The Dispatch Disk.
Southern Districts Commodore Users Club Inc.

August 1988

COMMITTEE - 1987/88

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Librarian   : John Hancock - see above.
             Library open 7:00 pm - 7:30 pm each general meeting.

Newsletter   : John Hancock - see above.

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Next meeting : MONDAY 26th September at 7:30 pm.

Location   : Salvation Army Hall, Elizabeth Rd. Morphett vale.
Subject   : Family Night (School Holidays)

        October   : AGM
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writer/writers, and are not necessarily of the club's committee members.
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FROM THE EDITOR

I would like to thank all of the members who helped at the computer display at the noarlunga TAFE. It provided me with an opportunity to both get to know other members better and talk to Commodore owners about our club.
It was unfortunate that the computing equipment and software that Solo Video promised to loan us was not provided, a fact that we only discovered the day before the demonstration. Solo Video did however provide us with a "free loan tape" to use.

J.H.

COMING EVENTS

A picnic is planned for Sunday the 27th of November at Loftia Park. A barbecue is planned with meat provided. More details will be available closer to the date.

Our A.G.M. will be on Monday the 31st of October. Start thinking about your involvement in the committee or nomination for committee positions.

PREFACE TO THE GLOSSARY OF COMPUTING TERMS

The glossary begins on the following page and will be presented in a number of parts over several months. If any member would like a copy of the full glossary when it is completed then I will be happy to provide it. There may be a small fee to cover copying.

GLOSSARY OF COMPUTING TERMS
(ACC-AUD)

Acoustic Coupler

This is a device used with a *modem* to allow access into the telephone
network without having to remove the telephone. The telephone handset
is placed on the acoustic coupler which contains a loudspeaker and
microphone. The loudspeaker transmits signals which may be received
by a modem and the microphone receives the signals from a transmitting
modem.
Audio

Address   Every piece of information in the computer has to be located somewhere
that can be accessed by the computers internal operations. This
location must therefore be given an address. This address is simply a
number and each piece of information, called a *memory* is usually given
a unique address to identify it. For example in the Commodore 64
there are 65,565 addresses. This is abbreviated to 64k where 1k = 1024
addresses.
k

Alt   This is usually a *code modifier* key in that it will alter the code
generated by a particular key when the code modifier key is held down.
This function is often used by programmes to perform quite complex
functions with a minimum of keystrokes.

Analogue   A signal which follows some real process. Some examples of analogue
signals are the grooves on a vinyl record, the signals on an *audio*
cassette, the signals used to carry the picture information in a
television and the signals on a telephone line. *Digital* signals on
the other hand break these analogue or continuous signals down into a
series of binary (two) states. This is said to produce a signal that
is much less susceptible to corruption hence the popularity of digital
recording techniques such as the compact disk, digital audio tape and
digital television.

Application

A problem waiting for a solution. Any process, usually business, that
can be done more efficiently using computers can be called an
application.
Programme

ASCII   American Standard for Information Interchange. This is an inter-
national standard code used to store text information such as letters
or documents. Word processors that are called ASCII editors use this
form of storage. Most word processors use this code for storing text.
The standard ASCII chart is below.
PET ASCII, binary, hex, decimal, control.

