

# 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,  
Shepparton. 058-214746.



# MEETINGS - WHERE & WHEN

## MAIN MEETING

Tuesday 4th July 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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Cor Geels will demo *Datafile 3.6 Program*

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### C-64/128 WORKSHOP (MEMBERS ONLY):

Sunday 9th July (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.

*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)  
5 $\frac{1}{4}$ " Disks : \$10.00 per 10 (+ \$2.00 Postage)  
3 $\frac{1}{2}$ " 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 3 $\frac{1}{2}$ " 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)

CANNON HILL: Last Saturday of the month (Noon - Midnight) in the Cannon Hill State School. Ph. Don Friswell - 343 1735 a.h.  
KINGSTON: 2nd Saturday of the month. (1pm - 10pm) in the Kingston High School. 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 Beade - 071 / 215 059 a.h.

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  
Turbo-Rom for C64 or C128: Members Price: \$40.00 (+ \$2.00 Postage), or Customised Version: \$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: \$8.00 (+ \$1.00 Postage)  
Ribbons for MPS-1000, GX/LX-80 Printers:  
\$7.00 (+ \$1.00 Postage)  
Ribbons for MPS-1200/1250, Citizen 120-D  
Printers: \$10.00 (+ \$1 Postage)  
Ribbons for Riteman C or F Printers: \$12.00  
(+ \$1.00 Postage)

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  
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 are 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

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

Annual Subscription (+ \$10.00 Joining Fee):

Ordinary<sup>m</sup> Membership...\$25.00  
Country/Associate Membership...\$15.00  
Pensioner Membership...\$15.00  
Family/Business Membership...\$35.00

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  
Epson LQ850 Printer

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

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# PARCOM PTY. LTD.

WHITES HILL SHOPPING VILLAGE  
SAMUEL STREET, CAMP HILL, 4152. Ph. (07) 395 2211

NORTH SIDE: 1 CLIFFORD STREET, STAFFORD, 4053.  
Ph. (07) 857 6311

GOLD COAST: 171 NERANG STREET, SOUTHPORT, 4215.  
Ph. (075) 91 5821

## AUTHORISED INDEPENDENT COMMODORE SERVICE CENTRES

- \* Professional Repairs and Product Support
- \* All Work Carries Our 90 - Day Warranty
- \* See Us For Efficient And Courteous Service
- \* Fast Turnaround

### WHILE-YOU-WAIT-SERVICES:

C-64 PCB REPLACEMENT - \$89.00  
VIC, C-16, +4, PCB REPLACEMENT - \$49.00  
KEYBOARD EXCHANGE - \$50.00  
AMIGA SWITCHABLE ROM UPGRADE - \$60.00  
PRINTER GRAPHICS ROM FITTED - \$80.00

Special Rates for Users Group Members!

## ANNUAL GENERAL MEETING

To be held in our Clubrooms at the Bardon Professional Development Centre,  
390 Simpsons Road, Bardon on Tuesday 1st August 1989 at 8 pm.

Following are some excerpts from the Articles of Association:

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

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

### MEMBERSHIP/OF/MANAGEMENT/COMMITTEE

- (1) The Management Committee of the Association shall consist of a President, Secretary, Treasurer, all of whom shall be members of the Association, and such number of other members as the members of the Association at any general meeting may from time to time elect or appoint.
- (2) At the annual general meeting of the Association, all the members of the Management Committee for the time being shall retire from office, but shall be eligible upon nomination for re-election.
- (3) The election of officers and other members of the Management Committee shall take place in the following manner:-
  - (a) Any two members of the Association shall be at liberty to nominate any other member to serve as an officer or other member of the Management Committee;
  - (b) The nomination, which shall be in writing and signed by the member and his proposer and seconder, shall be lodged with the secretary at least fourteen days before the annual general meeting at which the election is to take place;

### VOTING

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

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

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

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

On the reverse side of this page you will find a nomination form, to be signed by the member and his proposer and seconder (all to be financial members). This form has to be in the possession of the secretary no later than Monday 17th July 1989.  
You will also find on the same page a proxy form to be used by members who are unable to attend but still would like to make their vote count at the Annual General Meeting.

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

ANNUAL GENERAL MEETING - 1st AUGUST 1989  
Election of Management Committee Members for 1989 - 1990

NOMINATION FORM

POSITIONS VACANT:

PRESIDENT - SECRETARY - TREASURER  
SUB-GROUP COORDINATOR - CHIEF LIBRARIAN - NEWSLETTER EDITOR

I hereby nominate .....

for the position of .....

Proposed by: .....

Seconded by: .....

Signature of Nominee: .....

This form to be in the possession of the Secretary no later than Monday 17th July 1989.

=====

Separate Here > < Separate Here

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PROXY FORM

COMMODORE COMPUTER USERS GROUP (QLD) INC.

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

being a member of the above named association,

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

or failing him, ..... of .....  
as my proxy to vote on my behalf at the Annual General Meeting of the Association, to be held on the 1st day of August 1988, and at any adjournment thereof.

Signed this ..... day of ..... 1989

Signature: .....

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

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

## EDITOR'S NOTES

### DIGGING UP THE PAST

Recently I received in the mail a letter and program listing (C64) from one of our Lismore members. He was trying to plot some points on the hi-res bitmap, by using the 64's RND statement, and found to his surprise that the RND function was not truly random, but that certain dot patterns kept on repeating.

Long-time members who are 'into programming' are of course well aware of this fact, but newer members may be baffled by this phenomenon.

I then recalled that several years ago our President had written an article in *Cursor* about the peculiarities of the RND statement.

Now, I've promised myself for years that I'd index my old *Cursor* magazines, but it's one of those jobs that I keep on putting off. (Our newsletter has been published since the beginning of 1983.)

Anyhow after a fair bit of digging I found Greg's article in the Nov. '84 issue - quite a historical document by now!

