CURSOR

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

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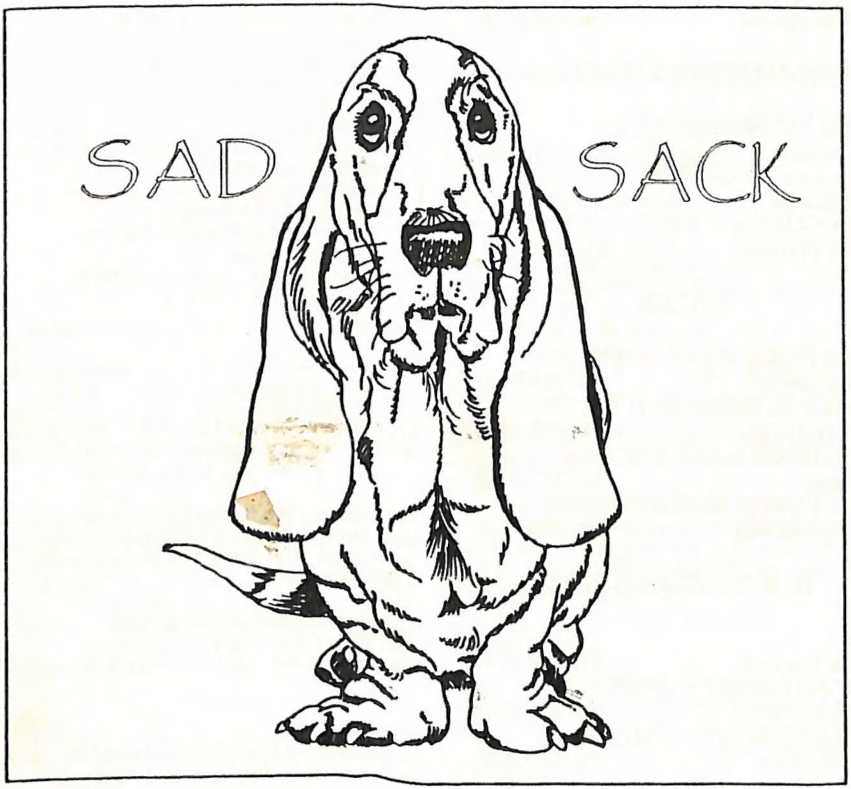

Our Next Main Meeting will take place on Tuesday, 4th September 1990, at 8pm (Libraries & Sales at 7pm) at the Bardon Professional Development Centre

COMMODORE COMPUTER USERS GROUP (QLD) INC

MANAGEMENT COMMITTEE

PRESIDENT:
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SECRETARY:
Mike Williams — Ph. 209 9084
TREASURER:
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CHIEF LIBRARIAN:
Phil Guerney — Ph. 378 9756
NEWSLETTER EDITOR:
Ralph De Vries — Ph. 300 3477
SUBGROUP LIAISON:
Steve Hovelroud — Ph. 298 5128

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AMIGA COORDINATOR:
Robert Googe — Ph. 288 8863
AMIGA GURU:
Steve McNamee — Ph. 260 6327

SALES

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C64/128 P. D. DISKS AND TAPES:
Doug Maclurkin — Ph. 358 4442
AMIGA DISKS & ACCESSORIES:
Ken Clem — Ph. 287 3698
AMIGA PUBLIC DOMAIN DISKS:
Steve Hovelroud — Ph. 298 5128

B. B. S.: (07) 808 7694

SYSOP:
Graeme Darroch — Ph. 209 1999
ASSISTANT SYSOP - AMIGA:
Tom Yallowley — Ph. 251 5845
ASSISTANT SYSOP - C64/128:
Craig Rawlins — Ph. 379 8957

Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at 300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

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MEETINGS

MAIN MEETING

Our next Main Meeting is held on Tuesday 4th of September at the Bardon Professional Development Centre, 390 Simpsons Road, Bardon, starting at 8 pm. Library: 7pm - 8pm & 9pm - 9.30pm. Sales: 7pm - 8pm. Entrance through the Centre's Carpark in Carwoola Street. Parking is not allowed in Centre's grounds! Details of this month's topic can be found in the relevant section of this newsletter.

WORKSHOP MEETING

The Amiga Workshop is held on Sunday 9th of September (1pm - 4pm) in the Ithaca RSL Hall, cnr. Nash and Elizabeth St, Rosalie. Bring your current membership card, as this workshop is strictly for members only! (i.e. no friends or relatives.) Disk & Accessory Sales: 1pm - 3pm. Bring your own Amiga equipment. This meeting is our PUBLIC DOMAIN meeting, where our members have free access to the Group's Public Domain Disk Library (currently well over 500 disks). We also have a HELP support group for beginners. For more information ring 300 3477.

REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (Noon - 12pm) in the Cannon Hill State School.
Ph. Don Friswell - 343 1735 a.h.
KINGSTON: 2nd Saturday of the month (1pm - 12pm) in the Kingston High School.
Phone 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.
REDCLIFFE: 3rd Sunday of the month (1pm - 5pm) in the Masonic Hall, Sutton St.
Ph. Dennis Underwood - 266 8991 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.
WINDSOR: 2nd Tuesday of the month (7.30pm) at 70 Swan Tce, Windsor.
Ph. Rod Watson - 857 6131 a.h.
PLUS/4 SUPPORT: - Clarence Stock is support coordinator for Plus/4 owners. Ph. 397 8894 a.h.

PLEASE NOTE: Copying of COMMERCIAL SOFTWARE is an ILLEGAL activity and is NOT ALLOWED at our Meetings!

GOODS & SERVICES

(At Main Meeting or by Mail)

AMIGA SPECIFIC:

Public Domain Disks 3,5" Mail Order: $5.00 ea (+$2.00 Packing & Postage for up to 5 Disks)
Commercial Library Catalogue Disk 3,5": $4.00 (+ $2.00 P & P)
5,25" Blank Disks: $9.00 per 10 (+ $2.00 P & P)
3,5" Disks: $25.00 per 10 (+ $2.00 P & P)
3,5" Disk Boxes (80 disks): $20.00 (+ $5.00 P & P)
3,5" Disk Labels (68x68mm) 4 sheets (= 48 labels): $1.00 (+ $2.00 P&P)
Amiga Beginners Guide: $3.00 (+ $1.00 P & P)
Amiga Dos Summary: $3.00 (+ $1.00 P & P)

C64/128 SPECIFIC:

Public Domain Disks 5,25": $3.00 ea (+ $2.00 P & P up to 5 Disks)
Public Domain Cassette Tapes (C-64): $2.00 ea (+ $1.00 P & P Per Order)
Commercial Library Catalogue Disk 5,25": $3.00 (+ $2.00 P & P)
5,25" Blank Disks: $9.00 per 10 (+ $2.00 P & P)
1541 'Drive & Disks Testing' Disk: $2.00 (+ $2.00 P & P)
User Port Plug Backshell: $3.00 (+ $1.00 P & P)
Public Domain Instruction Book (C64): $5.00 (+ $1.00 P & P)
Starting With Disk Drives : $2.00 (+ $1.00 P & P)
C-128 Memory Map: $2.00 (+ $1.00 P&P)
Macro Assembler Book: $5.00 (+ $1.00 P & P)
64 Sound & Graphics (by G.Perry): $5.00 (+ $2.00 P & P)
The Write Stuff (64 Word Processor), with Manual: $18.00 - BB Speller (for C64Write Stuff): $12.00
BB Talker (for C64 Write Stuff): $12.00
(The above three items each: $3.00 P. & P.)
The Write Stuff (128 Word Processor), with Manual: $30.00. - BB Speller (128 Version): $12.00 (+ $3.00 P.& P. for the above 2)

GENERAL:

Back Issues of CURSOR : $1.50 each
Address Labels (23 x 89 mm): $14.00 per 1000 (+ $2.00 P & P)
Ribbons for MPS-1000, GX/LX-80 Printers: $7.00 (+ $1.00 P & P)
Ribbons for MPS-1200/1250, Citizen 120-D Printers: $10.00 (+ $1 P & P)
Ribbons for Riteman C or F Printers: $12.00 (+ $1.00 P & P)

-ooOoo-

MAILING ADDRESS

Please address all LETTERS which are not related to CURSOR, but including orders to:

C.C.U.G.(Q)
P.O. Box 274
Springwood Qld 4127.

(Make Cheques payable to: C.C.U.G. (Q) Inc.)

Please address all PARCELS to:

C.C.U.G.(Q)
32 Bulwarna St.
Shailer Park Qld 4128

When you are changing your address, please advise our Secretary of the address change and not the Editor of CURSOR or our SYSOP!

MEMBERSHIP FEES ETC.

Joining Fee: $10.00
Annual Membership Fee:
Ordinary Membership*: $25.00
Country /Associate Membership: $15.00
Pensioner Membership: $15.00
Family /Business Membership: $35.00.

(*Within the B'ne Metropolitan Telephone District)

Library Fee: $5.00

LENDING LIBRARY

It is a condition of use of our Book, Magazine & Software Lending Library that materials can only be borrowed for a period of 1 Month. If unable to attend the next meeting, members can either mail the borrowed material to 32 Bulwarna St, Shailer Park Qld 4128 or they may leave this material with their nearest Management Committee member (but please ring first!). By following these simple rules, you assist your fellow members who may want to borrow the books or software which you are returning.

YOUR NEWSLETTER

CURSOR appears 11 times annually and is dependant on members' contributions for its content. Address all Newsletter Mail (this includes advertisements for the Bytes column) to:

The Editor, "CURSOR"
P O Box 384
ASHGROVE QLD 4060

Deadline for the next (Oct) Issue is:
FRIDAY 31st AUGUST!

Short articles (less than a page) and adverts for the BYTES column can be submitted in written or printed form, but we prefer to receive your articles on disk. Please use minimum or no formatting in your articles. Do not indent paragraphs and use a single space after a comma, semicolon or full stop. If a specific page layout is required, include a printout in the desired format. Disks will be returned promptly and we pay return postage.

C64/128 Specific:

Supply your articles on a (1541) 5,25" disk in the following format (in order of preference): SEQ ASCII file, SEQ PET ASCII file, The Write Stuff, SuperScript, EasyScript, PaperClip/PocketWriter files saved with the SEQ save option, SpeedScript files saved with the SS converter program, option 2, (SEQ Standard ASCII file). Sorry, but we are unable to read or convert 1570/1571 formatted disks, nor are we able to convert GeoWrite, FontMaster or Bank Street Writer Files.

AMIGA Specific:

Supply your articles on 3,5" disk in the form of an ASCII file or a WordPerfect file with minimum formatting. Alternatively, if you own a modem, you can upload your articles, news, gossip, etc. to the Group's BBS (Ph.808 7694 - CURSOR File Area)

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 EXCHANGE - $99.00

A500 PCB EXCHANGE - $129.00

A500 SWITCHABLE ROM - $60.00

Special Rates for Users Group Members!

CURSORY NOTES

These notes are written before the Annual General Meeting has taken place, hence I'm unable to comment on the procedures of this meeting. Nevertheless I would like to take this opportunity to offer my personal thanks to John van Staveren who is standing down as Treasurer this year.

John has done a marvellous job in looking after the financial affairs of our group during the last three years, during which period he set up new accounting software to manage the group's finances. His level headed approach to the job was appreciated by all those who came in contact with him. We wish him well in his future endeavours.

Our group has now been going for 9 years, which is probably a record of longevity amongst Commodore computer users groups. From very humble beginnings (we started with some 20 odd members who owned Commodore PET computers), we have seen this astonishing growth which got under way with the release of the VIC-20 and then it really took off when the C-64 came on the scene.

Since then we have also seen the arrival (and departure) of the C-16 and Plus-4, as well as the release (18 months too late, alas) of that very fine 8 bit computer the C-128. Four years ago these were joined by the Amiga, which was slow to get under way, but has really taken off during the last year or so.

However, what stands out in my mind is not so much the advances in computer technology that have taken place during this period, but rather the knowledge I've managed to acquire, as well as the many friendships which have developed during these nine years. In my humble opinion, there's nowhere outside of a computer club where both a newcomer to computers and the more experienced users can gain the sort of unbiased information that he or she may require.

Need advice on a hardware purchase or about the suitability of a software package for your needs? It's pounds to peanuts that there's a member out there who can offer help or advice. In addition, our very substantial book-magazine- and software libraries, as well as this humble magazine, assist in the dissemination of computer knowledge. And all this for a mere $25 per year!

Imagine that there were no computer clubs, and you had to buy all that hardware, books and software, just to find out if it would suit your requirements. For all those on a limited budget (and that means most of us) the financial burden would be too crippling to contemplate.

To all those new members who have recently joined our ranks, and who may feel a bit daunted by a large group such as ours, I can only give one bit of advice, but it is good advice because it has worked for me, and that is ASK! We publish a Help! column in these pages and that's as good a place as any to start.

I hope that you will get as much satisfaction out of your membership as I have had during these 9 years.

