CURSOR

Newsletter of the
COMMODORE
COMPUTER
USERS
GROUP
QLD Inc.

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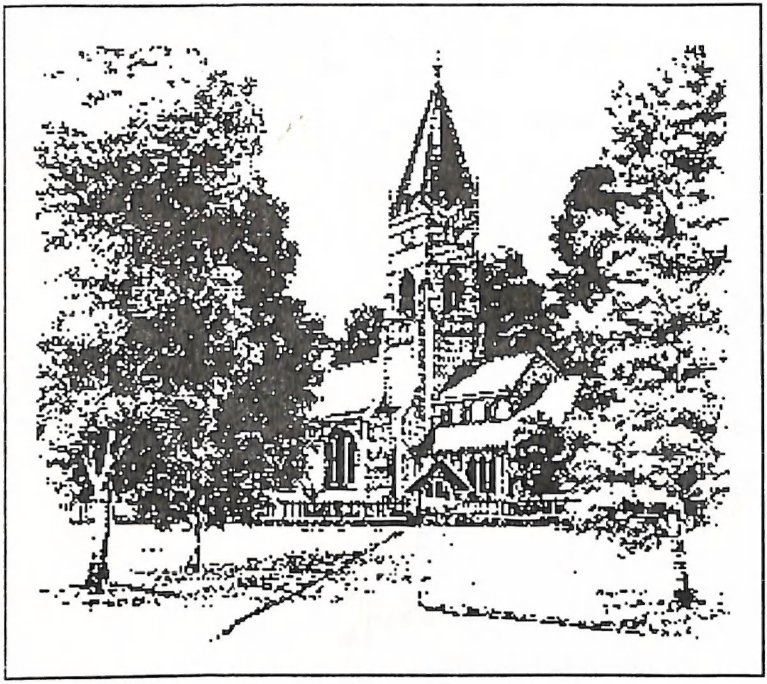

Real English

Our Next Main Meeting will take place on Tuesday, 14th May 1991, at 8 pm (Libraries & Sales at 7 pm) at the Bardon Professional Development Centre

COMMODORE COMPUTER USERS GROUP (QLD) INC

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Our BBS is part of the Fido Network (Node No. 3: 640/304), and can be accessed by our members at300, 1200/75, 1200, 2400 bps and 9600 bps, using 8 data bits, 1 stop bit and no parity.

Opinions expressed in CURSOR are those of the Author(s), and thus not necessarily those of the C.C.U.G.(QLD) Inc. or the Editor.

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MEETINGS

MAIN MEETING

Our next Main Meeting is held on Tuesday 14th of May 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 12th of May (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 members can copy our huge range of P.D. disks. We also have a HELP support group for beginners.
For more information ring 288 8863 (a.h.).

REGIONAL MEETINGS

CANNON HILL: Last Saturday of the month (Noon - 10pm) 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.
Ph. Graeme Darroch - 209 1999 a.h.
PINE RIVERS: 1st Sunday of the month (1pm - 5pm) in the Strathpine State High School.
Ph. Barry Bean - 269 7390 a.h.
SHERWOOD: 2nd Friday of the month (7.30pm) in the Graceville State School.
Ph. Leigh Winsor - 379 2405 a.h. or Philip Parkin - 818 1172 a.h.
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: $4.00 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: $8.00 per 10 (+ $2.00 P & P)
3,5" Disks: $15.00 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 Dos Summary: $3.00 (+ $1.00 P & P)
Micro Switch Replacement Kit for Amiga Mouse $15.00 (+ $1.00 P & P)

C64/128 SPECIFIC:

Public Domain Disks 5,25" Single Sided: $2.00 ea Double Sided: $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)
Catalogue Disk 5,25" for either P.D. or Lending Library: $2.00 ea (+ $2.00 P & P)
5,25" Blank Disks: $8.00 per 10 (+ $2.00 P & P)
1541 'Drive & Disks Testing' Disk: $2.00 (+ $2.00 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)

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.)}

Please address 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 or our Sysop!

MEMBERSHIP FEES ETC.

JOINING FEE: $10.00
ANNUAL MEMBERSHIP FEES:
Ordinary Membership*: $25.00
Country /Associate Membership: $15.00
Pensioner Membership: $15.00
Family /Business Membership: $35.00.

(*Within the Brisbane 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:

Phil Guerney
29 Moorfields Street
FIG TREE POCKET QLD 4069

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 (JUNE) Issue is: FRIDAY 3rd MAY!

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. Articles can also be submitted as MS-DOS ASCII files in any format.

Alternatively, if you own a modem, you can upload your articles, news, gossip, etc. to the Group's BBS (Ph.808 7694, or 808 8823: 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

AUTHORISED INDEPENDENT COMMODORE SERVICE CENTRES

- Professional Repairs and Product Support
- All Work carries our 90-day Warranty
- Fast, Efficient and Courteous Service

RECONDITIONED MODULE EXCHANGE SERVICE ALSO AVAILABLE:

C64, 64C, 1541II PCB	$ 99.00
AMIGA 500 PCB	$129.00
AMIGA INT. DRIVE	$200.00
AMIGA MOUSE	$ 50.00
AMIGA 500 PSU	$ 75.00

ALL MODULES MUST BE COMPLETE AND IN SERVICEABLE CONDITION
FULL THREE MONTHS WARRANTY ON ALL MODULES EXCHANGED

SPECIAL: **GEOS Package with Mouse: $69.00**

Special Rates on Labour Charges for Users Group Members!

CURSORY NOTES
by Ralph De Vries

FIRST IMPRESSIONS

Those of you who do read these *Cursory Notes*, would know from last month's article that I've done some soul searching about my personal computer requirements for the future. Well, the searching is over; I've disposed of my Amiga 2000 and am now the owner of a 80386DX MS-DOS computer.

I learned a bit about MS-DOS by using the old *Transformer* program, which configured the Amiga through software as an MS-DOS computer - that experience was enough to turn anybody away from MS-DOS; it's not for nothing that people call it *Messy Dos*.

However, my reasons for the change-over I set out in last month's article; I wanted to be able to access the better word processor and DTP programs which are available for the MS-DOS platform.

WordPerfect offered an upgrade which allowed me to trade in my Amiga version of WP on MS-DOS Version 5.1 for $270 - roughly half the price of the current retail price. For those of you who were daunted by the 600 page manual of the Amiga version of WordPerfect, I wonder what your response would be to the 1400 odd pages for version 5.1! However, as an Amiga user of WP, it was good to find that most of the commands were the same or similar, so I had the whole thing up and running (in a fashion) in no time. First impressions are that this is a superb piece of software - vastly superior to the Amiga version in many aspects. I ran the printer test file on our group's laser printer, and the result was quite outstanding. I can now access the scalable fonts of our laser printer - something that I couldn't do successfully on the Amiga version. I shall spend the next few months coming to grips with this huge program.

With my clone I bought *Windows 3.0*, the Graphic User Interface for MS-DOS machines. What can an ex-Amiga user say? It looks good, but.....

Again the documentation is very substantial (650 pages), but is it user friendly? In the past I have said on several occasions that Amy's Workbench was not complete, in the sense that, if you wanted to do certain things, you had to have a knowledge of Amiga-DOS (the CLI). However with each succeeding version of the Workbench it has become better. Version 2.0 will again make Amy a friendlier machine to work with. *Windows 3.0* is now roughly where Workbench was when Version 1.1 came out. No doubt in due course it will get better, but it's got a long way to go.

Compared with Workbench, Windows comes with more bits and pieces. Although supplied with a *NotePad*, it also comes with a word processor (Write) and a paint program (Paintbrush). *Write* is about equivalent to *KindWords*, but has the advantage of scalable fonts which print out very nicely. *Paintbrush* is quite primitive compared with *DPaintIII*, but it's a start.

Our Amiga Guru, Steve McNamee, told me that I would be sorry when I changed over from Amy to clones (Steve uses MS-DOS at work). Well, the answer to that is both yes and no. I miss the Amiga's many fine features but, on the other hand, I am able to get more out of MS-DOS software for my particular purposes - so it's stalemate.

By the way, I bought my clone through one of our former Group members, Col Ramsay; my argument being that, if I was unhappy with my purchase, I could abuse him! If you are in the market for an MS-DOS machine, give me a ring for more details (end of the free commercial).

B.B.S. NEWS
by Ron Lewis

Well dear readers, I've been given the happy duty of informing you of the present condition of our Club's Bulletin Board Service. As I stated last month, it was sick and only running on one leg. Well it has had an operation and is back to better than new. Doctor May did an operation on Amy's motherboard and although the exact personal details are to be kept between patient and Doctor, suffice to say it was a huge success. I have it on fairly good authority that a transplant was performed and apart from an early hiccup, when it was found that the donor was carrying an outdated 1.2 Rom chip which had successfully evaded the watchful eye of Doctor May during surgery, all else as regards the operation went frightfully well.

Mr. Darroch has been keeping watch for any viral infection, and truly there is so much antiseptic around that even the cockies have decided to move out. Seriously though, we do now have arguably the best AMIGA Bulletin Board System in Queensland. I say this with confidence because unfortunately our main competition (in the Brisbane area) OMEGA BBS has gone off air for the time being leaving a huge gap which we will endeavour to fill.

Whilst on the subject, I would LIKE on behalf of our many members who made use of OMEGA BBS, to publicly thank Kevin Nugent for his efforts and time. As Graeme will tell you, running a BBS is not all beer and skittles and Kevin did a very fine job and set a standard extremely hard to match. Hurry back on line Kev, the Commodore Community needs guys like you.

