF] 28 IFYN$='Y'THENRUN
[KK] 30 IFYN$<>'Y'THENPRINT#4:CLOSE4:END
[HG] 32 S=54272:X=N/5:IFX>99THENX=1
[JJ] 34 POKES+1,X+20:POKES+5,9:POKES+6,9:POKES+24,15:POKES+4,17
[SR] 36 FORD=1TO100:NEXTD:POKES+4,16:RETURN
[EM] 38 INPUT{(GRN){DOWN){DOWN){LEFT){LEFT){LEFT){LEFT)HOW MANY
      ZERO AMOUNTS TO ADD 0(LEFT){LEFT){LEFT}';C:N=N+C:RETURN
```

[NOTE: Checksums as in *Compute!'s Gazette* appear at the beginning of each line if you're having trouble with any of the lines.]

## PROGRAMMING BY NUMBERS

by Dan Phillips

In previous issues of 'Cursor', there has been a noticeable lack of programming articles. This column is an attempt to change this. Over the following issues I will be presenting a series of articles which hopefully will be of interest.

You may or may not have seen this technique before, the effect is quite interesting. Try typing in this program:

```
10 PRINT CHR$(147) CHR$(5)
20 X=0
30 GET A$:IF A$="" GOTO 30
40 PRINT A$;:REM DON'T FORGET THE SEMI-COLONS
45 POKE 212,0:POKE 216,0:REM CLEAR QUOTE & INSERT MODES
50 POKE 49152+X,ASC(A$)
60 X=X+1
70 IF A$<>CHR$(133) GOTO 30
80 REM
90 PRINT CHR$(147) CHR$(5) CHR$(146)
100 X=0
110 Y=PEEK(49152+X)
120 PRINT CHR$(Y);
125 POKE 212,0:POKE 216,0
130 FOR D=1 TO 35
140 NEXT
150 X=X+1
160 IF Y<>133 GOTO 110
```

Done that? Now RUN it and type something in -anything at all - an essay on 'the influence of Donald Duck on the development of the transistor' would do nicely. Try using the cursor keys and the colour control keys as well. When you're finished, press the f1 key.

Finished already? What the program is doing is GETting your input from the keyboard and storing the ASCII values in memory (from 49152 onwards). When you press the f1 key, the characters are printed back to the screen exactly as they were typed in - mistakes and all.

What's the point of all this? You could rewrite the program so that after you type in the text, it saves out the routine which 'replays' the text, and the text

itself. In effect you could put a letter on a disk and since the text is printed back exactly as it was typed in, it has more of a 'personal touch'.

If you were to write the program in machine code, it shouldn't be too difficult since the main routines are all in the KERNAL (CHRIN and CHROUT). You would have to write a routine to display a cursor as well.

There are a number of these programs (commonly called 'writers') floating around (most of them written by 'crackers'), some featuring extras like music, alternative character sets, scrolly messages etc.

(Dan Phillips - 11 Coultis Street, Sunnybank, 4109)

---

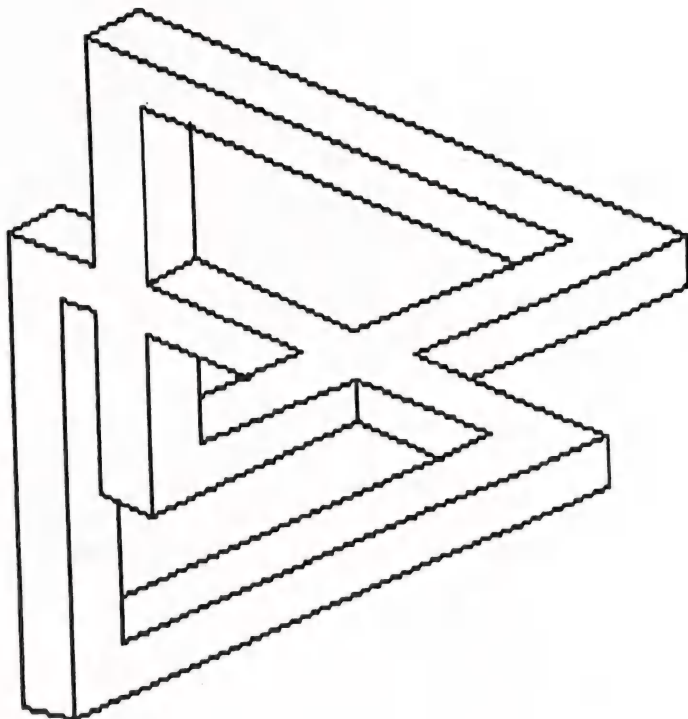


Illustration from the Amiga Program PERSPECTIVES (JumpDisk - June'88)



## REVIEWS

### REVING IT UP!

by Lindsay Whipp

I recently bought (...after an infuriating three-months delay) the Formula 3 racing car simulator 'REVS +' for the C-64. This is the updated version of 'REVS' which our editor reviewed some 18 months ago, and REVS + certainly does offer improvements over the original. In order to appreciate these it's necessary to look at the strengths and weaknesses of the original-game and how these have or have not been addressed.

