CURSOR

MENU

MEETINGS WHERE & WHEN

<u>MAIN MEETING</u> on Tuesday 2nd August 1988, in the Bardon Professional Development Centre, 390 Simpsons Road, 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.

ANNUAL GENERAL MEETING & ELECTION OF OFFICERS

Col Shipley: "What is the Error Channel?"

<u>C-64/128</u> <u>WORKSHOP</u> (<u>MEMBERS</u> <u>ONLY</u>): Sunday 14th August (1pm – 5pm) in the Guidance Officers Training Centre, Bayswater St. Milton. Bring your own computer equipment. Public Domain Disks available for copying. Ph. Colin Shipley – 366 2511 a.h.

REGIONAL MEETINGS

<u>CANNON</u> <u>HILL</u>: Last Saturday of the month (12 noon – 12 midnight) in the Cannon Hill State School. Ph. Don Friswell – 343 1735 a.h.
<u>CAPALABA</u>: 3rd Saturday of the month (1pm – 5pm) in the Capalaba State Primary School (Redland Education Centre). Ph. David Adams – 396 8501 a.h.
<u>KINGSTON</u>: 1st Friday of the month (7pm – 10pm) in the Kingston State School.
Ph. Peter Martin – 290 1537 a.h.
<u>PINE</u> <u>RIVERS</u>: 1st Sunday of the month (1pm – 5pm) in the Strathpine State High School.
Ph. Barry Bean – 269 7390 a.h.
<u>SHERWOOD</u>: 2nd Friday of the month (7.30pm) in the Graceville State School.
Ph. Leigh Winsor – 379 2405 a.h. / Philip Parkin – 818 1172 a.h.
<u>WAVELL</u> <u>HEIGHTS</u>: 2nd Tuesday of the month (7.15pm – 9.45pm) in the Wavell State High School, Childers St. Entrance. Ph. Cor Geels – 263 2839
<u>SUNSHINE</u> <u>COAST</u> meets regularly. For meeting times, dates, places:
Ph. Harvey Riddle – 071 / 421 036   or   Ph. Vic Mobbs – 071 / 941 330
<u>MARYBOROUGH/HERVEY</u> <u>BAY</u>: 4th Monday of the month (7pm – 10pm) in the Sunbury State School, Alice St. Ph. Terry Baade – 071 / 215 059 a.h.

SPECIAL INTEREST GROUPS

<u>PRIMARY</u> <u>EDUCATION</u> <u>SUB-GROUP</u>: meets on the 3rd Tuesday of the month (7.30pm) in the Aspley State School. Ph. Bill Weeks – 3412823 a.h.
<u>PLUS/4</u> <u>SUPPORT</u> <u>GROUP</u>: – Clarence Stock is acting as support coordinator for Plus/4 owners. Ph. Clarence Stock on 397 8894 a.h.

Copying of Commercial Software is NOT allowed at our Meetings!

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 : $5.00 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)
DISK BOXES for 3,5" disks (80 disks) – $20.00 ea (+ $5.00 Postage)
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)
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 (+ $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)

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

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SERVICES OFFERED:
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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
TURBO ROM INSTALLATION: C-64 without Socket or C-128D...$10.00
WRITE PROTECT SWITCHES:...$6.00 --- WRITE ENABLE SWITCHES:...$6.00

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The Following Items made up to Special Order Only:
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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

ANNUAL SUBSCRIPTION (PLUS $10.00 JOINING FEE):
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Ordinary* Membership...$25.00 – Country/Associate Membership...$15.00
Student/Pensioner Membership...$15.00 – Family/Business Membership...$35.00

(*Within the B'ne Metropolitan Phone District)

Direct all membership enquiries to: *The Secretary, C.C.U.G. (Q) Inc.*
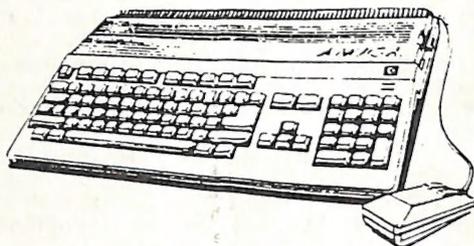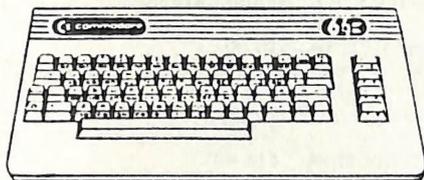   *P.O. Box 274, Springwood, Q'ld, 4127*

EDITOR'S NOTES

OVERTURE AND BEGINNERS

As this is the first issue of year 5 of CURSOR, I decided to have a 'wallow' through some back issues of our newsletter – it makes for some quite interesting reading! For the benefit of our many new members I thought that this would be an appropriate time to make a trek down memory lane and write a few paragraphs about our group's history.

The CCUG(Q) was founded in mid-1981 by the then one and only Commodore dealer in Brisbane, CW Electronics and a few of their customers. I have in my possession a membership list from Oct/Nov 1981 with 23 names . From this list four names are still current members: No.4, Peter Reeve, No.15, Lex Hinckley, No.19, Ron Rich and No.23, Ralph De Vries. At about the same time we were joined by Greg Perry and Max Bean, who of course are still very much with us. We were all Commodore PET owners, mainly the models 4016 and 4032, but there were also some earlier models (3000 series) around.

In 1982 Commodore released their low price VIC-20 computer, which resulted in a whole new bunch of computer owners swelling our ranks. Two VIC owners were Terry Steer and Lester Bennett, who both contributed greatly to the further growth of our group.

The year 1983 was a watershed; it saw the first issue of a newsletter in February of that year (as yet unnamed), edited by the then secretary/treasurer combination of John and Kaylene Egan. Oh, yes, by that time Greg Perry had become our President! After some production problems I was persuaded to take over the newsletter and my first effort was issue 6 of August 1983. Those first issues were copied on a school duplicating machine and at times the quality was not quite what it should have been. I seem to recall that a certain new member by the name of Norm Chambers offered to photo copy the lot at his work, so that members could at least read the thing without too much eyestrain. Did I ever thank you for that Norm? Of course the most important event for 1983 was the release of the C-64. We deserted our PETs and VICs in droves and spent the next few years learning all about, what was to become, the world's most popular micro computer.

In 1984 we decided that our newsletter should have a name and so CURSOR was launched with the July 1984 edition. A few months after this event Lester Bennett took over as treasurer from John Egan and in November of that year Norm Chambers became our secretary. Greg Perry was still in the president's chair.

