CURSOR

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

MENU

MEETINGS — WHERE & WHEN

MAIN MEETING

Tuesday 7th February 1989, in the Bardon Professional Development Centre, 390 Simpsons Road, Bardon. Entrance is through the Centre's Car Park in Carwoola Street.
Library: 7pm - 8pm and 9pm - 9.30pm. Shop: 7pm - 8pm. Main Meeting times: 8pm - 10pm.

-----> *GAMES!!!* <-----

C-64/128 WORKSHOP (MEMBERS ONLY):

Sunday 12th February (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.

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. Clarence Stock on 397 8894 a.h.

REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (Noon - Midnight) in the Cannon Hill State School. Ph. Don Friswell - 343 1735 a.h.
KINGSTON: 1st Friday of the month (7pm - 10pm) in the Kingston High School, Bega St. Ph. Peter Martin - 290 1537 a.h. or Alan Hill - 290 0264 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 - 379 2405 a.h. or Philip Parkin - 818 1172 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 - 10pm) in the Sunbury State School, Alice St. Ph. Terry Baade - 071 / 215 059 a.h.

-ooOoo-

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 5¼" (DS/DD): $10.00 per 10 (+ $2.00 Postage)
PUBLIC DOMAIN DISKS for AMIGA (*by Mail only*): $5.00 ea (+ $2.00 Post. - up to 5 Disks)
BLANK DISKS 3½" (DS/DD): $30.00 per 10 (+ $2.00 Postage)
DISK BOXES for 3½" 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)
"C-128 MEMORY MAP": $2.00 (+ $1.00 Postage)
"MACRO ASSEMBLER BOOK": $5.00 (+ $1.00 Postage)
"64 SOUND & GRAPHICS" (by G.Perry): $10.00 (+ $2.00 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)
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)
36-PIN CENTRONICS MALE PLUG w. BACKSHELL $10.00 (+$1.00 Postage)
ADDRESS LABELS (23 x 89 mm): $14.00 per 1000 (+ $2.00 Postage)
DISK NOTCHERS (for 5¼" 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)
RIBBONS for DPS-1101 PRINTER: $4.00 (+ $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.

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)

COMPUTER ADDITIONS/MODIFICATIONS

are being carried out at our Milton Workshop Meeting by Murray Hungerford,
(Ph. 848 2363 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
TURBO ROM INSTALLATION: 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
64K VIDEO RAM UPGRADE: for C-128....$40.00, for C-128D....$45.00

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

ANNUAL SUBSCRIPTION (PLUS $10.00 JOINING FEE):

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.
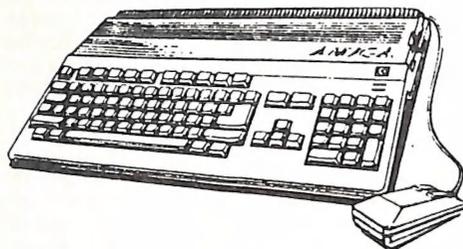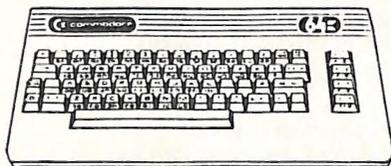*P.O. Box 274, Springwood, Q'ld, 4127*

EDITOR'S NOTES

Here we are, back in harness for 1989. Hopefully all those members who have been holidaying have spent at least some of their spare time at their computers, made some amazing discoveries and are now going to share those discoveries with us, via the medium of this newsletter. Well.... I can but live in hope!

In this issue you will find several pages set up in two-column format. I feel that it makes Cursor easier to read. However in cases of program listings I felt that the single column format is better, because we don't have to split up lines of code.

As a picture is worth more than a thousand words, I have included the following illustration by our member John Denniss. Got the message?

Ralph De Vries

This is a
TUIT
Cut it out and use it wisely
Everybody needs this.
It is indispensable.
It is not a triangular tuit
It is not a rectangular tuit
It is a round tuit.

FOR YEARS CURSOR READERS HAVE BEEN SAYING: "I'LL WRITE THAT ARTICLE AS SOON AS I GET A ROUND TUIT".

NOW YOU WILL HAVE NO TROUBLE GETTING THESE LITTLE THINGS DOWN ON PAPER

YOU HAVE FINALLY GOT

"A ROUND TUIT"

J.H.D.

WordPerfect 4.1

Superbase
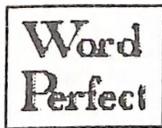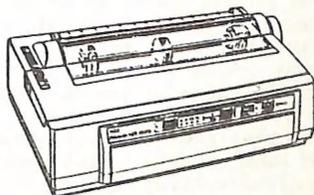
NEC P2200 PINWRITER

THE 64 EMULATOR 2

Butcher

GRABBiT

DeluxePaint II

RANDOM BITS

DECEMBER MAIN MEETING

Two very well attended lectures/demos were the order of the day; however they were so good that they really both required a complete session to themselves.

John Condon used Greg Perry's book on Sound and Graphics as a basis to demonstrate the designing of sprites. This should have given plenty of food for thought to those members who are interested in writing their own programs. Great stuff John!

The "terrible twins of radio communication", Ron Rich and Eddie Brook, brought in heaps of technical goodies, just to show members that you can use the humble 64 to access news and weather from around the world. You can even print out your own weather maps! Time got the better of them and they reluctantly had to cut their very informative lecture/demo short.

Nice work, gentlemen.

DOREEN & ALLAN HORNE

I am sure that I am speaking on behalf of all members when I express my sincere thanks to Doreen and Allan Horne, who have officially 'retired' as Chief Librarians.

As they will tell you, they were 'conned' into taking over the libraries, always claiming that they wouldn't be able to do the job properly. Well, as we all know by now, they did a fantastic job. If they hadn't jumped into the breach during the change over period we would have been in real trouble; however, not only did they keep the libraries going, but also instituted quite a few improvements in the overall management of this very important aspect of our group's activities. Doreen told me that she will now go back to her computer and do some 'real work', so we are all looking forward to your efforts Doreen!   Ed.

The successor to the Hornes as Chief Librarian is none other than our long time member Philip Guerney who, for quite some time, has worked quietly away in the library, so we are sure that future of our library management is in good hands. The only real criticism that can be levelled against our new Chief Librarian is that he is an MS-Dos user, but we'll put up with that Phil!

GRAPHICS UTILITY V2 (Cockroach Software)

Our C64/128 shop now stocks Cockroach Software's Graphics Utility Cartridge v2, for sale at $66.00. This is an update of the package previously reviewed in Cursor, and available in our Commercial Software Library. Version One had the name Graphics Pirate but that word has been carefully extirpated from all text of Version 2, although the skull still looks out from the box cover with a one-eyed predatory leer. This is an elegant and powerful piece of software; but, after one has captured a few screens out of one's favourite games, what might one use it for?

The Pirate Cartridge is a multipurpose graphics utility which can capture any C-64 graphic image off the screen and translate it between a wide range of file formats. It also can make compressed graphics files for use in a rapid loading programmable slideshow, or for use in BASIC programs. Thus it makes the task of working with the whole range of graphics files much more convenient.

There are other programs which perform some of the functions of the Pirate (I hope everyone knows of Anthony Thyssen's Picture Stealers in our PD disk library), but the Pirate v2 is comprehensive and up-to-date. It handles the files of Geos, the Art Studio programs and The Image System, has extensive printer support and useful technical info on the file structures it uses.

In Brief: definitely a must for the Collector who has everything, or who wants to have Everything!   L.D.Winsor

SUBGROUP CHARGES

Because of changes in government funding to state schools, several of our subgroups have been told by the principals that a charge will be made for hall/room hire. This will mean that you may be asked for a small fee to participate in the meeting (usually about $1.00 - $2.00 per meeting).

If you consider this an imposition we suggest that you see your local state parliamentarian about making changes to school funding.