Anyway, now that our own BBS is behaving in a more than friendly manner and considering that 33.5 percent of our members own modems, I have set myself the task during this present year of documenting the pros and cons of using our board. It is intended that I try to expand your present knowledge of BBS'ing and, if that is at the moment zero, then all the better. You can follow with me the advantages of owning a modem and perhaps later in the year purchase one for your spouse's or girlfriends' birthday or something.

It will not be my intention to go into detail on the technical aspects of the board, nor the cost of relevant software or hardware. I will however mention from time to time the brand names *AVTEC* and *GPTERM*, because I'm extremely satisfied with these products - they are very sound - and who knows, I may even get a discount if ever the time comes for me to upgrade or update!

BYTES

FOR SALE

National EP1805 15" Printer. Epson Compatible. Takes any size tractor-feed or single sheet paper. Cable and spare ribbons. New cost over $1000. Not heavily used, VGC. $600.

Set of 4 Amiga Technical Manuals: Intuition Reference Manual, Hardware Reference Manual, Rom Kernel Manual - Libraries & Devices, Rom Kernel Manual - Exec. New cost well over $200. P.C. - $120.

Contact (07) 844 5040, and ask for David or Nerida.

8 BIT COMPUTERS

NEW COORDINATOR

We are pleased to announce that Peter Cotterell has taken over as C64/128 Coordinator.

The Management Committee

AS LEIGH JOURNEYS ON

It really sounds as though Leigh Winsor has finally managed to escape from the inside front cover of the CURSOR and is trying to relinquish his post as Minister for Everything in the 8-bit section of our Group.

I've news for you Leigh. The expertise you have gained in using the C64 and C128 cannot be wasted and you'll have to leave town if you want to escape the occasional phone call from those of us who need a problem solved.

The adventure does continue, with different players, but your enthusiastic particpation and leadership in the scenes now past are appreciated.

Doreen Horne

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:
Terry Baade	Contact for M'borough/Hervey Bay Members	(071) 215 059
Eddie Brook	Amateur Radio Fax & Weather Programs	349 4394
Kerry De Baar	Basic, Assembly Language	379 5617
Cor Geels	SuperScript, WriteStuff, PaperClip, GEOS	263 2839
Cor Geels	C-64 Newcomers, Printers & Interfacing	263 2839
Doreen Horne	Programming Problems & Disk Corruption	398 7441
Matthew James	Basic, Logo, GEOS, WriteStuff, Games Tips	300 5443
Ivor Laggan	GEOS	273 4212
Doug MacLurkin	MicroSwift Spreadsheet, Basic	350 4034
Vic Mobbs	Contact for Sunshine Coast Members	(071) 941 330
Vic Mobbs	SuperScript/Base 64/128, 1581 Disk Drives	(071) 941 330
George Nelson	EasyScript, HAM Radio	848 2456
Angus Norrie	Simon's Basic	371 2945
Craig Rawlins	Pascal, C, Machine Language, Modula-2	379 8957
Ron Rich	H'ware Interfacing for Amat. Radio Prgms	355 2623
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!

DOODLE
by Lindsay Vardy

Doodle is one of the earliest drawing programs for the C64. It is very simple and fast to operate, all menus and commands are available at the touch of a key. Although some later programs provide more facilities, Doodle is capable of handling most tasks.

There are 10 modes in Doodle accessed via the F1-F8 keys and Commodore 1 and Commodore 2. F keys and RETURN allow fast switching between all modes. SHIFT/RETURN shows the Help screen, RETURN returns to the drawing screen. Color is supported in all modes.

F1 brings up the Sketch Mode on the drawing screen. There are 9 cursor speeds (CTRL 1-9) and 9 paintbrush sizes (1-9). The joystick fire button toggles between the paintbrush and a cross for accurate positioning. A handy grid may be toggled on/off with G. Color fill, mirror image, photo negative and erase are provided. The screen may be memorized, cleared and recalled again.

F2 Color Mode provides paint color and fill.

F3 Line Mode provides 2 crosses for line ends toggled by fire button, rubber banding is not provided and it is sometimes difficult to judge where two lines will intersect.

F4 Zoom Mode allows fine editing of any drawing.

F5 Box Mode displays 4 corners of a box which may be moved or resized from as low as 5 pixels square to full screen using the joystick and fire button toggle.

Mirror image, negative and color fill are supported. Contents of the box may be erased. Drawings loaded in using the SHIFT/RETURN menu must be captured in Box Mode and memorized before being transferred to Copy Mode. O for Op Art provides a special effect where the lines of the drawing in the area enclosed by the Box boundary are continually repeated in small steps until the boundary is reached.

F6 Copy Mode. The memorised images may be restored in about 10 different sizes either vertically or horizontally or both, worked on or saved to disk.

F7 Circle Mode uses 4 arrows to depict circle or oval boundaries, circles may be from 5 pixels wide to full screen size, rubber banding is not provided.

F8 Stamp Mode will make small stamps of sections of the screen, useful for tiling or customized borders. They may be expanded 2X one way or both, and saved to disk.

SHIFT/RETURN brings up the Help screen where Commodore 2 allows disk use.

Commodore 1 is Letter Mode where the Commodore character set is used. Letters may be from normal size to 3/4 screen size in any color.

A printer setup program is provided, printouts may be normal (80mm X 110mm) or double size, (160mm X 220mm), (full size Geopaint is 202mm X 226mm (Epson RX80 printer). A hires picture display is provided.

A very good program in itself, Doodle may be greatly expanded with the use of *The Icon Factory*, a program for loading and saving pictures and graphics from various sources.

Pictures from Billboard, Print Shop, Computer Eyes, Flexidraw, Doodle, Koala Pad, Supersketch, Animation Station and Blazing Paddles may be converted to graphics or vice versa, cropped, flipped, upside down, inverted, enlarged, overlaid, stretched or color stripped. Load and Save graphics to Print

Master, Print Shop and Newsroom. Some quite unusual effects may be created using Stretch and Overlay modes, screens may be memorized so that if something is spoilt it's a simple matter to clear the screen and recall the previous image.

A huge range of pictures and graphics can be saved to Newsroom, Print Shop or Print-Master format and converted to Geos using the Graphics Grabber.

Drawings for use in Print Shop may be reduced using a Sketch-O-Graph and then traced onto a Koala Pad.

MONITORS

by Lindsay Vardy

Although at the low cost end of the scale one may enjoy using the C64/128 and Amiga with a TV as a monitor, once you are satisfied that computing is of benefit to you, either for playing games or as an extension of other hobbies, you are not gaining the maximum benefit from your machine unless you use a proper monitor,which is an essential to use for an 80 column display.

Don't allow yourself to be intimidated by persons using more elaborate computers, your C64/128 is a marvellous, powerful machine quite capable of doing all that the average home computerist would require.

It is more than annoying to see Amigas on display connected to a monitor while nearby a C64 will be sitting connected to a TV and more than likely not even turned on, most chain store assistants will tell you that you can't use a C64 with a monitor, and if you mention a DIN plug they think it's an advert for a loud stereo unit.

I get the most powerful urge to go home and get a program, come back and connect the C64 to a monitor and load up a program like PLATOON, where the forest and plants are shown in such detail, or IK+ with it's beautiful rippling water scene, waves breaking on the shore, water birds flying overhead, fish jumping in the water, all this going on while the karate action continues.

One benefit of word processing on the C64 is the forced use of 40 columns, great for persons with poor eyesight, even better displayed on a proper monitor, especially if you are doing pixel by pixel drawing with Geos or Basic 8 on a C128. Black seems to smear badly on some TV sets, use Dark Gray instead, this was well demonstrated in the SpeedScript word processor.

Often it's a toss up between a TV or a monitor for your computer, you'll decide that a TV will be useful in other situations. However....
If you have a Video Recorder you may use a B & W TV as a monitor, just set your VCR to receive Channel 36 and feed your C64 output into your VCR aerial terminal. Your VCR will output to Channel 4, or 37 or some other if the output channel is selectable. Try different color combinations to change shades on your B & W set. You are aware that your VCR will remote select the TV stations for you, there is no wear on your recorder as the mechanicals are not in use, with suitable connections you can use your monitor and have it as a colour TV too. Persons "green inclined" may have a green TV picture with a Philips 8833. If you are affluent enough to have two VCRs, connect the aerial to AERIAL IN on VCR1, connect it's AERIAL OUT to AERIAL IN on VCR2 and AERIAL OUT to your TV or monitor. Select TEST PATTERN on VCR1 and tune it in on VCR2, say channel 14 or whatever. VCR2 will output to your TV or monitor. Play tapes in VCR1 with VCR2 set to 14, or in VCR2 as normal. You can now copy movies made with your video camera by

playing the tape in VCR1 and recording in VCR2, or taping screens from your computer, return your videotape to black by recording a black screen from your computer. You may rewind or fast forward a tape in either unit WHILE PLAYING a video in the other, great for showing taped segments of pop artists so popular with young persons, cuts out that boring rewind wait.

If your remote control fires the wrong VCR, try changing channel 14.

To connect a monitor to your C64, use cable provided, or you will need a cable with a 5 pin DIN plug one end and 4 RCA male plugs at the other end. Your Commodore User Guide (p 142) shows the AUDIO VIDEO socket as looking into the back of the C64. Identify the RCA plugs which connect to the relevant pins with an ohm meter or a bulb and battery, the sockets are marked on the back of your monitor.

For the Commodore 1901 monitor:

Pin 1 goes to Luminance.
Pin 3 goes to Audio.
Pin 4 goes to Video.

For Philips 8833 monitor:

Pin 3 goes to Audio.
Pin 4 goes to Video.

Disregard the other RCA plug or plugs.