Ralph De Vries

Commodore Computer Users Group (Qld) Inc

PROFIT AND LOSS STATEMENT FOR THE PERIOD ENDING 30-JUNE-90

	1989-90	1988-89
SALES		
Stock Sales	29451.83	43859.79
Discounts Received	20.40	0.00
Membership Fees	17029.27	19322.23
Library Fees	673.00	710.00
Cursor Sales	125.00	316.50
Printer Hire	0.00	50.00
Advertising in Cursor	1245.00	1089.60
Interest	2141.47	920.78
TOTAL SALES	50685.97	66268.90
LESS COST OF SALES		
Opening Stock	5054.27	3507.70
Stock Purchases	22233.83	38321.37
Closing Stock	- 4306.62	- 5054.27
TOTAL Cost/Sales	22981.48	36774.80
GROSS PROFIT/LOSS	27704.49	29494.10
LESS EXPENSES		
Advertising expenses	881.66	578.86
Bank charges	73.00	79.55
BBS Expenses	1312.45	859.93
Cursor expenses	11760.80	7790.89
Depreciation	11932.57	8679.70
General expenses	137.52	414.44
Insurance	620.87	518.78
Lecturer's Fees	200.00	0.00
Legal Fees	15.90	14.80
Membership/Affiliation fees	56.80	60.14
Postage	697.90	635.74
Post Box charges	50.00	41.00
Printing and Stationary	1078.87	714.60
Repairs and Maintenance	573.08	382.19
Telephone	375.24	987.23
Venue Hire	2221.50	1807.50
Extraordinary Income	- 76.10	0.00
TOTAL Expenses	31912.06	23565.85
NET PROFIT/LOSS	- 4207.57	5928.25

Commodore Computer Users Group (Qld) Inc

BALANCE SHEET AS AT 30-JUN-90

	1989-90	1988-89
CAPITAL		
Opening Equity	31074.79	25146.54
NET PROFIT/LOSS	- 4207.57	5928.25
TOTAL EQUITY	26867.22	31074.79
ASSETS & LIABILITIES		
Commonwealth Trading Bank	1546.17	4498.40
Term Deposit ANZ	5125.34	10532.14
Trade Debtors	175.44	445.47
Stock on Hand	4306.62	5054.27
Petty Cash President	10.00	10.00
Petty Cash Editor	50.00	50.00
Petty Cash Secretary	40.00	40.00
Petty Cash Treasurer	50.00	50.00
Change Float Amiga S.G. Sls	10.00	0.00
TOTAL CURRENT ASSETS	11313.57	20680.28
Trade Creditors	- 18.50	0.00
Membership Fees in advance	243.83	1070.50
Cannon Hill Sub Group funds	33.78	46.76
Pine Rivers Sub Group funds	190.50	72.00
TOTAL CURRENT LIABILITIES	449.61	1189.26
Book Library	599.45	893.95
Magazine Library	342.78	229.38
Software Library	5944.55	4458.12
Equipment	7996.99	4366.17
BBS Equipment	1119.49	1636.15
TOTAL FIXED ASSETS	16003.26	11583.77
NET ASSETS	26867.22	31074.79

LIBRARY NEWS

by Phil Guerney

AMIGA SOFTWARE LISTING - PART 2

Language		
ARexx	ARexx	37
basic	AC/BASIC V1.3	20
c	Lattice C Compiler V4.00	1
c	Lattice C Compiler V3.00	2
c	Lattice C Compiler V5.0	32
code generator	PowerWindows V2.5	23
forth	Multi-Forth	72
machine	Devpac Amiga V2	56
modula 2	Benchmark Modula-2	58
sound		
composition	Sonix	39
composition	Deluxe Music Construction Set	31
sampling	AudioMaster	116
sampling	Audiomaster II	40
sequencer	Dr T's Keyboard Controlled Sequencer V1.6	80
spreadsheet		
	Maxiplan Plus	33
	Superplan	34
system		
file transfer	DOS 2 DOS	43
utilities	BlitzDisk V2.00	24
tutor		
amigados	MEGADOS	30
utilities		
public domain	Best of Fish Mostly Utilities Pack 1 (2,3,4)	95
public domain	Best of Fish Mostly Utilities Pack 2 (5,6,7)	96
public domain	Best of Fish Mostly Utilities Pack 3 (8,9,10)	97
public domain	Best of Fish Mostly Utilities Pack 4(11,12,13)	98
public domain	Best of Fish Mostly Utilities Pack 5(14,15,16)	99
public domain	Best of Fish Mostly Utilities Pack 6(17,18,19)	100
public domain	Best of Fish Mostly Utilities Pack 7(20,21,22)	101
public domain	Best of Fish Mostly Utilities Pack 8(23,24,25)	102
public domain	Best of Fish Mostly Utilities Pack 9(26,27,33)	103
public domain	Best of Fish Mostly Utilities Pack10(34,38,39)	104
public domain	Best of Fish Mostly Utilities Pack11(42,43,44)	105
public domain	Best of Fish Mostly Utilities Pack12(45,47,50)	106
public domain	Best of Fish VDraw Pack (31,32)	107
	Gizmoz Productivity Set V2.0	22
back-up	Project 'D'	36

disk	B.A.D.	49
disk cache	Facc II	21
file management	Diskmaster	26
file management	Diskmaster	66
file transfer	Disk-2-Disk	11
hard-disk backup	Quarterback	59
shell	The Beachcomber's Guide to the WShell V1.0	38
shell	The Beachcomber's Guide to the WShell V1.2	81
system	GOMF!	55
word processor		
	Kind Words	17
	Kind Words 2.0	17A
	Transcript	67
	Vizawrite Desktop	117
	Word Perfect 4.1.11	45

TO ALL LIBRARY USERS

There were more overdues after the July meeting than ever before. Some multiple offenders have appeared. Here is notice that I intend to ask people who have, more than three times, kept material overdue without ringing me very soon after the meeting, and do not reply to my overdue notice, to stop using the library and let me get on with other things than chasing them.

NEW FOR THE C64/128

I picked up a couple of things at the sale that Computer Spot held to entice people along to its new Brisbane Store. Some I kept for myself, like the cable put out by GEOS (but usable from other programs) to connect the C64 user port to a parallel printer at only $9.95. Another bargain, but for the club this time, was Commodore's Sound Expander FM Sound Module. This plugs into the cartridge port and connects to the sound input on your monitor or Hi-Fi. Using the program provided, it turns the C64 into a synthesiser, probably a bit better than one of those little synthesiser keyboards sold for around $100. The box says eight notes can be played at once but I found that while six worked fine, notes dropped out when going for the seventh and eighth. Single key chords are supported, in either the same or a different instrument to the melody. Rhythms and accompaniments are provided. The instrument sounds are very good. You can play this thing with the aid of the plastic piano-key overlay ("Music Maker") that Commodore used to sell for the older-style C64. Luckily, these were also on sale at $4.95 along with a disk of additional music (The Beatles) so the keyboard will be packaged along with the Sound Expander. The module has a port to accept an optional 49-key full-size keyboard but this was not included (shucks).

I'd like to hear from anyone who knows the price for which this FM Sound Module used to be sold. I've been told "at least a couple of hundred dollars". I have kept a constant eye over the local shops, Commodore

catalogues and overseas magazines since 1982 when I bought my VIC20 and I've never seen this for sale or remember it advertised. It was made in England and the copyright date is 1985. One reason it may not have been released here is that the software is very difficult to use and it has a major bug in it (but that hasn't stopped anyone else releasing software!). The bug appears when you try and load a "riff" from disk. When the first riff is loaded the menu windows break up, and when you load the second the program crashes. Oh yes, we paid only $29.95 for this hardware.

I dropped in on the Lifeline book sale held out at the Ekka grounds. I couldn't believe my luck in finding a copy of the book Inside Commodore DOS by Richard Immers and Gerald Neufeld, and at only $8. This is without doubt the best book written on the 1541 operating system. It has been a hole in our 8-bit book collection and I'm glad to have it available for those C64 hackers left as I do not think that it is in print any more.

Two C64 programs purchased from a member who has just ditched his C128 for a '386 PC. Film Maker is a C64 animation program, but the term animation isn't emphasised on the pack probably because it was not so fashionable in 1987. It really does try to do the same sort of thing as MovieSetter (see below) does on the Amiga. Unfortunately, single colour sprites are not as striking as graphics on the Amiga. The other one is The Designer's Pencil, a vintage (1984) C64 graphics program which was never very popular because it was too hard. You produce an image by choosing commands from a menu while, at the same time, your commands are recorded as a program. The command list includes program flow statements and conditional branching statements. The result is a program similar to a LOGO source. Sounds are included and there is even a program debug mode. The user interface is pretty poor but it makes an interesting library addition.

NEW FOR THE AMIGA

From the Computer Spot sale came Moviesetter. Described as a What-You-See-Is-What-You-Get animation package, this program allows you to plot a course for a graphic object across a background and the object may itself be a sequence of frames. Animation can be at up to 60 frames per second. Sound effects can be added and a graphics editor is included. I hope people can produce better than the very boring examples included as tutorials.

The next special is not very exciting. The main reason I bought it was that two 3.5" disks for $4.95 could never be that bad value. Well I nearly ended up putting this educational program called Analogues II into the spare disks pile but decided that we need quantity more than quality in the Amiga collection for the moment! This is an Amiga Basic program, so poorly presented that it took me five minutes just to work out how to answer the questions! I'll add a note to the instructions to make it easier for anyone else who wants to try it.

CanDo and The Disk Mechanic were passed to me after Greg Perry finished demonstrating them at the July meeting and will be in the Library in August. CanDo has received a lot of favourable publicity, but I started to call it CantDo after it crashed on me three times. Each crash came after I selected a cancel gadget on a requester.

A message popped up saying that "this error is rather fatal" and then dropped me back into workbench. Fairly polite, except that it left me with only 100K free on my 1M A500 so rebooting was still required. It also required frequent disk accesses and even with two drives disk swaps were necessary. I'm not playing with it any more until I get a hard disk. If you are still lost as to what CanDo does, it presents a graphical menu and icon based approach to writing a program (to do anything) that can use all the Amiga features including graphics and sound. Hint: if you only have two drives, DO NOT attempt to use the install program unless you have booted from the original CanDo disk or it will ask you to swap with your own boot disk about 300 times during the process.

The Disk Mechanic implements a disk optimiser (like B.A.D.), a hard disk backup, a DiskDoctor replacement and a Disk Editor. I haven't tried all of them yet to see if they work, but they do all share a "consistent" user interface which I think is terrible. The problem is that selecting any gadget to turn an option on or off results in the foreground and background colours of the gadget simply reversing but without any obvious sign of which way round is selected or unselected. I found the only way to tell was to select "return to defaults" and then look up the manual to see which settings were the defaults. I'll forget next time and any Amiga program that requires the manual to be opened every time you use it is bad news.

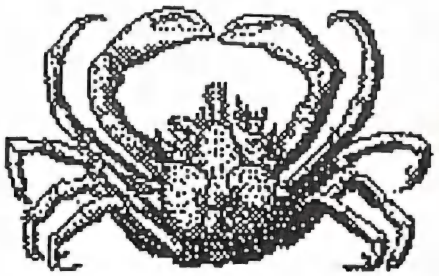
The Sim City Terrain Editor will let you design the land, trees and water areas for your next city. A simple extra feature that really should have been incorporated into the original (it was included in the C64 version!).

An update to Crossword Creator was received last month, bringing the version in the library to 1.1.

The Fonts available with the PageStream Package have now been expanded to include Font Disks 7-13. These are all for dot matrix and postscript printers and include fonts called Mars One, Oddballs!, Paint Brush, AutoBahn, Leroy Script, Crackers, Bodoni, Quadrant, Romanopolis, Meteor, College, Scrollopolis, Bengal, Trellice, Uncial, Deco, Quill, Blaster Chrome, Floaters, Koala and Licorice. I wonder if the Editor is going to put all those names in the actual fonts???

Finally, I wonder how many people are actually going to be able to view one of the animations on the latest Palette disk. It requires at least 2.5M of memory to decrunch and view! Some of the other pictures in this July 1990 issue are pretty stunning, and can be seen with just 1M.

-ooOoo-



COMPUTER STORY WITH A MORAL

My office produces about 200 maps, charts, flyers, booklets, brochures etc. every year. Our budget is around $300,000 pa. This mixed bag comes in everything from 1 to 4 colours, is photo-copied, offset and plate printed in a grand mix of sizes. The largest job usually runs to about 80 pages.

BC (before computers) artwork and text was hand-drawn and machine (Quadritek) typeset. Average page cost was around $75 before printing. This may seem high, but there is a lot of colour work.

Then we lashed out $30,000 and bought a MacIISE with all the gadgets, including a high quality laser printer, and a scanner. We also have other laser printers, so we can compare a bit.

We trained our staff, and let it all rip. Within 18 months, page cost was nearly $200, and quality was down. We were coming closer than we liked to missing deadlines..... Hmmmm.

So we all downed tools for 1 1/2 days, and did some careful analysis. The result was not what I expected. It boiled down to this.

It was decided to use the best process available for each part of the production within the limit of cost. We need a line graph. OK. Generate it on the computer, and use the ability of the computer to get the best layout. Print it. A quick hand overdraw. Put it into a camera. Use the resulting 60c bromide in the final paste-up. No jaggies. Top resolution. Good result.

For type sizes up to around 18 point, layout pages of type on the Mac. Position the artwork as blanks. Get the best layout. Print it.

Diagrams, charts and so on ...this varies greatly, but most are drafted on the computer, then prepared with fair drawing and a camera.

Now, final paste-up. Every job has a production and cost guide, agreed between us and our "clients" at a pre-job discussion. This is essential in this type of work. The guide is used for final assembly, which goes off to the camera, then off to the printer. The result? Our page cost is under control again (actually, its now back around $75, so we have managed to absorb inflation). We employ one less person.

Lots of lessons here. Staff training was expensive in time and money. But it has to be done, no matter the way you propose to go. No firm can hide this cost.

The best laser output is still only 1/3 to 1/2 the resolution of proper type setting and imaging. We pushed this hard to see what could be achieved, but even using 1 Meg to store an A4 map was not up to fair drawing/camera quality.