Well, as the saying goes, the rest is history. Thanks to the huge commercial success of the C64 our group kept on growing. In October 1985 we saw the release of the C-128, a very nice 8-bit computer which could have been as great a success as the C-64 if had arrived twelve or eighteen months earlier on the market. But already there were rumours flying around about this new super computer, the AMIGA. Few people would know that, thanks to our group, we saw the Amiga on public display in Brisbane before anywhere else in Australia (Computer Expo, 9th November 1985). On that day we probably had one of the busiest stands on the whole show!

When the Amiga was officially released here in April/May 1986 the decision was made to support this model as well, although there was a certain amount of resistance towards this move. Well, time has proved that we made the right decision. In May of that year we formed our Amiga Special Interest Group, and after a few tentative months we got the show well and truly on the road under the leadership of Steve McNamee and his band of willing helpers. We have now some 200 Amiga members on the books, so the outlook is reasonably bright. No, I don't want to speculate too much about the future (always fraught with danger when you talk computers), but given the band of dedicated workers within the CCUGQ I can see no reason why our group shouldn't be around for a while yet!

Ralph De Vries

RANDOM BITS

JULY MAIN MEETING

This was without a doubt the wettest meeting of the year. Despite the heavy downpour quite a few members turned up (to pay their membership fees?), and after the usual preliminaries (where our President showed members the first copy of the Australian edition of *TRANSACTOR FOR THE AMIGA* – 8 bit edition to follow next month) were out of the way the C64 and 128 users moved to room S2 where Leigh Winsor gave a demonstration of Art Studio which was very well received indeed. It came as quite a surprise that Leigh has some hidden talents as an artist. Hopefully we will see some of his pictures in future issues of this newsletter. The library held a sale of surplus books and magazines.

SOFTWARE & BOOK DONATION

We wish to thank David Gillies for his magnificent donation of C-64 software and books to our lending library. A very nice gesture indeed, and one that will no doubt benefit many of our members.

CORRECTION

In the last issue of CURSOR we mentioned that Parcom's new service centre in Stafford only performed non-warranty repairs. We have since been advised that both warranty and non-warranty repairs are accepted at the Stafford shop. Their phone number is 857 6311.

FROM THE EDITOR

Please forward ALL newsletter material (yes, this includes adverts for the *BYTES* column) to P.O. Box 384, Ashgrove, 4060 and NOT to our P.O. Box in Springwood, to avoid delays.

Up till now our deadline has been the first Tuesday of the month. This has meant that I have approximately three days to get two newsletters ready for our printer who will attempt to get the next issue in your letter box by the third week of the month. To give myself a little bit more time the deadline has been brought back to the last Friday of the previous month!!! This means that any material for publication in the September issue (which should reach you by the third week of August) has to be in my possession no later than Friday 29th July. Material given to me at the August main meeting will be held over for an extra month.

And now for the really bad news! As most members will know, the newsletters are produced on an Amiga. As the Amiga does not normally like articles written on Commodore C64s or C128s, we use a special conversion program called *Disk-2-Disk* in conjunction with a special 5,25" disk drive (Amiga model 1020) to convert word processing files written with Easy/Superscript, Speedscript, Paperclip or Pocketwriter to Amiga format. After twelve months of use our 1020 drive has started to play up and after a thorough examination by our technical experts they have come to the conclusion that this drive is very sick indeed with alignment problems. As a result of this mishap I have currently several disks with articles for this edition that I have been unable to convert as yet. At the time of writing the fate of the drive is still hanging in the balance, so in the meantime I have to resort to other means of converting these disks. This can be done via a so-called "null modem", a special hookup between a C128 and an Amiga, and has been done quite successfully by Greg Perry (yes, I know files can be up- and downloaded by modem as well, but I am currently modem-less!). Please do go on supplying articles on disk, because we hope to have sorted out these problems within a month or so, but for safety's sake include a printout of your article as well, so that, as a last resort, I can type the articles in. And do remember to pack your disks extra well (preferably in the special post office disk containers), as recently I have received several disks in a mangled condition. Padded bags should not be used without extra protective packaging material, but even this does not always mean that your disk will arrive in A1 condition.

Here is a bad case of "Jinglish"
from a Commodore Printer Manual.
Do you know of any other cases?

Commodore
Bi–Directional
Printer

User's Manual

Model 1526

Part Number 983001810

Setting up

Before starting to use your printer, you should make sure that it is in working condition.
This procedure includes checking for obstructions in the path of the printer head or paper
feed and that the printer ribbon is properly in place. Follow this procedure.

1. Lift and remove the plastic top cover to expose print head and mechanism.
2. Remove shipping screws.
   Carefully lift front of printer unit and make it stands as the bottom of case be vartically
   face to you and hold the unit by the one of your hand on the soft surface. Then, remove
   the shipping screws with a Phillips-head screw driver. After it is removed, gently back
   the unit to lay flat on a firm surface, position the printer front be face to you.

Ccommodore

SEQUENTIAL FILE READER

by Denis Wright

Probably everyone has a little sequential file reading program for the C-64, for those occasions when you need a small item of information from disk but don't want to waste time loading up your word-processing program. So why foist another one on you? Well, this one has a few features that I think make it worthwhile. At just three blocks you can load it in a second or two and get the information you want in a jiffy. Here are the features:

1. It outputs either to screen or printer, automatically defaulting to the screen if the printer isn't on.

2. It reads all sequential files, but will read Superscript files without the coded information at the end of the file that usually overwrites on screen some of the information in the file. This also solves the minor irritation of junk at the end of a printout from a Superscript file. (Sorry, no wordwrap!)

3. If output is to printer, you can set the line spacing before you start. If you simply press RETURN when the prompt comes up, it automatically sets line spacing at 36 (normal). If you want it very tightly spaced, try about 25.

If your printer is other than a Commodore, you'll need to change Line 12 to suit your printer. For example, if you have an Epson type like the Star Micronics range, use:

    open6,4,6:print#6,chr$(27);chr$(51);chr$(a):close6

It will be easier to type in if you use lower case mode before you start (press the COMMODORE and SHIFT keys simultaneously). It prints to screen and printer in lower case mode – which is usually what you need to read sequential files because that's how you wrote them in the first place!