Your C64/128, Amiga or videos will appear in a new light adding greatly to your enjoyment, if you intend to upgrade to C128D or Amiga check that stereo and RGB are provided on the monitor you may select.

I don't own an Amiga so am not qualified to comment on digital or analogue monitors for this machine, perhaps Ron Chernich or some Amiga member can give practical advice for C64 owners who may wish to upgrade to an Amiga later. New monitors seem to be appearing to make it more confusing.

SLIDE SHOW

by Lindsay Vardy

Despite advances in computer graphics, only a videotape can rival the beauty of 35mm colour slides created in a single lens reflex camera.
If you are into gadgets the Commodore C64/128 can be used to run an automatic 35mm slide show.

You need a small tape recorder with piano type keys, these are generally fitted with a small remote socket near the microphone socket. A small circuit board to hold 2 relays, two 2N2222 transistors, two 2k ohm resistors and 2 silicon diodes, and a User Port plug.

Connections to your User Port plug. See CURSOR October 1990.
Connect 2K resistor between lug C and base of 2N2222 transistor. Connect 2K resistor between lug D on plug and to base of other 2N2222 transistor. Connect Emitter of transistors to GRD and lug 1 on User Port plug. Connect one end of each relay coil to Collector of each transistor. Connect other end of relay coils to Positive (+) on appropriate battery (6-9 volt) or plugpack. Connect silicon diode across each relay coil with banded end towards battery +.

Connections for a Braun Paximat slide projector are as follows:

Unplug the remote control cable and fit 2 pin plug, one pin to top hole in socket , other pin to next hole to the right. These are the push switch connections to initiate the slide change. They operate at 12VDC and may be checked with a voltmeter.

Fit a small pin plug to the Remote socket on your recorder. If no remote is fitted, the DC power lead to the motor will need to be interrupted. Insertion of this plug turns off the recorder while still leaving it in Play or Record mode. Closing the 2 wires to this plug will operate the recorder.

Both these connections are to low voltage and are perfectly safe to handle, if you need to interrupt the internal connections to the tape motor, BE CAREFUL that the recorder is not still plugged into the Mains, remove the plug from the wall socket.

The 2 wire cable from the projector goes to the normally open contacts on the relay connected to lug C on the User Port, cable from recorder goes to normally open contacts on relay connected to lug D.

We need to write a small program to operate the two relays, a brief switchon to initiate the slide change on the projector, then switch on recorder to play a musical introduction, or a spoken commentary with or without music. Each commentary needs to be the same length unless a counter is included in the program to go to a longer FOR NEXT loop for a specific slide. The program may be used to tape the commentary to make sure it fits the time span, simply set recorder for RECORD instead of PLAY. Then the program will loop back and repeat the process for the next slide.

```
10 POKE 56579,255:rem set USER PORT to OUTPUT
20 POKE 56577,1 :rem turn on C for slide change
30 FOR J=1 TO 350:NEXT:rem leave C on for about 1/2 second
40 POKE 56577,0:rem turn off C
50 POKE 56577,2:rem turn on D for tape recorder
60 FOR J=1 TO 12000:NEXT:rem play tape for 15 seconds
70 POKE 56577,0: rem turn off tape
80 GOTO 20: rem repeat cycle.
```

Additional circuits may be used if you wish to use the remote focussing system, program a certain key to be held down long enough to change focus. A CAROUSEL or HANIMEX projector may be used by locating the correct connections. Output from the recorder may be connected to stereo unit or amplifier.

TWS LIST

by Lindsay Vardy

If you are into computers you probably have some other hobby as well. Among these may be collecting LP records or audio cassettes. Young people seem to prefer cassettes and video clips of pop artists.

As your collection grows it becomes harder and harder to remember where a certain item may be found. There are many ways to keep a list, and one of these could be to use The Write Stuff word processor. If you don't have it, order it straight away from the Club, apart from the powerful and simple to use WP you get many other utilities that would otherwise be separate programs.

Perhaps one of the best methods is to keep your list on a WP file and make a printout for easy reference to find an item. The file can be updated with an additional list and then when needed a full update can be made.

Make a list of songs and artists using one line as a paragraph. A suggested format would be:-

Two columns for cassette #, starting with 01 and going to 99. If more numbers are needed use AA, AB etc.

Then a SPACE and the name of the song which must not be longer than 24 characters including SHIFTED SPACES. Separate words in the name of the song must be connected with a SHIFTED SPACE denoted by a faint dot in the SPACE. This is to enable

TWS to sort the list properly.

Next a normal SPACE.

Then the name of the artist preferably beginning with a capital and using 10 columns, use a SHIFTED SPACE in spaces in the artist name. This leaves room for the RETURN mark and a space at the end of the line, such as:-

01 Trail.to.home.sweet.home Goodfellow

The Sorting Routine in TWS will ask for the number of the column to sort, the first column (#1) will be Cassette #, then a normal space which tells TWS to find the next column (#2) at the end of the spaces, which will be song name. Then song name with it's SHIFTED SPACES is counted as one column, then an ordinary SPACE or SPACES tells TWS to find column #3 at Artist name.

Now you can sort your song names as column #2 or your artist names as column #3. The list may be sorted backwards and forwards and a list made by song or artist.

When entering your list set tabs for the columns with CTRL t, switch on macros with CTRL m and define a macro of the artist name with CTRL SH/M. Use INST/DEL after the artist name macro to move the RETURN mark one space LEFT.

Don't forget only 10 chars. The above format is only a suggestion, you may set up the record line to your own preference, don't exceed 38 chars for a close spaced printout.

You will find that TWS will take about 232 entries per buffer (stomach) which gives 2 close spaced pages of printout including the header which may be centred and print the page number, such as AUDIO CASSETTES 2 page 1.

Set your Printer menu (~ P) as follows:-
0, 0, 1, 0, 1, single, 4, 7, 58, 80.

You may have to adjust your page length (58) to suit your printer. you have selected column space as 1 for 2 column printout, select Page Wait if desired.

When your list contains about 460 words, check with CTRL -, EAT the list with CTRL e and P for paragraph, then RESTORE it with CTRL SH/R. Select column 2 or 3 to sort and print the list to screen and check that it fills 2 pages. TWS has a clear 80 column preview mode.

If your list is mixed up you have not used SHIFTED SPACES to connect words in the song or artist names. If your printout has some double spacing between titles you have exceeded your 38 chars per line (paragraph).

It's best to work to fill 2 pages; a bit more and the buffer will overflow causing you to lose some of your list which will have to repaired. Keep each bufferful as a separate file on a disk named Song Titles.

When you have more than 232 entries you will need to fill another buffer (stomach) and finish up with a couple of pages of A's, B's etc, however individual items will still be easy to find.

An alternate method is to make a word processor file showing artists in capital letters on one line, the songs on the LP listed below .It's an easy matter to find an artist with CTRL SH/H, open some spaces and insert a new name in the correct alphabetical position. Then print the Document in double columns.

-ooOoo-

C-64 MACHINE LANGUAGE - PART 13

by Will Erdmann

In this article I am going to discuss some of the aspects of programming sound on the C-64. Then I am going to give a few examples of some of the fundamental programming techniques involved. I would like you to consider the nature of sound itself. What are some its main features ? The first to come to my attention is how loud is it. Can you think of anything else ? Sound can be soft and short or long and soft. It can be short and loud or long and loud. It may be repetitive. Has it a pitch ? One of the most pleasant things to come to my mind is the sound produced by a stringed instrument such as a violin or cello. You can imitate these sounds by writing small machine code programs without too much difficulty. In fact you can play up to 3 instruments at the same time.

The sound registers needed for the control of the first instrument range from D400 to D406. These locations control the pitch of the instrument (D400 - D401), whether or not the instrument has a beat (D402 -D403), what sort of an instrument it is (D404) and the length of the notes it plays (D405 - D406). The registers which control the other two instruments fit into the same categories and follow the same pattern except these are in different locations. Instrument 2 is controlled by what is stored in registers D407 - D40D. Instrument 3 is controlled by what is stored in locations D40E - D414. What is stored in location D418 controls the volume of any particular instrument.

It is always a good policy to clear the sound registers at the beginning of your program. A simple way this can be managed is to write the following -:

```
1040    LDX #$00
1042    LDA #$00
1044    STA $D400,X
1047    INX
1048    BNE $1042
```

I usually write the sound program after this although there is no reason why it shouldn't fit anywhere else. So you could have -:

```
104A    LDA #$07
104C    STA $D401
104F    LDA #$10
1051    STA $D40F
1054    LDA #$15
1056    STA $D404
1059    LDA #$0F
105B    STA $D418
105E    LDA #$0C
1060    STA $D405
1063    LDA #$03
1065    STA $D406
1068    BRK
```

Every time you type G 1040 you'll hear a Gong. Save this program to disk as you will be using it as part of a bigger program later. Type S"GONG1a",08,1040,1069 press RETURN

In slightly more complex programs such as in the REPEAT GONG program I showed you last year a delay loop is needed to facilitate a gap between sounds. These can be written separately from the sound program and may include key scanning as a way to using different sound routines. You may design a program such as -:

DELAY LOOP & SCAN KEY ROUTINES

```
1000    INC $C000
1003    BNE $1000
1005    DEC $C001
1008    BNE $1000
100A    DEC $C001
100D    BNE $100A
100F    DEC $C002
1012    BNE $100A
1014    JSR $1060
1017    JSR $FFE4
101A    CMP #$85
101C    BEQ $1040
101E    CMP #$86
1020    BEQ $1046
1022    CMP #$87
1024    BEQ $104C
1026    JMP $1000
1029    BRK
```

Now press RETURN and type the following-:

```
1040   JSR $1100
1043   JMP $1000
1046   JSR $1200
1049   JMP $1000
104C   JSR $1130
104F   JMP $1000
1052   BRK
```

CLEAR SOUND REGISTERS ROUTINE

```
1060   LDX #$00
1062   LDA #$00
1064   STA $D400,X
1067   INX
1068   BNE $1064
106A   RTS
106B   BRK
```

GONG No.1

```
1100   LDA #$0A
1102   STA $D407
1105   LDA #$10
1107   STA $D40F
110A   LDA #$15
110C   STA $D404
110F   LDA #$0F
1111   STA $D418
1114   LDA #$0C
1116   STA $D405
1119   LDA #$1C
111B   STA $D406
111E   RTS
111F   BRK
```

You will notice in the above that a different element of each of the three instrument is used. I have used it in this way to show that three different sounds can to be used together. If just one instrument was being used the sound produced would not be very gong like.