We use 3 quality levels, depending on the eventual use of the material. A "one-day wonder" gets level C, the lowest or worst. DTP can be used here with reasonable care. Levels A and B are more critical. We computer produce from 30-60% of a page for these qualities, although sometimes it can be 0%!

Finally, the final product of DTP in unskilled or semi-skilled hands often

reflects badly on the purveyor of the finished material. In the past year, I have seen more bad work than good coming out of all sorts of places - business houses, magazines, bulletins etc.

Who am I to be so critical? Well, I have a strong belief in face! Not face at any price, but affordable face. No one has ever convinced me that appearances don't count anymore.

Our budget this year has been cut to $275,000. The workload will be about the same. I have to deliver appropriate quality at the right price. DTP will help, but it will be only a part of the operation. My staff (and the budget) have decided this for me!!!

End of story.

(For obvious reasons the author of this article prefers to remain anonymous. - Ed.)

-ooOoo-

BYTES

FOR SALE

EPSON SQ-850 INKJET PRINTER, as previously used in the production of Cursor. Heaps of features, including 10 inbuilt fonts. High speed-Draft 500 cps, LQ 165 cps. Low noise level. Would make a great printer in a commercial situation. In excellent condition. New price appr. $1700. Sacrifice at $1000. For further details ring Ralph De Vries on (07) 300 3477

Epson RX-80 Printer - Centronics Interface - Needs repairs, or suitable for spare parts. Any Offers? Contact Mike Williams on (07) 209 9084 (a.h.)

OUTRAEGIS VIDEO Vol.1 (VHS) - A demonstration video of several Amiga Aegis Graphics and Animation Programs. Great value at $5.00! Available at Main Meeting or Rosalie WorkShop.

C64 Basic Course Notes - written by Greg Perry and used by him in his Basic TAFE courses. The complete set of notes: $5.00. For more information contact Alan Hill on (07) 290 0264 (a.h.) or see Alan at the Kingston Subgroup meetings (see page 3 of this issue).

Spirit IN-500 1,5 Meg.Memory Expansion Board for A-500, with 1 Meg installed. - Only $250. Commodore 501 Memory Expander with Clock for A-500. - $100. Contact Paul O'Brien on (07) 397 4172

"Inside Amiga Graphics" by Sheldon Leemon - $25 o.n.o. "Learning C programming - Graphics on the Amiga & Atari ST" - $30 o.n.o. Contact David Campbell on (07) 2771277 (A.h.)

Netcomm Modem 64/128 (300 & 1200/75) with GP Term - $120. Modem, 300 baud only, needs phone on double adaptor, for 64/128, cheap, make an offer. 1351 Mouse w. software - $50, or would swap for IBM compatible mouse. Xetec Gold printer interface - $100. Geos 128 - $50. Bobsterm Pro (with 1200/75 wedge) for 128 - $50. M128 General Ledger (CP/M for 128) - $70. Swiftcalc 128 - $50. Flight Simulator II for C64 - $35. CP/M Users Guide/ Programmers Guide/ System Guide - make an offer. All programs and hardware with original documentation.
Phone (079) 821935, Fax (079) 821627 or write John Kelman, P O Box 256, Emerald Qld 4720

EXCHANGE

SwapEpson Printer Interface Cartridge #8699 for Apple IIC GX-80 printer (Incl. manual) for equivalent Centronics cartridge & manual #8620E. Contact Fred Turnidge, "Manorbier", Bridle Track, Duramana, NSW, 2795

'BYTES' are computer related adverts which are free to all financial members of the CCUGQ

Submit your adverts directly to the Editor of Cursor

MAIL BOX

I was looking over my copy of the Programmer's Reference Guide for the C64 the other day when I came across the specs for the SID chip in which I discovered the SID in fact has two Analog to Digital converters, which are connected to the joystick port through a 4066 chip. (Does anyone know what it does?) The use for these A/D converters according to the Reference Guide is to digitise the position of potentiometers every 512 Phase 2 clock cycles (2000 times a second I think). But it seems trivial to replace potentiometers with any other kind of analog signal source.
Has anyone in the Group experimented with any sound sampling, using the digitisation capabilities of the SID? Unfortunately, I have not been able to experiment with it myself because we recently upgraded to an IBM and my brother down the South Coast got the old C64. I hope someone in the Group can be inspired enough to give it a go.

Greg Hall

Can anybody help Greg? - (Ed)

Thanks you for your kind words in the last Cursor. I have always enjoyed writing for the magazine, and your editing has always been first-rate. I have never intended to give up my membership of the group, even though the C-64 doesn't get much use and I don't own an Amiga, and so you may find the occasional thought or two from me getting committed to disk. It seems to me that user groups need people who are handling other sorts of computers, in order to know what's possible on them and to see if similar programs exist or can be created for Amiga. Consequently (and for the reverse reason), I am interested in all items you include. There are also some items which go beyond the boundaries of one type of computer and yet have an audience in user group magazines, and thoughts on these topic occasionally rise to the surface in my tiny brain which may translate into an article or two.

However... if you were HOPING it was the last you'll hear of my ravings, then do please say so!

Denis Wright

No way, my friend! Just keep on writing the stuff and I'll keep on printing it! (See elsewhere for several of Denis' latest contributions.)

CURSOR: The illustrations on the front page may be clever, but could we return to the days when the contents were on the cover? I used to highlight the important articles and it was much easier to flip through a bundle than to have to open each issue as at present.

TPUG: Has this organisation completely folded now? I understand that as well as 64 disks. a number were issued for 128. Is it possible to get a copy of details of 128 disks and contents?

Fred Turnidge

What do other members think? I prefer graphics, but I will abide by the majority's view.

TPUG seems to have died. We have tried to contact them on several occasions, but have not received any replies at all. If the situation changes we will keep you informed through these pages.

TYPING IN DATA STATEMENTS

This has always been a horrible task even for those who can touch type. On the 128 there is a numerical keyboard which groups the numbers together. Using the 128 MLX program from "Compute", the function keys were redefined as A,B,C,D and the + to E and - to F which makes typing in ML programs that much easier. But data statements meant a jump to the left to find the , between each set of numbers. I found a tip in "Compute" which is worth passing on. Load Proofreader and list it. At the beginning add the line:

55 key1," data":key7,","

This defines function key 1 as (space) DATA and F7 as a comma so everything is grouped under the right hand. You can also incorporate the AUTO function if needed to give automatic line numbering. The Proofreader program can be used whether or not you are typing in a program from "Compute" or "Gazette".

MACHINE LANGUAGE

The articles by Will Erdmann are great and one day when I have time, I will go through them (where have we heard that one before). I hope that sometime soon there will be an issue which will deal with problems, as for example, a program which is written in ML and produces a blank screen when it loads. I think that with my monitor it just happens that the default screen is the same as the character colour. Where do you start to fix that problem. The program is 128 Invoicer .

This leads to another problem which is in some way connected with ML. I typed up Paul Blair s 128 Sorting program in Cursor for June 1990 and everything went well. After 2 data corrections I got no error message and proceeded with the next step using the monitor. This done I loaded the loader program and when I typed run I got a syntax error in line 141. At this stage I tried to get back to the program I had typed in and had saved. Where was it? A T/S editor showed a very small part of it was still on the disk but there was no chance I could repeat the monitor step. Had I known this I could have saved the typed-in program under another name. As it is I will type it all in again, now easier with the above modification to Proofreader and try again.

BBS

I am not in a position to use the Bulletin Board. If there are programs on it for downloading, which are not on the PD disks in the CCUGQ collection, is it possible for country members to obtain copies?

PRINTER DRIVER

In "Compute Gazette" July 1988 page 42, there is a program for a printer driver for GEOS. I have tried to customise it for the Star NX10000c printer with no luck. Can anyone help?

MISCELLANEOUS QUESTIONS

My C128 has the 64K video ram. Are you aware of any programs which utilise this extra memory. I am not interested in graphics and wondered how else it could be used.

I am trying to do a survey of copy programs for the C128, a subject which has been mentioned before in CURSOR. I would write an article for CURSOR if I can get enough programs. In this respect would it be possible to have a copy of the relevant 128 files off the Big Blue Reader disk?

Are there any 1571 alignment programs available in PD and also programs for this drive like the 1541 ALPS diagnostic disk.

Is there a renumber program for the 128 which will redirect all the gotos and gosubs? I don't think the inbuilt one does this.

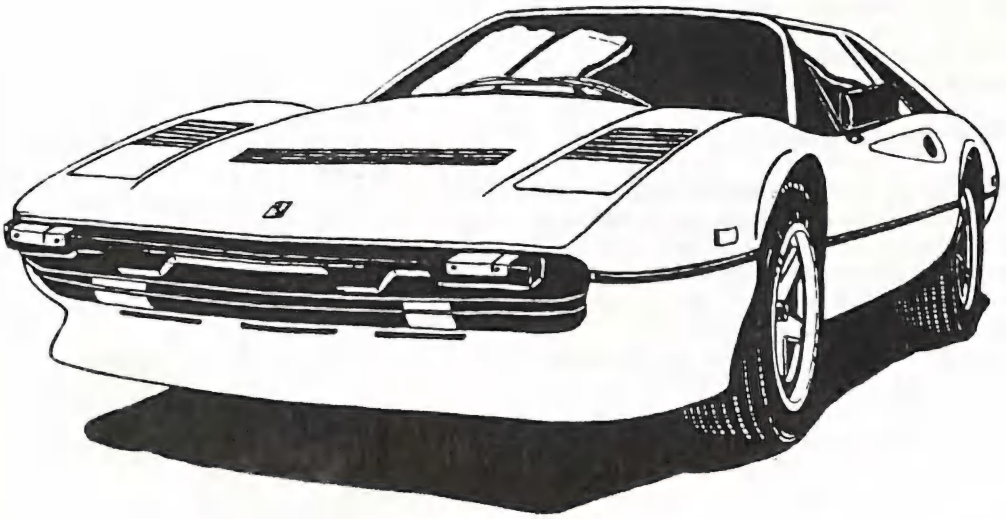
Fred Turnidge (Duramana NSW)

Thanks for your massive contribution, Fred!

I shall not attempt to answer many of your questions, mainly because I don't have many of the answers! I hope that your questions will generate some replies from our members, so that we can all share in the solutions to your problems.

The C64 files on the BBS consist mainly of Public Domain software, or (in the User to User file area) material, normally of a programming nature which members exchange. This would be of very limited use to non-BBS user, as normally this material is downloaded by the interested parties. Unless you happen to know a C64/128 member who is also a BBS user and who is prepared to download this material for you, I don't know of any other way to obtain these files.

Time constraints prevent me from checking out your other queries. Hopefully some answers will appear in following issues of this newsletter.



Racing Car - ClipArt supplied with PageStream 1.8

POMPON INSTRUCTIONS

by Denis Wright

You know those wonderful pidgin English instructions you sometimes get with devices made in countries where the English language is not their strongest point? Here's a set that might appeal to you. All errors are exactly as written here - so don't blame your poor old overworked editor!

How to operate "Pompon Chime"

"Pompon Chime" KG-500-B is very convenient for calling. When you push the button with a finger, the chime sounds two times, and another two times very nicely when you take off the finger. Electricity runs only for the time the chime sounds 4 times (patentPending) So this chime is very economical consuming only 1/2 electricity compared with those we have had.

How to instal "Pompon Chime"

1. Take off the back cover of the body, take out 2 battery cases, put 4 pieces of 1.5 V batteries (UM-3) in each case, and put back the cases in the body. Connect the cord of the button to the terminal of the body marked as (B) and (C). Please take care not to touch the cord with the movements and sound plates.

2. Cut off the cord hole on the top when the cord comes from the top) or bottom (when the cord comes from the bottom) of the body and run the cord through the hole. The put in the back cover. Instal the body on the place you like in right vertical using the screws in the set.

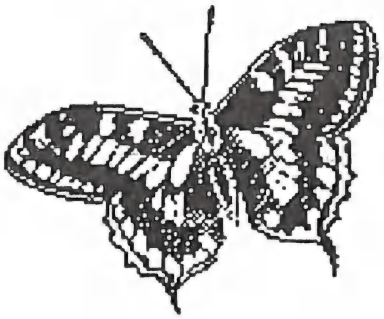
3. Take off the cover of the push button (turn to the left) and connect the cord from the body to the terminal of the push button, and instal the push button on the place you want.

4. If you use any push button in the market (2 time stroke) on the back door, you can use this one chime for both front and back doors. In this case, connect the cord of this button of the back door to the same terminal marked (B) and (C).

5. When you press the button, please push the button softly and take off the finger slowly (as if I am going to use the bell!). Then the chime gives special fine sound of its own.

-ooOoo-

(I received this article after I had written my few words on the subject of manuals (see Amiga Monitor), and it does offer food for thought. In retrospect (and I think Ron Lewis will agree) Greg Perry's GP Term manual is a literary masterpiece! - Ed)



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8 BITS & PIECES

ECONOMY

In retrospect one thing stands out about the development of the C-64 compared with 16 bit computers. Having seen the whole development phase of the C-64, it has been a constant source of amazement to me how much programmers have been able to squeeze out of this little machine. One has only to look at software written in the early days and then compare it with the latest software, and one can see the huge improvement that has taken place; graphics, sound and speed have all improved substantially. And this was all done in a measly 64 K of memory!
Now contrast this with 16 bit computers and what do we see? You want better sound or graphics? That will set you back another sound- or graphics card. A new and better version of a spreadsheet or word processor? Great, but you need another 512K of memory, etc. etc.
Somehow the actual restrictions of a 64K computer, which was by and large not expandable, brought out the best in programmers. However the arrival of expandable computers meant that they could afford tobe a lot less 'careful' and burn up a few more Kilobytes in the process.
It makes you think that perhaps those C-64 programmers weren't such a dumb bunch after all!

