

# CURSOR

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

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SHEPPARTON COMMODORE  
COMPUTER CLUB,  
C/- 11 Dunrobin Street,  
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# MEETINGS - WHERE & WHEN

## MAIN MEETING

Tuesday 4th April 1989, in the Bardon Professional Development Centre, 390 Simpsons Road, Bardon. Entrance is through the Centre's Car Park in Carwoola Street.  
Library Open: 7pm - 8pm and 9pm - 9.30pm.  
Shop Open: 7pm - 8pm.  
Main Meeting hours: 8pm - 10pm. Topic:

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**COL HANSEN'S "BLACK BOX"**  
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C-64/128 WORKSHOP (MEMBERS ONLY):

Sunday 9th April (1pm - 5pm) in the Guidance Officers Training Cntr, Bayswater St. Milton. Bring your own computer equipment. Publ. Dom. Disks available for copying. Ph. Hugh Gravendyk - 376 3154 a.h.

SPECIAL INTEREST GROUP

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.

*Copying of Commercial Software is NOT allowed at our Meetings!*

## GOODS & SERVICES

(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 Dom. Cassette Tapes (C-64): \$2.00 ea (+ \$1.00 Postage Per Order)  
5¼" Disks: \$10.00 per 10 (+ \$2.00 Postage)  
3½" Disks: \$25.00 per 10 (+ \$2.00 Postage)  
Public Dom. Disks for Amiga (by Mail only): \$5.00 ea (+ \$2.00 Postage - up to 5 Disks)  
Disk Boxes for 3½" disks (80 disks) - \$20.00 (+ \$5.00 Postage)  
1541 Drive Covers: \$10.00 (+ \$1.00 Postage)  
Public Domain Instruction Book (C64): \$5.00 (+ \$1.00 Postage)  
Starting With Disk Drives: \$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 Beg. Guide: \$3.00 (+ \$1.00 Postage)  
Back Issues of *CURSOR*: \$1.50 each  
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: \$45.00 (+ \$2.00 Postage)  
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36-Pin Centronics Male Plug w. Backshell \$10.00 (+\$1.00 Postage)



Address Labels (23 x 89 mm): \$14.00 per 1000  
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Send ALL orders to:  
P.O. Box 274 - Springwood - QLD - 4127  
Cheques to: C.C.U.G. (Q) Inc.

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FOR HIRE (to Members only): a 1526 (MPS  
802) Commodore Printer. For details contact  
John Van Staveren on 372 3651 (a.h.).

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#### COMPUTER ADDITIONS/MODIFICATIONS

are being carried out at our  
Milton Workshop Meeting (see Page 2) by:  
Murray Hungerford (Ph. 848 2363 a.h.) and  
Phillip Van Der Vliet (Ph. 848 5753 a.h.)

#### SERVICES OFFERED:

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Turbo Rom Installation: C-64 without Socket  
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#### C. C. U. G. (Q.) INC. MEMBERSHIP FEES

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Library Fee...\$5.00

(\*Within the B'ne Metrop. Phone District)

Direct all Membership Enquiries to:

*The Secretary, C.C.U.G. (Q) Inc.*  
*P.O. Box 274 SPRINGWOOD QLD 4127*

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#### CURSOR COMMERCIAL ADVERTISING RATE:

\$30.00 per Full Page, per Issue.

(All bromides, artwork etc. to be supplied by  
the Advertiser.)

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#### PRODUCTION CREDITS:

WordPerfect 4.1

PageSetter

The 64 Emulator 2

Deluxe Paint II

Deluxe Photolab

Grabbit

Butcher II

GP Term

Superbase Professional

NEC P2200 Pinwriter

and all those members whose contributions  
you are reading in this issue of *Cursor*.

-ooOoo-

## EDITOR'S NOTES

### THE AMIGAN APPRENTICE & JOURNEYMAN

"What makes a good newsletter for a computer users group?" This particular question has been occupying my thoughts quite a bit lately, and deserves thorough analysis.

We exchange newsletters with other users groups both in and out of Australia. Depending on the size of these groups, they vary from a few photo copied sheets to some very elaborate productions which resemble in some cases commercial magazines. As to contents we see again a spread from the trivial to the erudite.

In the case of an Amiga specific newsletter there has been one that stood out, namely *The Amigan Apprentice & Journeyman* (from now on the AA&J for short).

Strange as it may seem there is no users group in the ordinary sense behind this magazine. It was the brainchild of Dick Barnes who, in the early eighties was heavily involved in the Commodore Super Pet 8-bit machines (a hybrid computer which had some following in academic circles in Canada).

When the Amiga appeared onto the scene Dick Barnes and some friends formed *The Amigans*, an Amiga users group by-mail-only. They communicated with their members via their bi-monthly newsletter the AA&J, the first issue of which appeared in March '86.

From that first issue a very high standard was set. Regular contributors included John Toebes on C- and Joe Bostic (later William S Hawes) on Assembly language programming. Dick Barnes not only contributed his very entertaining (but often intensely critical) editorials, but also tested a lot of software and hardware.

In case one thinks that this was purely a "hi-tech" magazine, I can assure you that nothing could be further from the truth. There were articles about bugs in Basic and in well-known commercial programs, as well as evaluations of hardware, add-ons and consumables. In fact there was really something for everybody in this newsletter, except advertising and games reviews. In their editorial policy statement it specifically said:

*"This journal will not accept advertising, to avoid any possible conflict between its revenues and the opinion it expresses when reviewing software and hardware. The cost of printing and distribution therefore must be borne directly by the members."*

Having read every issue of the AA&J, I can vouch for this editorial independence. Not being a programmer, the programming articles were only of limited interest to me, but I know that quite a few of our members found them extremely useful. Reviews of both software and hardware were critical, but always scrupulously fair; in fact most of them were a model of their kind.

To a large extent the AA&J was the brainchild of Dick Barnes. I had the pleasure of exchanging several letters with Dick and he was always prompt and courteous in his replies (He even published some of my comments on odd occasions).

Although Dick was the driving force behind the AA&J, the overall quality of the magazine seemed to attract more and better contributions from within the Amiga community; this was the real reason of the success of this newsletter.

It is with great regret that I have to announce that the Feb '89 issue is not only the last issue of the third year of publication, but also the final issue of this great magazine. Dick Barnes is suffering from a terminal illness and can no longer carry out the task of editing the magazine. As there's obviously no successor in sight the decision has been made to disband the AA&J; surely a painful decision, but one which is understandable under the circumstances.

To me the AA&J stands out as a shining example of what a computer group newsletter should be, but only seldom is. Regrettably I possess neither the wit nor the wisdom of a Dick Barnes, yet his example is one that every newsletter editor should try to emulate.

So we return to the question which I posed in my opening remarks, namely:-  
*"What makes a good newsletter for a computer users group?"*



Based on my foregoing remarks I think that I should be able to draw a series of conclusions. I merely intend to present these to you in a haphazard fashion, in the hope that, for once, you, yes I mean *you* dear reader, will register your approval or disapproval.

It amazes me how much the style of a good newsletter is influenced by its editor. Even in the case of my efforts it becomes obvious that certain trends emerge. I am committed to better graphics and printing at reasonable costs - hence my reviews of printers, word-processors etc. And despite the fact that music is just about the greatest love of my life (way, way above computers), I don't greatly care for computer generated music because of its synthetic quality. However that doesn't mean that I have ever refused to print an article relating to music!

So, having me as editor, you have to put up with my foibles. If you really disapprove of them you can register your disapproval at our Annual General Meeting by nominating for the job.

I think that we do a reasonably good job in informing our members about the Group's activities, but again if you feel that we are lacking in this area, let me know.

Regrettably there's very little input into *CURSOR* by the Management Committee; I am not happy about the situation but I refuse to force people to write. What do you think?

The AA&J did not believe in advertising (see previous page), and I think they are right. It's impossible to be truly independent when you have to take the views of the advertiser in consideration - after all it is our job to help and inform our members to the best of our ability, without having to worry about the feelings of our advertisers. Not having advertisers means a drop in revenue, but the gain is a more *honest* newsletter.

Beginners often find that our newsletter doesn't cater enough for them (so we hear from other sources - they never tell us face to face). Well, we have a huge magazine and book library which caters amply for all classes of users. To run beginners courses in *CURSOR* is pointless, as there is a steady influx of new members throughout the year,

and we cannot very well restart a beginners course each month. In my humble opinion our Subgroups could do a lot more to cater for new computer owners, rather than encourage the playing of computer games.

This brings me to another one of my *foibles*; namely the fact that I am not very fond of computer games. Yes, I am well aware that probably the majority of our younger members' interests are largely based on playing games, but I consider this aspect of computers both time wasting and non-productive. I don't intend *ever* to devote more than a few pages in our newsletter to games. If your interests lie in this direction you can find plenty of information and reviews in the Australian and English magazines.