GONG No.2

```
1130   LDA #$20
1132   STA $D401
1135   LDA #$10
1137   STA $D40F
113A   LDA #$15
113C   STA $D404
113F   LDA #$0F
1141   STA $D418
1144   LDA #$0C
1146   STA $D405
1149   LDA #$1C
114B   STA $D406
114E   RTS
114F   BRK
```

GONG No.3

```
1200   LDA #$12
1202   STA $D407
1205   LDA #$21
1207   STA $D412
120A   LDA #$0F
120C   STA $D418
120F   LDA #$2C
1211   STA $D413
1214   LDA #$05
1216   STA $D414
1219   LDA #$10
121B   STA $D40E
121E   STA $D40F
1221   RTS
1222   BRK
```

When you run the program if you press one of three function key a differently pitched GONG will be heard. You have a choice of F1,F3 or F5. Press RESET button, type SYS32768 press RETURN and type S"3 GONG F/KEYS",08,1000,1223 to save program.

Now load GONG1a the program you copied earlier and type the following while what is written from 1040 - 1068 is still in memory.

```
1000   LDX #$04
1002   STX $FB
1004   JSR $1040
1007   INC $C000
100A   BNE $1007
100C   DEC $C001
100F   BNE $1007
1011   DEC $C001
1014   BNE $1011
1016   DEC $C001
1019   BNE $1016
101B   DEC $FB
101D   BEQ $1022
101F   JMP $1004
1022   BRK
```

Type D 1040,1068 press RETURN

You now have the listing of GONG1a in front of you. Change line 1068 to read-:

```
1068   RTS
```

Now when you type G 1000 the GONG will

sound four times and then the program will stop. Those of you who have December's issue in front of you will realise this is yet another development of one of my favourite themes-: use of the delay loop. On this occasion I have used it in conjunction with a zero page counter.

I would like you save the program typing S"GONG COUNTER",08,1000,1080 and press RETURN. After that load 3GONG F/KEYS and make the following additions and alterations so you can see how these changes can effect your program without altering its structure.

1. Type F 1100,1300,00 press RETURN and copy the following -:

```
1100  LDA #$23
1102  STA $D401
1105  LDA #$50
1107  STA $D400
110A  LDA #$21
110C  STA $D404
110F  LDA #$0F
1111  STA $D418
1114  LDA #$C6
1116  STA $D405
1119  LDA #$10
111B  STA $D406
111E  LDA #$00
1120  STA $D40A
1123  LDA #$07
1125  STA $D408
1128  LDA #$80
112A  STA $D407
112D  LDA #$0F
112F  STA $D418
1132  LDA #$CC
1134  STA $D40C
1137  LDA #$21
1139  STA $D40B
113C  RTS
113D  BRK
```

As lines 1140 - 1160 will be a repeat of lines 1100 - 1120 type T 1100,1123,1140 and press RETURN. Now resume typing at line 1163.

```
1163  LDA #$15
1165  STA $D408
1168  LDA #$80
116A  STA $D407
116D  LDA #$0F
116F  STA $D418
1172  LDA #$CC
1174  STA $D40C
1177  LDA #$21
1179  STA $D40B
117C  RTS
117D  BRK

1200  LDA #$10
1202  STA $D401
1205  LDA #$C3
1207  STA $D400
120A  LDA #$21
120C  STA $D404
120F  LDA #$0F
1211  STA $D418
1214  LDA #$C6
1216  STA $D405
1219  LDA #$10
121B  STA $D406
121E  LDA #$00
1220  STA $D40A
1223  LDA #$25
1225  STA $D408
1228  LDA #$80
122A  STA $D407
122D  LDA #$0F
122F  STA $D418
1232  LDA #$CC
1234  STA $D40C
1237  LDA #$21
1239  STA $D40B
123C  RTS
123D  BRK
```

Now when you type G 1000 then press any combination of F1,F3 or F5 you play a little violin music. I made this up so that two violins play together but you could have had three by lengthening the routines and following the above example. To save type S"VIOLINS",08,1000,1240 and press RETURN.

How do you determine which values will give the correct sound ? The easiest way to do this is to use a program called the SOUND GENERATOR. This a public domain program which I will be sending to the Club to be included in P.D #47. It is a joystick menu driven program that calculates the precise values to produce a certain sound. It also lets you know the correct registers to use. There is just one problem and that is you will have to convert everything to hexadecimal if you want to use it in your machine code programs. For those of you who have had plenty of practice using a calculator last year this will be quite easy.

Well that's all for now. For those of you who have joined the Club this year and feel you like to know what's happened in the course so far I suggest you purchase a P.D #47 disk at the next main meeting and order the 12 back issues of this magazine. If you would like to contact me for any reason at all why not write a letter ? Or perhaps you would prefer to drop in. I am sure some of you would enjoy a scenic drive up to Landsborough. Follow the signs to Maleny and then pass the Baroon Pocket Dam onto Montville. The trip up from Brisbane usually takes 1 and a half hours so why not give that a go. But before you do please ring me up in advance as I like to be prepared for visitors.

For those of you who do not know already my address is-:

Will Erdmann, Western Avenue, Montville Qld 4560
Phone (074) 429226 10am - 7pm, Mon - Fri and 9am - 8pm, Sat - Sun.

PUBLIC DOMAIN FOR THE C128

compiled by Doreen Horne

After all the ICPUG disks had been added to the collection, out of the woodwork came a TPUG disk - our one and only one from them for the C128

PUB. DOMAIN DISK #162 - TPUG APRIL '86 (Y) AB

NUMBER INVADERS - educational maths game
SCORES-NUM.1 - scores file
RACECAR4.SPR - binary sprite file for NUMBER INVADERS
FACTOR RACE - competitive game for mathematical minds
GEOGRAPHY - fun
DEFINITION - like the game on television
PROVERBIAL - clever quotes and sayings
FILECON - convert basic to CP/M and vice versa
AUTOBOOTMAKER2
HI-RES TEXT - create bit-mapped text
MERGEKEY SETUP - append program files
KEY2.ED - set up single key commands
MFMFORMAT2 - format CP/M disks
CPM BLOCK - read block allocation of CP/M disks

MY 10 MOST USED PROGRAMS

What they do and where to find them

by Douglas Maclurkin

I recently acquired second hand a 1977 version of a wonderful book called "The Book of Lists". It contained all sorts of lists of people and things eg. 10 favourite film stars; 9 breeds of dogs that bite the least (Leigh Winsor will be pleased to know that an Old English Sheep Dog is 4th on the list). On the list of 9 dogs that bite the most I regret to say that Poodles are 3rd on the list. Did you know that Winston Churchill had red hair?; that King Edward the VIII was a heavy brandy & soda drinker; that Attila the Hun died in action (sex wise); that George Washington had over 200 slaves? etc. etc. I would love to get a 1991 version of this absorbing book. Maybe it is the 'gossip' in me!

However, the book inspired me to compile my own lists. May I suggest that other members respond by submitting their own lists and reasons. It is something we all would like to know now that, like the initial burst after a period of constipation 'the first fine careless rapture is o'er'and that like Ralph we are becoming a little bored with computers. Your lists will give us an inkling of what use you are finding for your machines.

May I suggest the following lists which some of you may wish to submit:-

1. Your -10 favourite members of the Club.
2. The -10 members of the Club that you use most (consult, phone etc).
3. Your -10 favourite and most used magazines and why.
4. Your -10 favourite Computer shops and why.
5. Your -10 favourite repair shops and why.
6. Your -10 favourite computer books and why.
7. Your -10 favourite computer games and why.

These will do for starters. Add your own titles as you wish. The lists apply to all computers (64/128 & Amiga).

Bearing in mind that our worthy President & Editor & Chief Librarian are resigning you may wish to submit :-

8. The 10 members of the Club that you consider are worthy of high office.

Don't forget to submit a similar list to mine i.e. your 10 favourite programs.

Now to my list:-

1.THE WRITE STUFF (64 & 128).

This is an excellent word processor. It has all the features of much more expensive wp's ; it is easy to use and understand and it is cheap. There is a Speller(Dictionary) for both modes. Also for the 64 there is a BB Talker which vocally reads your text (fun for the young & the not so's). They can be bought at the main meeting from the Public Domain Librarian or by ordering from the Secretary.

Prices:-

TWS-64 & Manual	$18
BB Speller(Dictionary) & Manual	$12
BB Talker	$12
TWS 128 & Manual	$30
128 Speller(Dictionary)	$12

2.MICROSWIFT 64 & 128 versions.

This is a Spreadsheet that is easy to understand and use. It has colourful pull down menus which guide you through all the functions such as formatting, loading, saving, mathematics etc. I use it for preparing my Bank Statements; Share fluctuations; Car Expenses; Shopping; Election results etc. You can get copies of them from the Commercial library and try them out first before buying them (about $100).