DIARY FOR 1989

| MAIN MEETING	MILTON WORKSHOP*	MAN.COM. MEETING	CURSOR DEADLINE**
		31st Jan (For Feb. Meeting)	
7th Feb	12th Feb	14th Feb	3rd Feb (Mar Issue)
7th Mar	12th Mar	14th Mar	3rd Mar (Apr Issue) 31st Mar (May Issue)
4th Apr	9th Apr	11th Apr	28th Apr (Jun Issue)
9th May (2nd Tuesday!)	14th May	16th May	
6th Jun	11th Jun	13th Jun	2nd Jun (Jul Issue) 30th Jun (Aug Issue)
4th Jul (New Fin.Year)	9th Jul	11th Jul	28th Jul (Sep Issue)
1st Aug (A.G.M.)	13th Aug	8th Aug	
5th Sep	10th Sep	12th Sep	1st Sep (Oct Issue) 29th Sep (Nov Issue)
3rd Oct	8th Oct	10th Oct	
7th Nov	12th Nov	14th Nov	3rd Nov (Dec Issue)
6th Dec	10th Dec		29th Dec (Feb Issue)

* These dates also apply to the Amiga Workshop at Rosalie.

** This deadline applies to both articles and advertisements.

-ooOoo-
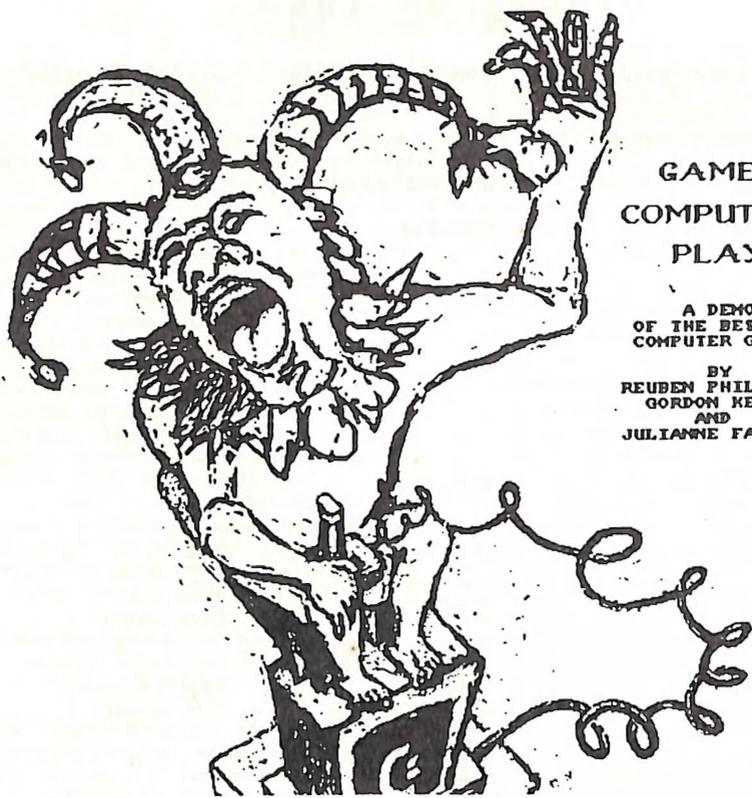
GAMES COMPUTERS PLAY

A DEMO OF THE BEST IN COMPUTER GAMES

**BY
REUBEN PHILLIPS
GORDON KEIR
AND
JULIANNE FALLEN**

FEBRUARY MAIN MEETING DEMO

The glory of the 64 has been its games, of which there are countless thousands. How does the Innocent pick his way through this carnival of titles? Its about time we acknowledged the Game Players (as distinct from the disk collectors) and examined what they do. No doubt a single demo showing some of the variety of games is only a token gesture towards this vast topic, but some of our expert Games Players will show the what and why of their activities which involve high degrees of persistence, concentration, dexterity and special intelligence. For those of us who are too slow to play the games with much success, there are still interesting questions about the nature of this phenomenon.

One view might have it that game playing is an essential feature of a human nature; that man is essentially a Game Player and that games are a fundamental ladder of learning; a normal and major mode of acquiring knowledge of rules, of moving from ignorance to compe- tence and knowledge by way of hypothesis, test, and correction or sudden leaps of insight .

Another view would have it that the Game Players are the brazed and relentless chil- dren of Dame Folly - addicted, obsessed, full of restless urges to blow up the world, pulverize the enemies of the good ol'USA at the press of a fire-button; the enemy, the Opposing Other, defined as a cypher, its life in inverted commas, and that the computer game culture is typi- fied by alienated violence and trivialized moral affect.

Armchair golfers, riddle and puzzle solvers, role players on quests in Fantastic Worlds where the 64s random number generator dons the mask of an oracle of arcane wisdom - they are just part of the Carnival of the computer game. Roll up to the February Demo and see what it has to offer.

THE COMMERCIAL LIBRARY

by Allan and Doreen Horne

Those members who attended the Group's Main Meeting at Bardon on the 6th December will be aware that the Commercial Library is acquiring a new Chief Librarian as from the February 1989 meeting - please see the inside back page of this edition of 'CURSOR'.

We have been members of the Group since May 1986 and became associated behind the scenes on a continuous basis with the Library one month later, finally 'inheriting' the works in October of 1987.

The system in place at that time was a good one. All it needed was a bit of trimming and slimming in the interests of the weight of the storage boxes, about which more anon. In the course of all this it has been our pleasure to make the acquaintance of many members of the Group and it was with regret that we decided that the Library as a whole would be better served by someone more 'computer' knowledgeable than ourselves. With the Amiga section to be cared for as well, we, being C64 operators on a small scale, have felt rather like runners in a three-legged race with only one frail leg. Let us not forget the C128 as well! It may be of interest to members to know that the Commercial Library as a whole handled 615 transactions at the December meeting, mostly in the hour between 7 and 8pm. Almost 200 of these related to the Amiga section. In fact since the early months of 1988, roughly one-third of the transactions at each meeting has been through the Amiga section.

On our way out we have many thanks to say. Firstly to all the members of the Management Committee. We have always been assured of their support and assistance along the way.

One of our foundation rules is that all material must be returned to the Library at or before a meeting so that everything is available for borrowing by the other shareholders, all having contributed to the cost of the material. Thus, to you, the members who go to a lot of trouble to get material back to the Library when unable to attend a meeting, our thanks indeed. It makes this job a lot easier. Here it may be appropriate to mention that to make the selection of software easier in future, the lighting not being of the best where the printed lists have to hang, our Editor will be publishing the lists of Library software in 'CURSOR' as space permits.

Finally, those persons generous with their time and energy who help man (and woman) the various 'in' and 'out' sections at the meetings. Many have been around for longer than we have, doing this on a regular basis month in and month out. Without their help the Library just wouldn't function at all.

Particularly do we thank those who always get to Bardon as soon as they are able after 6pm. and help with clearing the room of all unneeded furniture (sometimes it is no small effort), set up the tables and then fetch those monsters, the four storage boxes. They are kept up stairs and around corners in a compressor room and have to be rolled, bumping all the way, to the Library and there be unpacked. The whole process is reversed at 9.30pm.

To some of you we were able to express our personal thanks at the December meeting. To those we missed or those who were not present at that particular meeting please know that we have always been very grateful for the support we have received.

That's it, and welcome to Phil Guerney. He knows all about the Library, having been active behind the tables long before we joined the Group. May he enjoy the job as much as we have!

-ooOoo-

[As space permits, we will be publishing during the next few months the updated listings of: Tapes for the C-64, Diskgames for the C-64 and Sundry Disks and Cartridges for the C-64 and C-128. Ed]

LIBRARY NEWS

by Phil Guerney

Just a few words on taking over the club library.

I add my personal thanks, on top of those given on behalf of the club, to Alan and Doreen Horne (and Maurice Hawkyard before them) for getting the library into such good shape. This covers everything from the systems set up to issue and monitor borrowings to the excellent state of repair of all the items. So many details have been established and written out for me that I feel that I am taking over a McDonalds Hamburger franchise!

My principles for looking after the library, in rough order of priority, are as follows:

1. Unborrowed books, magazines and software at the end of a meeting means that something could be wrong - is it uninteresting stock, too restrictive borrowing rules, members not knowing what we have to lend or perhaps just not enough members turning up to use the library. I will consider the library a complete success when there is little left to put away at the end of the night.