Editor

C64/128 MAIN MEETING DEMO for September: Some Work in Progress from Angus Norrie.
Some Useful Public Domain Utilities (demonstrated by Rod Watson).
Meet *BB Talker* (at last!).

After some recent marathon demos, this month will allow the 64/128 group to get back to a format of brief demos with discussion - a format which the group requested earlier in the year.

A great merit of 10 minute demos is that they should allow a larger section of users - including those who would be uncomfortable spending an hour in front of an audience - to become actively involved in sharing their interests and experience with their fellow members. It is a truism, which may be true, that it is only in explaining things to others that one discovers the extent in ones own grasp of a subject.

Angus Norrie tells me that he is now making great progress with C-Power hi-res graphics. (I've caught glimpses of Lissajou figures and ring modulation graphs, so we can look forward to seeing then run in 'Work in Progress')

What is *BB Talker*?

BB Talker is a part of *The Write Stuff* Userware which our Club carries for sale ($12). It was scheduled for a demo at the beginning of the year, but on that occasion I managed to forget the sound cable for the big monitor; so I am belatedly remedying my own mistake.

The Write Stuff 64 v.1 has in its initial menu an option to load the S.A.M speech synthesizer module (for those who have it). BB Talker is a separate disk integrating the speech synthesizer and TWS. To make room for the speech modules, the file translator, mail merge, Dvorak keyboard, extra text, (files max. 38 blocks) and sort have been removed; but it is otherwise identical.

BB Talker can read out a word processor text file, speak words or spell out numbers and letters, automatically translate text into phonetic symbols using ARPABET Notation (which is also used by the Amiga.) It has a range of controls on voice qualities, pitch, stress, speed and intonation. It is easier to use than S.A.M, with simple menus and help files and the ability to use TWS macros and embedded commands to modify the voice parameters within a text.

What use is it?

There seems to be an unbridgable gulf between those to whom SAM'S scratchy voice sounds irredeemably awful and who see the whole enterprize of speech synthesis as even more pointless than drawing information - deficient pictures on a computer screen; and others,who just as surely, become addicts. Once familiar with its accent, they are puzzled by newcomers who fail to perceive its voice as clear as a bell- well, perhaps a cracked bell!

As to practical uses, I can only speculate. It may be of some use to speech or sight handicapped persons, but I don't know; and someone has believed enough in a primary educational use for it to have constructed the TWS Public Domain disk Reading Teacher. We'll have a brief look at that at the Demo.

My own view on BB Talker is to disregard any practical use it might have, and, despite its limitations, still see it as a tool of curiosity.

To use a speech synthesizer is to focus on the resources of the human voice for conveying meaning, and to think about how to represent vocal meaning by variations of stress and breath. Simple models in which we can change things and see how they run, because they are simpler than reality, enable us to pick out and put into rules, features of our behaviour too complex to otherwise analyze.

What in a sentence, when uttered, conveys warmth or coldness, fear, anger, irony or boredom? Twiddle the knobs and see what can and cannot be represented. How does the voice distinguishing questions and assertions, pleas, commands? Experiment with its pitch and intonation features.

And what about emotional or aesthetic qualities of our utterance? How is a whine, or wheedle, or shouting, singing, male, female, childish, adult, confident uncertain to be represented by the resources of the voice.? Actors use, rather than model or mention, such features; and our synthesizer does not attempt to rival what they do any more than computer pics compete with art objects. But it is an aid to understanding what it is they do.

When I first encountered S.A.M (about 5 years ago), for a whim I tested it out translating Shakespeare's Sonnets. Histrionic Will tends to work quite well, and by the time I'd got a fair model in phonetics with variations of stress and breath, I found I knew great chunks of them by heart. But other styles utterly defeat SAM. Deadpan Auden of the Horae Canonicae cannot even be approximated, but it is just as interesting to reflect on what it fails to represent.

Most of the interesting things S.A.M wont do, nor will Amiga synthesizer; but there is quite enough to it to provoke thought about these issues and have fun exploring them.

Leigh Winsor

NOTICE: The Southside Pool of Fish Disks, which now rotates between Cannon Hill and Sherwood, will henceforth be kept up to date on a monthly basis; important early disks will be retained with last 30 to be current. Members of these subgroups who would like to enlarge the Fishstock may make contributions at the subgroup towards the cost of blank disks. Members have, of course, access to the complete P.D. library at the Sunday Workshop.

Leigh Winsor

JULY MEETING

At this meeting Richard Dalziel and Brian Starkoff gave our members the lowdown on Geos. We were fortunate on this occasion to have both a large and a standard size monitor at our disposal, which made viewing the demo a lot easier. Our demonstrators concentrated on GeoPaint and GeoWrite, the standard component parts of the Geos system, and how to get the best out of them.

The demonstration was obviously a great success, because at 10.30 pm they were still going strong. Let's hope that Richard and Brian will be back for an encore session!

C-65.... AGAIN

Some time ago, a rumour was doing the rounds about an updated C-64, which was tentatively christened the 'C-65'. In due course these rumours abated, but now they have re-surfaced again. Our source tells us that the C-65 is an upgraded 8 bit machine with 128K of memory, two built-in 3,5" disk drives and capable of hard drive interfacing. However, unlike earlier Commodore 8 bit computers, the 3,5" drives in this machine don't have their own processor chips, but make use of the C-65's own processor chip.

We stress that this is a rumour only, but there may well be some truth in it this time. A relatively cheap computer may just be what the recently opened up markets in Eastern Europe and elsewhere in the world are looking for. It follows, if this is the case, that we may never see this computer released in the 'wealthy' parts of the world.

COMPUTE! MAGAZINES

We know that you will find this hard to believe, but ABC Magazines, publishers of *Compute!*, *Compute's Gazette* and *Amiga Resource*, have sold these magazines to the Penthouse Group!... yes, that's right, the girly magazine group.

From what we have been able to piece together from US bulletin boards, the Amiga Resource magazine has been scrapped and possibly the Gazette as well (the messages don't make this too clear). Subscribers have been receiving a new magazine called either OMNI, or OMNI/COMPUTE, which covers all the popular computers like IBM, Apple, Amiga and C-64.

We are wondering what will appear each month on the centrefold pages!

HELP! COLUMN

This is the *HELP!* column for users of C-64, C-128 and other 8-Bit computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE NO:
Terry Baade	Contact for M'borough/Hervey Bay Members	(071) 215 059
Kerry De Baar	Basic, Assembly Language	379 5617
Eddie Brook	Amateur Radio Fax & Weather Programs	349 4394
Cor Geels	SuperScript, WriteStuff, PaperClip, GEOS	263 2839
Cor Geels	C-64 Newcomers, Printers & Interfacing	263 2839
Ross Horn	CP/M Family Tree Program (P.A.T.)	395 0618
Matthew James	Basic, Logo, GEOS, WriteStuff, Games Tips	300 5443
Ron Long	SuperScript, Label Maker, Mailing Lists	(075) 357 139
Ivor Laggan	GEOS	273 4212
Doug MacLurkin	MicroSwift Spreadsheet, Basic	358 4442
Peter Meharg	Basic, Machine Language	376 1621
Angus Norrie	Simon's Basic	371 2945
Vic Mobbs	Contact for Sunshine Coast Members	(071) 941 330
Vic Mobbs	Superscript/Superbase 128	(071) 941 330
George Nelson	EasyScript, HAM Radio	848 2456
Craig Rawlins	Pascal, C, Machine Language, Modula-2	379 8957
Ron Rich	H'ware Interfacing for Amat. Radio Prgms	355 2623
Greg Shea	C-64 Hardware Modifications etc., Basic	345 2799
Fred Turnidge	Family Roots (genealogy), Write Stuff	(063) 371 124
Denis Wright	Easy/SuperScript, CBM & Epson Printers	(067) 751 793
Denis Wright	C64 <---> Non-Commodore File Transfer	(067) 751 793

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights. Thank you!

SOME MORE BITS AND PIECES

by Denis Wright

MODEMS AND BUSHIES

Modems are fine for people who live in the big cities, where bulletin boards can be accessed at a reasonable price, but they aren't nearly so useful for those who don't live in the major centres. To get on to worthwhile bulletin boards from country locations can cost a bomb, given the price of STD calls in Australia.

What about Viatel, do I hear you ask? - or, to give it its new names - Discovery 40 and Discovery 80? This service costs the same in accessing fees wherever you live in Australia. True, but just what sort of value for money does it provide for the average person? I'm a member of both - mainly because a year's subscription to Viatel came with my new modem about six months ago, so I thought I'd give it a go.

I imagined it would be great for electronic banking and for sending instant messages to people I know round Australia. I also thought it would be good for direct access to news, but for one miserable headline, with scrappy commentary, 20c goes on to your bill. You may as well have the radio on and wait for the hourly news. Electronic banking costs quite a hefty recurring fee for an individual, and it's a separate charge, too. And the messages at a unit price of 6c. to anywhere in Australia seem cheap until you realise that at the price per minute you pay (to Discovery) to get the message there, plus the cost of the local call to dial up Discovery, plus some portion of the Discovery subscription rate soon adds up to a unit cost of well over the 41c you pay for a postage stamp. (Plus the not unimportant fact that I can count on the fingers of one hand the number of my friends who are members! It's all very well if the Company's paying, but you feel the pinch if the costs go straight to you.

The one saving grace for my modem is that by connecting to the mainframe computer, I can access the university net worldwide for the cost of a local call, and that's just great. It certainly makes it worthwhile for me. But without that, I doubt if a modem is really worth it for people who don't live in major centres unless they have a very specific purpose in mind.

I wonder if other country members who have modems agree? Maybe I'm not using mine to its fullest advantage.

Persuade me - I'd certainly like to be convinced.

WARNING!

If you own a modem, let me save you considerable time and money with a piece of advice won by bitter experience. I have one built in to my IBM computer, and use it regularly for connection to the mainframe computer. Yes, I had been warned! Don't leave the modem telephone connection plugged in to the computer, I was told. Whereas electricity connections are comparatively well protected against power fluctuations (even without the

extra protection you can buy), your modem and computer are very, very vulnerable when it comes to power surge through the telephone line. Well, I left it in one bright starry night - no storms around - nothing that would send a ripple down the phone line. Next time I tried to access the mainframe computer, the modem phoned up perfectly, but there it stopped. No connection. The modem had been blitzed by some unexplained power surge down the telephone line in the small hours.

So, folks, learn from someone who should have listened to good advice. As soon as you have finished with your modem, pull the plug on the phone connection. That's if you want a healthy modem, anyway. Otherwise, it's a case of when there's a power surge, not if.

OUTLINING REVISITED

Leigh Winsor (Cursor 6/10 June 1990 p. 19) makes a very good point about over-structuring as the result of outlining, which leads to stereotyping in essay writing. The technique can certainly be overdone, creating rigid conceptual boundaries that tend to stifle creativity.

Outlining is very useful for developing a broad structure and placing ideas within it logically, but if taken to extremes, it will merely generate a report which may include many of the necessary elements of a good piece of writing, but can be as dull as ditchwater to read, with neither fluidity nor grace. It should be used only in the preliminary stages of writing anything that depends for its validity on creativity and integration of ideas.

Nevertheless, if you are generating lists of any sort that need a hierarchical arrangement, a good outliner can't be beaten for the purpose. What even the most sophisticated word-processors cannot do at the speed of a good outliner is to promote and demote segments within the hierarchy by pre-set indentation and instant global renumbering.

One final point that rates a mention; I was puzzled, briefly, by Leigh's remark provoked by my comment (see Cursor 6/9 May 1990 p. 11) concerning gender and outlining hierarchy. In the absence of adequate information, it was a forgivable error on his part that he drew the conclusion he did, but ... correction! PC Outline uses only the genderless terminology of parents and children; actually, I had in mind a Macintosh-dedicated outliner called Acta which adheres strictly to the feminine. Neither fathers nor uncles exist in its nomenclature; nor are they implied. Incidentally, it was partly designed by an outfit called Maitreya, a name which, in Sanskrit-based languages, may be translated as "Mother". Consequently, I don't think there was anything patronising (or patriarchal) about these particular software creators - which is more than you can say about many of the others.

(By the way, as a university tutor, I shared a study for six years with two very alert feminists. Believe me, I don't need a warning about patriarchal attitudes - I was beaten into submission on this matter long ago!)

-ooOoo-

C-64 MACHINE LANGUAGE - Part 8

by Will Erdmann

In my eighth article I am going to describe in greater detail how to use the joystick in port 2. In last month's program you remember how the bow and the arrow could move left or right when the joystick was moved in that direction. The arrow also moved up the screen when the fire button was pressed. Today's program will illustrate how to move a balloon in any of the eight directions you can point your joystick. Once again I have labelled the program in an attempt to make it easier for you to understand.

SETUP

```
1000 A9 93     LDA #$93
1002 20 D2 FF  JSR $FFD2
1005 A2 00     LDX #$00
1007 BD 00 0F  LDA $0F00,X
100A 9D 00 30  STA $3000,X
100D E8        INX
100E D0 F7     BNE $1007
1010 A9 C0     LDA #$C0
1012 8D F8 07  STA $07F8
1015 A9 8D     LDA #$8D
1017 8D 00 D0  STA $D000
101A A9 A2     LDA #$A2
101C 8D 01 D0  STA $D001
101F A9 01     LDA #$01
1021 8D 15 D0  STA $D015
1024 00        BRK
```

After typing the above load Balloon from P.D #47 then type T 3000,3040, 0F00 and press RETURN. The balloon should be in about the centre of the screen after you type G 1000 to run the program. Now type-: MD015 and press RETURN. The hex dump should now be displayed on the screen. Change the number held in D015 to 00 move the cursor to the end of the dump and press RETURN. The balloon should have disappeared so now you are ready to resume typing.

```
1024 20 30 10  JSR $1030
1027 20 A0 10  JSR $10A0
102A 4C 24 10  JMP $1024
```

Now we have come to the first of the two main subroutines. You should recognise it from last month's program. Just by looking at it you should be able see that the only difference between this one and the last one is that this branches to eight different subroutines while last time only three other joystick subroutines were used.