So, in this issue you will find Greg's resurrected article on "Random Numbers on the C64" for the benefit of all our newer members. I think that our member from Lismore will find all the answers to his problems in this article.

Just going through this Nov '84 newsletter was an interesting experience. Our main meeting as well as our workshop were then held in the Milton State School, and we had three sub-groups (Cannon Hill, Springwood and Pine Rivers), as well as a (short-lived) Business sub-group and the Primary Education sub-group.

The Vic-20 had gone into its decline and the C-64 was going very strongly indeed. Commodore made three printers, the 801, 802 and the 1101 (I've used them all), although quite a few people followed my lead and bought the Star Gemini 10X with the Card-print +G interface... now there was quality for you!

We had one (yes, I mean 1!) official Commodore dealer in Brisbane, namely CW Electronics in Stones Corner, although Chandlers had started dabbling in Commodore gear.

The most popular game was *Impossible Mission*, but Electronic Art's *Archon*, *Music Construction Set* and *Pin Ball Construction Set* also scored quite well.

In word processors most 64 users stuck with *EasyScript* and some of us used *PaperClip*.

One of the most popular accessories at that time was the *KoalaPad*, which sold for about \$100.00. For some strange reason it just disappeared from the market and has never had a real successor.

Our President was Greg Perry (surprised?), Secretary Norm Chambers, Treasurer Lester Bennett and our Chief Librarian was Cliff Pottinger. Other Library staff included Cliff Yule, Ken Charters, Max Bean and Julianne Fallen. Believe it or not, they are all still members of our group! Other names involved in the running of our group included Terry Steer and Barry Wilson, Oh, yes, the under-signed was your newsletter editor...

Yes, history is fun....

### THE WANDERER RETURNS

We are pleased to see Denis Wright return to these columns; I've missed him and with the current scarcity of articles his wise words are very welcome indeed.

### AGE SHALL NOT WITHER THEM....

In the April '89 issue we issued a programming challenge. At the closing date we had one (1) entry! This was from Angus Norrie.

What amazes me is that three of our senior members (I wouldn't dare to call them old!) contribute a lot more to this group than dozens of younger members. I am referring here to Cor Geels, Doug MacLurkin and Angus Norrie. Is there a moral somewhere?

Ralph De Vries

## RANDOM BITS

### MAY MEETING

Greg Perry opened the proceedings at 8pm and amongst other things asked the members for suggestions to improve the Group's facilities, as our finances are currently very sound. Some interesting suggestions came from the floor and they will be discussed at future management committee meetings. We would also like to receive written suggestions from members who are normally unable to attend the Bardon meeting.

Ralph de Vries gave an outline of the proposed 'Help Column', details of which appeared in last month's issue of *Cursor*.

After a short break Gordon Keir with assistance of Angus Norrie entertained a very attentive audience with the *Skytravel* program. Although originally released some three years ago, it's only recently become generally available. Of its type it is one of the very best programs around on any computer. We can now expect a greatly increased interest in 'heavenly bodies'!

### JUNE MEETING

As Greg Perry was unavailable to attend this meeting, Ralph De Vries opened the proceedings by informing members of the forthcoming A.G.M. and changes to membership categories. He also touched upon the "goings on" at a recent Amiga workshop, where there were many interlopers present who weren't members of our group. This practice will hopefully cease in the near future.

After a short break, C64 and C128 users were entertained by Bill Weeks, who gave our members an overview of educational software available for Commodore computers. The meeting closed at 10 pm.

### THE JULY TOPIC

Disorganised and can never find anything? Then you need a data base program. Yes, we all know that Superbase is supposed to be the best, but some of us need something simpler and more easy to learn. Come to our July meeting and let Cor Geels (coordinator of the Wavell Heights Sub-Group) show you a new database program called *Datafile 3.6*.

### MEMBERSHIP FEES

As from the 1st July 1989, the special category of *STUDENT MEMBER* will be abolished. As from this date student membership will revert to the status of *Ordinary Membership*.

This action was taken because of increased production- and postal costs of our newsletter.

There will be no change in fee structure in the other categories of membership.

The Management Committee

### TO THE EXCLUSIVE GAMES PLAYERS

Please read the notice on page 14. If your *only* interest in the Amiga is playing games, collecting games (or even pirating games), then we don't want to see you anymore at our workshop and sub-group meetings. After all, these meetings were started to help our members get more out of their computers, and not as games parlours or child minding centres. We are not anti-games; there's a definite place for them; but it's *not* at our meetings! You are very welcome at all our meetings, but *without* your computer games.

### NEW C-64 SY SOP

We like to welcome Craig Rawlins as the new man to look after the C64/128 section of the Group's Bulletin Board. Let's hope that you get lots of 'customers', Craig!

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### C-64/128 HELP

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Cor Geels ——— *C-64 Newcomers - Printers, Printer Interfacing - Word Processing (Easy-script, Superscript, PaperClip, GEOS) Fundamental Spreadsheet & Database* - Ph.263 2839

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Only one member has submitted his name for C64/128 HELP. Compare this with 7 submissions on the Amiga side.... a bit sad isn't it?

Submit your name NOW to offer your expertise for your fellow members. ED.



## LIBRARY NEWS

by Phil Guerney

Great news - a big box of new C64/128 software has arrived and will be available for general borrowing at the July meeting. Unfortunately, not quite all of it - out of 14 new packages there were three which would not load. Not on my 1571, my 1541 or anybody else's 1541. So these three (Chessmaster 2100, Bridge 5.0 and Arcade Game Construction Set) have been sent back to the publishers and I suspect the wait for replacements may be a long one. The list of new ones follows with a brief description. (Some will get reviews if anyone volunteers to do them but others have been around long enough now for most people to know what they do.)