2. The librarians work load is to be kept to a minimum

3. There are only eleven borrowing opportunities in the year so no matter how good and expensive a program is, only 11 out of about 800 members can borrow that item in one year IF all those who do get a go play fair and return the item at or before the next meeting. Therefore NO MERCY will be shown to those who fail to return items by any of several possible means if they can not make it back to the next meeting themselves.

No more special favours, only an entry in the librarians black book. To avoid this, give me a ring to arrange the best way to get your loans back if you can not do it yourself. Overdues are one of the main burdens for the librarian so see point 2 above.

4. The library is part of our club and it is only there to help members use and enjoy their home computers. The library will operate so that all reasonable wishes of members are met and such that fair access to all items is available to all those eligible to borrow. However see second point.

5. It takes about a dozen people to staff the library each meeting. We have a steady crew that do a superlative job but I believe that it is unfair for these people to be called on every meeting and I would like to see at least twice the number involved so that at least they can get to see the talks and demonstrations at half the meetings. As always, one of the main attractions of helping out is you get rewarded with the choice of borrowing the latest additions to the library. See me at a meeting.

6. Lastly, I will only ever know what you think of the library if you tell me. This can be about requests for software, books or magazine titles or complaints about how we run the show. I thought about putting a survey form into Cursor but knowing what response rates are like its probably better that anyone who has something to say simply puts pen to paper and sends it to me c/o the club secretary, or sees me at a meeting. Complementary to this, I will do my best to make sure that YOU know what is in the library and what I think is most worth borrowing.

−ooOoo−

CHANGE OF VENUE

We have been advised that the Kingston Subgroup will be meeting at the Kingston High School (Bega St.) instead of the Kingston State School in 1989. Alan Hill will look after the Amiga members at this meeting. A small charge will be made to defray the the cost of hiring the school premises. For details see page 2 of this newsletter.

GEORGE BOOLE ENTERS THE DEBATE

Optime qui ultime ridet[1]

by Douglas Maclurkin

"It may be considered with reference to the progress of scientific discovery that, as it is one fruit of an accomplished labour, it sets us at liberty to engage in more arduous toils; it is a necessary result of an advanced state of science, that we are permitted, and even called upon, to proceed to higher problems, than those which we before contemplated. The practical inference is obvious. If through the advancing power of scientific methods, we find the pursuits on which we were once engaged, afford no longer a sufficiently ample field for intellectual effort, the remedy is, to proceed to higher inquiries, and, in new tracks, to seek for difficulties yet unsubdued. And such is, indeed the actual law of scientific progress. We must be content, either to abandon the hope of further conquest, or to employ such aids, as are proper to the stage of progress, at which we have arrived. Nor need we fear to commit ourselves to such a course. We have not yet arrived so near to the boundaries of possible knowledge, as to suggest the apprehension, that scope will fail for the exercise of the inventive faculties."

(George Boole: b.1815: d.1864. Developed Boolean Algebra which is basic to the design of digital computers. Remember Boolean Truth Tables!)

Note: Boole had never heard of an Amiga! but his words above may find great comfort in the ranks of our deserters (correction: should that be progressives?).

I have always been a great believer in presenting both sides of an argument. The above is to be regarded as testimony to this belief and not as a volte face on my previous views.

Postulate that the 64s (including 128s, Vic 20s, Plus 4s etc.) (x) and Amigas (y) make up the Club (CCUG(Q)Inc) (z), then we have the following syllogism[2]:-

$x+y=z$ $(1+1=1)$ result (happiness) – we have a Club.

Then (using the Boolean Truth Table) if we have no 64's remaining in the Club:-

$x+y=0$ $(0+1=0)$ result (misery)– no Club.

(my apologies to Mr. Micawber & George Boole for the piracy).

It behoves us therefore to heed the old Roman Fascist motto:-

"United we stand; divided we fall."

After reading the above there may be many who will be tempted to assert their thirst for scientific progress by advancing to an Amiga (may their souls rest in peace).

Thanks to Leigh Winsor for lending me his copy of George Boole's book.

[1] "He laughs loudest who laughs last"
[2] syllogism = a form of reasoning in which two premises are made and a logical conclusion drawn from them.

$-$ooOoo$-$

[I have been ticked off before today about over-commenting on members' articles, but I feel in the case of the above article that a comment is justified.

Doug's Boolean equations have left out one major component:- *people.*
Our group doesn't consist of computers, but computer owners. The ongoing success of our group depends on the enthusiasm of people like Doug. It matters very little if he owns an 8-bit computer or a 16-bit model. In a few years from now our current crop of computers will all be superseded by more exotic and powerful models – after all this is a hi-tech hobby and change is the order of the day. If we move with this change we may well flourish but if we resist it we will most certainly be left behind and will ultimately fade away. I am not a proponent of change for the sake of change, but I did notice that Doug left the PET out of his equation.... somehow I think that proves my point! ED.]

BYE BYE '64

by H.E.(Fred) LeLievre

Like many people the '64 was my relatively easy and cheap way into P.C.s. I wanted to se the word-processing capabilities and to write some simple basic programs for my line of work. Help to learn about computers was really only available from books, (I live on a farm), and this becomes an even bigger problem when you are discriminated against by your own User Group Librarian who won't lend books to Country Members, who drive all the way to meetings.*

With 'Easy-script' as the W-P and 'An Introduction to Basic, Part 2' as my help tools, off I went to my 'desk' to learn about computers. Four years later I now have a much bigger desk, an IBM-Amiga, but I still use Easy Script because it serves my purposes so well, (except for the 40 col display).

Programming, however, has always been very time consuming and frustrating, and on reflection, not worth the time, effort and expense. My advice to anyone interested in learning more about computers is leave the programming to the whiz-kids and learn how to REALLY use commercial applications, e.g. Data-base.

But if you HAVE to go into the weird and wonderful world of 'Basic' programming the following proved to be of great use to me:

SAVE "@0:filename",8
 for files/progs that are continually upgraded.
POKE 44,PEEK(46)+1
 for a look at the directory without losing program.
POKE 44,8
 return to normal.
SYS 65511
 for closing files when problems occur.
SYS 64738
 for soft reset.
(shifted 3)
 to get out of 'lock ups' sometimes.
LOAD":*",8
 give the first program on the disk.
GET   ..(DANGER)..
 turns off any current CMD command in the prog.
POKE 211,X   (X= 0-39)

gives screen tab layout at :col X.
RND (* TI)
 for true diff RND multiply by TI (time).

During my BASIC (file handling) learning era I bought 21 books and I was generally disappointed with most of them.
The worst was "Shake hands with the Commodore 64" by Kelly & McKneil. (Errors).
The best was "Commodore 64 Disk Systems and Printers" by Ian Sinclair.

The Comm. 'Intro. to Basic Pt 2' book and the programs were very helpful as was MetaBASIC from Compute's Gazette April 1985.

Reading the 'handy tips' from Run and Compute's Gazette was always worthwhile, and I used to photo copy the articles of interest and stick them in a notebook, IF THEY WORKED ON MY MACHINE.

Finally, I feel that people who have helped me from the CCUGQ like Harvey Riddle and especially Ian Pearse in Cairns are worth developing, with a little consideration for their time; e.g. phoning to see that a visit is going to be convenient, rather that just 'lobbing', and wasting their time.

I still own the '64 but I am using it less and less as I become more familiar with Amy. The '64 is a marvelous, simple and reliable little machine.

Good luck with yours.

                    -ooOoo-

* Not strictly speaking true!
We are unable to provide library facilities to country members, because the cost of postage and packaging would be prohibitive, nor do we have a full-time library staff to carry this extra load.
If country members attend our main meeting regularly and can *guarantee* that library material is returned at the next meeting, then the normal library facilities are available to them.   ED.

PUBLIC DOMAIN DISK LIBRARY

by Doug MacLurkin

Special for Beginners:

I have squeezed 10 PD disks onto 5 double sided disks which can be bought for $10 for all 5 disks (plus $3 postage and packing for country members).