If you'd like to use *Compute!'s* proofreader, then the checksums are included in brackets before each line number. Ignore these if you don't want to use the proofreader. Here it is:

```
[BR]  :2 rem "Sequential File Reader/Printer"
[AF]  :4 rem         "by Denis Wright"
[AC]  :6 poke53280,0:poke53281,0
[GX]  :8 printchr$(14):gosub16
[FF]  :10 input"(HOME)(GRN)(DOWN)(DOWN)(DOWN)(DOWN)(4spaces)Line Spacing
          for Printer(4 spaces) 36(RGHT)(RGHT)(RGHT)(RGHT)";a
[HC]  :12 open6,4,6:print#6,chr$(a):close6
[JM]  :14 gosub16:goto18
[DA]  :16 dn=3:open15,4,15:close15:ifst=0thendn=4:return
[JX]  :18 open3,dn,7:open15,8,15
[DJ]  :20 print"(HOME)(DOWN)(DOWN)(DOWN)"
[GQ]  :22 printchr$(14):input"(GRN)Seq Filename";s$
[MS]  :24 print"(HOME)(GRN)Accessing drive...(DOWN)"
          chr$(155):ifdn=4thenprint"Output to printer...(DOWN)"
[CX]  :26 open2,8,2,s$+",s,r"
[BJ]  :28 input#15,e,m$,t,s:ife=0then36
[CD]  :30 print"(DOWN)";e;m$;t;s
[FK]  :32 ife=62ore=64thenclose2
[BE]  :34 goto42
[CP]  :36 get#2,a$:rs=st
[MG]  :38 getk$:ifk$<>""then36
[XD]  :40 print#3,a$;:ifrs=0anda$<>""goto36
[RB]  :42 print#3:close2:close3:close15
[FR]  :44 input"(GRN)(DOWN)Load another sequential file
          (y/n)(2spaces)y(RGHT)(RGHT)(RGHT)";y$
[KP]  :46 ify$="y"thenrun
[FG]  :48 ify$<>"y"thenend
```

DIRECTORY LISTINGS

by Lindsay Vardy

1, 2 OR 3 DISK DIRECTORY LISTER

```
5 PRINT "(CLR,DOWN)1,2,3,(SPACE)DISK(SPACE)DIRECTORY"
6 PRINT "(DOWN)BY(SPACE)DANIEL(SPACE)R(SPACE)WINSTEAD"
8 FOR J=1 TO 2500: NEXT
10 DIM C$(2,99)
20 PRINT  CHR$(147)
30 FOR I=0 TO 2: FOR J=0 TO 99:C$(I,J)="": NEXT J,I
40 PRINT "HOW(SPACE)MANY(SPACE)DISKS(SPACE)(1-3):": INPUT N: PRINT
50 IF N<1 OR N>3 THEN 40
60 FOR I=0 TO N-1:L=0: PRINT
70 PRINT "INSERT(SPACE)DISK#";I+1
80 PRINT "HIT(SPACE)ANY(SPACE)KEY(SPACE)WHEN(SPACE)READY"
90 GET Z$: IF Z$="" THEN 90
100 OPEN 1,8,0,"$0":N$=CHR$(0)
110 GET #1,A$,A$
120 GET #1,A$,A$
130 IF A$="" THEN 180
140 GET #1,A$,B$:X=ASC (A$+N$)+ ASC (B$+N$)'256:C$(I,L)=STR$(X)
150 GET #1,A$: IF A$=CHR$(34) THEN 150
160 IF A$="" THEN C$(I,L)=MID$(C$(I,L),1,26):L=L+1: GOTO 120
170 C$(I,L)=C$(I,L)+A$: GOTO 150
180 CLOSE 1:C$(I,L)="XXX": NEXT I
190 OPEN 5,4:A1=0:A2=0:A3=0:L=0
200 IF N=1 THEN   PRINT#5,C$(0,L):L=L+1: GOTO 230
210 IF N=2 THEN   PRINT#5,C$(0,L); CHR$(146) SPC(2)C$(1,L):L=L+1: GOTO 230
220 PRINT#5,C$(0,L); CHR$(146) SPC(2)C$(1,L); CHR$(146) SPC(2)C$(2,L):L=L+1
230 IF A1=1 OR C$(0,L)="XXX" THEN A1=1: PRINT#5, TAB(26);: GOTO 250
240 PRINT#5,C$(0,L);
250 IF N=1 THEN  IF A1=1 THEN  PRINT#5: CLOSE 5: END
260 IF N=1 THEN L=L+1: PRINT#5: GOTO 230
270 IF A2=1 OR C$(1,L)="XXX" THEN A2=1: PRINT#5, TAB(26);: GOTO 300
280 IF A1=1 THEN   PRINT#5,C$(1,L);: GOTO 300
290 PRINT#5, TAB(26- LEN (C$(0,L)));C$(1,L);
300 IF N=2 THEN  IF A1=1 AND A2=1 THEN  PRINT#5: CLOSE 5: END
310 IF N=2 THEN L=L+1: PRINT#5: GOTO 230
320 IF A3=1 OR C$(2,L)="XXX" THEN A3=1: PRINT#5: GOTO 350
330 IF A2=1 THEN  PRINT#5,C$(2,L): GOTO 350
340 PRINT#5, TAB(26- LEN (C$(1,L)));C$(2,L)
350 IF A1=1 AND A2=1 AND A3=1 THEN  PRINT#5: CLOSE 5: END
360 L=L+1: GOTO 230
```