CHECK JOYSTICK SUBRROUTINE

```
1030 AD 00 DC  LDA $DC00
1033 C9 7B     CMP #$7B
1035 F0 43     BEQ $107A
1037 C9 77     CMP #$77
1039 F0 35     BEQ $1070
103B C9 7D     CMP #$7D
103D F0 41     BEQ $1080
103F C9 7E     CMP #$7E
1041 F0 D1     BEQ $1060
1043 C9 76     CMP #$76
1045 F0 3E     BEQ $1085
1047 C9 75     CMP #$75
1049 F0 45     BEQ $1090
104B C9 7A     CMP #$7A
104D F0 71     BEQ $10C0
104F AD 00 DC  LDA $DC00
1052 C9 79     CMP #$79
1054 F0 0E     BEQ $1064
1056 60        RTS
1057 00        BRK
```

Now we come to the first sprite movement subroutines. It moves sprite 0 the first sprite up the screen because what is held in D001 (which controls the vertical position of sprite 0) is decremented.

MOVE SPRITE UP SUBROUTINE

```
1060 CE 01 D0  DEC $D001
1063 60        RTS
```

The next subroutine moves the balloon to the left in a diagonally downward position because the horizontal position of this sprite is decremented and its vertical position is incremented.

MOVE SPRITE DIAGONALLY LEFT DOWNWARDS

```
1064 CE 00 D0 DEC $D000
1067 EE 01 D0 INC $D001
106A 60       RTS
106B 00       BRK
```

The next one moves the balloon to the right because what is held in D000 controls the horizontal position of sprite 0.

MOVE SPRITE RIGHT

```
1070 EE 00 D0 INC $D000
1073 60       RTS
1074 00       BRK
```

The next moves the balloon to the left because this time what is held in D000 is decremented. When this happens sprite 0 is moved to the left.

MOVE SPRITE LEFT

```
107A CE 00 D0 DEC $D000
107D 60       RTS
107E 00       BRK
```

The following moves the balloon down the screen because when what is held in D001 is incremented sprite 0 is moved down the screen.

MOVE SPRITE DOWN

```
1080 EE 01 D0 INC $D001
1083 60       RTS
1084 00       BRK
```

The sixth one moves the balloon to the right in an upwards diagonal direction because here the horizontal position of sprite 0 is incremented and its vertical position is decremented.

MOVE SPRITE RIGHT DIAGONALLY UPWARD

```
1085 EE 00 D0 INC $D000
1088 CE 01 D0 DEC $D001
108B 60       RTS
108C 00       BRK
```

The seventh one moves the balloon to the right in a downwards diagonal direction because in this case the sprite's horizontal and vertical positions are incremented.

MOVE SPRITE RIGHT DIAGONALLY DOWN

```
1090 EE 00 D0 INC $D000
1093 EE 01 D0 INC $D001
1096 60       RTS
1097 00       BRK
```

The last of the joystick subroutines moves the balloon to the left in a diagonally upwards direction because on this occassion its horizontal and vertical positions are decremented.

MOVE SPRITE LEFT DIAGONALLY UP

```
10C0 CE 00 D0 DEC $D000
10C3 CE 01 D0 DEC $D001
10C6 60       RTS
10C7 00       BRK
```

You may be wondering why line 1047 is a repeat of line 1030. Unfortunately the last BEQ instruction will not work unless it is written as indicated above.

We have now come to the delay loop and STOP/KEY subroutine. This is the same as I used in last month's program.

DELAY LOOP & STOP/KEY

```
10A0 EE 00 C0 INC $C000
10A3 D0 FB    BNE $10A0
```

```
10A5 20 E1 FF JSR $FFE1
10A8 F0 F7    BEQ $10A1
10AA CE 01 C0 DEC $C001
10AD D0 F1    BNE $10A0
10AF A9 02    LDA #$02
10B1 8D 01 C0 STA $C001
10B4 60       RTS
10B5 00       BRK
```

When you have finished typing each section type S"JOYSTICK", 08,0F00,10C7 and press RETURN to save the program and sprite data on disk.

You may remember in the June issue I mentioned how you can use the C-64 to run several programs together. Well here is a program that runs 2 programs at the same time. As you will be using the same setup as in the last program you will not need to retype it. Just follow the steps outlined below.

1. Type D1000,1024 press RETURN to display the setup of the joystick program on the screen.

2. Press RETURN to get out of disassembly mode and type F 1024,1500,00.

3. Start copying the rest of the new program-:

```
1024 8D 27 D0 STA $D027
1027 78       SEI
1028 A9 40    LDA #$40
102A 8D 14 03 STA $0314
102D A9 10    LDA #$10
102F 8D 15 03 STA $0315
1032 58       CLI
```

Press RETURN. On the new line type D 1040 press RETURN and copy the following-:

```
1040 EE 00 D0 INC $D000
1043 D0 08    BNE $104D
1045 AD 10 D0 LDA $D010
1048 49 01    EOR #$01
104A 8D 10 D0 STA $D010
104D 4C 31 EA JMP $EA31
1050 00       BRK
```

When you have finished type S"BALLOONIRQ",08,0F00,1052 and press RETURN to save on disk.

Now load the Rainbow program I gave you earlier this year. Type T 1000,101C,2000 and press RETURN. Change the JMP $1007 in line 2019 to read JMP $2007. Now load BALLOONIRQ and type G 1000. The balloon should be moving across the screen while the cursor is still blinking. Now type G 2000 and press RETURN, while the balloon moves across the screeen. Both programs should now be running simultaneously. The balloon should be moving across the screen over the top of the 16 bands of changing colours. So this is how 2 seperate programs can work together by the use of the raster interrupt. I have not found any working examples of this kind of programing in books although there are many varied examples of this programming method in arcade games. A great deal has been written about the multi-tasking ablities of the Amiga. The multi-tasking abilities of the C-64 have been overlooked. I will discuss this program further in my next article.

If you have any difficulties with this program please write to-:

Will Erdmann,
Western Avenue,
Montville Qld 4560, or
Ph. (074) 429226 2pm-8pm Mon, Tue, Wed. or 10am-8 pm Sat, Sun.

-ooOoo-

STICKING WITH THE C64?

by Phil Guerney

Lately, whenever the C64 or C128 is mentioned in Cursor and commercial magazines, the story is about their slow and inevitable "death". If the Editor doesn't mind, I would like to add a more positive view.

I think that the mortality of the C64/128 is controversial because of two reasons:

1) Early models of Commodore computers had such obvious limitations (the monochrome 16K PET and 22-column 3.5K VIC) that buying a C64 could only be regarded as a wise move. But the C64 is not so obviously limited.

2) A large proportion of the people in our user group are "innovators". This is a term marketers apply to those who buy a new product because they LUST for it and seek it out without waiting for the opinions of experienced users. Over 1986-8, most innovators bought Amigas and for the same reasons that they had onced bought PET's and C64's. But not everyone is an innovator.

A simple analogy is that there are plenty of 10-15 year old cars being driven by people who will say that these models do everything that they want from a car, even though they may be able to afford a new one. The C64 and C128 were the first popular home computers that could be talked about in these terms.

There are some valid reasons why moving up to the Amiga need not be a priority:

1) If your main interest in hobby computing is writing smallish programs in BASIC that do such things as use sound and colour to make fun educational programs, or create attractive graphics from mathematical functions, then the C64 and C128 are easier to use than an Amiga, without a doubt.

2) If your main interest in hobby computing is understanding the technical side of the machine and stretching its boundaries to include new tricks, then the C64 and C128 have a lot of mileage left. One example. The June 1990 Compute!'s Gazette has a program that implements a version of the Amiga's "dual playfields" on the C64, complete with scrolling areas of screen which can be in front or behind each other and with transparent areas through which the other screen can be seen. Of course, the simulated hi-res screen is composed of sprites, but it works. The author even extended the idea to include an "overscan" area where the C64 screen extends to the left and right edges of the monitor (tricks to allow sprites in the border areas were discovered a few years ago). My point is that there is plenty of room for non-trivial and original machine code programming within the 8-bit environment.

3) The Amiga is not cheap, but the C64 and its applications are becoming incredibly cheap. You can actually afford to BUY software when you can pick up say CalcResult (spreadsheet), Superbase (database), PILOT (a language to write educational, instructional or quiz programs) and a music program with piano-key overlay for between $5-30 each (Computer Spot recently).

The biggest problem in sticking with the C64 is finding support from people who are prepared to give some time to helping out learners. It seems inevitable that those members who feel motivated towards a committee position on an organisation like ours are also the same people who want to move on to the next powerful, affordable and enjoyable home computer (those we lost to the PC groups forgot about that third point!). Who still remembers all those POKE locations on the C64 for sound and sprites and the starting address of screen memory after 6 months with an Amiga?

I do not understand why more of those people who want to stick with the C64 do not make the effort to come together with others with the same hobby and help each other with projects and problems. Yet absolutely no one with a C64 or C128 has wanted to come to the Milton workshop for several months.

Our club has plenty of resources to help people with 8-bit machines. We have nearly 300 items of commercial software and we are still buying the best of the new applications along with bargain-priced good older material from members and shop sales. Our magazine and book collection is extensive with virtually all the best, and a lot of the not so good, of everything that has been written about the C64 and C128.

So come on then. Use the CCUG (Qld) and its facilities to do something satisfying and worthwhile with your Commodore 8-bit computers. Write a program for your kids' classroom machine or interface it to control a racing car, train set or robot. Use Newsroom to produce a family newsletter. Compose music with Music Shop. Above all, do not feel guilty that you are not using an Amiga for these programming, graphics and sound projects. The Amiga (at least a bare 512K one-drive model) will not do any of these things simpler or much faster, and certainly not more cheaply, than your own C64 or C128.

TESTING - TESTING!

The illustrations which you will find in this issue are totally unrelated to the articles. They have been inserted as fillers to test out how they will reproduce in the final copy (a real test for our printer!). Ed.

CHANGING TO MS-DOS

by Jon Kelman

Well I have finally gone and bought an IBM clone (shame), actually a portable with 640 K, 2-3.5 drives and a built in modem. In an attempt to reduce some of the "junk" on my desk I have for sale various bits and pieces of my Commodore 128 system. I have kept the 128, 1571, 1581, monitor,printer interface and Dick Smith switch to select which computer has access to the printer.

I decided to put on paper some of my thoughts on the advantages and disadvantages of the MS DOS computer compared to my old tried and trusty 128. I class myself as mainly a business user of my computer but sometimes I like to play around with utilities and applications to databases and spreadsheets.

Spreadsheets - I have a lot of use for these and on the 128, my favourite was Swiftcalc 128. This is where the IBM clone shines as one of my applications took in excess of 2 minutes to recalculate and the clone does the same job in less than a second. Apart from the speed, the 128 seems to do all that the clone can do except that the business world seems to be oriented towards Lotus 123 and many applications are available for this. An example of this; recently the Department of Primary Industries put out two agricultural programs which are Lotus 123 worksheets compiled to work on their own. I wouldn't have been able to use these with my old 128. It is interesting to note that the 128 with a 1581, autoboots Swiftcalc in 30 seconds from startup and a further 17 seconds loads my spreadsheet. The IBM clone takes 15 seconds to self test, another 15 seconds to load the operating system, 30 seconds more to load the program and then 17 seconds to load an identical spreadsheet.

Databases - I am a dedicated user of Superbase 128 and find that I am still using it. This is a marvellous program and with a 3.5" drive on my 128 is fast enough for most of what I want. I run a small cattle feedlot, plus a cattle property and Superbase is quite capable of meeting all my needs in this area. Probably after many years learning how to use and program Superbase, I am loath to start all over again with something similar on the IBM clone. I have a DBase3 workalike but it is heavy going. No doubt I will have to try and master it in due course. In the meantime I continue to use Superbase.

Word processors - This is being typed on Galaxy. A shareware program which is Wordstar compatible and cost about the same as Superscript for a registered copy. What a sad come down from Superscript 128. So many of the features on Superscript are just not available on this program, e.g. calc, erase functions and so many of the print functions which are very basic with this program. Sure I can save my work as an ascii file and then use a printing utility to print it anyhow I want, but the 128 with Superbase did all that on it's own. The only advantage with this is once again speed but this only is used in things like a spelling check of a large document. Of course I could outlay some $500 for a top word processor like Wordstar or Wordperfect.

This machine has a built in modem,

which, with the portability, is the main reason that I bought it. And the program used with the modem is quite good, though not as easy to use as Bobsterm pro. Once again though, it is faster and the modem goes up to 2400 baud which certainly improves things.

So to sum up, I believe there is still plenty of use left for the old 64 and 128's, and one plus - they don't get viruses as far as I know. I have recently bought what is probably my last Commodore program, "Big Blue Reader". I use this to transfer my word processor and Superbase files to MS-DOS format. But I have found it also works to copy MS-DOS programs from 5.25 disks to 3.5" disks.