In all I have made 3 lots of 10 which embrace all the important disks for beginners. We have altogether 44 PD disks; I have not copied a few such as the Radio disk and the 128 disks which are not needed by those just getting started but can be obtained separately. Please refer to the catalogue disk for more details.

It is hoped that this action will encourage new members to get started with a host of useful programs at their command.

Any beginner must realise that he/she has to spend many hours at the keyboard in order to understand and programme the computer. These disks will go a long way towards making that understanding a lot easier.

There have been no further TPUG disks since July!

I am still trying to make up another Public Domain disk (v1) and have made some progress thanks to Paul Blair, George Harris, Maurie Hawkyard, Wal Jacob, J. Kelman and L. Vardy who have all sent me useful programs. However there are still a lot of blocks yet to fill; so keep them coming and thanks once again.

I am working on one of my own programs which prints out a disk directory with lines adjacent to each program suitable for notes describing it. There is nothing new about this but I am mad about exits and fanciful menus and have used a number of these which I am sure you will enjoy. Instead of putting in a lot of REMS to describe all the options (which nobody looks at anyway) I have included all the instructions on help screens which can be accessed through the menu. Maybe some of you may be encouraged to follow my example.

I must also thank Cor Geels for his disk listing all the articles in 'Cursor' which he has sedulously kept updated.

Thanks also to Jack Sheinberg for his disk on French Drills. It has proved very popular. These programs will be put into Public Domain in good faith. However if anyone claims that I have made a mistake and that a program is covered by copyright or other barrier please advise me ASAP and I will remove it at once.

We have recently been reminded of the assassination of President J.F.Kennedy. One of his most memorable speeches comes to my mind and it may be appropriate to quote it here:-

"It is not for you to ask 'what has my country done for me,' but for you to ask 'what have I done for my country?' "

If you substitute for 'country' the word 'club' then you will get a very strong message that should set your conscience to work. We will only hang together as a club if every member resolves to do his bit. I await your bits. There is a place on my next disk for them!

-ooOoo-

MUSIC MAESTRO, PLEASE!

I think creative madness and the surreal imagination that has been a glory of the 64 is still flourishing. Angus Norrie has been wondering if we might not have a Hoffnung Orchestra of 64s each taught to play an instrument— a musical community hooked up in parallel. Perhaps our little pets might aspire to perform Beethoven's 9th with voices by S.A.M.! A pre-computer age with a taste for theatre of the Absurd could only dream of the Pavlovian conditioning of an army of Grandfather clocks.
                                                                                    Leigh Winsor

BOOK REVIEWS

1541 USERS GUIDE, By Gerald Neufeld, Published by DATAMOST, Inc.

Our copy from B.C.F. Bookshops. R.R.P. $39.95

by Clarence Stock

Owners and/or operators of a 1541 disk drive will find this manual most informative as it covers everything from setting up and operating the 1541 disk drive to diagnosing and solving disk-related problems. It also corrects errors in the 1541 users manual supplied with the disk drive.

The INTRODUCTION or as it is called "HOW TO USE THIS BOOK" explains the chapters which may be applicable to a beginner, intermediate programmer, or an experienced programmer. It indicates that over fifty ready-to-use instructional, application and utility programs, written in basic, are contained within the various chapters and/or appendices. In addition there is a chapter on machine language file handling with a typical application program. The programs can either be typed in or the publisher offers, with a coupon in the back of the book and 26.95 in U.S. dollars, to send you a disk with the programs on it.

The beginner will find CHAPTER 1: GETTING STARTED, provides an easy to understand introduction to the 1541 disk drive. The section on POWERING ON YOUR SYSTEM states the sequence recommended is, computer, disk drive, disk drive, with the printer last. They do not mention TV/monitor which I always turn on first during power up and turn off last for power down. Also they note the use of a power bar to switch everything ON at once is not recommended; particularly if you have several peripherals hooked up to the serial bus — the system may lock up.

Throughout the first chapter as is with all the following chapters, there are paragraphs titled warning, caution, hint, etc. which are additional comments about conditions that might occur or are common misconceptions that users have had. Actually chapter 1 should be completely understood before going on to the other chapters.

CHAPTER 2: USING DOS 5.1 explains what DOS 5.1 is, how to use it and tips to help the user benefit from this utility.

CHAPTER 3: THE COMMAND CHANNEL gives the user details on what the command channel is and how to open, send, read and close via the command channel.

CHAPTER 4: DISKETTE HOUSEKEEPING would be recommended reading for the beginner before he/she attempts any disk operations beyond reading directories and load/-save procedures.

CHAPTERS 5-10 deal with file handling. Basic introduction then specifically program, sequential, relative and indexed relative files. Finally file handling from machine code is described with a typical application shown.

CHAPTER 11: GETTING OUT OF TROUBLE, a very interesting section which covers spotting and diagnosing problems also recovering from most types of diskette problems.

CHAPTER 12: CARE AND MAINTENANCE, as the title indicates this section describes how to care for your 1541 and keep it in top shape. General operation hints, care of record/play head, permanently changing the device number, checking and realigning the 1541.

CHAPTER 13: A BIT OF BACKGROUND, this section fills in details regarding the floppy diskette itself, the backside controversy, the recording process, sync mark, organization of the sector, directory, how sequential, program, user and relative files are handled, an overview of the inner workings of the 1541 and some important bugs in DOS 2.6.

APPENDIX A-E provides the reader with a glossary, a number of reference tables, disk error messages, summary of disk commands and additional disk utility programs. One question that a comment in the glossary created was with regard to the book's description of a monitor — a television set without commercials. Does anyone know the brand?

I found the book to be very informative and good value for money.

Science & Engineering on the Commodore-64

by Ranier Bartel (on the front cover) or by Ranier Severin (on the title page – did she marry about the time of publication!?) – Published by Data Becker (the Abacus Software people) – CCUG Library Book number B59

Reviewed by Phil Guerney

This is the best book I have seen on scientific programming dedicated to the C64, certainly the most ambitious. Program subjects with full listings include: maths (numerical integration, fourier analysis); chemistry (a generalised acid-base titration calculation, the Hueckel Molecular Orbital calculations for isoconjugated pi-electron systems (I last saw that in a 3rd-year Theoretical Chemistry course at uni many years ago, but don't ask me about it now!); Physics (optics, planetary orbit calculations): Biology (Predator-Prey model); Electronics (network analysis) and, as they say, much much more.

The first 96 pages of this 342 page book assume no knowledge of the C64 other than how to turn it on. As well as a short course on everything from structured programming in C64 BASIC to using disk files, this introductory section contains some interesting general comments on the practicalities of C64 BASIC as a scientific/engineering tool in comparison to other programming languages and other computers. The book gets over the graphics problem by using Simon's Basic routines, but these are rare and can be easily translated into Super Expander or Epyx Basic Toolkit lines (everyone should have one of these three if they are to program in BASIC).

The main problem with the book is the sometimes rough translation from the original German. Some words simply beat the translator and are left in German (for example "Wertigkeit" in the listing on p202 – it means "valency"). In many places the English word chosen is not the best equivalent of the German word in a technical context (for example "the substance has been completely assimilated (sic) in the test solution)".

The book does not go into enough depth in any one area to make it a recommended buy for someone wanting just programs on, say, astronomy. At $33 it is nevertheless good value for a 2nd or 3rd year uni science student or any one else wanting inspiration to use their C64 for some practical programming.

The Graphics Book for the Commodore 64

by Axel Plenge. – Published by Abacus Software, September 1984.
CCUG library number B69.

Reviewed by Phil Guerney

Absolutely everything you need to know to program high-resolution or multi-colour graphics and to use sprites and alternative character sets is covered in this Abacus Software book. I don't think anything is missed in the 350 pages and an attempt is made to start at the very beginning with explanations of binary numbers and logical operations. There are quite a few programs, mostly in machine language listed both in assembly and as BASIC loaders, culminating in a small graphics package that gives commands for drawing on a high-res screen.

There are many books around on graphics programming for the C64 and I cannot recommend this one for beginners mainly because the information is tightly packed and there are relatively few figures or tutorial-style examples. Also, if you only want to produce interesting graphics programs without knowing what registers on which chips must be loaded with whatever values, then I recommend that you just use one of the very good BASIC extension packages such as the Super Expander cartridge or the Epyx Programmers Basic Toolkit.