So what should members expect to find in *CURSOR*? Here are some of my suggestions:

- \* Information about the Group's activities and services.
- \* Critical reviews of hardware and software, based on price and performance.
- \* Bug reports relating to software and hardware in use by members.
- \* Book reviews, again based on a price/performance ratio. Also magazine reviews.
- \* Re-assessments of reviews by other members - Two heads are better than one.
- \* Aspects of programming, be it C, Basic, Assembly, Pascal etc.
- \* Hints, tips, shortcuts, time- and money saving routines relating to programming, software and hardware.
- \* Hardware Projects.
- \* Member's letters and questions.
- \* Member's *Non-Commercial* computer ads.
- \* A truly independent outlook, not influenced by monetary interests of individual members or outside sources.
- \* To be beneficial to our members at large.

That is quite a list isn't it? Fortunately several aspects of this list are well and truly in place, but other aspects need implementation, and I foresee troubles ahead!

For once do get rid of the "*She'll be right mate*" attitude and let us have *your* views. After all this is your newsletter and I need to know your thoughts and opinions, so how about it?

Ralph De Vries

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- \* See Us For Efficient And Courteous Service
- \* Fast Turnaround

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AMIGA SWITCHABLE ROM UPGRADE - \$60.00  
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Special Rates for Users Group Members!



## RANDOM BITS

### MARCH MAIN MEETING

After a short introduction by the President our new members were given an introductory talk by John Condon about the group's activities and the C64/128 users were treated to a very informative talk on spreadsheets by Doug Maclurkin, which was very well attended right up till 10 pm.

### COL HANSEN'S BLACK BOX: Interfacing the real world

Like an enchanted unicorn, a living 64 ordinarily exists only in its own ghostly world, with its powers confined to the symbolic forms made of pixels of light. And only with incantations of 'open', 'print', 'CMD' does it find its limited escape to screen and printer.

But the 64 can move off its desk and act on the physical world in a more fullblooded sense. Col Hansen has designed and built an eight sectored control box which enables the 64 to have programmed control of a solar hotwater system, a sprinkler system, and potentially many more such functions. He puts his control programs on an eeprom in the cartridge port so the system can run without tying up a disk drive.

For our April Demo, Col will display and explain his device, which provides a useful and inexpensive role for a retired or spare 64.

(Leigh Winsor)

### MILTON SUBGROUP

Because of work commitments Colin Shipley has been forced to resign as coordinator of the Milton Subgroup. On behalf of the members and the Management Committee we would like to thank Col for the fine job he has done in the Milton Workshop during the last couple of years.

We are fortunate to be able to announce that Hugh Gravendyk, a regular contributor to *Cursor*, will be taking over as coordinator of the Milton Subgroup. We are sure that Milton is in the hands of a very capable new coordinator.

### DUTCH INVASION

Already there are two Dutch names on the Management Committee, as well as a Coordinator of a Sub-Group (Wavell Heights). These are now joined by the new Milton coordinator (see above). To top it all off, the name of a recently joined Amiga member is Bob De Vries. Your editor doesn't mind if there are half a dozen or more members called Williams (some called 'Mike'), but he feels threatened with a second 'De Vries' in the Group!

### RON GUTTORMSEN

It is with great regret that we announce the sudden passing of our member Ron Guttormsen. Ron, who retired a few years ago, lived in Morningside and usually attended the Cannon Hill sub-group meetings. Apart from his computer he had a wide range of other interests. He has held his amateur radio license since 1948 and used his C64 amongst other things to further his interests in this area. He was also actively involved in his local School of Arts, Senior Citizens Club and Meals on Wheels. As well he was a deft hand at ballroom dancing and wood turning.

We extend our sincere sympathy to his wife Dorothy and other relatives.

### 6 CHANNEL STEREO

A US company by the name of *Dr. Evil Laboratories* has released a Stereo SID Cartridge for the C64 (US price \$34.95). Plug it in your cartridge port and you have three left and three right sound channels.

Compute Publications have (re) released the *Enhanced Sidplayer*, a book + disk combination (US \$24.95). Together with the stereo cartridge one should be able to get some very impressive results.

### NEW C-128 ART PACKAGE

Free Spirit Software have released *Sketchpad 128*, a drawing package to work in the 80 column mode on a 640 x 200 pixel screen. It needs a 1351 mouse, 1571 drive and 80 col RGB monitor. Has many features and (in the USA) costs only \$29.95.

## PUBLIC DOMAIN DISK LIBRARY

### TPUG Disk # 227:- (c)aaz aug 1988

autoboot - by pressing the ? one can learn to use this program with your own disks. by pressing the return key, you will only re-boot this program.

printbootdata - this program permits one to print the directory of this disk as well as print the information found in this box.

quicksript - think of this as an electronic type-writer rather than a word processor. It is easy to use and prints on 1525 and compatible printers.

vegas roulette - this is a realistic roulette game. the graphics include the roulette board and wheel. the odds are the same as in a real casino.

watch it - this is a demo with four pictures and a very unique transition between them. done by jol. press the spacebar to go from one picture to the next.

booter - this is an arcade style pool game that combines great sound and graphics. this program also on tpug (c)tj.

anagrams - hung up on a cryptic crossword which asks you to re-arrange letters until you get the correct word? this program will help you.

seq/prg conv v1 - sequential to program - program to sequential source code converter by anthony harris. read the seq/prg docs file before running this program.

color code quiz - if you are into electronics and need to get familiar with the resistor color code, then this program is for you.

golf hdcv v1.0 - this is a short program that will let you insert up to 100 golf scores. It will then take the best ten scores and calculate your handicap.

play telstar - just load, sit back, and enjoy the music.

basic tutoring - this is a very good program to learn more about basic programming.

seq read & print - use this program to read and print all the sequential files on this disk. read the seq file "pokes/sys list" because it is not in the autoboot program.

### TPUG disk # 228:- tpug demo 64 disk

This disk has been prepared for the World of Commodore Show. Here is a brief explanation of each file on this disk:

c-64 wedge: dos 5.1 - loads dos 5.1 which is an enhanced dos utility for the 1541

e-z.seq.read - lets the user view sequential files from disk to either screen or printer.

fast file copier - this program copies files quite quickly from one disk to another.

zapload 64 - this fast loading utility came along with the 1581 disk drive. it works with both the 1541, 1571, & 1581 drives.

fslide - this is a program that works without a fastloading type of cartridge to load hi-res pictures in either doodle (dd) or koala (pic) format. four koala & three doodle pictures are on this disk. they have been compacted to take up less disk space.

drum man:kaleidoscope:max headroom:swinth - these four programs take great advantage of the 64's sid & vic chips to perform the most extraordinary graphics & sound to date. max headroom doesn't have any sound but the program is quite unique.

sidpic v3.4 - plays ".mus" type of files. please read: sidpic.docs v3 for the above mentioned program.

James bond.mus:James bond.pic - load & run sidpic v3.4 to view/listen to the above 2 named files.

pink - a game by a german author is based on the pink panther movies. read d.pink documentation to understand the game.

dealing cards.c:shuffle one.c:shuffle two.c - sound effects of a deck of cards. instructions included in programs.



mockpaint/cars:ddmoel:paint:d.mockpaint:cars  
na - excellent music & picture showing mac-  
paint. please read d.mockpaint doc file.

terminal.c1 v2a4:punter.ml - this is a very  
simple terminal program for the 1670 modem.  
quite adequate enough for day-to-day tele-  
communications. supports c1 protocol & 300-  
/1200 bps.

TPUG disk # 229:- (c)aba sept88

autoboot - by pressing the ? one can learn  
to use this program with your own disks. by  
pressing the return key, you will only reboot  
this program.

printbootdata - this program permits one to  
print the directory of this disk as well as  
print the information found in this box.

schlibrary - a school library database which  
handles up to 400 books being got out of  
the library at one time, as well as keeping  
track of overdue books.

reading level - reading level calculator. pro-  
vides the reading grade level (fog & fry  
indices) of text examples you type in.

message maker - aid to making video titles  
for home movies. can create a large text  
display in double high & wide letters in co-  
lour.

speaker.c64 - speaker design. it is in colour  
& uses the entire screen to draw a response  
graph with an extended range to 400hz.

oki.120.3col.nhq - disk jacket printer. prints  
labels or jacket inserts or a directory. can  
pick which programs to print.

cat n mouse - in this joystick(2) fantasy you  
are a cat, stalking a mouse, who is eating  
pieces of cheese in its way.

carpet solitaire - this version of solitaire is  
made up of various subroutines and tricks.  
instructions are included.

make a face - it has many face parts to  
choose from & allows the computer to create  
up to 6912 different faces randomly.

night flight - flight simulator. take off at  
night and navigate using only cockpit in-  
struments.