CHAR	HEX	BINARY	DEC	CHAR	HEX	BINARY	DEC	CHAR	HEX	BINARY	DEC	CHAR	HEX	BINARY	DEC
NUL	00	0000 0000	0	SP	20	0010 0000	32	@	40	0100 0000	64	`	60	0110 0000	96
SOH	01	0000 0001	1	!	21	0010 0001	33	A	41	0100 0001	65	a	61	0110 0001	97
STX	02	0000 0010	2	"	22	0010 0010	34	B	42	0100 0010	66	b	62	0110 0010	98
ETX	03	0000 0011	3	#	23	0010 0011	35	C	43	0100 0011	67	c	63	0110 0011	99
EOT	04	0000 0100	4	$	24	0010 0100	36	D	44	0100 0100	68	d	64	0110 0100	100
ENQ	05	0000 0101	5	%	25	0010 0101	37	E	45	0100 0101	69	e	65	0110 0101	101
ACK	06	0000 0110	6	&	26	0010 0110	38	F	46	0100 0110	70	f	66	0110 0110	102
BEL	07	0000 0111	7	'	27	0010 0111	39	G	47	0100 0111	71	g	67	0110 0111	103
BS	08	0000 1000	8	(	28	0010 1000	40	H	48	0100 1000	72	h	68	0110 1000	104
HT	09	0000 1001	9	)	29	0010 1001	41	I	49	0100 1001	73	i	69	0110 1001	105
LF	0A	0000 1010	10	*	2A	0010 1010	42	J	4A	0100 1010	74	j	6A	0110 1010	106
VT	0B	0000 1011	11	+	2B	0010 1011	43	K	4B	0100 1011	75	k	6B	0110 1011	107
FF	0C	0000 1100	12	,	2C	0010 1100	44	L	4C	0100 1100	76	l	6C	0110 1100	108
CR	0D	0000 1101	13	-	2D	0010 1101	45	M	4D	0100 1101	77	m	6D	0110 1101	109
SO	0E	0000 1110	14	.	2E	0010 1110	46	N	4E	0100 1110	78	n	6E	0110 1110	110
SI	0F	0000 1111	15	/	2F	0010 1111	47	O	4F	0100 1111	79	o	6F	0110 1111	111
DLE	10	0001 0000	16	0	30	0011 0000	48	P	50	0101 0000	80	p	70	0111 0000	112
DC1	11	0001 0001	17	1	31	0011 0001	49	Q	51	0101 0001	81	q	71	0111 0001	113
DC2	12	0001 0010	18	2	32	0011 0010	50	R	52	0101 0010	82	r	72	0111 0010	114
DC3	13	0001 0011	19	3	33	0011 0011	51	S	53	0101 0011	83	s	73	0111 0011	115
DC4	14	0001 0100	20	4	34	0011 0100	52	T	54	0101 0100	84	t	74	0111 0100	116
NAK	15	0001 0101	21	5	35	0011 0101	53	U	55	0101 0101	85	u	75	0111 0101	117
SYN	16	0001 0110	22	6	36	0011 0110	54	V	56	0101 0110	86	v	76	0111 0110	118
ETB	17	0001 0111	23	7	37	0011 0111	55	W	57	0101 0111	87	w	77	0111 0111	119
CAN	18	0001 1000	24	8	38	0011 1000	56	X	58	0101 1000	88	x	78	0111 1000	120
EM	19	0001 1001	25	9	39	0011 1001	57	Y	59	0101 1001	89	y	79	0111 1001	121
SUB	1A	0001 1010	26	:	3A	0011 1010	58	Z	5A	0101 1010	90	z	7A	0111 1010	122
ESC	1B	0001 1011	27	;	3B	0011 1011	59	[	5B	0101 1011	91	{	7B	0111 1011	123
FS	1C	0001 1100	28	<	3C	0011 1100	60	\	5C	0101 1100	92	|	7C	0111 1100	124
GS	1D	0001 1101	29	=	3D	0011 1101	61	]	5D	0101 1101	93	}	7D	0111 1101	125
RS	1E	0001 1110	30	>	3E	0011 1110	62	^	5E	0101 1110	94	~	7E	0111 1110	126
US	1F	0001 1111	31	?	3F	0011 1111	63	_	5F	0101 1111	95	DEL	7F	0111 1111	127

CHAR	HEX	DEC	KEY	CHAR	HEX	DEC	KEY	CHAR	HEX	DEC	KEY	CHAR	HEX	DEC	KEY
NUL	00	0	^@	BS	08	8	^H	DLE	10	16	^P	CAN	18	24	^X
SOH	01	1	^A	HT	09	9	^I	DC1	11	17	^Q	EM	19	25	^Y
STX	02	2	^B	LF	0A	10	^J	DC2	12	18	^R	SUB	1A	26	^Z
ETX	03	3	^C	VT	0B	11	^K	DC3	13	19	^S	ESC	1B	27	^[
EOT	04	4	^D	FF	0C	12	^L	DC4	14	20	^T	FS	1C	28	^\
ENQ	05	5	^E	CR	0D	13	^M	NAK	15	21	^U	GS	1D	29	^]
ACK	06	6	^F	SO	0E	14	^N	SYN	16	22	^V	RS	1E	30	^^
BEL	07	7	^G	SI	0F	15	^O	ETB	17	23	^W	US	1F	31	^`

NOTES:

1. The ASCII character # is called the "Pound". This is because this symbol is equivalent to the English pound symbol. On English computers and printers this character produces the English pound and on American computers and printers the cross hatch is produced.