However for anyone who has already passed the beginner stage, and who has also studied machine language, this book could serve as a useful reference complete with many working machine language programs in commented assembly form that could be used directly. For such readers the fourteen pages at the end of the book on "The secrets of the games" (animation and scrolling) will seem all too short. All readers will have to bear with the slightly awkward choice of English words used here and there due to the translation from the German original.

(Our copies from B.C.F. Bookshops)

THE SUPER* PAGE

by Paul Blair

In a previous incarnation, the SUPER* PAGE proved quite popular. So I thought it time to come out from hiding and take up where I left off. Of course, if the postie delivers a bag of letters giving the thumbs up, I'll know it was the right thing to do. On the other hand.....

Firstly, a bit of history. If you drive a C64/128, then skip down a bit. This is for those of you who can remember.

A few words for users of the CBM 600/700/B128. Hands up who knew such things existed? Oh. If your hand is still down, I will say briefly that these brilliant machines were the half-way design between the original PET and the C128 of today. Eight bit, eighty column, 256K RAM if you wanted (I don't recall if anyone got to 512K). They weren't released in Australia when the rest of the world got them. But then Commodore Australia had an auction and more than 50 machines were sold. And enquiries about Superbase, Superscript and the combination of these, Superoffice, coming in from time to time.

There were 2 versions of the 600/700/B128, known as "old ROM" and "new ROM". No-one seems to know what was sold here, but there are some checks you can make. To run Super*, you need NEW ROMs.

OK. Power on, type SYS 11 <RETURN> (CR from now on.) This should give:

        PC IRQ SR AC XR YR SP
        000D FBE9 B1 FA 71 0B FB

Now, type M 0000 <CR>, and you could get:

        0000 0F 0F 4C A7 9B 00 00 00 00 00 00 00 00 00 9E 00

There are 9 "00" bytes in a bunch. If you get LESS, you have OLD ROMs.

If OK, type X <CR>. The screen should go to the READY prompt. If not, you have OLD ROMs. If the system says "PRESS PLAY ON TAPE", you have OLD ROMs.

Reset the computer. Enter this program.

        10 PRINT"[OFF/RVS] ":GOTO 10 <CR>

That is, the OFF/RVS key followed by a space, inside quotes.

Type RUN <CR>. The screen should have an even, continuous pattern, with the bottom line the only clue that the screen is scrolling up. If not, you have OLD ROMs.

There's nothing wrong with old ROMs, except that Precision Software won't work with them. If this is the case, go pester CBM for a set (3 chips) of the NEW ROMs. Then, and only then, can the joys of SUPER* be yours.

If the Superscript folk are ready, let's talk to them. The Superbase folk may as well stay around, because I want to cover the most troublesome aspect (if I can believe my mail) – mail merge, using data from Superbase to prepare form letters with Superscript. The technique is the same, regardless of which computer you are using.

As the documentation tells us (it told me – haven't you read it yet?), a mail merge is where you wish to send a general letter to different people, but with personal touches or specific inclusions. Say you run a repair business, using Superbase (SB) to keep track of work. Each month you want to write or send an account to each slow payer. You want the account to contain the laggards name, address, the job you did and how much is owed. Each may have a different time to pay – maybe 30, 60 and 90 days. If there are 15 accounts, then you want 15 letters.

The trick is to have SB write a file with the specific details for each customer. That information is then read into a "form" (translation: all the same) letter that has been specially created in Superscript (SS) with "blanks" (call them that for now) where the data has to be put in.

The project has three stages:

1. Creation of a "fill" or "sequential" file from SB, containing the necessary data.
2. Writing a letter with the blanks where the data is to go.
3. Doing the "mail merge".

From SB, you can use "fill" to set up the fill file. All raw data must be in one file in the SB database. Check which fields you want to use, and write down their names. Use "Status" (Menu 2, F6 then F1) if you are unsure.

Check that there is sufficient space on the disk to hold the fill file. Remember that fill files are not usually compacted. Use the "Output" command as the manual shows you:

output all fill to "filexxx" |field1||field2|| etc....

The output fields can be in any order, you don't have to use the order they show up on the screen.

The file "filexxx" will contain as many fields per record as you specify, with empty fields being stored as a blank line. As well, one extra line is written to separate records from each other. So if you want 5 fields written, remember that each record on disk will contain 6 lines. This has to be taken care of in the form letter.

That's the end of Stage 1. Now, Stage 2.

Setting up the letter is well described in the manual tutorial, and I don't plan to go over that part of the job. But be careful about that extra blank line that SB has put between records. We have to use it somehow, or our pattern of names, amounts and so on will get out of kilter. We have to use up 6 lines in each letter, 5 lines of useful stuff and one junk line. The way to do this is to put a dummy block in the letter somewhere it doesn't matter. The easiest way I have come across is to set a dummy block in a comment line at the END of the document:

    •cm: this is a dummy block { }   or
    •nb: this is a dummy block < >

Don't put it up the front of the letter, because the blank line you want to absorb comes AFTER the useful stuff in the record. .

The rest is easy. Stage 3 is simply printing the form letter, and that's doing what comes naturally. Refer to the manual if you get stuck.

A couple of points. I like to check my fill files (prefix them "h" or "h8" if you want to use the SB "Help" function). As well as using SB, I can edit them with SS should the need arise.

But I have to remember that only a finite number of lines can fit into SS memory, so I must keep my fill file under that limit if I want to edit it. And whatever you do, don't put a file name at the top of a fill file, no matter how tidy you like to be.

Some bright lad just figured it out. If you can take data from SB to SS, why not the reverse process? Good one.

This is an excellent way of entering raw data with minimum time at the keyboard. Anyone who can type with from 2 to 10 fingers can usually use this technique to advantage.

To reuse our previous example, by writing 5 lines per record, we could insert information back into SB. Each block of 5 lines would have to have the identical order of information to all other blocks. Some other rules have to be observed if you want to make it work for you. These are:

1. No line of the SS document should be longer than the SB field where the information is to go.
2. The overall "length" of each "record" (our 5 lines here) must not exceed the capacity of the record in the database.
3. Check disk space. You need room for the SS file and the records in the database.
4. Each line must end with a carriage return.
5. No junk. Only information. Cut out comments, formatting commands and so on.
6. If your database is set for "unique" keys, watch out for any key field duplicates.
7. You don't need a blank line to separate blocks (records).

To import the data into SB from the document, set up a SB format to correspond with the way you have structured the SS file. Make ALL fields (except the key) TEXT type. Then, simply "Import", enter the filename, and go have a cuppa.

When moving data either way, take great care with your format. Count lines with the SS screen indicators, know how many items you should have and double-check. It's a pain to have to delete a heap of imported records simply because one line was left out, and things got out of sync. Five minutes checking could save an hour of deleting.

WARNING

It has been reported that there is a small bug in SB (versions unknown, but probably all) that you should be aware of. It probably won't affect more than 1% of you.

If you use "Output" to a disk file, avoid specific truncation. The sort of thing I mean is &6[title] and &3.2[amount]. This will run you out of disk space so fast your eyes will hurt. &[title] is OK, however, which is non-specific truncation. Precision knows of the problem, and a fix is coming.

LETTERS AND SUNDRY GRUNTS

I should tell you of my pleasure at receiving interesting bits and pieces from around the place. Obviously both SS and SB are in the hands of some very creative people, and their inventiveness is unbounded. Mike McWatters (Port Hedland) and Rick Phillips (Perth) are two such writers. Rex Twomey in Sydney showed me his Genealogy program, which continues to grow nicely. These people push me along to try better things, and my grateful thanks go to them for that.

DATA DISKS

What is a data disk? Nothing more than a normally formatted disk. There is some confusion about this, so let's lay the ghost.

Data storage in SB requires only a standard disk, formatted as you would any other disk. If you do this, the total disk is available for storage (but do transfer your START.P file to it) of your data.

The data disk creation request that comes up on the opening screen will also produce a data disk, but it will transfer the HELP files to the new disk. That's the difference. So, if you want HELP on line, do it as SB suggests.