3d-city.12800 - see the flight through the  
3d-city. outstanding panning, 3d simulation.  
(does not load: ? corrupt.)

ultimate bars - does not load.

seq read & print - a good seq file reader.

TPUG disk # 230:- (c)abb oct 1988

autoboot - by pressing the ? one can learn  
to use this program with your own disks. by  
pressing the return key, you will only re-  
boot this program.

printbootdata - this program permits one to  
print the directory of this disk as well as  
print the information found in this box.

ultra v6.0 - an updated version of r. kober's  
ultra, one of the best sequential file reader-  
printers in the public domain.

helper - this user friendly program provides  
help information for downloaded files. load  
"helper".8 and run. follow the screen  
instructions.

trains - a game by bill hughes. get four  
trains (yellow squares) into the intersection  
by pressing keys a to h.

test writer v3.1 - this updated version of  
test writer will write, save, load from disk,  
merge test files, and allow matching, true-  
-false, essay and fill-in type questions.

math whiz boot - a maths program for chil-  
dren by J. boxer. instructions provided.  
shareware.

fancy directory - this program sends output  
to printer only, not to screen. it may not  
work with some printers.

menu v2.1 - this is an easy to use utility  
program. it takes about 30 seconds to load  
to memory, so do be patient.

computer cartoon - the idea for this was  
taken from a cartoon strip in family compu-  
ting of nov1984, page 40. just load and run.

draw poker - play 5 card draw poker against five computer opponents. if you do not know how to play, this is a great way of learning.

recipessaver - save, view and printout your recipe files.

rescue/centauri - this is a text based game in which your mission is to rescue a captive on a space station. instructions included.

type derby - improve your typing/keyboard skills. instructions included.

saloon - an old west shooting game. load "saloon",8,1 - then sys10240. joystick port 2

amiga.hawk - this picture was digitized with digiview on the amiga, then converted to run on the 64. excellent demo of what can be done.

seq read & print - use this program to read the sequential file "ultra tech info" or any other seq file on this or any other tpubg disk.

TPUG disk # 231:- (c)abc nov 1988

autoboot - by pressing the ? one can learn to use this program with your own disks. by pressing the return key, you will only re-boot this program.

printbootdata - this program permits one to print the directory of this disk as well as print the information found in this box.

ps/pm/nr v1.2 - update version of ps/pm/nr v1.0, allows you to convert your print shop, print master and newsroom files between each other. instructions are included.

catalogue - catalogue is a disk inventory program with an excellent instruction file. the program is in french; the english version is found on tpubg disk (c)aaav.

rev slideshow - this is a keolapaint slideshow program that will stash the pictures into a 1764/1750 reu as the pictures are loaded. read seq.file "d.reuslide".

race.load me - this is a horsetrack game that allows five players to bet on five horses. the payoffs are according to win, place and show odds.

outliner v.4 - a very helpful utility in writing books,stories, articles etc. it includes a built-in instruction booklet explaining the use of the program.

file drawer 4.0 - a home database program with many desirable features. read the "d.file drawer 4". write protect this disk or copy the program to a formatted disk.

seq read & print - use to read or print out the seq.files of this,or any other disk.

TPUG disk # 232:- (c)abd dec 1988

autoboot - by pressing the ? key, see how to use this program with your own disks. pressing the return key only re-boots this program.

printbootdata - this program permits you to print the directory of this disk, as well as print the information found in this box.

color key2 - guess the 4 colours behind the black squares in this game similar to "mastermind". instructions included.

mazesolver - over 30,000 different mazes are created in multicolor graphics code. use cursor keys to move about. instructions included.

load me - loader for 'numismatist' the amateur coin collector's dream! included is an 84 block file of coins listed, a self contained instruction file & database.

arc-sda v5.1 - easily convert an arc into an sda file and back again, in two minutes. caution: read the seq file.

wheel - an interesting version of the popular t.v. game show wheel of fortune.

bug raffle - a nice little raffle program useful for club raffles. caution: since this program writes to disk, make sure the write protect is on this master!

seq read & print: read sequential files.



## **COMMODORE WARRANTY + NON WARRANTY REPAIRS**

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## THE SUPER " PAGE

by Paul Blair

I've been watching with some amusement a hot debate raging in an overseas User Group magazine. The subject of the debate translates to "Is a switch from C64/128 to Amiga a defection or an upgrade?" That's not as funny as it sounds, because there are many people who like and use the 8-bit machines, and who regard them as more than adequate for their needs. For my part, I have many tasks still mounted on my C128, which I have no intention of changing. They work fine, have few if any bugs, and do their job. Superbase and Superscript files will continue in use for quite a while yet.

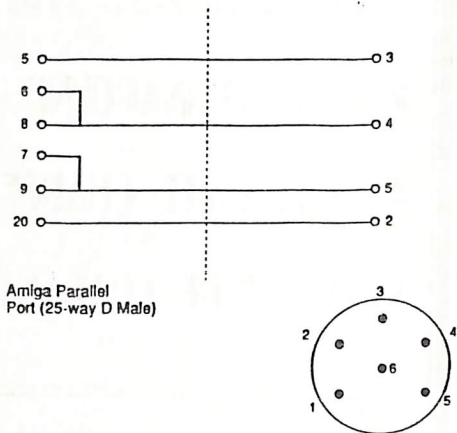
But I have transferred some Superbase files to my Amiga - not so much to use, but as a learning tool for Superbase Personal 2 and Superbase Professional. I reckon that there's nothing quite the same as learning on real data. Besides, it gives me a chance to study the relative qualities of the programs on different machines.

The computer gear available for use was my C128D, an external 1571 drive, an Amiga 500 + expansion, and an external A1010 Amiga disk drive - the one that has the handy length cable. After playing around for a while, I concluded that you really do need something close to that set-up to do a reasonable job. You could do it with less, but it would be a bit tedious.

After looking around at utility programs, I settled on THE 64 EMULATOR from Readysoft. I really didn't give a darn about emulating a C64, but I did want the "connectivity" solution it offered. The package has two parts - the software and a cable to connect the Amiga to a 1541/1571/1581 drive. The software is copyright, but the cable you can make yourself. A diagram for A500/2000 models is included with this article. No, sorry, it was drawn on a Mac!

OK, lets start. I will detail how to shift a Superbase file from a C64/128 to the Amiga. For these notes, I will assume you want a carbon copy of the original file. So the first thing to do is to set up an Amiga file as an exact match of your C64/128 file - with one

exception. Set up DATE fields as 6-figure numeric fields for now. I'll explain why later.



Amiga Parallel Port (25-way D Male)

Back of 1541/1571 Plug

Back to the C64/128. My first action was to make a backup of my data disk, with a check to ensure that there was enough room to take an export file. For most of you, this will be a block (sector) for every 2 records. If you have large records, then allow one block per record.

My preference was to EXPORT everything, even if a field or two could have been left off had I chosen. After transfer, I would have all the data on an Amiga disk, so I could fiddle around a bit if I wanted to.

I used EXPORT like this - EXPORT "filename", "I". The last bit sets the left and right square brackets as dividers between information. I avoided slashes, commas and other marks as being too common in my files, choosing the square brackets because I never use them. Select your own dividers if you like, but be sure you choose something NOT in any of your data fields.

So away it went. Coffee time, while all the data got written to the disk in my 1571 drive.



With everything switched off, and a blank (initialized) Amiga disk ready, I hooked up the Amiga to the 1571, which I disconnected from the C128D. I set the 1571 as device 8. Then I turned on the Amiga, and loaded the Emulator. A small point here. I think the emulator will only access 1 side of the 1571 - something to bear in mind.

The next few choices were easy. Select file copy, C64-Unit 8 to Amiga DF1: as source and destination, and finish off by clicking on the file display panel to choose the file AND Petscii->ASCII translation. Say GO, and time to watch the TV news. Well, so I thought. Nearly 400 records were moved over in less than 4 minutes (not brilliant, but adequate), so I didn't even get to ogle the weather girl.

Still at the Amy, it was time to kick Superbase into life. What follows is OK for either Personal or Pro.

From the SET menu, I specified the field and record separators. These must match the EXPORT characters. If you have followed my {} example, you need to tell SB to use 123 and 125 ASCII.

I now selected PROCESS IMPORT. This read in the file from the Amy disk, and stowed the fields away to each record in correct sequence. Nothing too difficult here - the manual was easy to follow. I elected to haul in all data, which I could later dispose of if I found it of no use. And that, as they say, was that. Transfer all done in less than 10 minutes.