CONDENSED 3 COLUMN DIRECTORY

```
5 POKE 53280,10: POKE 53281,10: POKE 646,1
10 OPEN 4,4: PRINT#4,"^["; CHR$(15);"^[";"3"; CHR$(20);"^[";"S"; CHR$(0): CLOSE4
40 DIM C$(2,99)
50 PRINT  CHR$(147)
60 FOR I=0 TO 2: FOR J=0 TO 99:C$(I,J)="": NEXT J,I
70 PRINT "HOW(SPACE)MANY(SPACE)DISKS(SPACE)(1-3):": INPUT N: PRINT
80 IF N<1 OR N>3 THEN 70
90 FOR I=0 TO N-1:L=0: PRINT
100 PRINT "INSERT(SPACE)DISK(SPACE)";I+1
110 PRINT : PRINT "HIT(SPACE)ANY(SPACE)KEY(SPACE)WHEN(SPACE)READY"
```

```
120 GET Z$: IF Z$="" THEN 120
130 OPEN 1,8,0,"$0":N$=CHR$(0)
140 GET #1,A$,A$
150 GET #1,A$,A$
160 IF A$="" THEN 210
170 GET #1,A$,B$:X=ASC (A$+N$)+ ASC (B$+N$)'256:C$(I,L)=STR$(X)
180 GET #1,A$: IF A$=CHR$(34) THEN 180
190 IF A$="" THEN C$(I,L)=MID$(C$(I,L),2,24):L=L+1: GOTO 150
200 C$(I,L)=C$(I,L)+A$: GOTO 180
210 CLOSE 1:C$(I,L)="XXX": NEXT I
220 OPEN 5,4:A1=0:A2=0:A3=0:L=1: PRINT#5," [";"E";
229 PRINT "(DOWN)PRESS(SPACE)RETURN(SPACE)FOR(SPACE)NO(SPACE)ENTRY"
230 PRINT : INPUT "DISK#";A$: INPUT "DISK#";B$: INPUT "DISK#";C$
235 PRINT#5,A$ SPC(13)B$ SPC(13)C$
240 PRINT#5," [";"F";:: IF N=1 THEN PRINT#5,C$(0,L):L=L+1: GOTO 270
250 IF N=2 THEN PRINT#5,C$(0,L) SPC(2)C$(1,L):L=L+1: GOTO 270
260 PRINT#5,C$(1,L) SPC(2)C$(1,L) SPC(2)C$(2,L):L=L+1
270 IF A1=1 OR C$(0,L)="XXX" THEN A1=1: PRINT#5, TAB(26);: GOTO 290
280 PRINT#5,C$(0,L);
290 IF N=1 THEN IF A1=1 THEN PRINT#5: CLOSE 5: END
300 IF N=1 THEN L=L+1: PRINT#5: GOTO 270
310 IF A2=1 OR C$(1,L)="XXX" THEN A2=1: PRINT#5, TAB(26);: GOTO 340
320 IF A1=1 THEN PRINT#5,C$(1,L);: GOTO 340
330 PRINT#5, TAB(26- LEN (C$(1,L)));C$(1,L);
340 IF N=2 THEN IF A1=1 AND A2=1 THEN PRINT#5: CLOSE 5: END
350 IF N=2 THEN L=L+1: PRINT#5: GOTO 270
360 IF A3=1 OR C$(2,L)="XXX" THEN A3=1: PRINT#5: GOTO 390
370 IF A1=1 THEN PRINT#5,C$(2,L): GOTO 390
380 PRINT#5, TAB(26- LEN (C$(1,L)));C$(2,L)
390 IF A1=1 AND A2=1 AND A3=1 THEN PRINT#5: CLOSE 5: END
400 L=L+1: GOTO 270
```

CONDENSED SELECTABLE DIRECTORY PRINTER

```
100 POKE 53280,6: POKE 53281,6: PRINT "(WHT)"
110 OPEN 4,4: PRINT#4," [";CHR$(15);" [";"3"; CHR$(24);" [";"P";
120 PRINT "(CLR,DOWN,WHT)"; TAB(9);"DISK(SPACE)DIRECTORY(SPACE)PRINTER"
130 PRINT TAB(12)"(DOWN,SPACE)BY(SPACE)FRANK(SPACE)ROONEY"
135 INPUT "(DOWN)COLUMN(SPACE)POSITION(SPACE)(0(SPACE)OR(SPACE)32)";K
140 PRINT "(DOWN7,SPACE3,RVS)PRESS(SPACE)<SPACE>(SPACE)WHEN(SPACE)DISK
    (SPACE)IS(SPACE)LOADED(OFF)"
150 GET Z$: IF Z$="(SPACE)" THEN 170
160 GOTO 150
170 PRINT "(UP,SPACE38)"
180 OPEN 15,8,15,"I0": CLOSE 15
190 OPEN 1,8,0,"$"
200 GET #1,A$,B$
210 GET #1,A$,B$
220 GET #1,A$,B$
230 C=0: IF A$<>"" THEN C=ASC (A$)
240 IF B$<>"" THEN C=C+ ASC (B$)'256
250 PRINT#4, SPC(K)C; SPC(4- LEN ( STR$(C)));:IN$=""
260 GET #1,B$: IF ST<>0 THEN 330
270 IF B$<> CHR$(34) THEN 260
280 GET #1,B$: IF B$<> CHR$(34) THEN IN$=IN$+B$: GOTO 280
290 C$="": GET #1,B$: IF B$=CHR$(32) THEN 290
300 C$=C$+B$: GET #1,B$: IF B$<>"" THEN 300
310 PRINT#4, CHR$(34);IN$; CHR$(34); SPC(17-( LEN (IN$)))C$
```

```
320 IF ST=0 THEN 210
330 PRINT#4,"BLOCKS(SPACE)FREE"
340 CLOSE1:FOR Z=1TO10:PRINT#4:NEXT:CLOSE4:PRINT"ANOTHER(SPACE)DISK?(SPACE)(Y/N)"
350 GET A$: IF A$="" THEN 350
360 IF A$="Y" THEN 100
```

[Ed: Lindsay also supplied a modified listing of a *Compute's! Gazette* program called BUDGET PLANNER, so that it will work on the C-128. As the listing was too long to fit in this news letter it has been decided to include this modified program on a future Public Domain Disk.

New members who have recently joined our group are often unaware of the wealth of material that we have gathered over the years. In the case of Lindsay's article on compressed listings of directories I would like to point members to a fairly early TPUG disk (sorry I am unable to quote the exact number), which contained a program called Tiny Directory. This program in two columns in subscript characters. I wrote a short article about this program in the September 1986 issue of CURSOR.

Lindsay will probably be equally surprised that the three program listings above look quite different from the ones submitted to me. As members will probably know a normal listing of a program includes all those 'funny' graphics characters which are so hard to read on paper. About three years ago Greg Perry wrote a program called NICE LISTER which converts all those graphics characters into plain English. I would suggest to all our members who do print out listings of programs for others to read that they do use this very useful program. Like the Tiny Directory this one can also be found on one of the group's Publ. Domain disks.]

-ooOoo-

BYTES

--- FOR SALE ---

---

300 BAUD MODEM - CICADA 300CT. Includes phone handset & cable to user port. $70.00

Contact Peter Smerdon on (07) 266 8260 (after hours).

1541-C Disk DRIVE - In perfect condition - $250.00

Contact Grant Sirett on (07) 343 3568 (after hours).

POCKET WRITER / PLANNER / FILER (Three-in-One) - Perfect Condition. - $60.00

Contact George Freiberg on (07) 397 6313

Commodore 128 computer / 1901 monitor / 1570 disk drive - In excellent condition.

Contact Pat Linton-Smith on (07) 300 4241 or (07) 854 1338

--- WANTED TO BUY ---

The following programs including full documentation: Solo Flight, PrintShop Companion & Graphics Library, PrintMaster, Doodle, Hitchhikers Guide to the Galaxy.

I am changing over to a Commodore PC computer. I require any MS-DOS Notes, Public Domain Material, TAFE notes on MS-DOS, Utilities, Books, Peripherals for PC's etc. etc. Would all interested members please include adequate descriptions and prices' All correspondence will be answered.