The reason for moving START.P to the data disk you create is so you can insert your data disk as soon as the SB screen prompts at power up. That way, there is no time wasted logging the data disk into use.

You can also backup a SB disk as you would any other disk, provided the backup utility you use makes a photo image of the original disk. SB is very keen to keep data in very specific and known places, so if you use a file copier, things will get out of whack. Use a full backup program, and copy the entire disk.

But remember this. The SB Backup does some disk tidying as it goes, and often frees up space that it finds, giving you more room on the disk. Although SB Backup takes longer, there is value in using it, especially if disk space is at a premium.

ASSORTED BITS OF NEWS

Mike (WA) wanted a routine for SB to test whether the printer was switched on. We have solved it, but can you? Send your entries in, and we'll print the best.

I have written a program in Basic that can be used to read SB files directly, without firing up SB etc. This is particularly useful for patching up the (rare) wrecked disk, or using SB data for things SB was never intended to do. The program (there are PET, C64 and C128 versions) has been written up as an article, but may not be of general interest. However, if you would like to see more about how SB works, let me know. The programs are on disk – ring me if you would like a copy.

CURRENT VERSIONS

To keep you up to date... Superbase 64= V2.04, Superscript 64= 15Nov85, Superbase 128= V2.08, Superscript 128= 11Apr86. A version of Superbase 128 for two drives (units 8/9) is nearly ready....a 64 version is unlikely, due to memory limitations.

SUPERDESK

In the UK, Jim Kennedy used write a column similar to this one. In fact, we swap material with each other, to ensure accuracy and continuity. Jim has written a suite of SB programs, collectively named SUPERDESK.

SUPERDESK is designed to help you live/manage your life – an address log, birthdays, phone costs, Christmas card list and so on. The programs are useful, and very well written. Even if you don't send Christmas cards, study the programs and see some nice ideas.

If you want a disk copy, send me a disk with mailer, plus $3 for handling and return mail.

(C) 1989 Paul Blair

WORLD CLOCK

by Hubert Gravendijk

```
 10 :
 20 :
 30 :
 40 REM *WHEN I READ THE MOVING STORY OF OUR FRIEND LINDSAY VARDY IN THE DECEMBER
 50 REM *1988 COPY OF "CURSOR". I DECIDED  TO HELP HIM WITH THE WORLD CLOCK.
 60 REM *THE FOLLOWING PROGRAM MAY ASSIST HIM (AND MAYBE OTHERS) IN KEEPING THE
 70 REM *RIGHT TIME.
 80 :
 90 REM **ARE THERE MEMBERS WHO CAN CONVERT THIS JIFFY CLOCK TO A "CIA" CLOCK?**
100 :
110 :
120 :
130 REM HUBERT G.
140 REM 25.11.88
150 REM "WORLD CLOCK"
160 REM TW=TIME WORLD
170 REM TD=TIME DIFFERENCE
180 REM TA=TIME ADJUSTED
190 REM WC$=WORLD CITY
200 DIMA$(10)
210 PRINT"PLEASE ENTER 1-9 FOR WORLDTIME":PRINT
220 FORI=1TO9:READA$(I):NEXT
230 DATA"1 AMSTERDAM","2 AUCKLAND","3 HAWAII","4 LONDON","5 LOS ANGELES"
240 DATA"6 MOSCOW","7 NEW YORK","8 SINGAPORE","9 TOKYO"
250 FORI=1TO9:PRINTA$(I):NEXT
260 PRINT" WHICH ?"
270 GETA$:IFA$<"1"ORA$>"9"THEN270
280 ONVAL(A$)GOSUB410,420,430,440,450,460,470,480,490
290 INPUT"PLEASE CORRECT THE TIME(HHMMSS)";TI$:TW=TA+TD
300 PRINT"□"TAB(8)"OLD TIME"TAB(23)WC$
310 PRINTTAB(9)TI$:FORX=1TO 820:NEXT
320 TA=VAL(LEFT$(TI$,2)):TW=TA+TD:
330 IFTD<TATHENTW=TW+24
340 IFTW>24THENTW=TW-24
350 IFTW =24THENTE$="00":GOTO390
360 TE$=STR$(TW)
370 TR$=RIGHT$(STR$(TW),1)
380 IFVAL(TE$)<10THENTZ$="0":TE$=TZ$+TR$
390 TW$=TE$+MID$(TI$,3,4)
400 PRINTTAB(23)"□"RIGHT$(TW$,6)"□":GOTO310
410 TD=- 9:WC$="AMSTERDAM":RETURN
420 TD=  2:WC$="AUCKLAND":RETURN
430 TD=-20:WC$="HAWAII":RETURN
440 TD=-10:WC$="LONDON":RETURN
450 TD=-18:WC$="LOS ANGELES":RETURN
460 TD=- 7:WC$="MOSCOW":RETURN
470 TD=-15:WC$="NEW YORK":RETURN
480 TD= -2:WC$="SINGAPORE":RETURN
490 TD= -1:WC$="TOKYO":RETURN
500 END
```

WHAT'S A RAMDISK, ANYWAY?

by Denis Wright

The ramdisk is a concept that many computer buffs will instantly recognize, but for others like me, it took quite a while to work out just what it is and what a ramdisk does. In these days of RAM expansion boards, ramdisks are likely to be used more and more frequently, even on smaller-memory machines. Maybe this explanation will help a little.

An analogy is always useful. Suppose you had a workshop, but didn't have anywhere in the workshop to store your equipment. However, you do have one or two sheds out the back where you can go and get what you want. This is OK, but it means that whenever you want something, you have to take a walk out to the shed to get it, and then you have to put it back there as soon as you've finished with it so that you can make room for something else. But in your workshop, you have a big locker that's never used because you don't know how to open it. At last you find a key, and now you can put the tools you use most in the locker, instantly accessible when they're needed.

Well, that's something like how a ramdisk works in principle. Your computer is like the workshop, and the sheds outside are like your disk drives. The locker is the ramdisk itself.

A program that creates a ramdisk does this: it takes a portion of the RAM of your computer and configures it so that it behaves just as if you had another disk drive. You can't see it because it's hidden away inside your computer, but once you install the ramdisk, it's there, ready for use. It probably won't have anywhere near the capacity of your real disk drives, but it does have a very attractive feature.

Because it's located within the computer itself, whatever programs or files you place in the ramdisk load, save and run very much faster, because they are, after all, part of the computer's memory. Just like the locker in your storeroom, whatever's placed in it is available for immediate use. This is probably the only reason you would use one.

As usual, there's a price to be paid for this convenience. Because it takes up memory space, it may actually make other programs not loaded into the ramdisk run slower. The other thing you would have to remember when using a ramdisk is that it has one vital difference with your external drive(s). It exists only in the memory of your computer, and the moment you switch off the computer, it disappears along with anything else not fixed in ROM or saved to disk. (So here my analogy with the locker breaks down, because when you switch the lights out in your workroom, the locker remains. Not so the ramdisk! Just like any other program, it has to be re-installed every time you power up if you want to use it.)

So, any files created or updated in the ramdisk would have to be written to your real disk before powering off. It also means that there's not much point updating files in the ramdisk as a precautionary measure against sudden power loss or computer failure. Unless you wrote or updated files to a real disk, they would almost certainly be lost if disaster (or lightning!) should strike.

If you gain access to a ramdisk program, play around with it. You should be pleased with the extra speed and convenience once it's installed. But just remember, when the chips are down, it is more a concept or a mirage than a reality, and if you forget that you can't take it out and put it in your diskbox, some of your valuable work could disappear at the flick of a switch.

-ooOoo-

[Denis Wright has been one of our regular contributors during the last few years, and it's always a pleasure to read his valuable articles. Look forward to some useful Super-Script tips in our next issue.

Regrettably he will spend most of 1989 on study leave in China, India and Bangladesh, which means that the regular flow of his articles will (temporarily, we hope) stop.

Have a successful and safe trip, Denis! - Ed]

COMPUTER NOVICE GUIDE

by Cor Geels

NOVICE'S GUIDE # 3

We'll carry on with a bit more looping, because with loops a computer can do a tremen-
dous amount of work. There are various ways in which a program can be directed to go, and
as we go along some of these ways will be discussed.