3.DIRECTORY PRINT (for Commodore or Epson compatible printers) 64 mode.

These programs print out the Disk Directory on the left side of the page and dotted lines across to the right side. This allows you to write in details about each file. It is a good way to keep track of all your disks. I have modified the programs so that they allow you to put in secondary addresses and count the files on the disk; there are also some interesting endings. Both versions are on Public Domain Disk #44(ID V1) 'Buzz Bomb'.

4.PRINT MASTER and PRINT SHOP (64)

I use these programs for printing Christmas Cards, Posters, Stationery Headings, Calendars &c. It is particularly rewarding to put graphic icons and borders on your printouts. Both programs are in the Commercial library. Several disks of graphics can be purchased, as well as the programs, if you want to have permanent copies.

5.ULTRACAT V2.0 (80 col.128)

This is an excellent program for cataloguing your disks. You just pump the disks in one after the other and they are eventually saved on a sequential file. To view them you can bring up two disks at a time on your 80 column screen or search for a particular file so that you can find which disk it is on. There is a documentary file which tells you how to use it.

Both files are on Public Domain Disk #45 (ID AD) 128 Club Programs.

6.SEQUENTIAL FILE READER (64/128)

We all need a good seq. file reader. This one reads through all the files on the disk, identifies the seq files, numbers them and gives you a choice of screen or printer. I try and keep a copy on all my relevant disks. A copy is also on PD Disk #45. It works in both 64 and 128 mode(40 or 80 col.). I'll duplicate it also on PD'Disk #163 for convenience,

6(a).SEQ FILE EDITOR (64)

I could not resist putting this one in. You know how hard it is to make a sequential file which comes up on the screen nicely with right justification etc. This program has word wrap to take care of this and you can also edit your old seq. files and straighten them out. It has a text file to explain it all. I'll put it on PD Disk #163.

7. DODOMAIL (64)

This is what I feel you will find to be an easy and amusing mailing and address program. Both Doreen Horne and I have had a hand in it (hence the funny name DODO---). It all came about because Col.Guy (who is married to his Datasette) wanted a mailing program that he could use on tape. Usually this type of program uses a sequential file on which it stores all the data and loads it in each time from disk (not a very convenient method from tape). So I made a program using the Dynamic keyboard method which automatically stores the data inside the program itself and the whole can be saved as a single file. I added phone numbers and two lines for comments. Doreen added the sort routines, the interrupt driven music (FUR OZ) and the graphics and thunderstorm at the end. I put in an autoboot program so that you can boot it in from the 128 mode (it switches to 64 mode). You can also load the boot in 64 mode.
Where will you find this gem that Doreen and I had such fun preparing?
Answer: I am making another PD Disk #163. This will be available at the Main Meeting.

8. DIRECTORY PLUS (64)

I have found this the most useful and convenient program for tidying a disk directory. You can switch the files around, put them in groups, put in separators, scratch files and rename them.
I will put this program also on PD'Disk #163.

9. COPY FILES (64)

This is a fast machine code copier for single files. It brings up all the files on the disk and you can make your choice (copy or scratch). You can also read the Directory;use DOS commands etc. I use it a lot.
Find it also on PD Disk #163.

10. SUPER'MENU (64)

I put this little jewel as the first program on my disks. Load"*",8 brings it up. It loads the directory and you just cursor to your choice and press return. Hola! it loads and runs.
Also on PD #163.

There are a lot more favourites I can think of. A notable omission is a good simple Database. Actually I have no use for one but, perhaps some of you have found a good one and will add it to your list and tell us to what use you are it putting.

-ooOoo-

WEDDINGS
by Lindsay Vardy

The following is a crude attempt at creating introduction screens for a videotape, the making of which has prompted me to order a Screen Effects program, although I do not possess a video camera as yet.

This program is for a wedding, similar efforts could be made for numerous subjects and requires only a limited knowledge of Basic.

Run the program Slowpoke from C/Gazette which allows control of print speed to the screen. In Line 70 I used POKE 251,50

Beginning with a black screen (border and background) hold screens for 1 1/2 secs, then Dk Grey, Med Grey, Lt Grey, then White or preferred colour for Background.

Draw a border of red hearts which are poked to the screen.

After the top border of hearts is printed, print "A LOVE STORY" in centre of screen, and finish poking the border. Next write a Cursor Up line and slowly wipe out "A LOVE STORY" and begin to print a short fairytale. The text will write slowly to the screen with a short pause after each phrase to leave the viewer in suspense. Colours used can be to your choice, text can be in Upper case and arranged to suit, more than one page may be written. Each phrase may be read aloud and recorded to the VCR if your model permits.

I used the following on one screen, Upper case and double spaced.

ONCE UPON A TIME A BEAUTIFUL GIRL NAMED SYLVIA, MET A HANDSOME YOUNG MAN NAMED SAM, AND THEY FELL IN LOVE.
AND ONE SUNNY DAY THEY WERE MARRIED IN THE PARK, ON THE GREEN GRASS, BENEATH THE BEAUTIFUL TREES.
AND ALL THEIR FRIENDS CAME TO SEE THEM, AND BROUGHT GIFTS.
AND THEY LIVED HAPPILY EVER AFTER.

Suitable pauses inserted after each phrase (1 to 3000) to allow time to read. Beneath the text four double spaced red hearts were printed.

Then the screen was gradually darkened to black again.

Next a screen was prepared on Doodle using a brown frame (not a border) made up of two lines with a thin white line in it's centre. Then using the Letter mode (Commodore 1) and Commodore A1 size text, the words THE WEDDING (in black) were printed slightly to top left to leave space for a graphic, beneath it centred "of", then the bride's name in Upper case, below that centred on screen "to" and below that groom's name (centred). Below that the date in lower case.

On top left of "of" two interlocked gold rings in yellow were drawn using the Circle mode and in the space to the right some trees with green grass. Below on the right side two FILLed red hearts pierced by an arrow were drawn using Circle mode.

When drawing make several saves so that work is not lost, drawing with Doodle is easy as F1 and F4 can be used to toggle quickly between viewing the picture and touching it up with the zoom option. Use the Eraser to clear changes, don't print colour over colour to change it.
The Doodle picture may then be taped to video on the black screen following the story screen. A black computer screen will restore your videotape to black where needed. Then your taped subject may begin.

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AMIGA MONITOR

Here it is, three days before the deadline, and hardly any Amiga articles on hand. Two months ago I was positively overwhelmed by the flood of Amy articles (admittedly, quite a few were written by one member), but here I sit staring at all that empty space...

I've spelled it out on many previous occasions: *This newsletter is only as good as you like to make it.* I've done my bit; it's now up to you.

Editor

MARCH MEETING

Greg Perry opened the meeting at 8 pm, and announced that at the forthcoming Annual General Meeting (next August) two more present committee members, Mike Williams and Phil Guerney have notified him that they will not be standing for re-election. This means that, at this point in time, four committee positions will become vacant: President, Secretary, Librarian and Newsletter Editor. If you are interested in filling any of these positions, have a word with one of our committee members.

The main course of the evening was a demonstration by Grant Robinson and Paul Lisewski of the *ATONCE* Emulator for the Amiga 500. Made in Germany by Vortex, this is an IBM AT emulator, as opposed to the earlier KCS XT emulator. Not only does this emulator run faster than its predecessor, it also has additional advantages such as that it runs as a task under AmigaDOS, which means that one can still get back to the Amiga side without the three fingered salute (Ctrl A A). In addition, if you have a hard drive, you can access this as well from the emulator.

Grant and Paul demonstrated the set-up procedure of Atonce, and then proceeded to show us the actual speed of the emulator - not surprising it worked considerably faster in the black & white mode, as opposed to the 16 colour CGA mode. Overall performance figures were considerably better than the KCS emulator. However the most important aspect of this emulator was the fact that Paul managed successfully to run both WordPerfect V.5.0 and Lotus 1-2-3 - presumably the reason that he bought the unit in the first place. He even managed to have Windows 3.0 up and running in black and white - somehow we doubt that that is a feasible proposition!

This demonstration proved beyond doubt that we now have a usable IBM emulator for the 500. At a cost of under $600 (cheaper still, if you import it from the UK, as Paul did), you have a workable IBM type computer without losing the Amiga side of your equipment.

MAY MEETING

Now remember - our May meeting is on the SECOND TUESDAY of May!

The topic for the May Meeting is:

"Pointing" on the Bulletin Board.

You don't know what pointing is? Well, in that case you better make sure that you attend our May meeting!

GOSSIP

Your editor loves to fill these pages with new products or developments that are about to surface in Amiga land. My main source of inspiration were several overseas Amiga magazines which were brought in by air. Regrettably these supply sources have dried up, so no more 'hot news' from this source.

Of course, if our BBS had some real useful echos on it, this could be a great source for news, but the powers that be are apparently quite happy with their gossipy echos, which carry hardly any news at all.

Anyhow here are a few tid-bits of info and gossip:

Greg Perry and Steve McNamee are working on a *super* version of GP Term. It could be a fair while before this one is ready for release, but expect some major enhancements.

Even if this one does not front up for another year or so, it will still be faster than Workbench 2.0. This was first written up some 21 months ago, but where, oh where is it? Is it ever going to be released?

Apparently the other vapour ware product from Commodore, CDTV, has been shown in January at Comdex, with a possible release date in the American spring. Most US commentators don't expect to see this one till late 1991. Sounds like a mid 1992 Oz release to me! If Commodore is unlucky, the Electronic companies will beat them with their CD-I system.

We hear that our Amiga GURU, Steve MacNamee is shortly going to Europe for three months. Have a great time, Steve!