2. The ^ symbol preceding the key in the second chart is used to indicate the control key. The control key is obtained by holding down the CONTROL key while typing the indicated character. For those who are interested, you may wish to note that the last five bits in the binary code of the control characters is identical to that of the letter that represents that control code. Many older keyboards were designed as ASCII keyboards which meant that they generated the ASCII code for the letter that was typed. On these keyboards the control key simply held the first three bits to zero thus allowing the keyboard to generate the control codes.

3. The left bit also called the most significant bit or MSB in the binary code is zero. This is used for parity. See PARITY.

CHAR	DEC	NAME
NUL	0	NULL Usually has no effect and ignored. May be used to end or cancel an escape sequence.
SOH	1	START OF HEADER Indicates the start of a header. The header is used to carry information used to manage the data transfer.
STX	2	START OF TEXT Indicates the beginning of a block of text or data that is being transferred.
ETX	3	END OF TEXT Indicates the end of the block of text.
EOT	4	END OF TRANSMISSION This tells the receiving device that there is no more data to be transferred.
ENQ	5	ENQUIRY This code is sent to to ask whether the receiving device is ready to receive data.
ACK	6	ACKNOWLEDGE Following an ENQ from the sending device this code is returned to the sending device to say that it is ready to receive data. Following a block of text it indicates that the block was received without any detected errors.
BEL	7	BELL Sounds a bell in the receiving device.
BS	8	BACK SPACE Moves the printer head or cursor back one character.
HT	9	HORIZONTAL TAB Moves the printer head or cursor to the next tab place. Tab placings are usually eight spaces.
LF	10	LINE FEED Moves the cursor or print head down to the next line in the same column.
VT	11	VERTICAL TAB Moves the cursor or printer head down to the next tab place.
FF	12	FORM FEED Moves the paper onto the top of the next form or page.
CR	13	CARRIAGE RETURN Moves the cursor or printer head to column one. This control is usually used in conjunction with line feed at the end of each line.
SO	14	SHIFT OUT On machines with more than 196 printable characters will use the shift function to select the other characters. First SO is sent to select the second character set then SI is sent to select the standard character set.
SI	15	SHIFT IN See SO.
DLE	16	DATA LINK ESCAPE This code is used to send a command to the equipment that is being used to transfer the data.
DC1	17	DIRECT CONTROL 1 DC1 to DC4 are usually used as special controls for the equipment.
DC2	18	DIRECT CONTROL 2
DC3	19	DIRECT CONTROL 3
DC4	20	DIRECT CONTROL 4

NAK 21 **NEGATIVE ACKNOWLEDGE** Following an ENQ from the sending device the
         receiving deice will send a NAK if it is not ready to receive data.
         Following a block of text it means that there was an error in the
         transmitted text and that it will be necessary to retransmit the block
         of text.
SYN 22 **SYNCHRONOUS ACKNOWLEDGE** Similar to ACK.
ETB 23 **END TRANSMISSION BLOCK** Indicates the end of a block of data.
CAN 24 **CANCEL**
EM   25 **END OF MEDIUM**
SUB 26 **SUBSTITUTE**
ESC 27 **ESCAPE** Used to send a command to the receiving device.
FS   28 **FORM SEPARATOR**
GS   29 **GROUP SEPARATOR**
RS   30 **RECORD SEPARATOR**
US   31 **UNIT SEPARATOR**
SP   32 **SPACE**
DEL 127 **DELETE**

Assembler This is a programme that takes the *assembly language* and generates a
          machine language programme.
          language

Assembly Language
          This a computing *language* where every instruction (line) represents
          one basic process of the computer (or CPU). This is the most basic of
          all computing languages.
          assembler

Audio   This is a signal which can be heard by the average human ear. Usually
          taken to be 20Hz to 20,000Hz.   A *modem* converts the computers *digital*
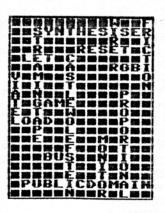   signals to an *audio* form to place on the telephone line.

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FOR SALE

SPECIAL
30 ONLY DISKS AT $9.00 PER 10
See Graham Hawes at tonights meeting.

ANSWERS FOR JULY

AUGUST CROSSWORD

ACROSS
1.   Game (6,5,4)
3.   Mass storage device (4,4)
5.   Makes integrated circuits
6.   Printer protocol
8.   Semiconductor type
11. Discrete states
12. Change words (4,6)

DOWN
1.   Calculator display (6,7,7)
2.   At the bottom
4.   Keyboard key
7.   Computers brain
8.   Not executed
9.   Computer language
10. Error check