Sometimes a program may require more than 1 FOR/NEXT loop in it to get the result
we want. Let us imagine that we are going to make a program which uses a list for the next
two weeks.

Type the following little program as shown:

```
10 PRINT "NESTED FOR/NEXT LOOPS"
15 PRINT
20 FOR W = 1 TO 2
30 PRINT"WEEK NO.";W
40 FOR D = 1 TO 7
50 FOR T = 1 TO 500:NEXT T
60 PRINT"DAY NO.";D
70 NEXT D
80 NEXT W
```

Line 10 PRINTed the title on the screen and line 15 PRINTed a blank line.
Line 20 used the letter W as numeric variable to do something 2 times.
Our computer counts W=1 and starts looking for his twin (NEXT W).
But he can't get there unless he does line 30 and PRINTs on the SCREEN the words:
WEEK NO. He then sees the semicolon followed by the W ,which instructs him to PRINT that
value of W: 1, right there.
In line 40 he finds a new FOR/NEXT variable (D) and must count D=1 (out of 7) before
he can go on, now looking for his twin: NEXT D.
Line 50 is a time delay, to slow things down so you can see what is happening. Both
parts of this FOR/NEXT loop are on the same line, so all he does on line 50 is jump forwards
and backwards, counting to 500, and then move on to line 60, where he gets the instruction
to PRINT the words: DAY NO.
The semicolon and the D behind it say: I want the value of D PRINTed here: (1 on the first
time around.)
When he gets to line 70 he reads: NEXT D, so he jumps back to line 40 to count 2 and
PRINTs that on line 60, and so on.
Only after he has counted and PRINTed all 7, and there is no further D to go to, he
reads on and finds line 80 with the instruction to pick up the NEXT W, (2) on line 20, PRINT
it as told by line 30, and then the whole cycle is repeated, (another 7 D's PRINTed) and then
onto line 80 again.

But now there is no further W to go to, so the system stops with your completed pro-
gram on the screen.

So far we have used only the 26 letters of the alphabet to describe VARIABLES, but we
are not limited to the use of A, B, C, etc only. You can even use complete words.
WATERRATES = 35 is quite all right with your COMMODORE.

BUT, of course there are BUTS.

But No.1 is that our computer reads only the first 2 characters, so in this case WA =
35.

If later on in that program we would use WAGES = 375, then the computer will store 375 as a new value for WA, and cannot recall the previous value of 35.
Some help is available by using say: W1 = 35 for WATERRATES and W2 or WA for WAGES. That is where REM comes in handy. (REMember?)
YES, you can use a digit as the second character of a VARIABLE.

But No.2 is that sometimes your variable name or characters can not be used because they are the computer's own language, (Reserved words, or Key words e.g: IF, GO, OR, FN etc.), and so we'll have to change things around a bit when a seemingly properly typed statement brings a ?SYNTAX ERROR IN LINE ... after the RUN command has been given.
If in doubt, just type, without linenumber: PRINT .. (the characters you had in mind) and press RETURN. This applies to STRING VARIABLES , like IF$, GO$ etc. in the same way. To check this out, type PRINT TO and press RETURN. Now type PRINT OT.
If the answer is 0 then those characters are OK to use, because it is a suitable variable, but with no given value as yet, hence the 0.(Zero). PRINT OT$ or any other usable STRING variable will print READY on the screen.

The same rule applies to variables which contain a reserved (key) word, eg. ONT, TON (both contain ON) and some others like: AND, INT. If used to give a value, for instance INTERMISSION = 15 and we then want that PRINTed in a program it will reply with ?SYNTAX ERROR in that program line, because we actually had 2 reserves (INT and ON) in that VARIABLE.

There is one more irregularity which crops up from time to time and that is where you see the % (percentage) character attached to a variable: AB% = 123. Even if the value would have been 123.4567 or anything else of decimal value, the PRINT instruction will show the value as a whole number, so:

AB% = 123.9876
PRINT AB%

will come on the screen as 123, a whole number.

For a little while these rules seem to be a bit of a nuisance for the novice programmer, but one soon gets familiar with them. As soon as our COMMODORE spots what looks like an instruction with a reserved content as mentioned above he gets set for a distinct action of his own. Think of a railway shunting yard and numerous sets of branching points.
GO = 123 only results in the points for GOTO being activated. The value we wanted to give to GO cannot be accepted. Similarly:
INT steers towards whole numbers (INTEGER).

IF makes the COMMODORE almost sit up and wait to see what conditions we are setting.
TI starts looking at one of the internal clocks. Type PRINT TI and press RETURN. Also try PRINT TI$ to see a different internal clock.
As we saw in the little WEEK and DAY program above, we made our computer read a line, (70), and then, instead of going on to line 80, he returned to line 40, because that is how we put our instructions together. But our COMMODORE made the move.
We can use this decision making ability of our computer to get various results, e.g.:
If we keep a record of car maintenance and repair costs, we can make our program to come up with a PRINTed notice to start thinking about trading in, if expenses become high. The amounts are of course fictitious:

```
10 PRINT CLR SC:REM CLEAR SCREEN
20 INPUT"TOTAL KILOMETER READING";TK
30 INPUT"TOTAL PREVIOUS EXPENSES";PE
40 INPUT"TODAY'S REPAIR COST";TR
50 TE = PE + TR:REM NEW TOTAL EXPENSES
```

```
60 AV% = TE / TK * 1000
70 PRINT "AVERAGE MAINTENANCE PER 1000 KM = $";AV%
80 IF AV% > 11 THEN PRINT ".....(see below)
```

After the opening quotes in line 80 we can change the colour of the PRINTed message by holding down the CTRL key and pressing 2 for WHITE. Remember that we are in quote mode, so now press some 10 times CURSOR RIGHT and a couple of CURSOR DOWN strokes before you type TRADE IN ?" to complete line 80.

RUN the program and enter some amounts to see the results.

In the above program only if the average expenses exceed $ 11.00 per 1000 km will the question TRADE IN ? appear on the screen. Now hold down the RUN/STOP key and tap RE-STORE a couple of times to restore the original colours in your system.
An other way would be to include in our program an instruction to return the starting up colours.

But the idea was to keep the program simple and still introduce a few new phrases and motivations which make your computer appear clever.
Also in this case we ourselves will have to keep a record of our last total of expenses and enter that when the computer asks for that information next time this program is RUN.
The INPUT phrases as used in the above case seem to create conversation between you and your machine. He asks, you answer, and he asks some more etc.
From the answers we give he calculates as instructed by our program and then he gives the result applicable to the circumstances.
In line 50 we grabbed a couple of characters (TE) to create a new NUMERIC VARIABLE to stand for the sum of PE + TR.
This method is widely used to keep the number and formula of VARIABLES simpler. The computer knows that now TE is the sum of PE+TR, irrespective of what values PE or TR each are.
In line 60 we use the same trick: AV% = TE / TK * 1000. Here we also used the percentage sign, as discussed before, to get an answer rounded to the nearest lower whole number.
Finally, the other new character appearing in the program is the > symbol in line 80. We have used the = before and accepted that as meaning 'equal' which is about right. The > means there is more on the left than on the right.
So line 80 reads: IF AV%> 11 THEN....or IF AVERAGE WHOLE NUMBER IS MORE THAN 11 THEN......
Obviously the < symbol means more on the right than the left. Put in other words the value at the open end of the symbol is the greater of the two.
As the above program stands now, it will PRINT the question or suggestion "TRADE IN ?" on the screen if average expenses exceed $ 11.00 per 1000.
Even if expenses exceeded $ 25.00 per 1000 km. the message would still be the same, unless of course, we instruct our machine to PRINT something stronger, more to the point, like: TRADE IN NOW !!.

One would be inclined to think that in a program messages that express a stronger point would follow the weaker ones, just as if we were talking to a person:

IF expenses less than $ 11.00 - only the calculation on the screen.
IF expenses more than $ 11.00 - suggest TRADE IN ?.
IF expenses more than $ 25.00 - recommend TRADE IN NOW !!.