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 - PageStream	300 3477
Robert Googe	Video & Audio Digitising	288 8863
Steve Hovelroud	Audio Digitising, Amos	298 5128
Gary Lloyd	C Programming (Beginners)	269 7818
Paul O'Brien	Amateur Radio Communication	397 4102
Brendan Pratt	Modems, Telecommunications, Sidecar	(075) 463 317
Grant Robinson	AmigaBasic	359 4315
John Van Staveren	Easy Ledgers Accounting Program	372 3651
David Walton	Bridgeboard (IBM)	(071) 834 742
Mike Williams	AmigaBasic (Beginners), Sound	209 9084
Rod Williams	Monitors & Video Interfacing	260 6237

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

AMIGA PUBLIC DOMAIN LIBRARY

Available at Rosalie Workshop or by Mail

Fish Disk #431

A68Kex - Twelve examples demonstrating the use of Charlie Gibbs A68K assembler. Over a quarter megabyte of assembly source code. Author: E. Lenz

AdvTemplates - A collection of PD spreadsheet templates for business and law, originally intended for Lotus 123 on IBM PC's. They have been transfered to the Amiga, loaded into Gold Disk's The Advantage, and saved as native Advantage files. Requires Advantage V1.1 or higher. Author: Michal Todorovic

CheetSheet - A compilation of cheats, hints, backdoors, helpful bugs, passwords, codes, solves, and walkthroughs for over 150 Amiga games. January 1st, 1991 edition. Author: Mark Shnayer

EZAsm - Combines parts of the "C" language with 68000 assembly, giving it the "feel" of a higher level language. Supports all 1.3 functions. Uses braces and "else" like "C". Resulting code is optimized as much as possible. . V. 1.31, update to v. 1.3 on disk 421. Binary only. Author: Joe Siebenmann

Fish Disk #432

APalAsm - A Programmable Array Logic (PAL) program based on an old MMI Fortran IV program from the 'PAL Handbook' Second Edition and Third Edition by MMI. This V. (1.00) is completely rewritten for Fortran 77. The outputs produced are sent to separate files instead of the screen. There are plenty of example PAL files to test, inspect, or just to learn what PAL's are all about. The Fortran source is included with the instructions to compile using AC/Fortran v. 2.3. Author: Bob Metzler

Badger - Reminder program for your startup-sequence. Badger will open a window and display any important events that are 'due'. Badger will not bother you if there is nothing to report. Events are entered via menu and prompts. V. 2.01e, update to the v. on disk 365, and includes many new features. Shareware, binary only. Author: George Kerber

Conquest - Lore of Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game, so be prepared to defend yourself and take what is yours! V. 1.2, binary only, shareware. Author: Michael Bryant

FifoDev - FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Includes some source. Author: Matt Dillon

Reader - A program to scan a word list to locate which words can be made from the letters given. Allows matching of words by length and by giving the letters known, ie. m.t.h for the word MATCH. Great for word games and crosswords. Results output to screen and a RAM: based file. The word list is in ascii and so can be edited if desired. New words can be added and it could be used for different languages if required. Supplied with over 24,200 words (mostly English spellings). V. 1.0, includes source. Author: Gary Brittain

SBackup - Programmers utility to assist in maintaining old v.s of source code. SBackup maintains 2-99 old v.s in any location desired. V. 1.00e, binary only. Author: George Kerber

TMonth - TMonth will execute any program the first time it's executed each month. Very useful, for example, to execute the ATOM- CLOCK program to set your clock each month. V. 1.0f, binary only. Author: George Kerber

Whence - Whence will locate any program/file in your current path. Similar to the the UNIX whence command. V. 1.0, binary only. Author: George Kerber

Fish Disk #433

DiskPrint - Prints labels for 3.5" disks, primarily for PD library disks. Label data files can be loaded into memory so labels for special disks are available without having to type anything in or without having to wait for AmigaDOS to read in the full directory. V. 2.3.5, update to v. 2.3e on disk 411. Author: Jan Geissler

Gwin - GWIN or Graphics WINdow is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C environment. One line calls give you a custom screen (ten types available), menu items, requestors, text, circles, polygons, etc. GWIN is a two dimensional floating point graphics system with conv. between world and screen coordinates. GWIN includes built in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory, including a line/bar

graph program, geographic mapping program, SPICE 2G.6 graphics post processor, and others. Extensive documentation is included. V. 1.1, update to v. 1.0 on disk 322, recompiled to be compatible with MANX Aztec C Release 5. Author: Howard C. Anderson.

SysInfo - A program which reports interesting information about the configuration of your machine, including some speed comparisons with other configurations, v.s of the OS software, etc. V. 1.98, an update to v. 1.94 on disk 420. Binary only. Author: Nic Wilson

Fish Disk #434

Backup - Backup and Restore allow you to backup any directory tree with optional compression, and later extract all or part of the tree. The protection, date, and file comment are saved with each file. V. 2.06, update to v. 2.04 on disk 258. Includes source. Author: Matt Dillon

DynaCADD - Part 1 of a two part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. Requires a system with 68020/68030 and a 68881/68882 math processor. This disk contains all the files necessary to recreate the DynaCADD demo disk number 1. Demo disk number 2 can be found on disk number 435. This is v. 1.84, binary only. Author: Ditek International

GMC - A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Also includes an output buffer (dump to printer and window), filename completer, script function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. This is v. 9.8, an update to v. 9.6 on disk 398. Author: Goetz Mueller

TypingTutor - A simple typing tutor program which measures your typing speed and adjusts the level of difficulty accordingly. Shareware, binary only. Author: William Jordan

Fish Disk #435

DeluxeBeep - A little program that uses the exec SetFunction call to play a sound sample of your choice whenever a program calls the Intuition DisplayBeep routine. Includes source and instructions on how to install your own sounds. Author: Jan van den Baard

DynaCADD - Part 2 of a two part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. Requires a system with 68020/68030 and a 68881/68882 math processor. This disk contains all the files necessary to recreate the DynaCADD demo disk number 2. Demo disk number 1 can be found on disk number 434. This is v. 1.84, binary only. Author: Ditek International

Labeler - A label generation program for Epson compatible printers. Has both English and German v.s. This is v. 3.0, binary only, shareware, source available from author. Author: Siegfried Rings

Fish Disk #436

AztecArp - An Arp interface package fixed to work with Aztec 'C' v. 5.0. This is v. 1.9, an update to the v. on disk 376, and includes a number of bug fixes and a couple of new features (such as vsprintf/vfprintf/vprintf-like Arp routines and fixes for Kickstart 2.0). Includes source in 'C' and assembly language.

BatchRequester - A simple program which opens an Arp filerequester and writes the result to an environment variable. Very useful if used in batchfiles. V. 1.1, source code in Oberon. Author: Christoph Teuber

Berserker - Detects and eliminates viruses. Knows all 'popular' viruses and their kin, including the new 'Centurion' and 'Traveling Jack' link viruses. Comes with a resident handler which continually checks memory to prevent virus infection and a utility to fix programs corrupted by the 'Centurion' and 'Traveling Jack' viruses. V. 5.02, update to the v. on disk 355. Contains partial source in assembly. Author: Ralf Thanner

Input - How to read keyboard input simply and quickly. Includes C source, a sample program, technical discussion, and programming modules that you can "plug in" to your own C programs. Author: Timm Martin.

KeyMacro - A keyboard macro program, configurable via a text file, that also supports hotkey program execution. You can map up to eight functions to each key, including keys such as cursor keys, the return key, etc. V. 1.8, update to v. 1.6 on disk 398. Includes source. Author: Olaf 'Olsen' Barthel

LhLib - A shared reentrant Amiga runtime library featuring highly optimized assembly language v.s of the LhArc data compression / decompression routines. Compresses faster and more efficiently than any other currently available implementation of the Lzhuf algorithm. Two example appli- cations for data compression/decompression, an interface to the Amiga Oberon Compiler, and documentation how to use the library in your own programs are included. This is v. 1.8, binary only. Authors: Holger P. Krekel and Olaf Barthel

MemGuard - A program similar to MemWatch, which continually checks the low memory vector table for random trashing. Has been optimized and greatly enhanced to support the 68010, 68020, 68030, etc. microprocessors. Unlike MemWatch, MemGuard does not run as task in a dummy loop but rather as a low level interrupt routine which is capable of trapping memory trashing even before exec might know of it, and even while task switching is forbidden. V. IV, update to v. IIIa on disk 354, Author: Ralf Thanner

MMB - With MMB, users of 3 button mice under WB 2.0 can use the middle mouse button as a shift key to do multiple selects. Binary only. Author: Garry Glendown

MT420d - Printer driver for the Mannesmann Tally MT420d. Update to the old v. on disk 164. Includes a few bug-fixes. Author: Sascha Wildner

Zoom - A fast and efficient floppy disk archiving utility based on the data compression / decompression algorithms used by lh.library. Has an Intuition and a Shell interface, fully supports Kickstart 2.0, is able to add texts and notes to archived output files, knows 66 different bootblock viruses, includes a number of compression parameters (such as encryption of the output file) and a lot more. V. 3.10, binary only. Author: Olaf 'Olsen' Barthel

Fish Disk #437

CLIwindow - Allows you to manipulate the dimensions of a CLI window. It can be moved, enlarged, or shrunk. This is v. 1.00. Includes source in assembly. Author: Roger Fischlin

Flip - Very small program which replaces the left-Amiga-N and M commands with screen and window flipping commands. It's an excellent example of how to use PC-relative addressing within input handlers. V. 2.0, includes a technical discussion and source in C and assembly. Author: Mike Monaco and Timm Martin.