Geos System V2.0: We have bought V2.0 of GEOS in both the C64 and the C128 specific versions. They have been some very significant improvements over the V1.X editions which have been described in every Commodore magazine in detail. Briefly, the "desktop" shell now lets you have colour indexed icons, multi-file selections for deleting or copying in one action (which is quicker now), support for 2 drives of which any can be a 1541, 1571 or 1581 or RAM expansion. The word processor is now geoWrite 2.1. The geoPaint program now allows images to be stretched and scaled (very handy for imported bits) and there are new shapes and overlay effects. The C128 version works on either a 40 column screen or, and much more impressively, on a 80 column RGBI monitor. The RGBI screen definition is very crisp and allows much more text or picture to be on screen at once reducing those scrolling delays. It is said that RAM expansion allows GEOS programs to run at decent speeds but I'm not lucky enough to have any to see for myself. Does anyone here?

GeoPublish for the C64: This "desktop publisher" package has almost all the functions of its big brothers on the 16-bit machines. Basically you prepare the text for your newsletter in geoWrite (or use TextGrabber to import other word processor files), the pictures in geoPaint (or use Graphics Grabber to import Printshop, Printmaster or Newsroom files), then define a page layout

(columns, headers/footers, gutters etc) then place the pictures in position (stretch/shrink as necessary) and finally "flow" the text into the columns and around the pictures. Many editing features are available and a very good draw program is included. The results really depend on how good your printer is. Just one warning - I wasn't able to get a proper printout until I dug deep into the 55-page manual addendum (!) and found that the appropriate MP Master and PL Layout files for a 60 dpi, 72 dpi or 80 dpi printer must be on your work disk. If you are lucky enough to be able to use an Apple Laserwriter, geoPublish supports it at 300 dpi.

Home Designer: This is a true CAD (Computer Aided Drafting) package for the C128. It was the only phone request I received after asking for suggestions, so the initiator deserved to have his wish filled (and also the privilege of reviewing it if he rings again and reminds me who he was!). The program works in RGBI mode and is truly an object-oriented drawing program (ie zooming in reveals greater detail, not "fat pixels") and you can have five separate layers which can be printed in any combination. Lines can be trimmed at intersections, divided or made parallel. Objects can be snapped to points, mirrored, rotated, copied or deleted. Text is user-scaled and all scales can be specified in an absolute scale. We also received the disk of library figures covering electric circuit symbols. The quality of printout on a 60 dpi printer is very good and it has a driver for HP7470A plotters.

The Write Stuff: A remarkably good word processor. Who needs a new word processor I hear you all ask. I would have agreed entirely but this extremely reasonably priced program has all the capabilities of any other word processor (80-column preview, 1-pass double column printer output, macros, dual text areas, mail merge, word count, user-definable screen font, optional Dvorak keyboard layout, 21-function calculator that inserts the answer into the text, handles double-width characters properly including auto-centering, imports from 11 other word processors including converting their formats to its own ... the list truly goes on and on and I just can not think of any feature short of automatic table of contents

generation that it does not have). The reverse side of the disk contains a version that has almost all the same functions but also reads your text back to you - brilliant for kids and assuredly for some adults also. In the case of this program I urge you to write directly to Busy Bee Software, c/o SACCUG Inc, PO Box 427, North Adelaide, SA 5006 with a cheque for \$25 for your own copy immediately. Please support reasonably priced software as good as this.

Jet V2.0 with Japan Scenery Disk: the latest version of one of subLOGIC's flight simulators. Always good fun and this one has modes from extremely forgiving to precision control required. A F-16 Falcon flies much faster than the single engine Piper in Flight Simulator II. The Falcon is ballistic, ie it can go straight up!

Merlin 64: A macro assembler. The lack of a proper machine language assembler has been a big hole in the library collection to date - I have often been asked whether we have one to try. Merlin is one of the respected names and does all that a good assembler should do and more. The editor automatically handles the conventional formatting of your assembly language program. The macros take variables and full conditional assembly is supported. The pseudo-opcodes supporting string handling are particularly versatile. An 80-column screen program is included for 80-column editing on a C64 along with four different cross-referencing utilities and a useful utility that counts the progressive processor cycles used by your program.

Chartpak: A very disappointing graphing program. I have always wanted a decent program that would draw XY Scatter graphs with options such as grids and log scales, pie charts with exploded sections and data manipulation such as exponential smoothing and least squares line fitting. This program will do all this and yet it is disappointing because it is slow (written in an expanded BASIC), produces absolutely lousy printouts and kept crashing on me!

Sky Travel: One of the best programs ever produced for the C64 and one that I have wanted in the Library for a long time but for very dumb marketing reasons was unobtainable for a couple of years. For everyone who has asked for an astronomy

program and tried one of the other two we have in stock, please come back and try this one. Many will then certainly want to go and buy your own copy. No other program better simulates the night sky with motion in real time and an astronomical encyclopedia that gives information on-line when you select any one of 1200 stars, 300 deep sky objects and 88 constellations. It was demonstrated at the April 1989 meeting.

Where in the World is Carmen Sandiego: A widely acclaimed educational program that kids seem to find fun while learning about countries and cities around the world and some simple facts about them and using a bit of logic to solve a puzzle. The prize for the greatest amount of bumph with a program goes to this package. The game consists of one disk and a very slim (19p) manual but the box was 45mm thick containing many advertising slips and a very thick (928p) World Almanac to help decipher clues.

Big Blue Reader 128/64: Essential for any person who has a 1571 drive and can access an MS-DOS machine. The disk contains both C64 and C128 programs that allow any text or data file to be transferred between (either to or from) a MS-DOS disk and a 1541/1571 disk (but only on a 1571 drive). Commodore ASCII conversions are handled properly as well as line feed additions going to MS-DOS. The C128 version also allows transfer of CP/M programs but unfortunately only in Commodore CP/M format (GCR) and not the Kaypro/Osborne format (MFM). The latter can be handled by the 1571 and Commodore's CP/M operating system and the desired files must be PIPed to a GCR CP/M disk first.