Back to the date problem alluded to above. Dates in 8-bit SB are stored as Julian dates from 1 January 1900. Dates in the Amiga versions are stored as Julian dates from 1 January 0001. So it is necessary to add DAYS("30 Dec 1899") or 693583 days to any date exported from an 8-bit computer to the Amiga. This is why I suggested you nominate date fields as numerics when setting up your new Amiga file.

The easiest way to do this is to use UPDATE - pick a date field and add the days to each record. Do this for each date field. Then go to EDIT-FILE to amend the resulting numeric field(s) to date fields. Check your results by setting the date format to dd-mmm-yyyy.

But why did Precision choose 0001? Was there no 0000? Or is that my computer logic messing me up!

#### VERSIONS:

Here is a full list of all Amiga Superbase releases to date.

#### Personal:

1.040 - 10 Oct 86	1.045 - 13 Feb 87
1.041 - 22 Oct 86	1.046 - 8 Apr 87
1.042 - 28 Oct 86	1.047 - 29 Apr 87
1.043 - 28 Nov 86	1.048 - 29 Apr 87
1.044 - 16 Jan 87	1.049 - 9 Jul 87

There are copies of 1.049 in Australia dated 16 Jul 87. This series is now not protected by dongle. Precision obviously have no more interest in it. Perhaps this makes Series 1 Superbase Personal quasi-public domain?

#### Professional:

2.01 - 25 Jan 88	2.03 - 1 May 88
2.02 - 25 Mar 88	

There are versions of 2.03 dated 20 Apr 88 in circulation.

Personal has been replaced by Superbase Personal 2 - V3.01, 20 Oct 88. This is a better implementation than the earlier version 1's, and now includes a mini-word processor/text editor. Professional 2.03 has been replaced by V3.01, 1 Nov 88. Ensure you get these versions if you are buying. The earlier versions were not robust enough, in my 'umble opinion. If you have one of these earlier copies, then I suggest you upgrade. The cost is minimal, if you value your data.

#### LATE NEWS

As I write this comes news of some changes at Precision Software. Some staff seem to have been "let go", for reasons not yet clear. The software producers lot is not a happy one, with wholesale piracy a major consumer of income. There may be other reasons - I'll keep watching the smoke signals and report any news I hear.

Next Issue - how to do graphics with Super-script!

(C) 1989 Paul Blair

## LIBRARY NEWS

by Phil Guerney

NO, IT MAY NOT HAVE BEEN BORROWED ALREADY!

Phew! My first stint at the CCUG library desk is over. There's a heck of a lot of problems that can crop up in the hour between 7 and 8pm.

Since the meeting I have plotted the borrowings of every disk and cartridge in the Commercial Software Library since the library first started using the present record cards in February 1986. It is clear that not only were there rather more returns than borrowings at the February meeting but that the usage of the C64/128 Commercial Disk library is declining overall.

Our 51 items at the beginning of February 1986 were almost all borrowed every meeting. A few of these have been borrowed steadily in the three years since then with the record held by our original Koala Pad at 31 separate borrowings! That's only two missed meetings; one of which was due to it being kept overdue. Not a bad turnaround. However it is interesting that it wasn't borrowed at the last meeting (and that this is one item that just cannot be copied - hmmm). The usual pattern has been for most programs to be borrowed 5 to 10 times without a break and then to be taken out only once in a while.

In February 1989, only 99 out of our 249 commercial programs (and that is not counting all the Ladders to Learning Series and the magazine disks) were borrowed. Because people took an average of three items each, this represented only 37 actual borrowers. This number seems to be composed of a core of regular borrowers whose names appear on the cards of many items over the years along with eight new members and a few less frequent users. Many expensive and top-quality programs were among those left behind in February, including applications like Superscript, Superbase and Multiplan; languages like C and Pascal; games like Flight Simulator II and Skyfox. Hence my headline:

DO NOT ASSUME ALL THE POPULAR AND GOOD PROGRAMS WILL BE BORROWED BEFORE YOU GET THERE! Come along and ask and save us having to put them back in storage.

The object of this exercise was to see if there were a great number of "dead" items in the disk library that could be sold off or even dumped if unwanted. I counted 21 programs which were borrowed once or not at all over 1988. Some, are extremely unpopular, for instance we have two cartridges of International Soccer and over the last 15 meetings one was borrowed just once and the other not at all. I mention this in particular because I well remember the rush it caused when it was the first C64 cartridge game in the library in early 1984 - times change and 5 years is a long time indeed in computing. The prize for the most unwanted program goes to C64 in Wonderland, an absolutely terrible book+disk for kids learning to program, and which shows the good sense of our members of whom only one misguided person has borrowed it since it arrived in June 1987.

There are a lot of very good programs appearing now which make many of the earlier C64 stuff appear as crude and limited as they really are. Carrying these items really only makes the library into an historical collection of which very few people are interested. Most members are of course much more excited about the newer and powerful programs and a fair number of these are being bought now to keep the library interesting to all those people who, like myself, have not yet upgraded to an Amiga and believe that the full capabilities of the C64 have only recently been exploited (or some would say stretched).

The full printout of "C64 Commercial Disk Usage 1986-1988" will be available for inspection at the next few meetings



(sorry to admit, but it was done on an MS-DOS machine with Lotus 1-2-3 as it used 100k of memory) and any suggestions as to what to do with the most unpopular material will be listened to along with offers of second-hand good recent software that members would like to sell to the library and suggestions for purchases in general.

A comment about games in the library. There have been of course thousands of games programs published for the C64 and the majority of them are rubbish and will not be bought just to add items to the borrowing list. However there have been some few score of "classic" or "milestone" games that everyone agrees have pushed forward the limits of what was thought to be achievable on the C64 and always have that sex-life killing "just-one-more-time" character however late at night it was when you just lost

your last life! Examples from years ago include Jumpman, Impossible Mission, Boulderdash and Flight Simulator II. Such games are very welcome in the library, I'm sure they will continue to be among the most borrowed items, so bring your genuine copies in to me for appraisal and possible purchase!

There has been only one addition to the Disk library this month - that is Fahrenheit 451 (a text/graphics adventure based on the well-known Ray Bradbury novel, top-quality and long, covering four disk sides!). Meanwhile the magazines keep pouring in with either Dec 88 or Jan 89 issues of Compute!'s Gazette, RUN, Your Commodore, INFO, Twin Cities 128 (tech journal dedicated to the C128) and others arriving.

That's all this time. See you at the meeting.

-ooOoo-

## MAIL BOX

*At the last meeting our President Greg Perry told us that he thought the 8-bit version of TRANSACTOR magazine had bitten the dust.*

*Well, that was disappointing, especially as I have a partially filled subscription to it!*

*However last week I received by mail the February 1989 edition and this week I received the December 1988 edition (yep, that's the correct order!). Both published by the U.K. firm. It seems that the 'Canadian' magazine is still alive.*

*Phil Guerney*

---

That is good news indeed Phil. We also recently received the group's copy of the Amlga Transactor (issue 5) from Canada!

We cannot blame Greg for misinformation as the Oz distributor (Paul Blair) is as much in the dark as anybody else! Hopefully, by the time you read this, there might be some more up-to-date information.

*Thank you Daniel Phillips for your article YOUR KEYBOARD AND THE CIA in the March issue of Cursor. At last I now have some understanding of the Keyboard Matrix of the C64 in relation to memory locations 56320 and 56321.*

*I spent several frustrating hours with this particular subject when ploughing through the book PEEKS AND POKES FOR THE C64 by H.J. Liesert (see review elsewhere in this issue - Ed). The author's explanations were difficult to follow and to make things worse, the routine provided seemed to do nothing at all.*

*POSTSCRIPT for Doug (who works for) Maclurkin:*

*You didn't use SYNTAX ERROR!*

*Doreen Horne*

-ooOoo-



# COMPUTER NOVICE GUIDE

by Cor Geels

## NOVICE'S GUIDE # 5

We have seen remarkable feats in some of the previous sections of this series of articles; sometimes it made us wonder as to whether our Commodore did have a brain or not.

RANDOM is another feat which can almost do the unexpected, but it is not known to have made fortunes for gamblers who have put their trust entirely in this wonderful feature.

The scope for its use is enormous, and we shall create a program that can produce numbers which seem to be real random, although in fact they are only pseudo random. The simplest way to get an unpredictable number on the screen is to type:

```
PRINT RND(0) and then press RETURN.
```

```
.273267078 or  
.0517568243 or something like this.
```

The result shows a decimal point and behind that up to 9 digits, unless the first digit behind the decimal point is a zero, in which case we can get up to ten digits.