Logically it works the other way around because when we use an IF statement and the computer reads the strongest message first: ($ 25.00 - TRADE NOW!) he acts on that only if true. If the condition does not apply he can't act, so he reads the next (weaker) statement, considers true or false, and so on.

So we have to make a program line with the stronger statement:
IF AV% > 25 THEN PRINT "TRADE IN NOW !!".

The only place we should slot this instruction in is just before he can read line 80.(the weaker one). So we give that new instruction the linenumber 75. It will find its own way in the program, remember?

There are lots of other directions we can make a computer steer in after IF, e.g.: IF....THEN GOTO and that can be to another type of program altogether, or simply:IF....THEN END.

Let us make a simple FOR/NEXT loop which is cut short because we put an IF...THEN END condition in it:

```
10 FOR X = 1 TO 20:PRINT X:REM COUNT 20
20 IF X = 5 THEN PRINT "HELLO"
30 IF X =12 THEN PRINT "THERE"
40 IF X =16 THEN END
50 NEXT X
```

We mentioned how we could put a condition: IF something...THEN do something, or...THEN GOTO some other line number in the program. Always if that condition comes true, the THEN action must follow, no matter what the rest of your original program looks like. Again we can compare it with switching points in a railway line. When we eventually arrive there, we must go the way the points are set. Another example, this one with GOTO:

```
10 FOR A = 1 TO 10:PRINT A
20 FOR T = 1 TO 300:NEXT T
30 IF A = 5 THEN GOTO 2000
40 NEXT A
50 PRINT"THIS IS LINE 50"
60 PRINT"THE END":END
2000 PRINT"I AM LINE 2000"
2010 PRINT"AND I AM LINE 2010
2020 GOTO 40
```

Summarizing: Line 10 instructs: start your count to 10 with 1, and now search for your partner (NEXT A). Hop over the colon, follow the instruction to PRINT the count, and drop to the next linenumber.
Line 20 only serves to put things in slow motion. (Time delay).
Line 30 is an IF...THEN condition which is set for the count of 5, so the condition is not valid yet.
Line 40 (the partner NEXT A) sends us back to line 10 for another count, etc.
On the count of 5 the IF condition is true, so we have to follow the track to line 2000 which is confirmed by the PRINTed sentence: I AM LINE 2000

He then drops through to 2010, PRINTs that, and finding line 2020 he must GOTO 40. Because the instruction in line 40 is NEXT A, and because there is still from 6 to 10 to be counted, the program runs through the motions until there is no further counting to be done. (The count of 10 has been reached and PRINTED)

There is no further NEXT A so he reads on and finds line 50. He PRINTS that. On line 60 he reads that he has to PRINT: THE END which he does, but that does not end the program. A hop over the colon spots the instruction to formally END the program. If we had not included the instruction END on line 60 he would have run through to 2000, then 2010 and 2020 and back again to 40, (NEXT A), but there are no more A's to be counted, so we get an ERROR MESSAGE: NEXT WITHOUT FOR   ERROR IN 40.

-ooOoo-

MAIL BOX

In response to a letter appearing in the Australian Commodore Review (Nov. '88), concerning printing in columns when using MINI OFFICE II, I have found that the following method works quite well, if a little fiddly.

When setting up the original structure for your records, make the first field 60 spaces. We call this field SPACES. Don't make it a FORCED field. The rest of your record can be as normal.

After you have completed your records and wish to print them in columns, they must be broken up into groups of the number of rows you wish to have down the page (we shall say sixty-five). You may do this by simply marking them, but I save them as files for reasons that become obvious later. When you wish to print your list or whatever, load or mark your first sixty-five records, go to the PRINT MENU, select the Horizontal mode, and then go to SELECT FIELDS. Set the first field (SPACES), to Zero, return to MENU and PRINT. This should give you a column down the page. Rewind the paper to the top, then go to SELECT FIELDS again. Change SPACES to the number shown as the HORIZONTAL PRINT WIDTH on the bottom of the screen. You may have to add a few to allow for spacing between columns.

Continue this across the page. It may take a few goes to get it correct, and this is why I suggest using files, rather than marked records.

I hope this information is of use to someone.

HELP: I have a game called SOLOMANS KEY by Techmo, Probsoft Ware (1987), and I would love some pointers or Pokes on it.

Kevin Cotterell (Moura)

Kevin included a printout of a phone list in columns, so the above tips are definitely working! Thanks Kev!
Perhaps one of our Gamesters may be able to offer you some assistance with the game in question.

I was wondering whether anyone in the users group had tried and succeeded in producing an audio digitiser for the 64. I have heard that an article on such a digitiser appeared last year in one of the electronics magazines (either E.T.I. or Electronics Australia).

Apparently input was via the cartridge port. I would be very grateful if anyone who has succeeded in producing one, could publish their method in Cursor or could show me where I could find such information.

Greg Hall

Can anyone out there help Greg? Of course, if one of our readers has actually managed to construct such an audio digitiser, we would all like to read about it!
On the other hand, if someone can lay their hands on the article in question they could contact Greg direct at 16 Roxburgh Street, Kenmore, QLD, 4069.

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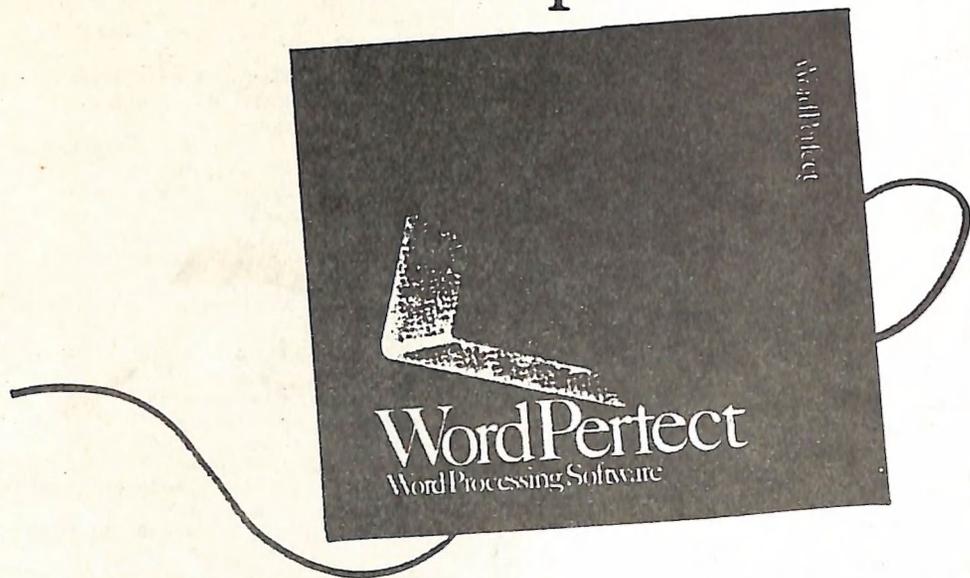
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T2   Arnie Armchair's Cricket Game
T3   Black Gold – game
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T128 Gortek and the Microchips – program
      ming tutorial
T128B Gortek – as above.

NOTE: RECENT ADDITIONS ARE AT THE
TOP OF THE LIST.

–ooOoo–

Disk and Cartridge Listings to follow
in future editions of Cursor.

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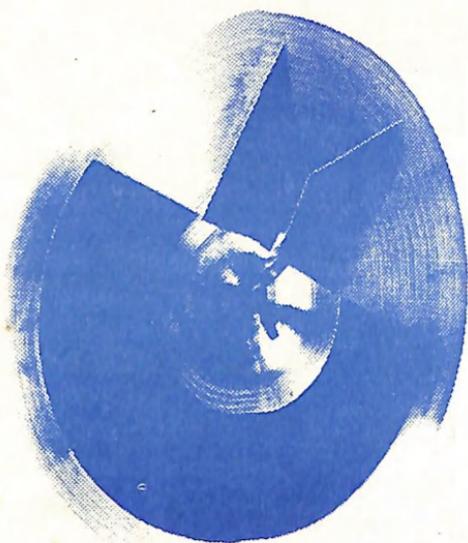
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