The only new book is a very good one - "Superbase The Book" by Dr Bruce Hunt of Precision Software itself. It is a good guide to the Superbase programs (all versions for all Commodore machines) but even more useful to those who have tried to write database applications using Superbase. A fascinating list of all known bugs from all versions is listed as an Appendix.

Two library changes

1) I have bundled up one set of the issues for each year of the good older magazines such as Compute!, Compute's Gazette, and RUN. One bundle can be borrowed with one

library card! That means you could walk away with 48 magazines for the month, a family member could get 96 magazines so bring along a van. As long as no one else wants them there is no point in keeping them locked away and it saves us lugging them around at each end of the meetings. In fact, any bunch of 12 magazines more than one year old can be borrowed on one card from now on.

2) I have removed all the non-Commodore specific magazines and books. Again this saves us from carting them back and forth but also it was well justified because hardly anyone ever borrowed them. Quite a few of the non-Commodore magazines were donated

in 1986. Most have NEVER been borrowed and the rest only once or twice. They will be on sale at the July meeting. Make an offer.

Lastly, at the end of a very long piece, I will apologise for not contributing a Library News to the June issue. Unfortunately the storm on the evening of Anzac Day resulted in the bottom floor of my house being covered with an inch of water. Not much fun. Not only did it take a week of spare time to get the furniture and flooring out of three rooms, dry, and back in again - but I couldn't turn on a computer for all of that time!

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## BYTES

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### FOR SALE

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Final Cartridge 3: \$80.00 - Game Killer Cartridge (works on some games): \$30.00 - Trio (word processor/spreadsheet/database) \$40.00 - Home Inventory: \$15.00 - Kawasaki Rhythm Rocker (cassette) \$10.00 - Beatles Music Maker: \$20.00 - Fight Night (Accolade): \$10.00 - Fleet System 2+ (Integrated word processing, spelling checker, thesaurus & filer): \$50.00 - Power Cartridge: \$50.00 - Better Maths 1: \$10.00 - Shake hands with the Commodore 64 (Basic programming book): \$10.00 - 1520 Printer/Plotter (& supply of coloured pens): \$40.00.

Contact Neville Joyce on (065) 852 129 or write to: 8 Morton St. Wauchope NSW 2446.

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C-64 MODEM 300/300 & 1200/75 Baud - As new, complete with software on disk. - \$125.00

Contact John Bradbury on (071) 289 383

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C-64 Computer: \$250.00 o.n.o. - 1541 Disk Drive: \$200.00 o.n.o. - Freeze Machine Cartridge: \$80.00 - Netcomm 64/128 Modem c.w. GPterm software: \$225.00 - P.I.C. cartridge for Epson GX80 printer, to convert to P.C. printer: \$40.00 - Vicsprint Interface to Centronics - \$20.00 AGC Amber Monitor: \$80.00

Contact David Campbell on (07) 277 1277 (a.h.)

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1571 Disk Drive to suit C128/64

Contact David Johnson on (07) 277 6796 (a.h.)

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BYTES are computer-related adverts  
which are free to all financial members of our group.  
This column is NOT available for commercial computer sales.

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# RANDOM NUMBERS ON THE C-64

by Greg Perry

Want to calculate your Pools or Lotto entries, or write a simulation program (or game) that mimics statistical results? You need random numbers! Unfortunately, many users seem to get confused when trying to use random numbers on the C64/C128. (Especially those who have grown up with the earlier PETs!) In this article we will take a look at the RND function and how to use it on the C64 (and C128).

The first principle to establish is that random numbers are not in fact truly "random", if indeed such can exist. The RND(X) function calculates a determinate floating-point number between 0.0 and 1.0 by a mathematical formula. Depending on the sign of the argument fed to the equation (X can be +ve, -ve or 0) a particular pseudo-random number will be generated. The "seed" for each calculation is stored in memory locations 139-143. These are set to a constant when the computer is switched on (on my C64 (all?) to 128, 79, 199, 82, 88 to give the first RND(1) of .185564016), and every subsequent call of RND resets (re-seeds) this value.

## RND(+ve)

Any positive argument generates the next pseudo-random number from the current seed, then resets the seed for the next calculation. The actual value of the argument is irrelevant, RND(1) and RND(1256) do the same job. The process generates numbers in an apparently infinite sequence. However, West in his book *Programming the Pet/CBM* suggests that after about 45000 repetitions the numbers lose their "randomness". This is the argument that should be used in most cases.

## RND(0)

A zero argument takes its seed from the system hardware clock which changes every millionth of a second over a range of 0-16383. (From the CIA timer at locations 56324 and 56325.) It DOES NOT seed from the TI variable as some books say. Although RND(0) probably can be considered to generate the most "random" numbers, the problem

is that the seed can only be one of 16384 possible values at best. And, since every 60th of a second the SAME seed value is used, as well as the fact that most programs perform a sequence of repetitive instructions, there is a fair chance of generating a very similar "random" number, for example 0.308594167 and 0.3085944823. This causes difficulty when we wish to generate numbers over a small range, say 0 - 30.

## RND(-ve)

A negative argument is quite different. It seeds the random number generator with a specific value depending on the value of the argument. This is always the same for the same argument. A RND(-ve) is used specifically to initialise the random seed to a set value so that we may generate a specific repeatable sequence of random numbers with subsequent calls to RND(+ve).

The best way to generate a "random" seed for a non-repeatable sequence is with the jiffy clock variable TI. That is use:

```
X=RND(-TI)
```

at the beginning of the program, then get the random numbers with RND(+ve).

The best way to see the difference between RND(0) and RND(+ve) is by a small program which POKes the screen in a supposedly random fashion:

```
100 REM RANDOM SCREEN POKE
110 FOR I=0 TO 10000
120 N=RND(1)*1000
130 POKE 1024+N,1 :REM SCREEN RAM
140 POKE 55296+N,1 :REM = COLOUR RAM
```

= Line 140 is only needed on C64s made before approximately January 1984.