If there are fewer digits behind the point, then there are invisible zero's.  
.6953 actually should look like .695300000

Some programmers use RND(1) instead of RND(0), but the results are the same. I have tried RND(12), RND(198) and even RND(AKZ) and found the outcome the same. But it would make sense to always use the 0 or 1 to avoid confusion.

However, a large random number as produced above is of very little use. The range will always be between .000000001 and .99999999. Even if the whole sequence is used as a string of random numbers, it does not make for easy reading.

There are several steps we must take to get a clear self contained number.

To get random numbers of a greater value than .99999999, we can add 1 to our RND number selection: `PRINT RND(0)+1`

We now get numbers like 1.65237897 and 1.9934686, but still never anything starting with the digit 2 or higher.

So if we want to get a range from 1 to 6 to come onto our screen we set that range with a multiplication sign, in this case \*6 and we type: `PRINT RND(0)*6+1`.

Finally we are going to instruct our Commodore to print whole numbers, so we are going to do away with the digits which came after the decimal point. (INT stands for INTEGER). We have done that before, in our GUIDE # 3, so we now type:  
`PRINT INT(RND(0)*6+1)` which will give whole numbers from 1 to 6 inclusive.

To get a series of these numbers picked by our computer and printed on the screen we create a little program:

```
10 FOR X = 1 TO 15  
20 PRINT INT(RND(0)*6+1)  
30 NEXT X
```

We end up with 15 numbers from 1 to 6, as if you had picked them blindfolded by pricking a pin 15 times in a list of 6 numbers. Obviously, if we want a series of random numbers between 30 and 50 we have to use `PRINT INT(RND(0)*20+30)`

If you ask if it is useful I can only say: as useful as rolling dice.

What if we put something together that simulates the throwing of 2 dice, and see if we can get 2 sixes before our partner can get them.

Type the following little program, RUN it, call the name of your partner and yourself in turn:

```

10 PRINT CLR SC:REM CLEAR SCREEN
20 PRINT INT(RND(O)*6+1),INT(RND(O)*6+1)
30 FOR C = 1 TO 1000:NEXT C
40 GOTO 10

```

Line 10 clears the screen, and line 10 will do so again every time the GOTO in line 40 sends us back there.

Line 20 instructs to pick and PRINT a random number between 1 and 6.

Next we see a comma whilst still in the 'PRINT instruction mode', (not inside a string), so the computer has to step off 10 spaces from the left of the screen before we are in the next print column, where the second random number will be printed. This was explained towards the end of GUIDE #2.

The 2 random numbers will stay on the screen for a very short time. You can vary that delay, if required. If we wanted 36 RANDOM numbers in the range of 1 to 36 inclusive we would type and RUN:

```

10 FOR G = 1 TO 36
20 PRINT INT(RND(O)*36+1);
30 NEXT G

```

But it would be very exceptional indeed if numbers of the same value would not show several times. Also, several numbers in that range will not show up at all, so picking random numbers by computer other than for the fun of it must be second best to human brain-power selection.

Note: We want to see all the 36 numbers on the screen, so to fit them we must print them next to one another, hence the semicolon at the end of line 20.

Let us now create a short useful program which incorporates some of the points and tricks we have raised in this series so far:

```

10 FOR C = 1 TO 20
20 A = INT(RND(O)*10+1)
30 B = INT(RND(O)*10+1)
40 PRINT A "TIMES" B "EQUALS"
50 FOR D = 1 TO 2000:NEXT D
60 PRINT A*B
70 PRINT"PRESS ANY KEY TO GET THE
NEXT QUESTION"
80 GET A$:IF A$="" THEN 80
90 NEXT C

```

RUN it, and we have a program that will put 20 RANDOM multiplication questions on the screen, allowing some time to think about each answer, before the computer prints it. The range is from 1 x 1 to 10 x 10, with a chance of everything in between.

But the display is not very presentable or pleasing to the eye, so we'll use our obtained skills to dress it up a bit:

Line 10 instructs the computer to count from 1 to 20.

To be able to watch the count we add the line: 15 PRINT C: and after the colon we type PRINT:PRINT to give us 2 blank lines. We can increase the range of our multiplication tables to 12 by just changing the figure 10 on lines 20 and 30 to 12.

To get the positioning on the screen a bit nicer, we'll change line 40 with a COMMA behind PRINT. Remember that this moves us into the second print column? There he must print the RANDOM value of A as he saw it when he came through line 20.

For clarity we can next type a semicolon followed by TAB(14), (see program below), so he'll count 14 spaces from the left edge and PRINTs the STRING "TIMES".

Still being in the "print instruction mode" he now PRINTs the RANDOM value of the variable B as he saw it on his way down.

Next we type another semicolon and again a TAB measure, (24), so he counts 24 spaces from the left edge and PRINTs the STRING "EQUALS". If we now end that line with a semicolon, the computer knows that the next PRINTed item must be LIFTED to the spot where the semicolon is, so the answer of line 60 (PRINT A \* B) will appear behind the printout of line 40.

But line 50 comes in between, to give us time to ponder the answer. (TIME DELAY)

The next trick we used was the GET statement in line 80, but to be aware of the GET statement being there, we have to announce it by typing line 70.

Type RUN and press RETURN.



If all is well we can add another line: (12), which the computer knows as:

PRINT A CLEAR SCREEN.

```
10 FOR C = 1 TO 20
12 PRINT CHR$(147)
15 PRINT C:PRINT:PRINT
20 A = INT(RND(0)*12+1)
30 B = INT(RND(0)*12+1)
40 PRINT,A;TAB(14)"TIMES"B;TAB(24)
   "EQUALS";
50 FOR D = 1 TO 2000:NEXT D
60 PRINT A*B:PRINT:PRINT
70 PRINT"PRESS ANY KEY TO GET THE
   NEXT QUESTION"
80 GET A$:IF A$ = "" THEN 80
90 NEXT C
```

If the program is RUN now, only the one mathematical problem to be solved is on the screen, without distractions.

SAVE this as an occasional brain conditioner.

---

There are numerous books in circulation about programming the Commodore, and a large number of them, as well as Australian and International magazines are available from the CCUG(Q)Inc. library. Yet I hope that, if novices in computing had some difficulties getting started, my small contributions may have helped somehow.

There is so much more that we can do with our machines once we get going, but we need a sense of understanding.

We have touched on some of the fundamental basics of programming, and now we have arrived at a spot where one can go in almost any direction to explore the field(s) of one's own interest. To name just a few aspects: the use of graphics and/or sound, peeks and pokes, getting to use machine language, for faster running of programs, etc.

#### SPREADSHEETS, ARRAYS and DATABASES

are expressions which conjure up bigger things and expectations than most outsiders consider our Commodore capable of. That is mostly due to the fact that with small fun

programs and WORDPROCESSORS they are not used, but the scope is there for those to be used by whoever wants them.

As a matter of fact, the scope is so varied that, if one is particularly interested in some certain aspect, there would be several CCUG(Q) members who use such programs for payrolls, coin collections, spare parts recording or personal databases etc. and a question about some aspect has only to be put to the meeting to get offers of help.

I did mention at the start of this series that I would aim to try and help some novices to computing who had got stuck. If you have followed the series and did not give up or get lost, I feel that you must have gained sufficient self-confidence to promote yourself to BEGINNER.

Just recently someone mentioned that he had to go IBM compatible, because he wanted to computerize the spare parts section of his push bike and accessory business. He had been told that on Commodore machines the range of variables was limited to about 100-150 because the Commodore basic was supposed to be limited to A, B, AB, A1, A2 etc.