REVS: Two tracks (Silverstone and Brands Hatch); choice of key-board, paddle/-joystick, or analogue joystick control; points accumulation table; adjustable wing settings; practice or race conditions; choice of three racing classes.

WEAKNESSES: Keyboard control of the car was next to impossible at any speed due to the slow response time of the two steering keys, the need to keep six keys covered with twitching fingers, and the totally 'unnatural' feel. Analogue joysticks were, and still are, pretty thin on the ground, so I didn't get the chance to test this option, so that left only paddle/joystick control, with a paddle (port 1) controlling steering, and a joystick for gears, accelerator and brakes (port 2). Ungainly but effective. I was keen enough to buy a ColecoVision steering module (still available for about \$40), ripping the guts out and connecting a potentiometer to the wheel for paddle simulation, and fitting a centre-sprung toggle switch for gears, a push button for brakes, and wiring the foot pedal for the accelerator. Some of you may have seen Ken Charters demonstrating a unit based on this prototype at a recent Group Meeting. Realistically, REVS was not acceptable without a controller of this type, but once this was developed, the program provided endless challenge and satisfaction, quickly becoming my all-time favourite diversion!! The next limitation was the points table system, which was not transferrable from one track to another, so that when competing with friends, all competition had to be on only one track.

REVS +: Six tracks (adding Donnington Park, Oulton Park, Snetterton, and Nuernbergring); four types of control (adding ordinary switched joystick); the introduction of Computer Aided Steering when using either keyboard or ordinary joystick; plus all the other features of the original.

WEAKNESSES: Because of memory constraints, only two tracks can be loaded at one time, so the same infuriating loss of accumulated, and hard-won, points when changing tracks, and the inability to stage 'circuit' competitions, with one race at each track. From observation of family and friends using this program, every player has his/her 'favourite' track, at which they tend to become specialists, and like to insist on all competition taking place where they hold an advantage,

since circuit competition is not possible. Also, for the enthusiasts, I had expected something like weather and track condition variations, but was disappointed to look for these in vain.

**STRENGTHS:** The introduction of joystick control opens the game to a much wider public, especially when used with CAS (Computer Aided Steering). It is possible to clock very respectable lap times with this control system, only marginally slower than the full-blown controller described above. This is very demoralising to me, but, of course, you're really 'cheating' when you use this system. However, it's a great way to get the feel of the car and the tracks.

In short, REVS + is a definite improvement over REVS, and has resulted in my plunging into a frenzy of 'learning' new tracks and sharpening my skills to edge out the threatening newcomers with ordinary joysticks. However addictive this game is, though, there is still room for further improvement, and I look forward to Firebird releasing a third version.

REVS + is available on either cassette or disk, and is supplied with an adequate manual and track diagrams. I bought mine from Chandlers, in Adelaide Street, for \$39.95.

---

## MAIL BOX

*Your comments in the last Cursor about GEOS being a flop set me thinking. My first reaction was to agree without reservation, but it's not as simple as that. I'm sure you accept that GEOS is a very clever program, although of course cleverness by itself has never been a guarantee of success. I remember the first time I loaded GeoPaint and played around with it. It was great! Printed out some graphics - that was really something too; they certainly tarted up my weekly newsletters for quite a while. Of course, shuffling bits and pieces off disks was a pain, and so was constantly devising stratagems to get the best use out of the available memory, not to mention switching disks eternally with just the one drive. But when you don't know anything else, you put up with that - as long as you don't intend to attempt anything serious with the program, of course.*

*But there's the rub, isn't it? - the limited memory of the C-64, and the fact that you would have to connect it to a laser printer to produce anywhere near the results we've become accustomed to with megamemory computers. I see there is a printer driver for the laser with GEOS, but to borrow a nice turn of phrase from a source I won't acknowledge, to get a good result would be like picking a hole through a mountain range with a pencil.*

*Putting a system like GEOS on to a C-64 is like putting a turbo-charger on a VW Beetle - no disrespect intended to either the Volkswagen or the C-64 (they both*

have done a fantastic job for a long time). But to wax lyrical for a bit, our innocence is gone. We've been seduced by the awesome power of Amigas and Macs and the like, hard disks, multitasking and the mighty laser printer. We can't go back - not those of us whose professional life is word-processing of one sort or another, anyway. At least, we can't think any more of starting - and finishing - the job on the C-64.

To exemplify what I mean: this letter was begun on a C-64 and will, maybe, end up in print as the result of being transferred to an Amiga. Research material I'm writing up now will also start on the C-64, produced quickly and efficiently using Superscript, but will end up on paper after being translated to a Mac for formatting and laser printing. The C-64 lives! - with or without GEOS. For people like me, it has now become a cheap, vital work tool which, for the cost of an interface, gives me the best of both worlds.