Run the program and see what happens. The program will fill the screen with the 'A' character in a fairly random pattern until, at the end, if we let it run for long enough, the whole screen will be filled.

Now, change line 120 to use RND(0), clear the screen and re-RUN the program. Notice the difference? This time the 'A' character fills the screen in a definite pattern. No matter how long we let the program continue, the whole screen will never be filled! In this case, RND(0) will generate only 256 different numbers.

#### USING RANDOM NUMBERS

Since the RND function generates a number between 0.0 and 1.0, it is not of much direct use for most cases. What is normally required is a random whole number (integer) between limits, say between 1 and 36 for the pools. This is done by:

```
N=INT(RND(1)*(E-S+1)+S)
```

where S=1 and E=36 then:

```
N=INT(RND(1)*36+1)
```

This will also generate the special case of numbers between -1 to +1 by:

```
N=INT(RND(1)*3-1)
```

Let's finish with a full "6 from 36" pools program (or lotto, or whatever your addiction).

```
100 DIM N(6)
110 X=RND(-TI)
120 X=INT (RND(1)*36+1)
130 FOR I=1 TO N: IF X=N(I) THEN 120
140 NEXT :N=N+1 :N(N)=X
150 IF N<6 THEN 120
160 PRINT "YOUR WINNERS (!) ARE"
170 FOR I=1 TO 6: PRINT N(I):: NEXT
```

.....PS, The CCUGQ (and I!) will expect a donation if you win!

[Ed: This article was originally published in the Nov. '84 issue of *CURSOR*]

-ooOoo-

## A HAPPY ENDING

by Paul Blair

Following reports that the release of Superbase 128 V3.01 had become a little confused (see the May '89 issue of *Cursor*: 'The Super' Page'), Precision Software has been working overtime to rectify the situation. To the extent that they are now mailing copies of the correct versions (depending on what you require) they seem to have gotten it all together.

Now, it's not possible to figure out whether the disk you have is set up for 1571/1571 (ie., with burst mode disk access) or 1571/-1581 (without burst mode, but able to cope with a 1581 drive). So here is a short Basic program for you:

```
10 REM SB V3.01 VERSION CHECK
20 REM ORIGINAL 5.25 INCH DISK ONLY
30 REM PAUL BLAIR 5.89
```

```
40:
50 OPEN 15,8,15: OPEN 1,8,2,"#"
60 PRINT#15, "U1"2;0;1;1
70 GET#1,A$,A$,A$,B$: M=ASC(A$):
   N=ASC(B$)
80 CLOSE1: CLOSE15
90 IF M=250 AND N=162 THEN PRINT
   "1571 ONLY": END
100 IF M=143 AND N=83 THEN PRINT
   "1571/1581": END
110 PRINT "UNKNOWN VERSION"
```

This simply checks two bytes that are different between versions. Precision may alter something later down the track, but this will identify current disks for you. I don't have C64 copies yet, so I can't provide a simple version check yet.

-ooOoo-

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## PROGRAMMING COMPETITION

In the April '89 issue of *Cursor* we published a program by John Kalman (STD Telephone Call Calculator), and challenged our members to tighten up the code of this program.

By the closing date we had received one (1) entry, which is about par for the course in our group!

Thus the lucky winner of our competition is Angus Norrie. Although Angus didn't tighten up the code very much, he improved substantially on the original concept of the program. In the following notes he gives an outline of his improved program.

Editor

I could not resist the challenge of the STD telephone call calculator in April *Cursor* - but I broke the rules.

From Telecom, I obtained their booklet on telephone call charges and then tried to build a program for my C64 to calculate and

record the charges for Local, Community, STD, and IDD calls. Here it is.

The program will enter and calculate calls, display or print the data, save it to disk or tape, and later load it for updating.

Notes of up to 80 characters can be kept for each call, if desired. These can include date, time, number and person called, business, etc.

It seems that the published call charges are approximate, as they are based on cost per minute, to the nearest cent. Telecom appears to use a table of seconds per registration to calculate charges. This appears to be 9 sec/reg for a \$1.40/min IDD call, but could be between 229 and 280 sec/reg for a 5 c/min STD call. The program could be more accurate if we knew the Telecom sec/reg charges. However, few people would bother to time their calls to the nearest second or better, so it probably doesn't matter.