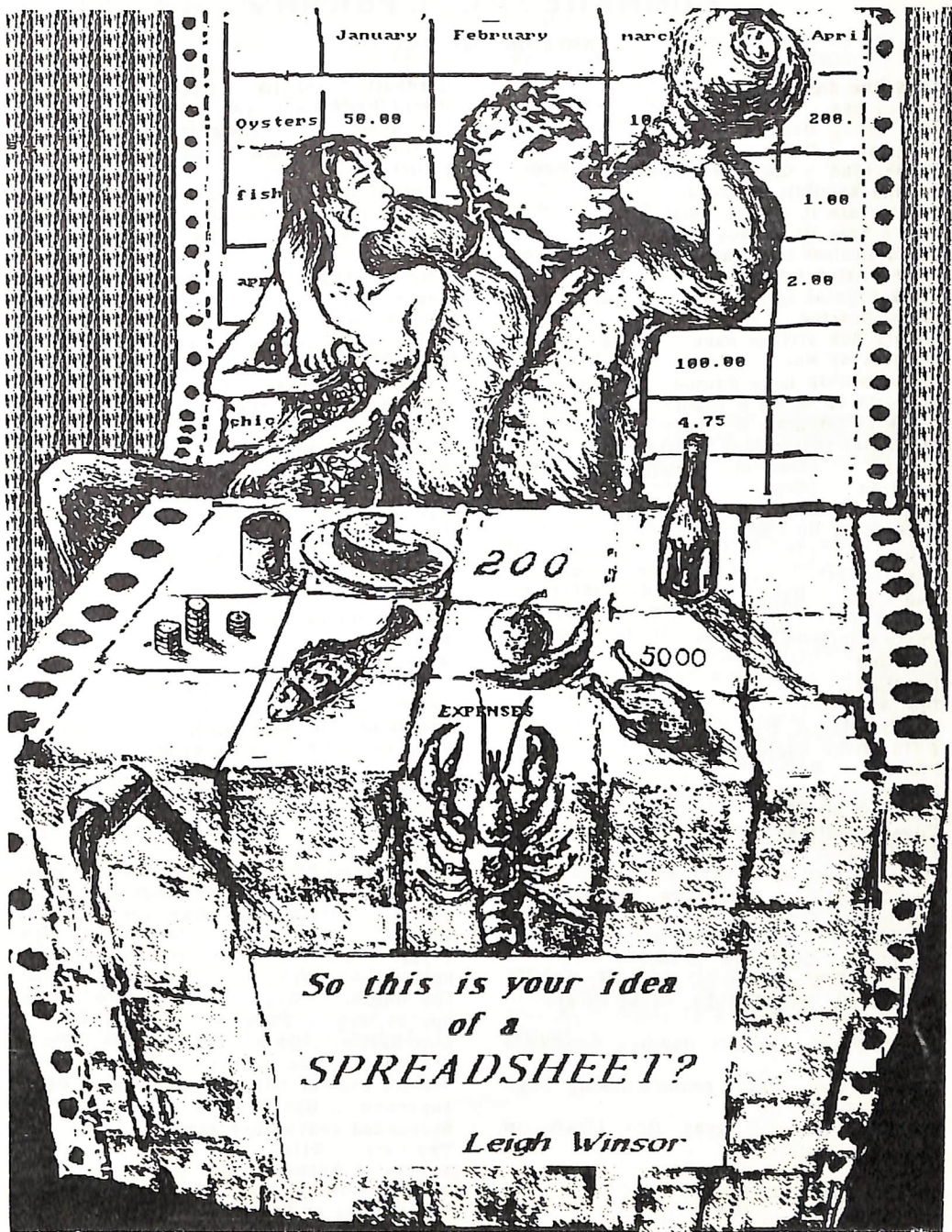
If he had spoken to a Commodore user he would have been advised that there are programs in which we can almost create a spare parts rack, and get our machine to READ the contents of any box in that rack. One thing is certain, our C64 or 128 can handle a number of 'part racks' without 'loss of memory'.

Of course I have covered very little territory, but my intention was not to try and write another book, but to just break the ice and approach matters from a slightly different angle.

It is a kind of achievement if you can now list and read some simple program in BASIC and translate it into action. Whether you rest on your laurels or carry on to become one of our Club's programming experts, I wish you luck, and thank you for your interest.

-ooOoo-





	January	February	March	April
Oysters	50.00		100.00	200.00
fish				1.00
APR				2.00
			100.00	
chic			4.75	

200		
EXPENSES		5000
fish		
fruit		
lobster		

*So this is your idea  
of a  
SPREADSHEET?*

*Leigh Winsor*

## COMMERCIAL LIBRARY

### GAMES ON DISK (DEC.'88)

- 1985 The day after ... D61  
 Ace ... D66  
 Acro Jet ... D164  
 Alleykat ... D176  
 Baltic 1985 - Corridor to Berlin ... D60  
 Banana Republic ... D194  
 Bard's Tale II + Clue Book ... D??  
 Bard's Tale III + Clue Book ... D??  
 Battle Cruiser (simulation World Wars 1 & 2  
 in the Atlantic) .. D210  
 Black Crystal (graphics adv. game)... D62  
 Bobby Bearing ... D177  
 Bounty Bob strikes back ... D174  
 Carriers at war ... D96  
 Championship Lode Runner ... D130  
 Chipwits (program a robot) ... D51  
 Chipwits (program a robot) ... D51B  
 Choplifter (cartridge) ... D184  
 Clowns - game on cartridge - paddle  
 required ... D202  
 Commando ... D91  
 Crusade in Europe ... D165  
 Cyborg ... D178  
 Dam Busters ... D199  
 Dan Dare ... D155  
 Danger Ranger ... D58  
 Dante's Inferno ... D149  
 Deadline ... D8  
 Deadline ... D8b  
 Drelbs ... D59  
 Elektraglide ... D92  
 F-15 Strike Eagle ... D198  
 Firelord ... D180  
 Flight Simulator 11 ... D140  
 Flight Simulator 11 ... D140B  
 Flight Simulator Scenery Disk 3 ... D140C  
 Frankie goes to Hollywood (no load on c128d  
 /64 mode and some 1571 drives) ... D162  
 GAMES PACK - Bruce Lee, Match Point,  
 Match Day, Entombed ... D150  
 GAMES PACK (ten) - Saboteur, Gammaron,  
 Suicide Express, more ... D80  
 GAMES PACK - Mutants, Parallax, Wizball,  
 Head/Heels, Double Take, Great Escape  
 ... D166  
 GAMES PACK - Airwolf, Hazzard, Commando  
 ... D145  
 GAMES PACK - Frank Bruno's Boxing, Bomb  
 Jack ... D146  
 Ghost Chaser ... D181 (NO LOAD ON  
 C128D/64 mode)  
 Ghosts 'n Goblins ... D104  
 Green Beret ... D158  
 Halls of Death ... D64  
 Hardball (baseball) ... D103  
 Hitchhiker's Guide to the Galaxy ... D32  
 How about a nice game of chess ... D98  
 In the chips (busin. & marketing) ... D33  
 Infiltrator ... D93  
 International Soccer (cartridge) ... D173  
 International Soccer (cartridge) ... D173B  
 Jumpman Junior (cartridge) ... D185  
 Karateka ... D131  
 Kennedy Approach ... D163  
 Kettle ... D161  
 King Solomon's Mines (adv. game) ... D69  
 Knight Rider (battle the terrorists) .. D212  
 Lemans (cartridge) - paddle required ... D172  
 Lords of Conquest .. D90  
 Macadam Bumper (Pinball construction kit  
 and game) ... D182  
 Mask of the sun ... D129  
 Mind Control ... D70  
 Nova Blast ... D65  
 Ogre (strategy wargame with a juggernaut  
 tank) .. D209  
 Omega Race (cartridge) ... D34  
 Parallax ... D100  
 Psi5 Trading Co. ... D94  
 Rald on Bungeling Bay ... D133  
 Rambo 11 ... D157  
 Rana Rama ... D183  
 Reach for the Stars ... D4  
 Reach for the Stars ... D4B  
 Rescue on Fractalus (NO LOAD ON C128D/64  
 mode OR SOME 1571 DRIVES) ... D110  
 Rock 'n Bolt ... D108  
 Rocky Horror Show ... D153  
 Room Ten ... D152  
 Seven Cities of Gold ... D200  
 Shogun ... D102  
 Ski-Devil 64 ... D52  
 Skyfox ... D95  
 Skyfox ... D95B (NO LOAD ON C128D/64  
 mode)  
 Skyjet ... D71  
 Spelunker ... D134  
 Spy Hunter ... D72  
 Spy vs. Spy ... D154  
 Star Battle ... D2  
 Starcross ... D30  
 Stealth Fighter (flight simulation) .. D208  
 Superman ... D151  
 Suspended (adventure game) ... D29  
 Tau Cetl ... D156  
 Temple of Apshal ... D3  
 The Armageddon Man .. D207  
 The Castles of Dr. Creep ... D132



The Halley Project (a mission in solar system) ... D36	Apshai)... D3X
The Inheritance ... D175	Uridium ... D179
The Lost City (adventure game) ... D68 (NO LOAD ON C128D/64 mode)	Wall Street (Investment game) ... D6
The Scroll of Akbar Khan (adv.game) ... D67	War in the South Pacific ... D211
The Way of the Tiger ... D101	Wizardry ... D63
Tooth Invaders ... D203 (cartridge)	Yie ar kung fu ... D159
Trains ... D5A	Zoids ... D160
Trains ... D5B	Zork 1 ... D9
Trivial Pursuit ... D192	Zork 11 ... D10
Upper Reaches of Apshai (requires Temple of	Zork 11 ... D10B
	Zork 111 ... D11
	Zork 111 ... D11B

-ooOoo-

## BOOK REVIEWS

Although the following book was reviewed in last month's issue of *Cursor*, we felt that it was well worth while to get a second opinion on a book of this nature. (Ed.)