There are signs that quite a few computer users with Commodores at home and access to more powerful computers at work are also seeking this solution. Maybe Commodore manufacturers could give some serious thought to turning out cables and interfaces that would extend the life of the humble C-64 enormously. (But do they want to do that? Or would they hope people will discard the low memory machines and buy up big?)

So where does that leave Geo-Everything and the good old C-64 - or the 128 for that matter? They'll be around for quite a while to come, as long as expectations of performance remain relatively low. It's impossible to talk about the limitations of GEOS without seeing them directly in terms of those of the computer itself.

I think the C-64 is an ideal machine to begin computing on, because apart from programming, it can take you in all the main directions computing has gone in the past couple of years - either Amiga, MacWYSIWYG, or IBM. For me it seems to have quite a bit of life in it for the foreseeable future. But I still have the chuckle and words of Paul Blair ringing in my ears - 'Ah yes! That's what we all said...!'

Denis Wright

Goaded by the statement that the 64/128 column may be discontinued, I am offering a few short paragraphs which may help to fill those empty spaces. Many of us never have the urge to update to an Amiga and leave our beautiful friends, the 64 and 128.



Allan Gray makes a point when he says some members have forgotten more than we know, and although it is good for us to be more motivated, the master should teach the pupil. Many times statements are made by senior members with no mention of literature that could be obtained to further our knowledge, e.g. is it wise to buy 'How to make your Computer Talk' in order to further one's interest in Speech Synthesis.

Many new owners of the 64 with Datasette soon become discouraged when they realize they must continue to buy programs. Although the full potential of the 64 cannot be realized without a disk drive, there are many programs available to enable the new owner to experience the many facets of computing before deciding to outlay more on disk drive, printer etc.

The Speedscript family of programs are readily available, including word processing, spelling checker, 80 column preview, file conversion and so on.

Speedcalc gives an insight into spreadsheets and there are other programs such as databases to give the newcomer a taste of good programs before outlaying large sums of money.

These programs can all be found in previous copies of Compute!'s Gazette and if possible any special comments on their use, loading etc should be noted.

Now that Geos has been shot down in flames by our Editor, (the poor quality in the Geos column in C/Gazette April 88 is interesting too) what about a review of Fontmaster 128 by some lucky owner? It should be some program if the wizards at Xetec can improve on Fontmaster II for the 64.

#### Some Tips:

Many 64 programs can be run in 128 mode at twice the speed by adding the FAST command, others need a few alterations if the 80 columns are needed. Such a program is Budget Planner from C/Gazette July 86, although as the display is twice the size, it takes as long as the original to update the screen, but it does give a greater overview. 18 Items can be displayed, either household expenses or other special files such as one detailing all motor vehicle running expenses.

A word processor is a good means of filing a record/tape collection. A list of albums can be made, then artists and then individual titles. They are easily updated in alphabetical order and a printout will enable any item to be found immediately. Fine for keeping a log of Amateur or CB radio contacts, a call sign can be keyed in and details of call sign, name, location, equipment and short note will take only one line.

If your printer continues to feed paper after a short printout, or to clear the buffer, insert a switch in the power lead to the interface; this is especially useful when printing a number of directories.

Lindsay Vardy

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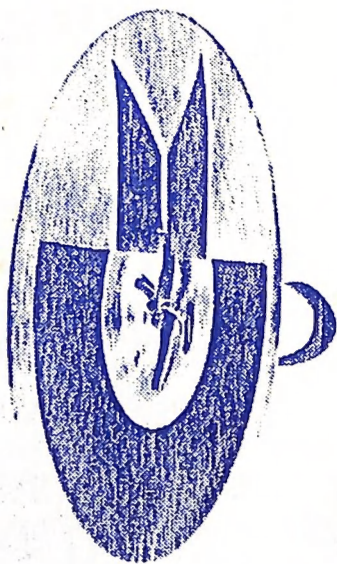
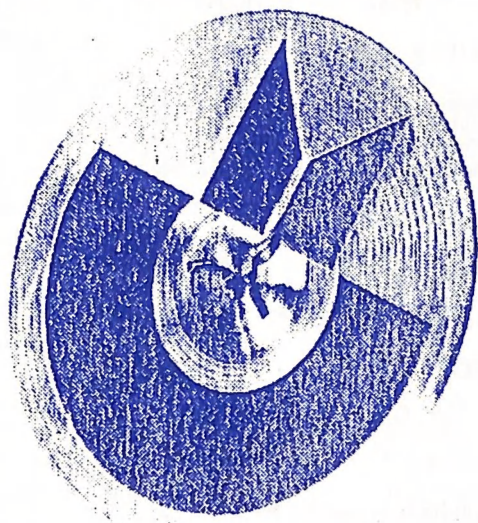
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