Angus Norrie

```
10 PRINT "[CLR]TELECOST.64(AWN890508)DISK01"
20 PRINT "ALL YOUR TELEPHONE CHARGES"
30 PRINT "WITH TELECOM AUSTRALIA"
40 PRINT "(EFFECTIVE 1989 FEB 7)"
50 N=100: DIM T$(N),C%(N),N$(N): REM TYPE,CHARGE,NOTES
60 N=0: REM ITEM
70 CR=21: REM CENTS/REGISTRATION
80 M=1/(CR60)
90 DIM MS(2,4),MI(2,1): REM STD & IDD MULTIPLIERS
100 FOR A=0 TO 2: FOR B=0 TO 4: READ I:MS(A,B)=IM: NEXT : NEXT : REM STD
110 FOR A=0 TO 2: FOR B=0 TO 1: READ I:MI(A,B)=IM: NEXT : NEXT : REM IDD
120 DATA 12,21,33,39,57: REM STD
130 DATA 8,14,22,26,38
140 DATA 5,9,13,15,23
150 DATA 140,120,180,150,210,210: REM IDD
160 PRINT "INPUT: 1 TO STOP"
170 PRINT " 2 FOR NOTES"
180 PRINT " 3 TO ENTER CALLS"
190 PRINT " 4 TO PRINT LIST OF CALLS"
200 PRINT " 5 TO SAVE LIST"
210 PRINT " 6 TO LOAD LIST"
220 INPUT I: ON I GOTO 240,1260,250,840,1110,1190
230 GOTO 160
240 END
250 PRINT "[CLR]ENTER CALLS"
260 PRINT "CALL TYPES ARE"
```

```

270 PRINT " L FOR LOCAL"
280 PRINT " C FOR COMMUNITY"
290 PRINT " S FOR STD"
300 PRINT " I FOR IDD"
310 PRINT "INPUT CALL TYPE (L,C,S,I) OR M FOR MENU"
320 INPUT I$
330 IF I$="L" THEN 380
340 IF I$="C" THEN 750
350 IF I$="S" THEN 470
360 IF I$="I" THEN 650
370 GOTO 160
380 C=CR: REM LOCAL CALLS
390 N=N+1:T$(N)=I$
400 IF C<21 THEN C=21: REM MIN CHARGE
410 C%(N)=C
420 N$(N)=" ": PRINT "INPUT NOTES OR <RETURN>"
430 INPUT N$(N)
440 PRINT N;T$(N);C%(N)
450 PRINT N$(N): GOTO 310
460 REM STD
470 PRINT "INPUT: 1 FOR 8AM-6PM MON-FRI"
480 PRINT " 2 FOR 6PM-10PM MON-FRI"
490 PRINT " 3 FOR 6PM SAT-8AM MON"
500 PRINT " 3 FOR 10PM-8AM EVERY DAY"
510 INPUT A: IF A<1 OR A>3 THEN 470
520 A=A-1
530 PRINT "INPUT: 1 FOR 25-50KM"
540 PRINT " 2 FOR 50-85KM (SOUTHPORT,CALOUNDRA)"
550 PRINT " 3 FOR 85-165KM (GYMPIE,TOOWOOMBA)"
560 PRINT " 4 FOR 165-745KM (SYDNEY,ROCKHAMPTON)"
570 PRINT " 5 FOR OVER 745KM (MELB,CAIRNS,SA,NT)"
580 INPUT B: IF B<1 OR B>5 THEN 530
590 B=B-1: GOSUB 620:R=SMS(A,B)
600 IF R>INT(R) THEN R=INT(R)+1
610 C=RCR: GOTO 390
620 PRINT "INPUT: DURATION OF CALL IN MINUTES,SECONDS (E.G. 2,0 FOR 2 MIN)"
630 INPUT M,S:S=M60+S: RETURN
640 REM IDD
650 PRINT "INPUT: 1 FOR SOUTH PACIFIC"
660 PRINT " 2 FOR BAND2 COUNTRIES (UK,USA,JAPAN)"
670 PRINT " 3 FOR REST OF WORLD"
680 INPUT A: IF A<1 OR A>3 THEN 650
690 A=A-1
700 PRINT "INPUT: 1 FOR 6AM-MIDNIGHT,MON-FRI"
710 PRINT " 2 FOR ALL OTHER TIMES (SEE NOTES)"
720 INPUT B: IF B<1 OR B>2 THEN 700
730 B=B-1: GOSUB 620:R=SMI(A,B): GOTO 600
740 REM CC
750 GOSUB 620
760 PRINT "INPUT: 1 FOR 8AM-10PM MON-FRI"
770 PRINT " 1 FOR 8AM-6PM SAT"
780 PRINT " 2 FOR ALL OTHER TIMES"
790 INPUT I: ON I GOTO 810,820
800 GOTO 760
810 R=S/180: GOTO 600
820 R=S/270: GOTO 600
830 REM PRINT
840 PRINT "NUMBER OF ITEMS =" ;N

```



```

850 INPUT "START AT ITEM";I1
860 INPUT "INPUT: P FOR PRINTER, S FOR SCREEN";I1$
870 IF I1$="P" THEN OPEN 4,4: CMD 4
880 T=0:L1=5: REM TOTAL COST:SCREEN LINE
890 PRINT "[CLR]LIST OF CALLS"
900 PRINT "ITEM TYPE COST[SPACE 2]TOTAL"
910 PRINT "[SPACE 12]C[SPACE 7]C"
920 FOR I=I1 TO N:I$=STR$(I)
930 IF LEN(I$)<4 THEN I$=" "+I$: GOTO 930
940 PRINT I$"[SPACE 2]"T$(I)"[SPACE 2]";
950 I$=STR$(C%(I))
960 IF LEN(I$)<5 THEN I$=" "+I$: GOTO 960
970 PRINT I$;
980 T=T+C%(I):I$=STR$(T)
990 IF LEN(I$)<8 THEN I$=" "+I$: GOTO 990
1000 PRINT I$;
1010 I$=N$(I): IF LEN(I$)<50 AND I1$="P" THEN PRINT " "I$: GOTO 1040
1020 PRINT : PRINT I$:L1=L1+3: IF L1<26 OR I1$="P" THEN 1040
1030 GOSUB 1070:L1=5
1040 NEXT
1050 IF I1$="P" THEN PRINT#4: CLOSE 4
1060 GOSUB 1070: GOTO 160
1070 PRINT "PRESS C TO CONTINUE"
1080 GET I$: IF I$="" THEN 1080
1090 RETURN
1100 REM SAVE
1110 INPUT "INPUT: D FOR DISK, T FOR TAPE";I1$
1120 INPUT "INPUT FILENAME";I$
1130 IF I$="T" THEN OPEN 1,1,1,I$: GOTO 1150
1140 OPEN 1,8,2,"0:"+I$+",S,W"
1150 PRINT#1,N
1160 FOR I=1 TO N:PRINT#1,T$(I),"C%(I)",N$(I): NEXT
1170 CLOSE 1: GOTO 160
1180 REM LOAD
1190 INPUT "INPUT: D FOR DISK, T FOR TAPE";I1$
1200 INPUT "INPUT FILENAME";I$
1210 IF I1$="T" THEN OPEN 1,1,0,I$: GOTO 1230
1220 OPEN 1,8,2,"0:"+I$+",S,R"
1230 INPUT#1,N
1240 FOR I=1 TO N:INPUT#1,T$(I),C%(I),N$(I): NEXT
1250 CLOSE 1: GOTO 160
1260 PRINT "[CLR]NOTES": PRINT
1270 PRINT "COSTS ARE IN CENTS": PRINT
1280 PRINT "WHEN ENTERING CALLS, NOTES MAY BE UP TO 80 CHARACTERS."
1290 PRINT "CAN RECORD DATE, TIME, PLACE, NUMBER,"
1300 PRINT "PERSON, ETC."
1310 PRINT : PRINT "CAN USE THESE NOTES"
1320 PRINT "FOR A SHORT DIRECTORY, ETC."
1330 PRINT : PRINT "THESE CHARGES ARE BASED ON"
1340 PRINT "THE TELECOM AUSTRALIA PAMPHLET"
1350 PRINT "'ALL YOUR TELEPHONE CALL CHARGES'"
1360 PRINT "EFFECTIVE FEBRUARY 7, 1989"
1370 PRINT : PRINT "FOR STD AND IDD THE CHARGES ARE"
1380 PRINT "BASED ON APPROXIMATE COST PER MINUTE"
1390 PRINT : PRINT "IDD OFFPEAK GENERALLY APPLIES FROM"
1400 PRINT "MIDNIGHT TO 6AM MON-FRI AND ALL DAY SAT"
1410 PRINT : GOSUB 1070: GOTO 160