THE WRITE STUFF

by Fred Turnidge

In the July issue, Doreen Horne has presented a program for fixing the Customiser screen. While this may be one way of doing the job, a far simpler solution, in my opinion, is to load up a track/sector program like Disk Doctor and proceed to find out where bb cust is on the disk. Then jump through until the text for the screen is found. Go into text mode and type in whatever you wish over each user-defined entry. I have done this with both 64 and 128 versions with perfect results. In the 128 mode your entry can be 15 letters while in 64 it is only 12. Remember to write the modifications back to each sector. *As in most cases like this make a back-up before you start.*

I recommend a Track/Sector editor which appeared in Compute Gazette August 1987 with modifications in the October issue. It is fast to load and does everything the others do, all on one screen. It is for the 128 but works on 64 and 128 disks.

Having written the above, two days later I was reading through the TWS manual, or the Book of the Words as my father used to call manuals, trying to find out how to list a program into a bb file when, lo and behold, I came upon, under the heading"Load/Merge/Append" in both the 64 and 128 versions the following; "This means that you could use BB Writer as a copy program to READ a machine language program into the editor, then WRITE it to another disk. While the program is in the editor you could even modify the program by overtyping any text data before WRITEing it back to disk." So I loaded "bb cust" and just typed over all the user-defined headings and saved it back to bb cust . It was much easier than using the T/S editor. I think Doreen must have learnt something about the memory maps of TWS and I learnt -- always read the manual!

Has anyone tried the BB Menu Maker? I could never get it to work on the 64 but it works well on 128. I have found only two problems. The first is that it will not load ML programs such as Disk Doctor. Perhaps such programs need a basic loader. The second is that you have to scroll through each screen to reach the next which wastes time. All your most used programs could be at the start of the disk but it would be nice to press one key to go to the next screen.

When printing mailing labels I use condensed subscript and wanted to close up the line spacing for better appearance. My printer is a Star NX 1000c and requires 27,15 27,83,49 and for line spacing 27,49. The customiser file asks for values to turn on and off, so for the line spacing I entered 27,49 and then 27,50 which should have returned from 7/72 to 1/6 line spacing. The character sizes worked but I could not get the line spacing to work. (I have a program which prints a 3 column directory as above and I knew that worked.) Tried it on a friend's Star and it would not work. I had an inspiration and deleted the turn-off command 27,50 and it then worked. It pays to eliminate hardware and software in an orderly fashion and then when all else fails try something radical---- having first made a back-up!

I cannot praise TWS too highly. Anyone who does not buy a copy is missing out on one of the best word processor programs on the market. Every time you browse the manual and help files you learn something new. The only criticism I have is that you cannot use proportional when working in columns and that there is only one printing font available. (Incidentally I wrote to the person in USA who is mentioned in the help files as supposed to be working on the proportional/column problem but he never replied; from other sources I understand he had no success.)

LEGEND

BULK ERASER

by Fred Turnidge

On the odd occasion, I have managed to mess up a disk so badly that I can't read the directory, reformat or read with a T/S editor. I think this happens when you break in the middle of formatting. A useful program to get out of this situation is Bulk Eraser which returns the disk to its original unformatted condition. The version listed below is for the 64 and it won t work on the 128. I wonder if some guru can convert it to work on 128 and do us all a favour.

Note: When using TWS to print program listings, it is necessary to adopt some convention for the reverse characters which denote quote instructions. Poor old TWS thinks they are printer commands and does the most outrageous things.

(ED: suggest that you get hold of Greg Perry's program *Nice Lister*, which converts control characters into text strings; it's available on one of the Group's Public Domain disks.)

```
100 rem bulk eraser - 1541
110 print"bulk eraser - 1541"
120 print"insert diskette in drive"
130 input"erase this diskette  y";q$
140 ifq$<>"y"thenend
150 input"are you sure  y";q$
160 ifq$<>"y"thenend
170 open15,8,15
180 fori=0to23
190 readd
200 d$=d$+chr$(d)
210 nexti
220 print#15,"m-w"chr$(0)chr$(4)chr$
    (24)d$
230 fort=1to35
240 print"sqqqqqqqqrerasing track"t
250 rem seek
260 job=176
270 gosub360
280 rem execute
290 job=224
300 gosub360
310 nextt
320 print"sqqqqqqqqdone!                "
330 close15
340 end
350 rem job queue
360 try=0
370 print#15,"m-w"chr$(8)chr$(0)chr$
    (2)chr$(t)chr$(0)
380 print#15,"m-w"chr$(1)chr$(0)chr$
    (1)chr$(job)
390 try=try+1
400 print#15,"m-r"chr$(1)chr$(0)
410 get#15,e$
420 ife$=""thene$=chr$(0)
430 e=asc(e$)
440 iftry=500goto470
450 ife>127goto390
460 return
470 close15
480 print"qrfailed"
490 end
500 rem 21 error
510 data 32,163,253,169,85,141,1,28
520 data 162,255,160,48,32,201,253,
    32
530 data 0,254,169,1,76,105,249,234
```

-ooOoo-

GRUMBLE... GRUMBLE... GROWL... MUMBLE...

PROBLEM: Complaints about lack of C64/128 Support in the Group.
SOLUTION: More Support required from C64/128 Users!!!

by Robert Googe

(Amiga Owner - Commodore Supporter)

Some of the eight bit members (C64/128) feel that they are starting to lose support from within the group, and some of the Amiga users feel they are not getting enough support. Unfortunately for the eight bit enthusiasts this is true, support for the eight bit Commodore range is slowly falling off, both within the group and out in the market place.

The Good Old Days:

Before I continue, I would like to ask where are the many thousands of hobbyists who, back in the mid to late 1970's, burnt the midnight oil over Motorola 6800 development kits or the popular 2650 systems - here a 'flash' set up actually had an ASCII video terminal (no graphics at all) and a cassette interface for storing programs. All programs were entered by hand (Commercial software? What's that?), machine language programming in one or two kilobytes of memory was mandatory.

And you all think that you are enthusiasts! I have never felt or seen the feeling of enthusiasm or success since the day a mate and I finished a 2650 microcomputer (yes they were micro!) with VDU and paper tape interface for our school and finally got it working! The master clock was generated from a tuned inductor/capacitor network at one mega-Hertz, which wouldn't start until the machine had warmed up for fifteen minutes. If I remember correctly, it took nearly a month of lunch times, chip by chip, board by board, to finish it.

Where are all these bright-eyed buffs now? A lot of them will be sitting in front of an IBM or MacIntosh or an Amiga, and a lot of them are still up 'till all hours tapping at a keyboard or feeding a mouse. Many would have stepped through the TRS-80/PET days to the C64/Apple][/MicroBee and on to where they are now. Hands up those who have their old machines? Hands up those who are still as fluent with the old computer as they are with their present machine? Hands up those with forty-eight hours in the day! I think that even if I still had my old Apple it would not have seen the light of day for the four years I have had the Amiga, this is just me, some of you still actively use both the new and the old. My attitude has always been to make a reasonably clean break from one machine to another, my time (or space) just doesn't entertain the notion of running two machines side by side. In many cases it also makes financial sense to sell the old machine to offset the cost of the new.

There's three sure things about evolution: birth, change and death. Death does not mean extinction, there will still be C64's and - dare I say - Amigas, around in ten and twenty years (as talking points maybe?) as there are still a few 2650, 6800 microcomputers around now. They are not generally in use much from a hobby point of view,

but good for reminiscing about, with your buddies remembering the good ol' days!

Help me, I'm fading away...

The one thing that keeps the club going is volunteers, whether it be for the Vic20, C16, C64, C128 or Amiga 500, 1000, 2000, 2500 and 3000!! These volunteers are people who want to put their time into the group for organising, running and participating in club activities - 8 bit and 16 bit. What has happened, though, is that a lot of the C64/128 volunteers and supporters from the past have moved over to the Amiga or on to IBM's etc. I see this as being unavoidable, and so would most of you reading this. To help counteract this we needed more of you people from the eight bit side to run and support activities relating to your computers! This just hasn't been forthcoming to maintain support for some activities. As you will know, the main 64/128 workshop at Rosalie has not been run now for the last couple of months, there has just been no support. Although I might add some of the Sub-Groups are still going strong!

Some of the arguments also arise from the way the club shares out its resources, such as library purchases, facilities at meetings, etc. As far as the library is concerned, I feel that Phil and his workers are doing an excellent job. More material is inevitably bought for the Amiga side because there is such a demand for it, the queue often stretches out of the room! Some of the new eight bit titles that have been bought are just not being borrowed. On the other hand, the Amiga crowd feel that they deserve more resources devoted to them as they are making a higher profile in the club's activities.

As far as I can see, this trend is going to continue, minus the friction I hope! At this point, we have to face the fact that more and more members of the group are becoming Amiga owners. We also have to face the fact that to support the C64/128 we need more volunteers from that area, both in the running of activities AND in the attendance of such activities. The key word is PARTICIPATION! No participation - no support, no support - no C64/128 group, so come on, show some life! Volunteer to organise an activity, attend the main meeting and lecture.

Life, be in it!

-ooOoo-

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ABOUT MANUALS

Have you been reading the articles by Ron Lewis about modems and hard drives in recent issues of this newsletter? Noticed how he struggled with manuals which were (at least in part) incomprehensible to him?

Now Ron is no fool - witness his programming prowess with Amiga programs such as Monopoly and Truckin' On. Yet, he was stumped by the manuals.

This proves beyond doubt that the writing of both software and hardware manuals is an art that has never been properly analysed yet.

The manuals which Ron had trouble with (A590 Hard Drive and GP Term) are by no means bad manuals - in fact I'd go so far as to say that they are good manuals, but.... *they are not idiot proof.*

Now this is obviously the crux of the matter. I assume that most manuals are written by the programmers themselves, although in the larger software houses they employ special staff to write manuals. However, in both cases, the authors assume that their future readers have a certain level of computer knowledge, and that is their fatal mistake.

A manual should be written on the assumption that the reader knows absolutely zilch about the subject. Only then can we be reasonably certain that the manual fulfils its function. It's fine to have software and documentation tested by a computer literate user, but to the progammer it could be even more useful to have it tested by somebody who knows absolutely nothing about the type of program in question. Only then will the author / programmer get the type of feedback about his product which is truly useful to him or her.

THE CLI AND ALL THAT

Ron also mentioned in one of his previous articles that he had trouble using the CLI. Here we have a clear case where the manufacturer is at fault. By offering a Workbench and Command Line Interface environment, they've tried to give us the best of both worlds, but have in fact let the end user down.

The simple fact is that the Workbench environment is incomplete, because certain functions, which the Amiga is capable of performing, can only be accessed via the CLI.

Computer literate users often take pride in telling you that they never use the Workbench. Well 'bully for them' I say. The simple fact is that we have lost quite a few members who couldn't perform certain functions via the Workbench and who, in turn, could not come to grips with the CLI. Result is that they gave up and quit.

However from information gleaned from different sources it appears that Version 2.0 of the Amiga Operating System will give us a far more 'complete' Workbench, which will mean in practice that knowledge of the Workbench is all that's required to get the most out of the Amiga.

Editor

AMIGA COORDINATION...

As you may or may not know, I have recently taken over from Steve McNamee as the Amiga Coordinator. Steve has gone on to a higher calling as Chief Guru and Amiga problem solver.

It will be my job to organise Workshop (Ithaca RSL) meetings and help decide on topics to be covered for Amiga users at the main (Bardon) meetings. Those Workshop meetings that aren't devoted to public domain copying, are dedicated to a TRUE workshop. A true workshop meeting is where members of the group get together to provide tutorials, information, technical help and general brain storming to assist other members of the group get the most out of their Amiga. This is also a good meeting for those members who are thinking about moving on to the Amiga to attend and put the Amiga through its paces.

To a large extent I will rely on other members' feedback as to the topics that will be covered at these meetings. Some of the areas which are popular at Workshops are Beginners Corner, Understanding the Shell/CLI, Amiga and Video production, Music and Sound, etc. I also require some ideas from you out there about some things you would like to see at the Bardon main meeting. If you see an Amiga being used in an interesting way in business, or would like to see and maybe demonstrate a piece of software or hardware you feel other would be interested in, then please give me a call and I will try to organise it for a meeting.

I await your feedback, if I don't get any then I don't want to hear complaints about what's served up to you at the meetings - don't get me wrong I'll still try to give you what I think you all want in a meeting but I *need to know what you want*. By the way, I will also listen to any criticism about Amiga meeting content and the way meetings are held, and try to rectify any shortcomings with other committee members.

Robert Googe

P.S. *WANTED*: Person or Persons to give a talk and advice on any Amiga related topic at the workshop meeting in Rosalie. Please call me on 288 8863 if you have any ideas!

JULY MEETING

Despite the cold and windy weather conditions, there was a good roll-up of our members. The Treasurer and Secretary, assisted by Barry Bean and Don Friswell, were, as usual at this time of the year, kept busy with the renewal of membership fees.

It was our President's turn this month to give us a talk on the authoring package CanDo. This practically didn't take place, as we only received our copy of this program on the previous Friday! Thus Greg elected to give us an overview of three new software packages. He first showed off the main features of Disk Mechanic, a series of utility programs to maintain both floppy and hard drives in A-1 condition and then went on to show us some of the features of CanDo. As a comparison Greg then let us have the first look at Commodore's newly released authoring package, AmigaVision, which by common consent, is the Amiga's answer to the Mac's Hypercard but, by all accounts, a lot easier to use.

This overview was very well received by the attentive audience.

SEPTEMBER MEETING

The topic for this meeting is *Back to Basics*, or *What to do when you unpack your new Amiga*.. We look at some of the pitfalls and problems that confront newcomers to the Amiga. There will be ample opportunity to ask questions.

SEPTEMBER ROSALIE WORKSHOP

Sunday 9th Sep. from 1 pm - 4 pm. Public Domain Meeting. **For Members Only!** Show your Membership Card! Help available for newcomers.