Contact Ross Smith, P.O. Box 5624, Rockhampton Mail Centre, Q, 4702.

==

BROTHER M1009 & EASY SCRIPT

by Dan Mihailovic

I have an M-1009 Brother printer, hooked up in parallel to a C-64. Don't groan yet! There are some redeeming features which have been stumbled upon by accident, and also worked out by the stalwart patience of our good friend Norm Chambers.

If you have a similar arrangement, you've most probably noticed that the print value designed for Commodore printers don't work out in every case for the M1009. Without an interface, much of the benefits enjoyed by the Commodore printers are lost.

However, here are some commands and print values which will help you obtain Emphasise, Condensed, Underline, Highlighting and Double Strike...(although the 'double strike' doesn't like being turned off – you have to turn the printer off). Someone may have discovered the remedy by now.

Here goes:- For print values the following values are to be included in the header commands used in formatting.

The header commands should look something like this:-

```
f3:lm5:rm75:pl66:tl60:0=14:1=21:2=15:3=18:ju1 etc.
```

0 = open command for emphasising.
1 = off...both need f1.

ie f1/0 & f1/1 =Emphasise

2 = open command for condense.
3 = off (f1 as above).

=Condense

Underline = f1/shifted : (On)
            f1/shifted ; (off)

=Underline

Highlight = f1/; (on)
            f1/: (off)

=Highlight

To all who are in the "Brotherhood" I hope this is of some help; if you haven't already discovered this for yourselves.

-ooOoo-

POWERING UP

by Denis Wright

I'd like to comment on a question that's so old it's got whiskers on it, but it won't seem to go away. I'm referring to the order of switching computer peripherals on and off. I've seen several combinations described in different manuals as <u>the</u> recommended method, but never an explanation of the logic behind them to go with it, so it's impossible to judge what their thinking was.

In practice, I haven't had any obvious problem regardless of the order I've used in the past, but that's probably a comment on the comparatively robust qualities of Commodore equipment more than anything else. But as many computer owners don't shell out the $40 or so for surge protection units, it could be worth thinking about. Here's the order I use, and the reasoning behind it.

First: MONITOR. This is the biggest drawer of power of all peripherals and if your electricity supply comes from one heavily used circuit (as mine does), the voltage fluctuation will probably be emphasized. If other parts of the system are on, then they are also subjected to this fluctuation. Consequently, it seems logical to turn the monitor on first.

Second: COMPUTER. If either (or both) the printer or disk drive is on before the keyboard, they will initialise again as soon as the computer is turned on. This unnecessarily doubles the jolt on mechanical and electronic parts when initialising routines for the peripherals are duplicated.

Third: PRINTER. I've noticed that a fair surge of power is required to boot the printer up, so there's no need to subject the disk drive to that. The only hitch to this one is that some fastboot programs like menu-loaders you might be using depend on the printer being off, so you might need to reverse the order of the last two if you start off with that sort of program. If that's not a problem, then the last peripheral to turn on is:

Fourth: DISK DRIVE. I always feel it has the most delicate mechanical parts, so turning it on last probably helps extend its life.

Reverse this order when you turn off your equipment. It also pays to turn off the whole system at the wall after using it, to give the transformer a proper chance to cool down.

Others may have different reasons for turning on their equipment in another order. I can, for example see a valid argument for protecting the keyboard electronic circuits by turning them on last and off first rather than the mechanical /electronic combination of printer and disk drive. Any comments?

OUR TREASURER

"Have you paid your Membership Dues yet?"

WELCOME BACK, TRANSACTOR

Please accept a copy of TRANSACTOR for the AMIGA with my compliments.

The last few weeks have been very busy indeed. It gives me a lot of satisfaction (maybe even a little relief!) to send you this copy, because now we can all enjoy the best of the Commodore world at a realistic price.

In the next few days, work will start on the TRANSACTOR magazine for C=64 and C=128 users. It will be of the same high quality that has always been the hallmark of Transactor publications. If you want to be sure of a copy, please let me know as soon as possible.

User Groups may want to bulk purchase either or both magazines, including this first Australian printing. That's fine, and to encourage this, I would like to offer your members a special discount. If you buy 10 or more of either magazine, the price to you will be $4.50 each.

TRANSACTOR disks are also available. A full list of all disk contents will be printed in an early edition of TRANSACTOR. Your group may want to buy some or all of these disks for your own use. Please note that the disks are copyright, so are not in the public domain. If your group would like to make them available to members locally, then a site licencing agreement can be worked out. Ring and enquire about this if you want more details.

To:
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TRANSACTOR (AUST) PTY LTD   Phone:(062) 88 3584
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HOLDER ACT 2611

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  15   16   17   18   19   20   21   22   23

Please send me Transactor/Amiga disks: ($11 each)

   1   2   3   4

Hurry all this to me at:

        Name ....
        Adr ....
             ....Pcode.....

(We will have Bankcard soon-for now it will have to be cheque or bank draft)

COMMODORE DISK DRIVES

Paul Blair

There has been some curiosity shown about 'old' Commodore computer gear. In England, a series is running in the ICPUG magazine about the computer range. To complement those articles, these notes will attempt to capture the main details of the major disk drive peripherals.

A few words of caution. Commodore makes hardware and vapourware. The hardware is what we see and buy, vapourware is industry hype - nothing more substantial than that. Like many companies, CBM has made prototypes of experimental models. Some of these saw the light of day, others vanished into black holes if no real sales potential could be seen. The 1542 low cost dual drive would be remembered by many of you as the most ephemeral of this latter group.

Even when a model did come on stream, it rarely survived unchanged throughout its life. DOS upgrades (or bug swats, as they became known), cost reduction exercises, shortage or cost of parts, and change of staff were all reasons for change. Often we as consumers were not even aware that changes had taken place. CBM Australia were often in the same boat, to their chagrin. So, a story or strong point (even a weakness) of a particular model was not always true across all units sold.

One last caveat. Model numbering is a curious CBM religion, and not always consistent across continents. What we read or hear in Australia may not always tie in with some note or other gleaned from a foreign source. But these deviations are relatively rare, thank heaven.

In the late '70s, Commodore drives were well ahead of the competitors. CBM described them as 'intelligent', which was true. Each drive had its own processor, together with an operating system built in. This had the benefit that it was necessary only to turn the drives on and they were ready for use. The disbenefit was that upgrades or fixes required relatively expensive chip changes.