### PEEK & POKES FOR THE COMMODORE 64

A Data Becker Book by H.J. Liesert  
Our copy from B.C.F. Bookstores.

by Doreen Horne

On first paging through the book it was observed that it covered, apparently, a wide range of material relating to the programming and understanding of the operating system of the C64.

However a more detailed progression through the information soon told another story.

Sure enough, much is said about the C64's operating system but in many instances the related explanations were difficult to understand and some of the programming examples could not be made to work nor, in several cases, could the usefulness of the

exercises be determined. There are a few usable subroutines but much of the PEEKing and POKEing seems to have little real constructive purpose.

I was particularly disappointed by the sections on high resolution and multi-colour bitmapping and spent many hours trying to understand the logic of the programming examples and why they wouldn't work. With the help of the Programmer's Reference Guide much was clarified, although this invaluable source of information and several other books I turned to have very little to say about multi-colour bitmapping in Basic. The examples given in the PEEKS & POKES book seem to contain errors.

To quote from a review of this book which I found in *Your Commodore Magazine*, "It tries to cover too much and the explanations are fuzzy in style".

The book will only really be deciphered by persons sufficiently advanced in computer knowledge not to need it anyway. It is not for learners who will find it mostly confusing. The official Commodore Programmer's Reference Guide is a much better proposition!

-ooOoo-



# BASIC PROGRAMMING

## A PROGRAMMING COMPETITION

The following program (for the C-128), an *STD Telephone Call Calculator*, was submitted by John Kelman of Emerald. Type it in and try it out. Do you like it? Well, then we have a challenge for you....

Currently the program consists of 144 lines of code (minus the REM statements). Our challenge to you is to tighten up the coding of this program, without altering the basic concept of the program itself. Yes you may substitute a version for the C-64.

If you feel that you can successfully compress this program, send your listing on disk to the Editor, to reach him by Friday 26th May, 1989. A group of our senior programmers, headed by the President, will judge the results, and the winner will receive a disk drive cover, plus the honour of seeing her/his program published in *Cursor*.

```
10 REM --std telephone call calculator--version 1.1
20 REM --copyright j.kelman,bonnie doon,
30 REM ----emerald 4720. (079)821935----
40 REM
45 REM program set up with star gemini 10x printer and cardco+g serial
46 REM interface. if your printer doesn't work change lines 1090
47 REM & 980 to 1020
48 REM
50 sum=0:un=21: REM 21 cents for unit local call : change if required
60 PRINT CHR$(14): GOSUB 960
70 PRINT "[CLR][78]"
80 PRINT "[RVS][RIGHT27]STD TELEPHONE CALL CALCULATOR"
90 PRINT "[RIGHT39]by"
100 PRINT "[RIGHT34]John Kelman
110 PRINT "[78]"
120 GOSUB 1050
130 IF com=128 THEN FAST : PRINT : WINDOW 1,7,79,24,1:x=20
140 PRINT "[CLR]": GOSUB 1120: PRINT "[UP]Date          "w$"      "dt$"
150 PRINT
160 REM times may be input in any format hh.mm,hhmm,24hr format.
161 REM except 2450 (1250 in the morning)and 0010 1210 in the morning.
162 REM use 00.10 or 1250 am
170 INPUT "Time h.mm ";h$: IF h$="" THEN PRINT "[UP]"; GOTO 170
180 h=VAL(h$): IF h=0 THEN PRINT "[UP]"; GOTO 170
190 IF h>24.59 THEN h=h/100 : REM converts 24hr time 0200=2.00
200 IF h>12.59 THEN h=h-12:p$="p": GOTO 240
210 INPUT "[UP][RIGHT22] am or pm";p$:p$=LEFT$(p$,1): IF p$="a" THEN 230
220 IF p$<>"p" THEN 210
230 PRINT "[UP][RIGHT33]p$m[DOWN]"
240 INPUT "Length of call in minutes.secs ";l$:l=VAL(l$):
245 IF l=0 THEN PRINT "[UP]"; GOTO 240
250 m=INT(l):sec=(l-m)*100:ld=m+sec/60: PRINT
255 REM l is mins.secs,ld is decimal minutes
260 INPUT "Destination of call";des$: IF des$="" THEN PRINT "[UP]"; GOTO 260
270 IF com=128 THEN 290
280 PRINT "[CLR]Call on -- "w$" "dt$" at "h" "p$m for "l$;
285 PRINT " min.secs to "des$: GOTO 310: REM c64 lines
290 PRINT "[CLR]Call on -- "w$" "dt$" at ";
295 PRINT USING "###.##";h;: PRINT " "p$m for ";: PRINT USING "###.##";l;
```

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300 PRINT " min.secs to ": PRINT USING "#####";des$
310 INPUT "[DOWN][RIGHT10][RVS]OK y/n[RVSOFF]";q$
320 IF q$="y" THEN 350
330 IF q$="n" THEN q$="": GOTO 140
340 INPUT "[UP][RIGHT10][RVS]OK y/n[RVSOFF]";q$: GOTO 320:REM if not y or n
350 PRINT ;SPC(x);"[DOWN][RVS]1[RVSOFF] Countrywide Calling rate C"
360 PRINT ;SPC(x);"[RVS]2[RVSOFF] 25 to 50 km"
370 PRINT ;SPC(x);"[RVS]3[RVSOFF] 50 to 85 km & CWC rate F"
380 PRINT ;SPC(x);"[RVS]4[RVSOFF] 85 to 165 km"
390 PRINT ;SPC(x);"[RVS]5[RVSOFF] 165 to 745 km"
400 PRINT ;SPC(x);"[RVS]6[RVSOFF] over 745 km"
410 PRINT ;SPC(x);"[DOWN]Select call distance from chart"
420 PRINT ;SPC(x); INPUT "[UP][RIGHT32] [LEFT5]";dis$:dis=VAL(dis$)
430 IF dis<1 OR dis>6 THEN 420
440 IF day$="c" THEN 600 : REM sunday
450 IF p$="p" THEN 490
460 REM a.m. mon - sat
470 IF h>7.59 AND h<12 THEN 580 : REM between 8am and 12 md
480 GOTO 600: REM all other a.m. times
490 REM p.m.
500 IF day$="b" THEN 550 : REM saturday pm
510 REM weekdays p.m.
520 IF h>5.59 AND h<10 THEN 590 : REM from 6pm to 10pm
530 IF h>9.59 AND h<12 THEN 600 : REM from 10pm to midnight
540 GOTO 580: REM all other p.m. times
550 REM sat pm
560 IF h>5.59 AND h<12 THEN 600 : REM from 6pm to 12 midnight
570 GOTO 580: REM all other p.m. times
580 rate=1: GOTO 620
590 rate=2: GOTO 690
600 rate=3: GOTO 760
610 REM **** change these if telecom alters it's charging **** current jan 89
620 REM day rates
630 IF dis=1 THEN price=7.0: GOTO 830
640 IF dis=2 THEN price=12.0: GOTO 830
650 IF dis=3 THEN price=22.0: GOTO 830
660 IF dis=4 THEN price=33.0: GOTO 830
670 IF dis=5 THEN price=39.0: GOTO 830
680 IF dis=6 THEN price=57.0: GOTO 830
690 REM night rate
700 IF dis=1 THEN price=7.0: GOTO 830
710 IF dis=2 THEN price=8.0: GOTO 830
720 IF dis=3 THEN price=14.0: GOTO 830
730 IF dis=4 THEN price=22.0: GOTO 830
740 IF dis=5 THEN price=26.0: GOTO 830
750 IF dis=6 THEN price=38.0: GOTO 830
760 REM economy rates
770 IF dis=1 THEN price=4.7: GOTO 830
780 IF dis=2 THEN price=5.0: GOTO 830
790 IF dis=3 THEN price=9.0: GOTO 830
800 IF dis=4 THEN price=13.0: GOTO 830
810 IF dis=5 THEN price=16.0: GOTO 830
820 IF dis=6 THEN price=23.0: GOTO 830
830 REM
840 z=INT(ld*price/un+0.999999)*un/100
850 IF com=128 THEN 880 : REM check for c64/c128
860 PRINT "[DOWN][DOWN][RVS][RIGHT5]Cost of this call is $"z:sum=sum+z
870 PRINT "[DOWN][RVS][RIGHT13]Total so far $"sum