CAN YOU HELP?

As some of you may know, the Group has imported quite a substantial amount of software from the USA, as software prices over there are considerably lower than in Australia. Our main US supplier was LightSpeed Distributors who offered good prices and prompt service. They appear to have gone out of business, so we had to look for another supplier. We tried a company called Creative Computers, but had only mixed results.

If you have had successful dealings with other American companies over a period of time, we would like to hear from you.

CORRECTION

In last month's issue we incorrectly listed Gareth Hall's phone number (Amiga modifications). The number should be (07) 208 0823.

AMIGABASIC

It appears that, in the USA, Commodore will supply AmigaVision in place of AmigaBasic with the A3000. The reason for this is quite simple; AmigaBasic will not work with the 68030 micro processor, and Commodore have been unable to come to an agreement with MicroSoft, the authors of AmigaBasic, regarding an upgrade. However we've also heard a rumour that AmigaVision will be supplied with the A2000. This effectively means that new Amiga owners will no longer get a 'free' computer language. At this early stage we don't know what the implications of this move will be, but potentially some of the 'non- standard' basic dialects may well experience some additional sales in the near future.

DIGIVIEW FILTERS

DigiView filters wear out or get damaged. As an alternative DigiView owners have looked at the possibility of buying photographic glass filters for durability. There is one problem however, and that is to find an exact colour equivalent to the original DigiView filters.

In the USA DV owners have been asking the same questions and somebody got in touch with DigiTek, the manufacturers of DV, to find out the recommended filter values. DigiTek recommended Lee Filters No. 106 (Primary Red), No.139 (Primary Green) and No. 119 (Dark Blue). It turned out however that Lee filters weren't photographic filters at all, but theatrical gels (used for coloured lighting), supplied by a U.K. company. These are sold in the USA for about US$6.00 for each rather large sheet of gelatin filter. Apparently this is the filter material that DigiTek uses, so if you can get hold of these gels here (from theatrical lighting suppliers), you will have sufficient filter material for years to come.

ROB PECK

It is with a degree of sadness that we have to report the death, at the early age of 43, of Rob Peck.

Rob was one of the original Amiga Inc. team that designed the Amiga. He was also largely responsible for the publication of the Rom Kernel Manuals. Later on in his career he wrote the Programmer's guide to the Amiga (Sybex), and the Amiga Companion (IDGC/Peterborough), as well as many magazine articles. What stood out was his ability to explain highly technical subject matter in quite simple terms. He will be sorely missed.

SUBGROUP NEWS

Notice: The Southside Pool of Fish Disks, which now rotates between Cannon Hill and Sherwood, will henceforth be kept up to date on a monthly basis; important early disks will be retained with last 30 to be current. Members of these subgroups who would like to enlarge the Fishstock may make contributions at the subgroup towards the cost of blank disks. Members have, of course, access to the complete P.D. library at the Sunday Workshop.

Leigh Winsor

HELP! COLUMN

This is the HELP! column for users of Amiga computers. If you would like to share your experience in the fields of programming, software, hardware etc. with your fellow members, submit your name with your area of expertise to the editor. Remember: the more names, the more knowledge can be disseminated amongst our members.

NAME:	HELP OFFERED WITH:	PHONE NO:
Dave Apelt	Vector Graphics	366 4761
Ellen Appleby	Using Amigas in Education	369 4629
Bob Devries	OS9 Operating System	372 7816
Ralph De Vries	Printers - WordPerfect	300 3477
Robert Googe	Video & Audio Digitising	288 8863
Steve Hovelroud	Audio Digitising	298 5128
Gary Lloyd	C Programming (Beginners)	269 7818
Brendan Pratt	Modems, Telecommunications, Sidecar	(075) 463 317
Grant Robinson	AmigaBasic	359 4315
Michael Thomas	Forth, Prolog, C, and Modula-2 Programming	800 4511
John Van Staveren	Easy Ledgers Accounting Program	372 3651
David Walton	Bridgeboard (IBM)	(071) 834 742
Mike Williams	AmigaBasic (Beginners), Sound	209 9084

Please be considerate - these are after hours numbers, so only ring our members between the hours of 6pm and 9pm during week nights.

DESKTOP PUBLISHING

In our previous newsletter I gave notice of my intention to start a *Desktop Publishing Special Interest Group* for Amiga users.

We have now reached the stage in the Amiga's development where DTP is becoming a viable proposition for almost all Amiga owners. Let's get this 'almost all Amiga owners' out of the way first. You will need 1 Megabyte of memory and a printer. The printer can be either a 9- or 24 pin dot matrix printer, or something more fancy like inkjets or laser printers. A daisywheel printer is not suitable for DTP! If you have access to a PostScript laser printer you're on clover.

I would also suggest that you use version 1.3 of AmigaDOS, as the printer drivers on this version contribute to a much better output. The fitting of the new Super Agnus chip is equally helpful, as this gives you access to 1 Megabyte of chip ram.

You will also need some Desktop Publishing software, and we better define what constitutes DTP software first. It does NOT include word processors such as KindWords, Excellence, PenPal or Prowrite. These programs all allow the importation and printing of graphics with your text, but this does not make them DTP software. And, before anybody writes to me to tell me what wonderful things they can do with any of the above packages, yes I know their capabilities, but they are not considered to be DTP software, because a lot of DTP features are missing from them.

Currently the DTP software on the market includes Professional Page V. 1.3, PageSetter II, PageStream V 1.8, CityDesk V 2.0 and newcomer Saxon Publisher.

DTP software came first on the Amiga scene in 1987. One of the earliest programs which I used was the original PageSetter from Gold Disk. It went through two upgrades (1.1 and 1.2), before it was finally replaced by version II, but more on that anon. I never used PageSetter to produce our newsletter, because it had far too many limitations. However I did use it to produce the newsletter's front page and some of the adverts. Its main disadvantage (and this applied equally to all the other DTP programs which were released shortly afterwards) was that they used the Amiga's inbuilt fonts which suffered all from the 'jaggies' which became very apparent when you printed out your masterpiece (see illustration). This in turn meant that DTP users started to look for other fonts which gave better printer output, and soon there were lots of Public Domain fonts disks doing the rounds, to get better output.

The 'Jaggies', as produced by the Times Font supplied with the 1.3 version of Workbench

In due course Gold Disk released Professional Page. This was indeed considered to be *the* professional package, because it had a lot more features than PageSetter, including the ability to send your output to a PostScript laser printer. Well, this was fine for owners

of PostScript laser printers, but it did nothing for owners of dot matrix printers - in fact the output on dot matrix printers was b....y terrible! The program was also a memory hog and really needed several megabytes to run satisfactorily. It also had some bugs and was soon followed by versions 1.1 and 1.2. However with the release of version 1.3 a major change took place which in particular affects owners of non PostScript printers (and that includes 99% of us). Gold Disk has licensed from Agfa (yes, the photographic company) the Compugraphic Font technology. Without going into too many details here, scalable outline font technology bypasses the conventional bitmapped fonts which were the norm up till now. Bitmapped fonts convert the fonts you see on the screen to the printer. If the screen fonts have the 'jaggies', the printed output shows the jaggies. However scalable fonts are calculated mathematically (yes, I know, this explanation is a real 'cop-out'!) and when this output is translated to the printer you will get a vastly superior printout compared to that given by bitmapped fonts.

Note the lack of Jaggies in PageStream's Tyme Font

Before version 1.3 of Professional Page was released we saw the arrival of an other newcomer, PageStream. This hit the Oz market in 1989 (version 1.5 and 1.6) and stood out for being terribly buggy and its terrible manual! Yet, people persisted with it, because PageStream was the first Amiga DTP program to implement the scalable font technology (their own technology I should add). As well it offered some features like rotation and slanting of text which weren't available on ProPage. Against that the implementation of PostScript and colour separation was poor compared with ProPage. However, because of its instability, coupled with the inadequate documentation, it really never got past first base compared with its big brother from Gold Disk. Then, some months ago, they released version 1.8, complete with a new manual. This cured a lot of the bugs and the manual is a great improvement on the previous effort. I have used both versions for our frontcover and for some of our adverts - in fact this whole newsletter is now produced using Version 1.8. Basically I have found PageStream easier to use than Professional Page and, up till version 1.2 of ProPage its printer output was superior, thanks to the scalable fonts. It must be added however that in sizes less than 12 points the output is not all that good yet.

Professional Page 1.3 also employs the scalable font technology for the screen fonts, which thus look a lot better than the screen fonts in the current version of PageStream. However there is a new version of PageStream on the way (version 2.0) which also uses the Compugraphic fonts, so it looks as if the battle lines will really be drawn between these two heavyweights.

The term heavyweight is really rather appropriate for these programs as they are big, powerful and memory hungry. So it's fortunate that Gold Disk has recently released PageSetter II, which also supports the scalable fonts. It is not as fully featured as the above two packages, but in turn the program will run comfortably on a 1 Meg Amiga. (This information is based on reviews which I have read - I haven't seen the

program as yet.) Hopefully this one will be added to our software library in the near future.

I have seen the printed output of ProPage 1.3 on a 9 pin dot matrix printer and can state categorically that it's the best printed output which I've seen from a 9 pin printer. It follows then that we can expect equally good output from PageSetter II.

I have limited myself to describing these three packages, as they are the most successful in the market place. CityDesk V2.0 (which I have seen) does not employ the scalable font technology, so its output is seriously flawed compared with the other three. It does however have some nice features like downloadable fonts for H.P. compatible laser printers.

The new Canadian Program Saxon Publisher is apparently a real heavy weight too (it certainly is expensive!), but has not been sighted by me yet.

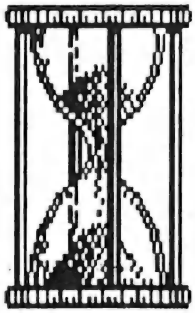
So there we have the equipment and the materials, and now the question arises *'what are we going to do with it?'*. Well, the possibilities are really rather endless. Newsletters (of course!), notices for clubs and organisations, advertising fliers for shopping malls and letter box drops, birthday cards, calendars, letter heads, invoice forms etc etc.

Well, it's all very well to say that you can do all these things, but you may well ask now *'how am I going to do it?'*. Now this is where our DTP Special Interest Group comes into the picture. You see, the one aspect of DTP which is usually covered in a very scanty manner is LAYOUT. This is really the be-all and end-all of DTP. I would rather look at a well laid out page produced with a humble 9 pin printer than at a messy layout produced on a PostScript printer.

Now some people have an inborn ability to lay out a page in an aesthetically pleasing manner (I'm not one of them), others make a total mess of it by overloading the page with too many different fonts and graphics all over the place, and most of us don't know where to start.

Through our Special Interest Group we should be able to unearth the talents that, I'm sure, we have amongst our membership. We are looking for members who are interested in DTP, no matter how little knowledge they possess at this stage. We are all of us in it to learn. I see myself only in the role as coordinator and not as a DTP guru - there's too much I have to learn myself at this stage. I envisage that we could either meet at the bi-monthly workshop (the non Public Domain meeting), or at my home. If you are interested, give me a ring at 300 3477.

Ralph De Vries



P.S. - The one requirement I forgot to mention at the beginning of this article is TIME. and lots of it!

AMIGA PUBLIC DOMAIN LIBRARY

C.C.U.G.Q. Disk #34 SOUND THEME DISK

PSOUND - Shareware sound digitising/editing program from Sunrize Ind.
LSIN - Displays instruments and their origin in Deluxe Music files.
MUNCHO - Is a cute little program which plays a digitized sample when you insert or remove a disk from your disk drive.
PLAY - Plays sampled sounds.
NOISY - A runtime library for playing sampled sounds.
SMUS3.6a - Latest SMUS player.
BMP - Plays SMUS files as a background task.
NoFilterPic - A hardware hack to turn off the filters in a 1000.
FILTER - Program to turn the sound filter on a 500/2000 on and off.
ROLAND_S-220 - Transfer samples between a Roland S-220 and an AMIGA via the MIDI channels.
SONIX-PEEK - Lists instruments in Aegis Sonix scores.
SOUNDLAB - The Sound Machine is a tool for generating the data necessary for programming complex sounds/music in Amiga Basic.

C.C.U.G.Q DISKS #35 & 36

NETHACK - "Exploring The Mazes of Menace". NetHack is a display oriented Dungeons & Dragons(tm) - like game. Both display and command structure resemble ROGUE. This game requires at least 1MB of memory and is spread over 2 disks. Disk 35 has the actual executable program however Disk 36 must be booted from, in order for the game to work.

C.C.U.G.Q Disk #37

AMIPAC Ver 1.7a - AMIPAC is a program for the AMIGA that allows radio amateurs to use packet radio. It is not a telephone modem program, but is made to be used with TNC's (Terminal Node Controllers).

GAMES REVIEW

by Reuben Phillips

**** STUNT CAR RACER (Geoff Crammond/Micro Style)

Stunt Car Racer is a welcome departure from the ordinary flat-track racing game; its rollercoaster hills can almost induce vertigo.
The idea is to beat a single opponent in a series of three lap races around a raised track made up of huge hills, jumps and other complications. Scoring enough points from four races (2 points for a win, 1 for the fastest lap) entitles you to promotion to the next division, with tougher opponents and two new (insanely-inspired) tracks to master.
The sense of speed created by the smoothly moving solid 3D graphics is unmatched, and is nicely complemented by the serious growl of the engine when you hit the Nitro (flames lick from the eight exhaust pipes). The acceleration is quite impressive. However, to succeed at this game your natural desire to drive like a lunatic organ-donor must be tempered with a certain amount of skill. Hitting tight corners too fast, or leaving a jump at 230 kph can make a mess of your car and ruin your chances of finishing. Ramming the other driver is also not a good idea (fun though). The later levels get very demanding - some of the tracks are tough to make it round even once. Win in all four divisions though and you enter the Super League, racing on the old tracks but with a new car with TWICE the power.