Some of that leadership has been lost over the years, although current models represent quite good value for money. But too many aspects of drive design have not been improved. As other computers became popular, the speed and capacity of their drives started to put CBM designs in a lesser light, especially in the ratio of capacity per dollar paid. The present family of CBM and Amiga hard disk drives testifies to this.

Despite all that, CBM drives have been remarkable (so has the documentation, but not in the same way!) for generally good performance and durability.

What follows is a brief summary of the various models of CBM disk drives that I know about. Don't take it all as gospel, because I don't have access to company details, and my memory may let me down in places. CBM documentation being what it was (and is) provides an inaccurate guide, so I should type 'E&OE' somewhere in this article.

THE CBM DESCRIPTION SYSTEM

To tell the truth, there really has been no pure system. Things started off well, with progressive numbering that could be rationalised. Then it all went to pot.

Unit identification has been made up of a two character identifier - usually a number (the DOS generic family) and a character (the disk layout).

There have been 3 DOS families, 1, 2 and 3, with various 'sub-releases'. However, the families are not always correctly used - there are two DOS 3 models with totally different complexions.

The disk layout is easier to explain - there have only been 2 of these for floppies in Australia, and they have been used accurately. 'A' refers to 35 tracks per diskette side, and 'C' refers to 77 tracks per diskette side. I don't know how the 1581 is marked.

CBM has gone chicken with the 1571. Strictly speaking, disks HEADERed on a 1571 should be marked '3A', not '2A'. But some software looks for the DOS version, so rather than create a monster, CBM took the soft line.

Originally, CBM made only dual drives - two drives in one case, usually referred to as 'Drive 0' and 'Drive 1'. Two drives made one unit. To specify which disk drive to use required that you specify both 'unit' (eg, 8, 9) and 'drive' (0, 1). Dual drives were abandoned in the mid-eighties, and only single drive units have been made since. In the mess of CBM DOS rewrites, there are still remnants of the older 'dual' code in the single drive units. But dual units are wonderful for taking fast backups of disks. There is a remnant of those days visible every time you load or display a directory - the '0' next to the disk name and ID means Drive 0, a hangover from the Drive 0/1 days.

CBM disk sizes have centered on 5.25 inch, although there have been 8 inch and more lately, 3.5 inch. There were also hard disk drives.

Tables A-D summarize the main points of all Oz drives, plus a couple of others.

TABLE A - DOS A 35/70 TRACK MODELS

Model	C	DOS Ver	IEEE /Ser	Tracks (sides)	Empty Disk Cap. (blks)	Notes
2040 Dual	*	DOS 1 =1	I	35(1)	670	I think some 2040 units came to Oz. They were sold with a very small number of 1000 and 2000 model PET computers. They were not reliable, but then not much else was either.
3040 Dual	*	DOS 1.2 =1	I	35(1)	670	These formed the main stock of CBM machines brought here by HANIMEX. They supported Random Access files, a forerunner of relative files. Any disk put in a drive had to have an 'IO' disk command before use.
4040 Dual	*	DOS 2.0 DOS 2.1 =2A	I	35(1) 35(1)	664 664	Probably the best drive CBM made. Relative files, lots of bugs wiped, very sturdy (rarely went out of alignment). Pricey ($1400 in Oz). A mark of wealth!

2031 Single	DOS 2.6 =2A	I	35(1)	664	CBM's first single drive. Using a DOS patched up from the 4040, the drive had a (deservedly) spotty reputation.
1540 Single	DOS 2.6 =2A	S	35(1)	664	The first LCC (low cost controller) unit. Made for the VIC, this was the first serial bus unit.
1541 Single	DOS 2.6 =2A	S	35(1)	664	Not much different from the 1540. Introduced with the C=64. The main difference was in timing, to take account of C=64 design. Very real problems when introduced. A lot of running changes made. Slow, oh so slow. Spawned a whole industry of add-ons. Probably the first unit to be investigated by hackers. Now the 1541-2, the only consumer unit now sold here. Retrograde step.
1551 Single	DOS 2.6T (TDISK) =2A	C	35(1)	664	Not sold in Oz, but there are units imported from UK. Made for Plus/4. Connected to the 50 pin cartridge port through a special parallel connector. Disk format identical to a 1541, but data transfer is 4 times FASTER than a 1541, twice as fast as a 1571. What a great idea!
1570 Single	DOS 3.0 =2A	S	35(1)	664	A CBM funny. Introduced at the same time as the C=128. Fast serial bus was used for first time. One sided version of 1571, now a good cheap buy, if you can get one.
1571 Single	DOS 3.0 3.1 =2A	S	70(2)	1328	The C=128 drive. Double sided. Can be used as 1-side, 2-sides or 2 sides used individually. 2 speeds. Another patched (and repatched) DOS, but does provide for IBM and CP/M formats. Now only in C128DCR models. CBM would probably like to drop altogether in favour of 3.5 inch disks, but too much pressure stops them for now.

TABLE B - DOS C MODELS

8050 Dual	* DOS 2.5 =2C	I	77(1)	2052	Sourced from 2 makers (Tandon, Micropolis), had minor differences. Some you wiggled, some you teased. Relative file size was restricted, but upgrades were possible.
8250 Dual	* DOS 2.7 =2C	I	154(2)	4133	THE disk drive - powerful, reliable. Still much sought after. In Germany, a user group has bought spare parts

Model	DOS				Notes
1001 * Single	DOS 2.7 =2C	I	154(2)	4133	Half an 8250. Good bulk storage, but IEEE bus requires expensive interface to use with C=64/C=128 range.

TABLE C - HARD DISKS

Model	DOS				Notes
D9060 Single	DOS 3.0	I	153(4)	19442	The story goes that the design of these was never completed, but units were shipped anyway. Either work for 1 hour or forever. Old technology, but still sought out for bulletin boards.
D9090 Single	DOS 3.0	I	153(6)	29162	See above.

TABLE D - OTHER

Model	DOS				Notes
8280 Dual	??	?	(2)		Not in Oz, but Europe. Not much to tell, but probably IBM type formats were supported. Likely they were driven via a mock RS232 port. Uses 8 inch floppies.
1581 Single	??	S	160(2)	3160	USA/Canada/Europe only right now. A radical departure from earlier CBM drives (uses MFM not GCR) and is MS-DOS readable. Uses 3.5 inch 'non-floppy' disks.

Extra notes

Models marked '*' in the tables had two processors. One looked after mechanical operations, the other processed DOS commands. Between them was some shared RAM, where instructions were transferred.

Later units, starting with the 2031 (IEEE) and 1540 (serial) had only one processor to do all the work.

Some models came out more than once. The original 'garb' was a metal case, standing maybe 180 mm high. Later they we put out in 'LP' (low profile) plastic cases, only half as tall. The 2031 and 8250 were examples of this.