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875 PRINT "[RVSOFF][DOWN][DOWN][RIGHT9]Hit a key when ready" : GOTO 900
880 PRINT "[DOWN][DOWN][RVS][RIGHT5]Cost of this call is ";
885 PRINT USING "#$###.##";z:sum=sum+z
890 PRINT "[DOWN][RVS][RIGHT12]Total so far ";
895 PRINT USING "#$###.##";sum;
896 PRINT "[RVSOFF][RIGHT20]hit a key when ready"
900 GET x$: IF x$="" THEN 900
910 IF pr$="ON" THEN GOSUB 970
915 REM reset variables to "" at end of each call
920 h$="":p$="":l$="":des$="":q$="":dis$="": GOTO 140
930 REM ----- test for c128 -----
940 IF com=128 THEN RETURN
950 POKE 53280,1: POKE 53281,1:PRINT CHR$(155)"[CLR]":x=2:GOSUB 1050:GOTO 140
960 scr=215:com=PEEK(scr): IF com<>128 THEN 950: ELSE RETURN
970 REM ----- print routine -----
980 OPEN 4,4,7
990 IF com<>128 THEN 1020
1000 PRINT#4, USING "#####";w$::PRINT#4,dt$" at ";
1001 PRINT#4, USING "###.##";h$::PRINT#4,p$"m for ";
1002 PRINT#4, "USING "####.##";l;
1010 PRINT#4," min.secs to "desc$ CHR$(16)"90 cost ";
1011 PRINT#4, USING "$###.##";z::PRINT#4," ----- ";
1012 PRINT#4, "USING "$###.##";sum: GOTO 1030
1020 PRINT#4,w$" "dt$" at "h" "p$"m for "l$" min.secs to ";
1021 PRINT#4,des$ CHR$(16)"80 cost $"z" total $"sum: REM c64 line
1030 CLOSE 4: RETURN
1040 REM --- printer on or off routine ---
1050 IF LEFT$(pr$,1)="O" THEN RETURN
1060 INPUT " Do you require a printout y/n";pr$
1070 IF LEFT$(pr$,1)="n" THEN pr$="OFF": GOTO 1110
1080 IF LEFT$(pr$,1)="y" THEN pr$="ON"
1090 OPEN 4,4,7
1091 PRINT#4,CHR$(27)CHR$(20)CHR$(16)"50"CHR$(14)CHR$(27)CHR$(45)CHR$(1)
1092 PRINT#4,"STD PHONE CALLS"CHR$(27)CHR$(45)CHR$(0): CLOSE 4: GOTO 1110
1100 INPUT "[UP] Do you require a printout y/n";pr$
1101 GOTO 1070: REM if not y or n
1110 PRINT "[UP] [RVS]PRINTER "pr$;
1111 PRINT "[RVSOFF] "un"cents/unit call": RETURN
1120 REM -----date and day routine-----
1125 PRINT "STD CALL MADE ON ---[DOWN]"
1130 INPUT "Date ddmmyy ";dt$: IF LEN(dt$)=6 THEN 1150
1140 PRINT "[UP]:: GOTO 1130
1150 dy$=LEFT$(dt$,2):dy=VAL(dy$): IF dy<1 OR dy>31 THEN 1140
1160 mn$=MID$(dt$,3,2):mn=VAL(mn$): IF mn<1 OR mn>12 THEN 1140
1170 yr$=RIGHT$(dt$,2):yr=VAL(yr$): IF yr<1 OR yr>99 THEN 1140
1180 dt$=dy$+"/"+mn$+"/"+yr$
1190 IF mn=1 THEN dz=yr*365+INT((yr/4)+.8)+dy: GOTO 1310
1200 IF mn=2 THEN dz=yr*365+INT(yr/4+.8)+dy+31: GOSUB 1430: GOTO 1310
1210 IF mn=3 THEN dz=yr*365+INT(yr/4+.8)+dy+59: GOTO 1310
1220 IF mn=4 THEN dz=yr*365+INT(yr/4+.8)+dy+90: GOSUB 1410: GOTO 1310
1230 IF mn=5 THEN dz=yr*365+INT(yr/4+.8)+dy+120: GOTO 1310
1240 IF mn=6 THEN dz=yr*365+INT(yr/4+.8)+dy+151: GOSUB 1410: GOTO 1310
1250 IF mn=7 THEN dz=yr*365+INT(yr/4+.8)+dy+181: GOTO 1310
1260 IF mn=8 THEN dz=yr*365+INT(yr/4+.8)+dy+212: GOTO 1310
1270 IF mn=9 THEN dz=yr*365+INT(yr/4+.8)+dy+243: GOSUB 1410: GOTO 1310
1280 IF mn=10 THEN dz=yr*365+INT(yr/4+.8)+dy+273: GOTO 1310
1290 IF mn=11 THEN dz=yr*365+INT(yr/4+.8)+dy+304: GOSUB 1410: GOTO 1310
1300 IF mn=12 THEN dz=yr*365+INT(yr/4+.8)+dy+334

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1310 IF yr/4=INT(yr/4) AND mn>2 THEN dz=dz+1: REM leap year after 29feb
1320 wd=INT(((dz/7-INT(dz/7))*7)+.5): IF wd=0 THEN wd=7
1330 ON wd GOSUB 1340,1350,1360,1370,1380,1390,1400: RETURN
1340 w$="Sunday":day$="c": RETURN
1350 w$="Monday":day$="a": RETURN
1360 w$="Tuesday":day$="a": RETURN
1370 w$="Wednesday":day$="a": RETURN
1380 w$="Thursday":day$="a": RETURN
1390 w$="Friday":day$="a": RETURN
1400 w$="Saturday":day$="b": RETURN
1410 IF dy>30 THEN 1140
1420 RETURN
1430 IF dy>29 THEN 1140
1440 IF yr/4 <> INT(yr/4) AND dy>28 THEN 1140
1450 RETURN

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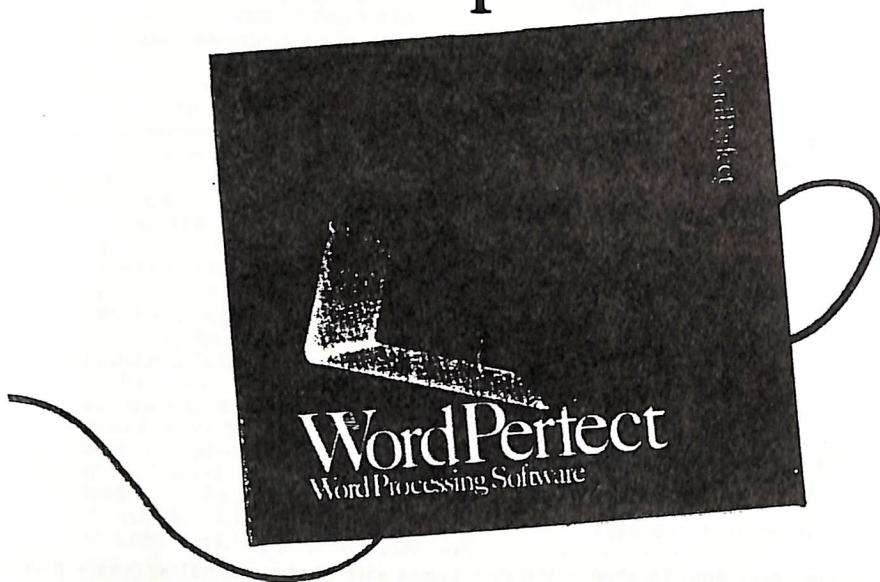
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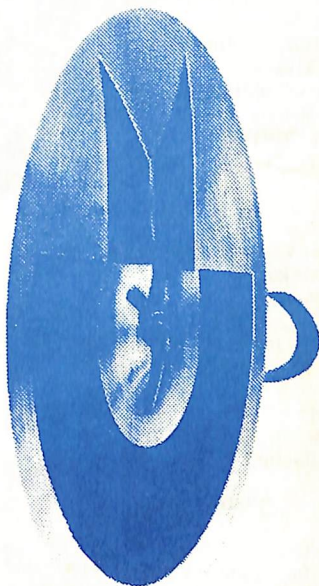
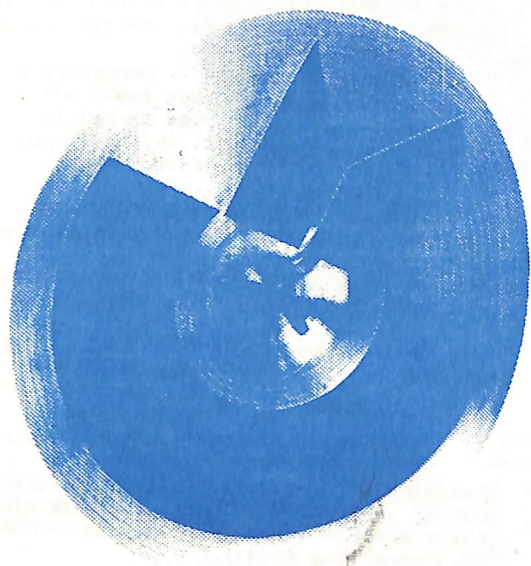
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