Buy this game or may your garden be overrun by mutant smurfs.

MODEM SAGA - CHAPTERS 3 & 4

by Ron Lewis

For those of you who have waited with bated breath to find out how to use all of those downloaded problems from the bulletin board, the solution is nigh.

For all of you others, just accept the fact that you may have been lucky at birth and been blessed with brain power.

Now having downloaded 10 programs and found that not one of them ran, it was time to get back to the board and ask silly questions and really display my ignorance. I left a message to anyone who could help with the fact that the files listed lacked comprehension and duly should be FREE to all.

My return BBS mail, which by the way seemed to arrive on the board quicker than I could swallow a valium, hinted at the fact that I should first unpack the files before trying to run them. Now I might have said earlier that I enjoyed receiving messages on the board but this time the response was to say the least massive. It appears everybody in the world knows that before a program is UPLOADED (sent via modem) it is first compressed into a smaller package and joined with other files to become one. This process is called ARCHIVING (?) and enables the files to be sent in the shortest possible time. By the way, this does not apply to ALL uploads, but is the preferred option. The files that have been sent in that fashion bare the trailing file index of .ZOO, .LZH, .ARC, etc.

Now, armed with this knowledge the process is simple; go to the files area, obtain the necessary Zoo file and unpack the downloaded files. You guessed it, in one, the zoo file was listed as zoo.arc, so you needed the Arc file to unArc the zoo file and oh yes (!) the Arc file was listed as Arc.zoo.

Now to the experienced computer buff this would not create the slightest sign of confusion because there've been raised in a sea of incompatibility and accept confusion as just another language, but to me I swallowed another valium and logged off. Now Steve McNamee must be the most patient guy around cause he could tell by the blubbering messages I was leaving all over their well organised board that I had not quite mastered this new mode of communication and resorted to the tried and trusted VERBAL use of the phone network. He explained that in a different file area to the one I'd used, I should be able to locate the files I was looking for, adding politely that the Fish disk area had very little, in fact nothing, to do with aquatic behaviour. I had ignored this area earlier because I was still trying to come to terms with the animal fetish and felt that to complicate matters further by adding Fish to the menu could make things smelly. I took Steve's advice, took the add for my modem off the K/Mart board and downloaded without hassle the right files.

I placed these files in my C directory of my boot-up disk along with the 50 or so other files which reside there (and which appear to have no meaning what so ever) and then activated the dreaded CLI.

Well, I won't bore you with the fact that a bootup disk, used for the purpose I was about to use this one for,

should really have enough free space to accept the files which are to be unpacked, but not knowing the actual size of the end product limits this option somewhat and needless to say, despite my good intentions, the disk soon was full and FATAL messages appeared all over my favorite CLI Screen. This problem was later overcome and the files did eventually become active programs, some good, some not so good but all absolutely FREE!.

Well, there is absolutely no doubt that having accomplished this major feat, my enthusiasm for the board had reached an all time high and I was back on the next day.

Now the reader must try and place him/her self in my place to appreciate the next scenario. I dialled the board, connected straight away and was met by the news that the system had been changed during my absence (1 day) and my wall full of instructions which were posted 2 days ago were now obsolete. Oh! Well that's Fate.....

—

Armed with my new found knowledge on ARCHIVING, I was not going to let the small problem of a program change on the board effect my confidence. I read with anticipation the instructions left by our Sysop (Remember Sysop is short for the guy who runs the board) and proceeded to the message area to read the reams of literature left since my absence.

By now I've mastered the art of collecting all of this stuff using the *Open Log* menu and despite the fact that some things had changed as far as locations was concerned; in general the board was behaving similarly to the old one and I felt confident that I could now at my leisure peruse the different areas which up until now seemed to offer only heartache. I listed all of the message areas to see what I'd been missing and was amazed to find that 30 options were available.

The subjects were as diverse as one could imagine and were posted both internationally and nationally. As yet I've not been tempted to add any of my intellectual talents to this area, but I believe you can leave a message here and it will travel around the world to all the thousands of other board users who are addicted to computer technology. I don't pretend to understand a lot (well, hardly any at all) of the information provided by this service but it does give one a boost when the guy looking over your shoulder thinks you do.

Since the change to the new system took place I found that, what used to be an extremely orderly system, now resembled (graphically anyway) a child's etchings and for days wondered if this regressive step was taken solely to frustrate my advancement to become doctor of modems. It was obviously not designed to appeal to the eye and there just seemed a hint of (make it ugly and the masses will not stay long) a reclusive nature.

Having spoken to Graeme Darroch (our Sysop) about a different matter, he asked me how I enjoyed the new board. Now I'm not one to put anyone offside, especially someone who controls my new found link with the outside world, so I said I thought it was great, although it could use a little cleaning up around the edges. It was only then that my true incompetence was revealed. He asked was I using the IBM Font supplied with GP Term and I

informed him that as a member of the CCUGQ, I, like many others, owned an Amiga and just the thought of intimidating such a wonderful machine with anything relating to IBM was out of the question.

I must add here though that there is an option on the board asking if you supported IBM graphics and being loyal to my trusted Amiga and having seen the dismal displays IBM offers as graphics, I had answered NO. Well, this loyalist approach by me was to prove embarrassing, as Graeme had explained earlier in my ventures on the board that the system operated, using an IBM compatible computer. Thus it came to pass that if I refused to use the IBM Font supplied then it was hardly likely that I would be in any position to criticise the layout of the screen.
Graeme was using the utmost in diplomacy and I really valued his sincere approach but I could not overcome the feeling that I should have *known* this fact. If only I'd put a little bit of thought into the subject instead of just expecting things to happen for me. Anyway, all is well now and the new board now appears as professional as one would expect of a club of this size.

I'll now point out one minor disadvantage of owning and using at length one's modem. As I expect that most members are in the same boat, this little piece of wisdom could prove invaluable....

The majority of us only have one phone line to our chosen place of abode, now this practice is more than sufficient for normal use, but does pose a problem when one member of the family persists in tying it up for any length of time. This individual is normally of the female sex and ranges in age from nine to ninety. This situation changes when the modem invades the household and the priorities of phoning Aunty Madge dwindle in importance when compared to an international discussion about the relevance of a new upgrade for the operating system for an Amiga. I've previously explained the feeling of importance one generates when using a modem, but this can be quickly forsaken when someone else in the family decides that enough is enough and picks up the other phone in the house and starts dialling. Symbols which seem to have been created in another world invade your screen and on one occasion at least, had the capacity to put to sleep the bulletin board for the rest of the day.

There are two solutions to this problem:

(1) Obtain at some cost a court order placing an injunction on the use of the phone line by other parties between certain hours.

(2) Come to some arrangement with the family, so that you obtain sole rights to its use at modem time.

On the advice of Marriage Guidance, I chose the latter and so far it has proved to be reasonably efficient, although it does not carry any guarantees. Cathy (my wife) still seems to be able to choose the wrong times to get the urge to dial. I am considering a third option which is still on the drawing board, but the general idea is to have a flashing light installed in the lounge room, which could flash when my modem is in use.

Despite this minor hiccup I am pleased to say that I now consider myself an efficient modem operator and I'm sure,

if any reader is considering this addition to their computer hardware, that following this article they could master it without fear. The ability these gadgets have in allowing the operator to communicate with other users regardless of where they live and the service our own bulletin board plays in this project is nothing short of amazing. It is a credit to all the people of our Group who instigated this project and to the people who now keep it operating. Any member who does not take advantage of this service is truly missing out on a very good deal. I would just like to take this opportunity to thank Steve McNamee, Greg Perry, Graeme Darroch, Mike Williams and GP Software who introduced me and assisted my transition to modeming.

Further I would like to recommend the software package GP Term to all who are using a modem. I've found this program to be excellent and so automatic that it really makes the instruction manual redundant for all but the most serious user. All the necessary functions to get started are mouse driven and allows a new user to acclimatise him/her self with ease. Happy Modeming...

KCS PC POWER BOARD

The Dutch company KCS which previously released the POWER cartridge for the C64 has now released the A500 POWER PC-BOARD, which is the IBM XT emulator for the A500.

The board plugs in the bottom expansion port of the A500 and installs in 30 seconds. It comes complete with 5 disks; one in Amiga format to boot from, one system disk in MS-Dos format and three disks containing MS-Dos 4.1.

Also supplied in one instruction manual, and a Microsoft DOS and Shell manual. GW Basic is included, but no manual is supplied with this.

The processor is a NEC V30 which runs at 7.14 MHZ, and uses the well known Phoenix Bios.

You can set up any mixture of 4 floppy drives, which can be 3,5" 720K drives, or 40/80 track 360/720K 5,25" drives. High density drives are not supported.

Video support consists of Herculus + MGA (monochrome 8 shades of grey) +CGA (8 colours). You can adjust character height as well as character and cursor flashing rate. Volume level for sound and keyclick are adjustable.

You can use your Amiga printer. The Amiga mouse will work under MS-Dos, but youhave to supply your own mouse driver. Amiga joysticks will work.

Under MS-Dos you have the choice between 640K or 704K. On the Amiga side you have 512K of memory, plus an additional 512K which can be used as a (volatile) RAM disk, hence there's no need for the A501 memory expansion. A clock is supplied which works both with the Amiga and the PC.

Hard Drive support is due out soon.

Distributed by Fonhof Computer Supplies. R.R.P. $799.

CDTV

This does not stand for Compact Disk Television, but for:
Commodore Dynamic Total Vision..., how about that?

But wat is it? Well, according to Irving Gould, the Chief Executive Officer of Commodore International Ltd, who introduced CDTV at the Consumer Electronics Show in Chicago, it goes something like this: "*Music, Video, Film and Imagination = CDTV*". Are you any the wiser? Probably not.

Well, what does it look like? That is easily described - imagine a conventional CD/Video player, finished in black, complete with a remote control and the name Commodore in white letters in the top right corner. So, it is a CD player after all? Wrong!!! What you are looking at is an Amiga 500, minus the keyboard, but with an inbuilt CD player.

What we have, in fact, is a totally new concept which will either take off like a rocket, or fall flat on its face. The idea appears to be basically very sound - to sell computers to people who don't want to know about computers, and it may well work.

What CBM in fact will be selling is a total entertainment system with extra benefits. The CD player will play 'ordinary CDs', but the machine is also capable of 'playing' CDs with games or read through CD's with books and information, such as encyclopaedias. Do remember that a CD will hold 550 Megabyte of data, the equivalent of some 700 normal 3,5" disks! That means that the total Fish disk collection would fit on one disk with space to spare! No longer will there be any need to buy a game on 6 disks, which requires multiple disk drives.

If you have an encyclopaedia in disk, you will not only be able to look up Malcolm Fraser, but even hear him speak those magical words: "Life wasn't meant to be easy". Too fanciful? Perhaps, but it's well within the capabilities of the system.

CDTV can be connected to every conceivable source, be it TV, monitor, Video, Genlock, Midi etc. In addition you will be able to purchase as optional extras the following:

- External Floppy
- Trackball (Infra Red)
- Joysticks (Infra Red)
- Midi In/Out/Through
- Ram or Rom Cards
- Genlock
- Expansion Module for Hard Drives
- Keyboard (InfraRed as well!)
- Two player interface (Infra Red)

Normal transfer speed of data is a (slow) 153 KBytes per sec., but there's a Burst mode as well, which allows transfer speeds up to 2 MBytes per sec.

The unit comes with 1.3 Kickstart in Rom and with 1 Meg of Chip Ram. There's also an additional 2 Kbyte of Ram for the clock and other uses.

It's expected that the unit will go on sale in the USA round about Xmas time at a rumoured retail price of US$1000. In addition a range of CDs with Games and Utilities is also expected to be released at the same time.

Let us hope that it will be a success.

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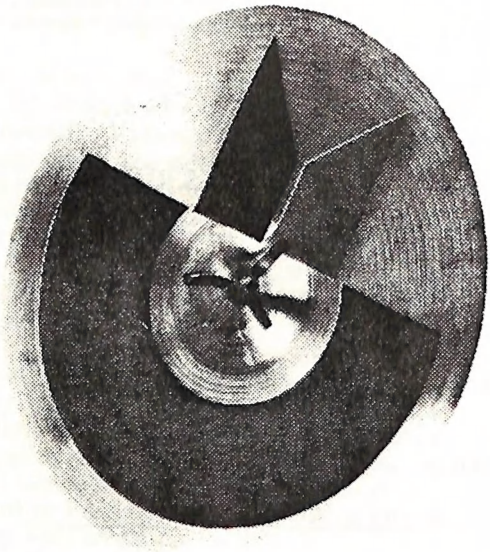

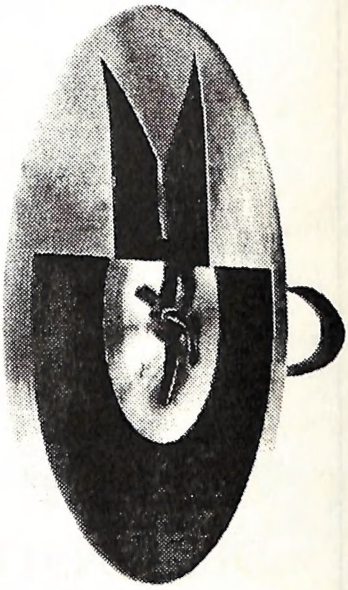

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