The LCC models sported a variety of disk doors - some were flip up flaps, others were lever twist. Some went from flaps to levers and back to flaps. I have no idea why.

These short-form notes could be expanded to cover a wide range of other matters - eg, why some plugs went in one way, others the opposite way. But I think the main variations are here. If you would like to add any further details, please contact me and we can expand the files.

(C) 1988 Paul Blair

REVIEWS

STAR NX-1000 PRINTER

by Cor Geels

Yet another printer swells the ranks, and with it, the decision to make the purchase for one's needs becomes harder. The industry certainly has come a long way since a Commodore 64 and a 1525 printer were thought of as a very compatible combination.

Some details: parallel interface, Epson and IBM supportive, 120c./sec. draft or 30c./sec. NLQ. Printhead 9 pins.

This printer is a little bit larger (appr. 380 x 290 mm) and of course a little bit dearer, but what you get is a printing machine that can do things which, after a bit of study and practice, makes working with it a real joy.

Some of the pleasant features include the <u>push</u> tractor feed, which enables one to start printing at about 25mm from the top of the first sheet of the pack. If you have to interrupt your fanfold paper supply to print a single sheet, you manipulate the feed lever and press some panel buttons to <u>park</u> the supply, insert the single sheet and with two lever movements the single sheet is in place. Adjust if you wish with the up- or down microfeed facility, and when one wants to resume the fanfold paper supply just <u>unpark</u> it by moving the feed levers, which return the continuous paper to the print position, so no fiddling with the tractor mechanism.

The front panel switches can be set to 3 different fonts; Courier, Sanserif and Orator, which in turn can be made to print in *Italic* style, and Pica, Elite, Condensed and/or Proportional pitch can be selected in the same way. These modes can be employed even if your word processor is incapable of those commands. If required one can print quadruple-high, quadruple-wide characters in the above fonts and styles (Ed: this feature alters the page length line setting and usually requires a bit of experimentation!), and of course by selecting the appropriate codes this printer also produces various line and letter spacings, super- and subscript, emphasized, bold, under- and overlining, expanded, double height and double sizes print. Graphics can be a bit slow, but perhaps that is partly to blame on using a CARD+G interface, and perhaps a change in some dipswitch settings could improve that.

The only bug I found was that the first sheet of paper might sometimes hit the front of the paper guide head-on, causing the paper to jam. I overcame that by using a fine file to "funnel-shape" the entry.

-ooOoo-

THE WRITE STUFF DEMO DISK

by Leigh Winsor

Recently the group was sent a demo disk of THE WRITE STUFF word processor for the C-64 by Busy Bee Software, which is, I believe, worth of the Group's attention. It is not appropriate for the group to flog software for commercial interests, but perhaps a demo disk may be an effective way individual users can test a piece of software against their own needs and tastes.

As described by its developers, "The Write Stuff is a collection of word processing and related software, which currently includes a fully featured word processor, a *talking* word processor, a printer customizer, and three freeware programs: BB File Reader, BB Menu Maker

and BB Manual Maker. A 128 version is currently being developed. Version 2.0 with dictionary disk (not yet available), will provide on-line spelling, thesaurus and usage checking with lots of help files....."

"The author's aim is to make BB writer the word processor of choice among Commodore users. First by producing a quality product, and second, by making legal copies available to users for as little as $10 - $15."

The basic idea in minimizing costs (to which they give the name USERWARE) is that Users Groups make bulk purchases (ten or more) and receive a single master disk and make and distribute the appropriate number of labelled copies. The South Australian Commodore Computer Users' Group, who sent us the disk, is offering single copies for $14 (plus postage).

Two packages are currently offered by Busy Bee. One includes S.A.M., a disk based speech synthesizer, on the second side. A sixty page reference manual is available.

My impression is that THE WRITE STUFF is another good word processor for the C-64, comparable with Superscript 64 or Pocket Writer 64, to mention but two. It has a wide range of features and options, some unique. The inclusion of the S.A.M. speech synthesizer is a major hook by itself, since this excellent program has not been for sale for quite some time. The disk will be available through the group for those who wish to explore further.

-ooOoo-

YOUR COMMODORE NEEDS

YOU

CONTACT YOUR C-64/128 COORDINATOR

Organizations grow backwards toward becoming dinosaurs and prehistoric monsters, with masses of flesh, dislocated brain boxes and poor communications between their parts.

Your C-64 / C-128 coordinator is here to help keep the Beast from succumbing to degeneration and old age, by facilitating communication amongst the group.

If you have something to show, or tell, or teach, and would like the group to share your knowledge, then talk to your C-64 / C-128 coordinator.

Leigh Winsor - Phone (07) 379 2405 (a.h.)

HAVING TROUBLE LOADING SOFTWARE ON DISK OR CASSETTE?

DISK DRIVE PROBLEMS

PHYSICAL PLACEMENT

If the drive is placed very close to a source of electro-magnetic or radio frequency interference the drive will not operate correctly. It will give erratic results. Loading and saving operations will not work reliably and the drive will generally appear to be faulty, when infact the cause is its placement.

Disk drives should not be placed in close proximately to television sets, monitors, power supplies (like the C64 power supply, for example) or other items which use transformers. A minimum distance of half a metre is recommended.

The serial cables which connect the drive with the computer or other peripherals should also be kept away from such sources. Be careful not to entwine power cables or video cables with the Commodore serial cables.

LOADING PROCEDURES

Very often games and other programs will have their own unique loading instructions. These should be indicated in the manual that comes with the program. If these do not work check with the distributor of the software to see if the printed instructions are correct and that you have the correct hardware to run the program. Please note that Commodore Computers Pty Ltd do not distribute the vast majority of software available. Check the packaging of the software to see if the distributor is thus indicated.

Very often a package will indicate use the following load command:

LOAD"•",8,1

This will ONLY work if the computer has not performed any disk access since being turned on. Therefore, with programs that indicate this loading command either – turn the equipment off and then on again before loading or – use the following loading command:

LOAD"0:•",8,1

DRIVE INITIALIZATION

For a number of reasons a disk drive can loose track of a number of parameters needed for normal operation, for example, to location of the read/write head.

Initializing the drive forces the drive to reset these parameters. This operation also makes the drive read the Block Availability Map (BAM) from the diskette into the drives memory, therefore, a disk must be in the drive when the command is issued.