```

Following is an example printout of Angus Norrie's program:

LIST OF CALLS

ITEM	TYPE	COST	TOTAL
		C	C
1	L	21	21
2	L	21	21 JOHN BROWN RE CAR
3	L	21	63
4	C	21	84 GALLERY5
5	L	21	105 S
6	S	84	189
MAY 3			SUNSHINE MOTEL RE ACCOMMODATION AT WEEKEND - OK
7	I	210	399 MAY 7 HARWOOD
8	I	294	693 JEAN
9	L	21	714
10	S	252	966 BROWN&BROWN RE LETTER
11	I	966	1932
MAY 8			MR TAGURA OF ICHIBON INC RE PRICE OF SPARES FOR MODEL XV MOTORCYCLE
12	L	21	1953
13	L	21	1974 2312456 HARRY JONES RE PRICE OF SPARES
14	L	21	1995

-ooOoo-

SUPERSCRIP T I P

by Denis Wright

Here's another Superscript tip, for what it's worth. I have been thinking about the Save with Replace bug which still strikes the C-64. Word processors, if they are smart, update their files frequently in case of power failure. Superscript allows you to do this with the command F1/D/R. (I don't use the Append function because it once scrambled a file completely and I've never trusted it since.) If SS uses a normal Save With Replace, then it's possible that the bug could strike it as well, although I can't say I have ever known it to occur. But if you want to be absolutely sure, program a key for your defaults file thus:

\*r=/duouj0:~m/dr

This will check the error channel and guarantee that the bug cannot strike. It will then show you the name of the file you want to update, and if it's right, hit the RETURN key. I don't recommend that you program the final RETURN (^m) in your macro because you should always check the filename carefully before you refile a document. I have caused myself grief once or twice - and a long, slow search with a disk editor - having to reconstruct a file mutilated by a wrong refile.

This little macro may frustrate the famous Save With Replace bug while within Superscript.

-ooOoo-

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## MAIL BOX

What a wimpy lot you are, 8-bit owners! Have you forgotten that there are at least 7 million other C-64 owners in the world and still plenty of programmers working within 64k of RAM? Are you all simply games fanatics addicted to the sound of sprites colliding? Don't you realise that there are still tons of genuinely satisfying and useful things you can do with your computers?

Don't get me wrong. I'm the last person to advocate that time should stand still. I've seen what Amigas can do and they are great machines. Fly one if you get the chance, by all means. But many C-64 and 128 owners who are doing useful things with their computers don't have the money to upgrade or don't want to. It is intriguing that several Amiga owners I have spoken to recently have kept their 8 bit machines and are still using them for specific purposes.

Anyway, you had your chance when the 8 bit and Amiga editions of Cursor were published, and now it's gone. I have no doubt that the portion of Cursor devoted to you will contract until it fades into insignificance, simply because the most publishable material will be for the Amiga and as usual, the rest of us will sit around waiting for someone else to spoonfeed us. And then the complaints to the Cursor editor will start to come that there's nothing in the journal for 8 bit owners and they are pulling out of the group. Darwinism is alive and well in the computer world! Survival of the fittest, friends, and you've decided to be dinosaurs. When the archaeologists dig you up in a million years, they'll find your right hand fused to the fire-button of a joystick as you ossified while trying to kill that last damn MIG on the screen.

End of message - I'm glad I got that off my chest. Let me add some things I wrote before getting the last issue of Cursor. I like your dual column format - much better to read and more efficient in terms of space.

A couple of things might be of passing interest to Cursor readers, especially if they plan to bring computers with them to parts of Asia. I had intended to take a Toshiba laptop with me, but I was unable to at the last minute. I was thus forced to learn the tedious task of handwriting all over again,

which is no fun when dealing with copious notes. But...

Here's the relevant part of the story. I discovered that people who bring laptop computers into some Asian countries where they are scarce get hassled a lot when they get to Customs. Officials are sometimes concerned that the person bringing one in will sell it at a handsome profit once inside the country (thus draining foreign exchange). They insist on all sorts of guarantees that it won't 'disappear' while you are in their country. In the case of China, a deposit may have to be left which, for one American academic at least, was almost equal to the value of the computer itself! He entered China at Guangzhou, in the south, paid this ransom there, and then, because of red tape (pardon the pun!) was supposed to travel all the way back to Guangzhou to recover his deposit - and he was leaving China from Beijing! He thus forfeited the deposit even though he still had the computer when he left the country (something tells me he should have sold it if the price was right!) Anyway, it might be worth the warning that taking a computer overseas may present unexpected difficulties in some countries.