FMouse - A mouse pointer accelerator, similar to Matt Dillon's DMouse. Includes a screen blanker and "hot keys". This is v. 1.01. Includes source in assembly. Author: Roger Fischlin

PatchCompiler - A program to generate patches using a Pascal like language to describe what needs to be patched. This is v. 1.0. Includes source in assembly. Author: Roger Fischlin

WaitAnyKey - A CLI command which will wait until the user presses any key. Useful for batch files, to pause until any key is struck. V. 1.00, includes source in assembly. Author: Roger Fischlin

Fish Disk #438

GadgetED - A program for creating and editing intuition gadgets. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. V. 2.0, includes source. Author: Jan van den Baard

MenuC - A menu and gadget compiler. Takes a simple ascii file describing menues and gadgets and creates the appropriate IntuiText structures needed to actually create working menues and gadgets, in either C or assembly source. This is v. 0.8, binary only. Author: Bruce Mackey

ToolLib - A shared library containing 45 useful functions for all kinds of programs. There are functions for ports, sorting, gadgets, memory, string, directory and file handling, etc. V. 7.6, includes source. Author: Jan van den Baard

Fish Disk #439

AIBB - Amiga Intuition Based Benchmarks is a program designed to test various aspects of CPU performance using a full intuition interface. Tests include "WritePixel", Sieve, Sort, Savage, Dhrystone, and Matrix. V. 2.0, binary only. Author: LaMonte Koop

Curses - A link library containing many of the terminal independant standard "curses" functions. Designed primarily for those interested in porting UNIX screen based programs to the Amiga. V. 1.22, an update to v. 1.10 on disk 391. Includes source and examples. Author: Simon John Raybould

DeluxeChanger - Converts binary files to assembler, basic, or C source code data initialization statements. It is useful to add graphics or sound samples to programs as initialized data. V. 1.0, includes source in assembler. Author: Andreas Ropke

HDClick - A program selector, typically installed in the startup sequence as the first command. Has user defined gadgets, a configuration file, an iconify function, and works with both NTSC and PAL systems. This is v. 1.21, binary only. Author: Claude Mueller

M2Utils - Various source modules for Benchmark Modula-2. Includes ColorReq, an interface to the Dissidents color.library; IFFLib, an interface to Christian Webers iff.library; and ARP, an interface to ARP V1.3. Author: Sascha Wildner

Fish Disk #440

3DPlot - A 3D function plotting program that does hidden line, solid, or contour plots of equations of the form Z=F(X,Y). You can scale the plot, set plot limits, change rotation, etc. Can save and load the plots themselves, as well as the data. V. 2.0, includes source. Author: Randy Finch

DMake - Matt's v. of the UNIX make utility. Features multiple dependancies, wildcard support, and more. V. 1.0, update to v. 1.0 on disk 246, but now includes source. Author: Matt Dillion

MegaD - Yet another disk utility program for the Amiga. This one allows an unlimited number of directories to be accessed simultaneously. V. 1.01, shareware, binary only. Author: John L. Jones

Fish Disk #461

DFrags - Disk Fragmentation reporting utility. Displays disk fragmentation for both floppy and hard disk devices. Does not attempt to change any data, just gives a report. V. 2.02, shareware, bin only. Author: Custom Services

DiskPrint - Prints labels for 3.5" disks, primarily for PD library disks. This is v. 2.7.2, an update to v. 2.3.5b on disk 441. Shareware, bin only. Author: Jan Geissler

Logic - A small game that is somewhat reminiscent of "life". V. 2.0, incl. source in assembly. Author: Thomas Jansen

MandAnim - A Mandelbrot Animation program that allows you to easily generate series of lo-res/16-color pictures. Features full mouse and/or keyboard operation, zooms, auto-save, high (+cheat) speed, iconization, preview, ease, etc. The generated pictures all remember their positions and settings so they can be reloaded. This is v. 1.2, an update to v. 1.1 on disk 387. Bin only. Author: Ekke Verheul.

NewList - A powerful LIST replacement. Supports many features including sorts, character filters, case sensativity, most options offered by LIST, date construction, UNIX wildcards, and much more. Sort routines are VERY fast and memory usage is minimal. V. 4.5, bin only. Author: Phil Dietz

SBall - A game using the joystick to control a "bouncing ball". Bin only. Author: Hertzig Wolfgang and Meisner Christian

TDraw - Easy to use Window Title Bar Pattern Editor for use with TBar. Load, save, test, and edit patterns. Saves script files that can be executed later to change window patterns at anytime (like on boot-up). Incl. TRand, a utility to pick a random TBar file so your WorkBench will look different each time you reboot. V. 1.0, bin only. Author: Phil Dietz

Tron - Another game based on the lightcycle race sequence in the science fiction computer film "Tron". This is v. 1.0, unrelated to other Tron releases in the library. Incl. source in assembly. Author: Thomas Jansen

Fish Disk #462

CacheDisk - Improves floppy disk throughput by caching entire tracks of data. Buffers disk reads and writes for maximum speed gain and has a user setable number of buffers for each drive. V. 1.0, bin only. Author: Terry Fisher

DisTerm - The dissidents telecommunication program. Has built in phone directory requester, autodial, various file transfer protocols, ascii send and capture, full/half duplex, split window, color requester, macro keys, selectable baud, CR/LF expansion, automatically configured per phone entry. Bin only. Author: Jeff Glatt

Humartia - An arcade game where each player controls a jet and must destroy the opponents jet, which is accomplished when a jet has been hit 75 by either missiles or air mines. Bin only. Author: Jason Bauer

SeaLance - Game based on a Trident submarine simulator. You must use the weapons at your disposal to liberate the earth's cities from alien occupation. Bin only. Author: Jason Bauer

Up&Down - The object of this game is to get four of your chips in a row (across, down, or diagonally) without letting your opponent get his chips in a row first. Bin only. Author: Jason Bauer

Fish Disk #463

ExecRexx - A program that turns an ARexx script into an executable which can be run from WorkBench or the CLI. Bin only. Author: Jeff Glatt

FileIO - A file requester library based upon an example by R.J. Mical. V. 1.C, update to v. 1.9 on disk 393. Bin only. Author: Jeff Glatt, Jim Fiore, R.J. Mical

ILBM - The ilbm reader/writer library 0.5 and examples. Also can be used for non-ILBM files. 100% compatible with original Electronic Arts code. Bin only. Author: Jeff Glatt

LibTool - A utility that can quickly convert C or assembly code into an Amiga shared library. Also makes all support files including C and assembly include files, bmap files, Manx and Lattice pragmas, C glue stubs. Can also make a device. Bin only. Author: Jeff Glatt

PrintSpool - A shared library to easily add text or graphics print spooling to any C or assembly program. Bin only. Author: Jeff Glatt

RexxIntuition - An ARexx function library which allows ARexx scripts to open windows/screens, add menus, add proportional, boolean, and string gadgets, use requesters, load/save ILBM pictures, use a color requester, print text in various colors, sizes, and styles, draw colored lines and boxes, print text or graphics, etc. Bin only. Author: Jeff Glatt

RexxLib - A shared library that can be used to easily add an ARexx implementation to any program in a memory efficient manner. Bin only. Author: Jeff Glatt

Fish Disk #464

Cross - A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. This is v. 3.3, incl. source in M2Amiga Modula-2. Author: Jurgen Weinelt

FileWindow - A completely public domain file requester which may be used in any program, even commercial ones. It uses dynamically allocated memory to hold the file names so the only limitation is the amount of memory available. Incl. a filter option to limit display of filenames to only ones with a specific extension. Names are automatically sorted while they are being read and displayed. This v. has been enhanced by Bernd Schied for more device gadgets, renaming of

files and directories, ANSI-C source, and more. Update to v. 1.10 on disk 336. Incl. source. Author: Anders Bjerin, Bernd Schied

PictureEditor - An "object-oriented" paint program that allows you to create, modify, load, and save hierarchical structured picture objects. V. 1.12, shareware, bin only. Author: Hans W. Stremlau

Scan - CLI utility to display the individual character contents of any file. Displays the ASCII and Hex values, count and percentage of total along with actual character (if displayable). Listing is displayed on a console window or optionally written to an output file. Possible uses would be to scan files for bin characters, relative character counts, matching numbers of special characters, determining LF/CR configurations, etc. V. 1.0, incl. source. Author: Dan Fish, console routine by Jim Cooper

Fish Disk #465

FCS - Prerelease v. of an iterated Fractal Construction Set program, used to generate iterated fractal images such as Sierpinski's triangle, ferns, etc. This is v. 0.99, bin only. Author: Garth Thornton

Lz - An lharc compatible archiver that is reported to be much faster than other available archivers and produce smaller archives. V. 1.01, shareware, bin only. Author: Jonathan Forbes

MRBackUp - A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. V. 5.02a, an update to v. 3.4 on disk 327. Shareware, bin only. Author: Mark Rinfret

TextPlus - A word processor for the Amiga, with both German and English v.s. This is v. 2.2E, the same as on disk 375. However, this release incl. the source (the description on disk 375 claims the source is included but it was not). Author: Martin Steppler

Fish Disk #466

DICE - Dillon's Integrated C Enviroment. A C frontend, pre- processor, C compiler, assembler, linker, and support libraries. This is v. 2.06.15 (2.06B), an update to v. 2.06.14 on disk 443. Shareware, bin only. Author: Matthew Dillon

HamLabDemo - Demo v. of an expandable image format conv. utility. Converts GIF, TIFF, PBMPLUS, Spectrum 512, MTV, QRT, and Sun images into HAM and SHAM. Images can be scaled, dithered, color corrected, and cropped. This demo v. is limited to processing images of 512 by 512 pixels or less. V. 1.1, shareware, bin only. Author: J. Edward Hanway