The initialize command can be sent to the drive by typing the following command into the computer:

OPEN15,8,15,"I0":CLOSE15

USING SINGLE SIDED (1541) FORMATTED DISK IN A 1571

1571 disk drives that do not have a version 5 ROM or greater have trouble identifying whether a disk is formatted single or double sided. The symptoms of this are that the software will fail to load. Jane is an example of a software package that has problems loading due to this scenario.

To get over this problem it is possible to put the 1571 in "single sided mode". In this mode the drive will act like a 1541, in that it will not have to decide whether the disk is single or double sided. To place the 1571 in this mode type the following command into the computer:

OPEN15,8,15,"U0>M0":CLOSE15

The 1571 will revert to normal (double sided mode) when reset (turned off then on).

If this does not work try issuing the initialize command as described above after placing the 1571 in single sided mode.

CASSETTE SOFTWARE LOADING PROBLEMS

PHYSICAL PLACEMENT

As with a disk drive a datasette must be kept away from both electro-magnetic and radio frequency interference. (See disk drive physical placement above).

A datasette is much more susceptible to this type of interference. For example, a datasette may not operate correctly when it is within half a metre from a television or monitor.

Some televisions (mostly portable models) put out so much interference that it will "leak" back to the computer via the R.F. cable, thus interfering with the datasette no matter how far away the computer or datasette is placed from the television. To verify if this is the case, turn the television off during the load process. If the software loads when the television is turned off, but will not load when the

television is on, it is most likely that the television is at fault. The problem can be solved by placing two 90 cent electrical components called "capacitor" in the R.F. cable. For further information on this, please see Commodore Tech Topic number 64008, date 16.08.84.

ALIGNMENT

Datasettes tend to go out of alignment with normal use, in the same way that cars need tuning from time to time. Unlike a car a datasette can be aligned by almost anybody.

Datasette Alignment kits are available from a number of sources. Alternatively any Commcare Centre would be able to perform this service.

A symptom to alignment problems would be that cassettes that used to load will not any longer.

FAST LOAD TECHNIQUES

Some programmers and distributors use special loading techniques with their software rather than using the techniques Commodore provides. The reason for using these special loading techniques is that they are generally faster than the Commodore technique.

Unfortunately, these fast load techniques are not very reliable when compared with the standard Commodore techniques. As these techniques rely on the datasette working outside the Commodore specified tolerances they cannot be guaranteed to work on all datasette units.

Because of this most manufactures also produce a non-fast loaded version of the program.

GETTING SOFTWARE FIXED

The first step in getting any problem of this nature fixed is to confirm which item is at fault.

This means swapping components, diskettes, cassettes, disk drives, cassette machines, computers and power supplies. By swapping components and noting the results it is possible to identify the faulty component.

If it is the software at fault (ie. another copy of the software works on the same hardware) then the software should be returned to the distributor. Please note that Commodore Computers Pty Ltd do not distribute the vast majority of software available for Commodore computers. Check the packaging of the software to see if the distributor is thus indicated.

GAMES COLUMN

by Reub Phillips & Mark Walterfang

Welcome this month's edition of the Games Column – sans Dan. No tips this week, due to lack of public demand and the fact that we have just bought an AMIGA. The games potential of the AMIGA is phenomenal, from the dedicated graphics and sound chips to the speed at which the whole thing runs, the outlook is good for future games. Unfortunately most Amiga games at the moment are little more than overblown 64 games with improved graphics and sampled sound, minus the playability.

···1/2   TETRIS   (Mirrorsoft)

The heart of this game is a simple puzzle; fit the falling tetrominoes (ie. four squares stuck together in various arrangements) together by rotating and shifting them so that a solid line is made, the line disappears, and the game continues. Think quick, plan ahead and survive. Sound boring and trivial? Try frustratingly gripping and playable. It's not easy to describe the appeal of this game, so unless you're a Hardcore-Blast freak try it for yourself.

···1/2   PREDATOR   (Activision)

This is the game based on the movie of the same name, the predator of the title being an alien who decides to go big game hunting – on earth, his prey is of course big Arnie Schwarzenegger (oh dear, poor alien). Your main objective is to rescue three diplomats who have been captured by the enemy, of equal importance is to avoid being shot, stuffed, and mounted by the alien. The graphics are superb, scrolling parallax jungle, snipers, small villages and a great chunky Arnie sprite with arguably more acting talent than the real thing. The game ties in quite well with the film, the discovery of your murdered platoon one by one (and bit by bit), the battle through enemy territory, and the final inevitable conflict with the Predator, the outcome of which is up to you.

Take your pick, Brain or Brawn, both games are excellent. See you bye byes till next month.

Send your hints and tips to: 11 Coultis St., Sunnybank, Q, 4109.

−ooOoo−

MAIL BOX

With reference to the comments in the July '88 issue of Cursor about write protect tabs, forget about all the others for sale and buy a roll of PVC black insulating tape. I stress black because all others I have tried are transparent to the light inside the drive and do not work.

This tape is easy to apply and remove, costs little and leaves no residue.

Fred Turnidge (Duramana – NSW)

− − −

Got any tips like the above? We always like to hear from members who have either time- or money saving routines. There's always somebody out there who could benefit from your tips.

DIRECTORY

MANAGEMENT COMMITTEE

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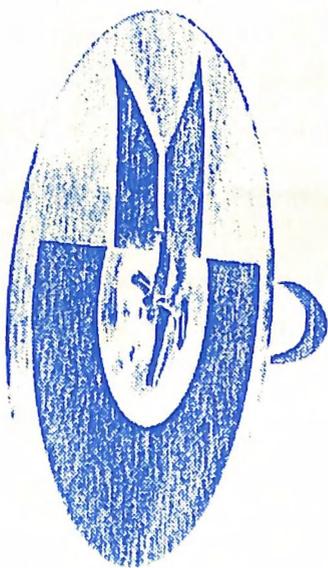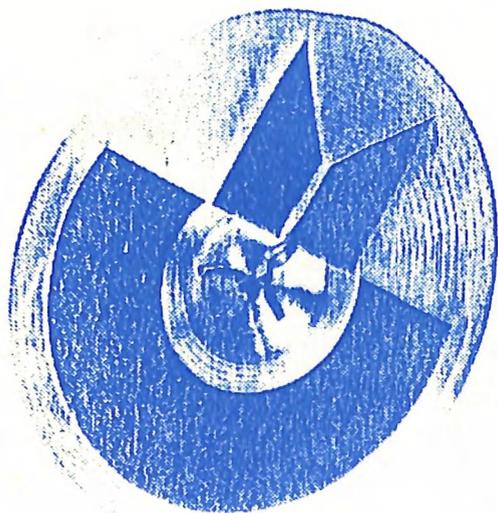
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