So, it might pay to check up on the rules for any country you bring a computer to.

An item of ephemera - I was watching a table tennis match on TV in Beijing and suddenly, in the corner of the screen, up came the familiar Commodore logo! The graphics for the program were being generated by a good old Commodore - an Amiga, I guess. You never know where they're likely to turn up.

A coincidence - I was travelling through Asia and switching between times when the thought occurred to me that writing a world time calculating program would be fairly easy. I sat down and wrote one (without a computer to test it) only to find on my return that Hugh Gravendyk had already done so! A case of 'great minds....?'

Can I congratulate Cor Geels on his excellent Novice's Guides in the last few Cursors. I don't know if he has had any feedback but he certainly deserves a pat on the back for clear, concise explanations and examples.

Just a thought when it comes to helping beginners - it may be worthwhile to explain the purpose of some of the items for sale in Cursor each month, such as reset buttons, serial switching plugs and capacitance meter boards. It could be that users need such devices but don't recognise them by name.

It's good to be home. If anyone doesn't believe that Australia is still the Lucky Country, they should live for a few months in Bangladesh. It would bring back their sense of proportion pretty smartly.

In response to a letter in the last Cursor from Grahame Davidson, the article he was referring to was probably mine (Talking to Other Computers, November 1988). You may recall that it was laser printed using a Mac. (You didn't have to format it on the Amiga, so that's probably why you forgot about it! That's the charitable explanation anyway...) I did give some advice in that article which might have been helpful.

It really all depends upon whether or not he can transport his C64 or 128 to his workplace. If he can, then I recommend that he get an RS232 interface and hook up the two computers together using a suitable communications program. These interfaces can be bought in kit form but if he has no expertise in making them up, then he needs to find someone willing to do the job for him. The chap who did mine is presently in New Guinea, but there must be plenty of people round Brisbane who could do it.

If his own computer must stay at home, then, as you say, he has no choice but to buy a modem. However, if I were him, I would consider buying a C-64 keyboard and disk drive second hand, and use a small black-and-white TV (cheap, but needs a UHF band - which most of them do have these days) as a monitor, and keep them permanently at work for the data transfer. If he thinks that is expensive, consider the cost of the alternative - at least one modem and the software to run it - not to mention the inconvenience and fiddling required.

This duplication of computer hardware (one set at work, the other at home) is what I did, and I've never regretted it. In any case, it's a good feeling of security to know that you have a backup computer or peripherals if needed.

What he wants to do can work very well if he goes about it the right way. If he would like to communicate with me, then please give him my address and/or phone number.

Denis Wright (Armidale)

Welcome back, Denis! I feel absolutely no need to comment on the first three paragraphs of your letter, beyond stating that truer words were never spoken!

I think that you are the first member to comment on the two column format of our newsletter. It is nice to get some feedback, be it positive or negative. Anything is better than indifference.

You are also the first to congratulate Cor Geels on his *Novice's Guide*. I'm sure that Cor will be delighted with your comments.

Last year (Sept. '88) Gary MacMinn wrote a short article explaining the uses of Reset Buttons etc. I will re-run this article from time to time.

---

A number of members of the Ipswich Users Group (two also belong to the CCUGG) recently bought the C-128 64K video upgrade module from Software Support International in the USA (see their advertisement in any recent *Compute!'s Gazette*).

One of the reasons we did this was the apparent lack of chips in Australia, but the main reason was that it is just a plug in board with no soldering needed. Our modules arrived in under three weeks (without attention from Customs) and work perfectly. May I take this opportunity to recommend this module to all C-128 owners as a superb way of upgrading to 64K of video RAM. The latest cost of the modules is US\$49.95 plus US\$7.73 postage.

Should anyone require any further information, I will be quite willing to supply as much as I can. (Phone 07 - 202 2786).

Philip Bishop (Ipswich)

Many thanks for this useful information!

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Use *minimum* formatting - no paragraph indentation and only a *single* space after a full stop. If a specific page layout is required include a printout in the required format. Disks will be returned promptly (we pay return postage).

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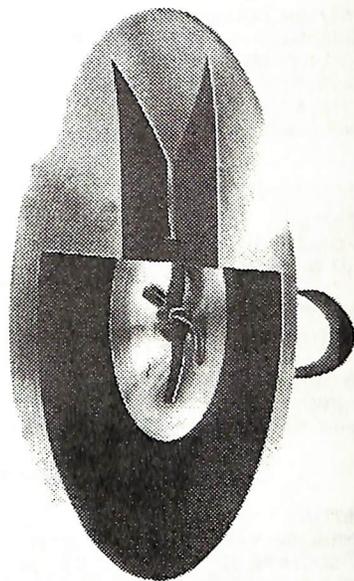
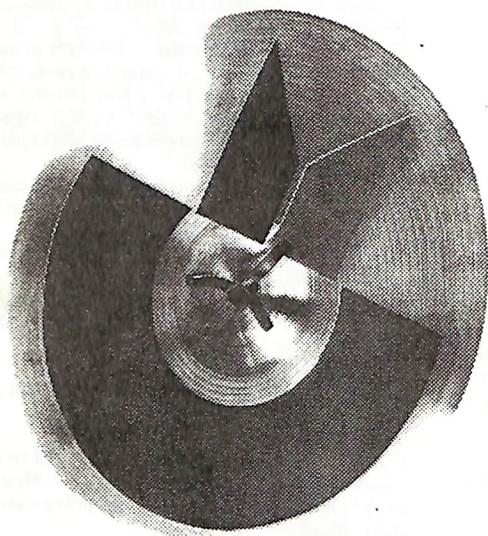
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