Mosaic - Is a game played with a set of 81 two-by-two tiles on a 24-by-24 playing area. The objective of the game is to place your tiles such that squares of the same pattern are connected as much as possible. V. 1.0, Author: Kirk Johnson and Loren J. Rittle

StopWatch - A stop watch application with the precision of one milli- second (variable), which scans the joystick button. Full multitasking capability and intuition interfacing, ARexx port for parameter and result handling, and supports all non-proportional WorkBench fonts. Written in Modula 2 and assembly language. V. 2.0, bin only. Author: Christian Danner

Fish Disk #467

Multiplot - An intuitive data plotting program featuring flexible input options, arbitrary text addition, automatic scaling, zoom and slide with clipping at boundaries, a range of output file formats and publication quality printed output. This is v. XLNd, an update to v. XLNc on disk 373. Incl. bug fixes, many new features, postscript and HP LaserJet III support, logarithmic axes. Author: Alan Baxter, Tim Mooney, Rich Champeaux, Jim Miller

PowerSnap - A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another CLI or in a string gadget. Checks what font is used in the window you snap from and will look for the position of the characters automatically. Recognizes all non proportional fonts of up to 24 pixels wide and of any height. Works with AmigaDOS 2.0 in both shell and WorkBench environments. V. 1.0, bin only. Author: Nico Francois

Fish Disk #468

Post - An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. This is v. 1.5, an update to v. 1.4 on disk 446. Changes include better type 1 font rendering and some bug fixes. Incl. source in C. Author: Adrian Aylward

Vlt - Vlt v. 5.045, a partial update to v. 5.034 on disk 455. Incl. new executables with and without Tektronix emulation, and a new xprascii library. You still need the files from disk 455 to make a complete distribution. Bin only. Author: Willy Langeveld

Fish Disk #469

AirAce - A fast paced WWI biplane shoot'em up game built using Accolade's Shoot'Em Up Construction Kit. Bin only. Author: Robert Grace

FastLife - A fast life program featuring an intuition interface, four screen sizes, 19 generations/second, and 153 patterns in text file format. V. 1.0, bin only. Author: Ron Charlton

Triangle - A game like chinese checkers, consisting of fourteen pegs and one empty hole in a triangular formation. The object of the game is to leave one peg in the original empty hole or have eight pegs on the board and no possible moves. V. 1.1, incl. source in BASIC. Author: Russell Mason

WordPuzzle - The object of this game is to find a word in a puzzle arrangement. There are three different variations of the game. V. 1.1, incl. source in BASIC. Author: Russell Mason

Fish Disk #470

BCF FORTRAN-77 compiler, linker, and runtime support library. No Amiga specific hooks, just vanilla FORTRAN. ANSI compatible with extensions. V. 1.3c, bin only. Author: Andre Kostli

KeyMenu - An alternative to Intuition's method of menu selection via the keyboard. Uses one key to activate the menu for the currently active window, the cursor keys to move through the menu as you choose, and the return key to select the desired menu item or escape key to abort selection. Works with AmigaDOS 2.0 mouse accelerator and has option to blank Intuition's pointer. V. 1.03, incl. assembly source. Author: Ken Lowther

TripleYachtZ - An implementation and variation of the game "Yacht". Plays both Single (the standard game) and Triple, which differs from normal Yacht-Z in that all scores in the 3rd column of your scorecard are worth three times as much as the normal value and those in the 2nd are worth double. V. 1.2, bin only, source available from author. Author: Stephan Iannce

I LOVE TO HATE THE CLI

by Ron Lewis

Many of you will know that my relationship with the CLI has been less than cordial over the past two years of Amigaisation. In fact if points were being given for performance they would read:

HIM (Ron Lewis): 1 out of 100 and
CLI: 99 out of 100.

As you can see I've not won too many battles up to 1991 but there has been some improvement over the time and I can now at least accept its existence and even work with it on occasion. Now the purists amongst us are about to burn this CLI issue, but my view is that, unless you really want to manipulate your computing and create instead of admire, then forget that the CLI is even there and use WorkBench and a good Disk Utility instead. I say this confidently, because I've done just that over these years and have still enjoyed my computer's brilliance and not been physically harmed (mentally might be a different story) by my reluctance to participate in the CLI's strange rituals. After all, the Amiga is designed with the ability to do things by clicking on little pictures and moving them around and for the average computerist this will suffice.

Having said that, there does come a time, even in my reluctant approach, that a little knowledge is required. My first real test came with modeming, followed closely by the purchase of my Hard Drive. (Both experiences shamelessly documented in these pages.)

I don't pretend to be an expert but my old impression of the C directory being a place to put anything that didn't have an icon was not quite correct and in fact the C directory is sort of like a Command post where the Operating System looks to find the means to accomplish a command.

For most of us who were born before the FJ Holden, it's sometimes difficult to understand that the plastic mass with all the buttons really ain't all that smart and requires little programs to be input before it can accomplish even the simplest task. I suppose the C-64 spoilt us with its inbuilt Kernal Routines but I still feel ripped off when even after two years training my Amiga still can't COPY a simple program without first loading the instructions in memory on how to do it. Anyway another thing I've found is, that trying to *explain* computing after you become proficient, is akin to explaining how to walk.

You see anything you do automatically is filed away in your brain in ROM and is not readily accessible for reproduction; this is the very reason why, when you ask an *expert*

how to do something, he starts talking at the next level above your receiving RAM and you're obliged to accept this gibberish with gratitude and go away feeling enlightened. Generally the only person who benefits is the expert who has had his ego button pressed.

It is with this in mind that I've decided to jot down my experiences with this new environment from scratch and it is my expectation that at least a few of you will benefit from my expected disasters, but please bear in mind that what I say ain't necessarily the true or correct procedure, but is designed purely to bridge the gap between us and them. I think that before I bare my soul, we should look at why I'm even contemplating playing with the CLI when I've got on pretty well without it.

The truth is that I have been forced to dabble in this graphically virgin land on occasion, mainly for ZOOing and ARCing but, now that I have access to FISH disks and PD files, I find I must relate to the CLI as though it was the second coming and if I don't partake I'll never make it to the promised land.

So lets start with my first achievement:

ASSIGN.

We all know what it means, but what does it do and why would I need to know?

I've used ASSIGN often in the process of converting programs to my Hard Drive, but I'll bet that,for all of you who received an Amiga from Santa, you have already baulked at the amount of disks required to *backup* your new self booting software. Now, very often, if the programs will fit, you can put two programs onto one disk and use the ASSIGN command in the Startup-sequence to redirect the name of the added disk to the parent disk. This is required because the program needs to know where any related files are to be found and the programmer refers to the disk by name to make his job easier.

An example:

Disk1 called "HELLO" and
Disk2 called "GOODBYE"

When checking the size of the files on these disks, it was found that the contents of disk 2 would fit onto disk 1.

Using a Directory Utility, Copy the files from 2 onto 1, making sure all that directories are transported correctly. Now, in the Startup-Sequence we must tell the computer that the Disk "GOODBYE" is now on a disk called "HELLO", and that would be written as follows:

ASSIGN GOODBYE: [to] HELLO:

By the way, the colon : after the disk name indicates that this is the main player. Notice also the square brackets [ ]; they mean that the word TO in the command is optional. Of course this *Assignment* must be saved and will not have any effect until the disk is rebooted, but there is nothing to stop you using ASSIGN directly from the CLI if you wish. In fact by typing ASSIGN <R> (<R> = RETURN) we can display all of the current assigns as well as listing the devices.

More to follow.

LAST REMINDER!

Our May Meeting is, for this month only, held on the SECOND Tuesday of May (14th May).

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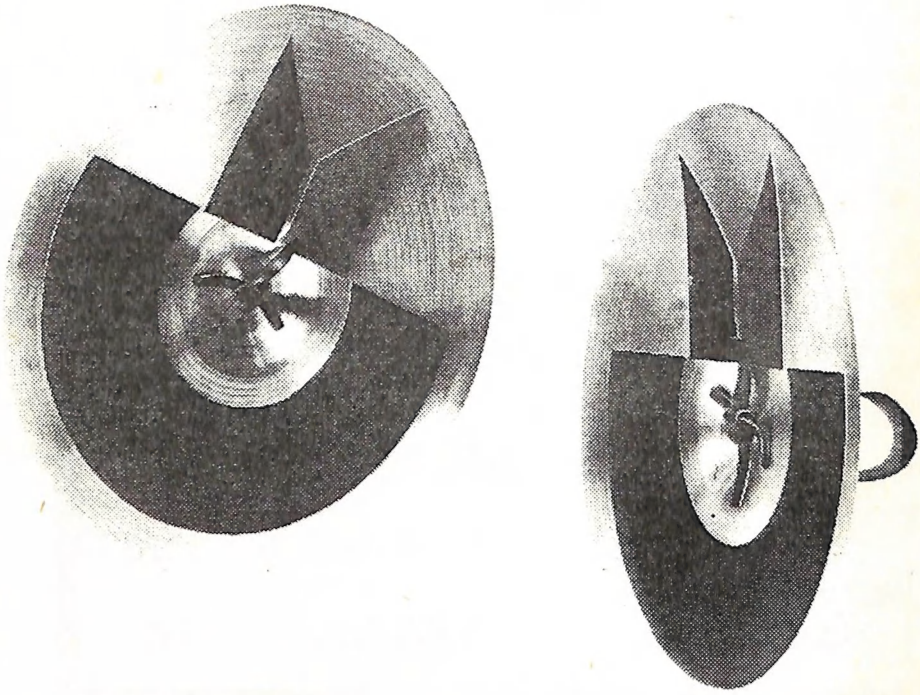

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