SOUTHERN DISTRICTS COMMODORE USERS CLUB INC.
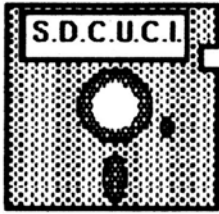
S.D.C.U.C.I.

DISPATCH DISK

64 / 128

COMMODORE

Hello everyone,

Welcome to 1991, which hopefully will be a very good year for the club. The committee is working on a good selection of demonstrations and workshops, that should suit most members of the club. The questionaire is slowly but surely being processed and the results will be published shortly. There are a few questionaires still outstanding, so if you have not filled yours in, please do so and hand it in to aid the completion of the survey.

I am still looking for more input from others members in the club, especially with POKES and PEEKS, as I am running out of ideas. Also if other members know of anything of interest that could be of any use to other members of the club, please pass on the information to be publish in the DISPATCH DISK.

MEMBERSHIP FEES :- Robert Cloosterman informs me that there are a few outstanding fees for membership, so please hand in your dues as soon as possible if you have not done so already.

In this edition of the DISPATCH DISK there are the following articles, BOOK REVIEW by R. Cloosterman, a review of various magazines and books from the club's magazine library. Plus there is the POKES and PEEKS, which I got from a programming book from the Noarlunga Library. I haven't tried the programs as yet, so if you try them, let me know how you go.

JAN VAN DE BELT - THE EDITOR

JANUARY 1991 VOL 5 NO 1

C64 / 128 NEWSLETTER

In last months Dispatch Disk I supplied a list of the magazines in the clubs library, I also mentioned that each month I will attempt to do a Summary on one every month. There will be no set order in which magazine I pick, they are just picked at random.

For the fist review I chose "Computer's Gazette, September 1989" edition. I can't go in to too much detail or I will end up writing four or five pages.

In this edition there are a number of good programs which need to be typed in . . . they are as follows:-

BLOCK BATTLE : A one or two player strategy game (1 player against the computer), Keyboard or Joystick control. Played on a three level field at one time. The strategy of the game is to move as many of your blocks across a field without falling through holes to the other levels, before your opponent does. The playing fields has holes in it and if you fall through a black hole (3rd field) your gone never to be seen again. Programmed totaly in Basic and if you use the Proofreader supplied on another page, you are almost assured a mistake free game.

WHAM BALL : One player Pinball game, 26 different screens, 32 speeds and anything up to 40 random placed Whammies. As Pinball machines can be bumped to your advantage so can this game, it has a Bump key (Run / Stop), but if you hit it too hard you could TILT! and loose the game. Also has a Pause key (Shift Lock) and a Practice mode. Function key selection. Written in Machine Language only but can be typed in with MLX Editor also supplied in the magazine.
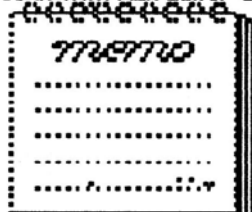
MEMO CARD : A Filling System which can be put to use for whatever you chose, ie. Names & Addresses, – Phone Numbers, – Recepies, – Business Cards, Etc. Uses Function keys and Control keys. Has a Printer function to print 1 card to 20 cards (stored in current computers memory). Program has many functions such as Sort, Search, Repeat Search, View and Edit 2 cards simultaneously, Grab, Paste, Browse or Choose, etc. Written in ML and Basic. If you want to call it by another name (not Memo Card), change the name in line 220 of the Basic program to what you want.

64 ANIMATOR : A 3 part system of programs, two in Basic and one in ML. A large program with many 2 and 3–D Hi Res animation capabilities. All instructions included and full use of the Function keys once again. – Unfortunately it is too large a program to give a brief summary but well worth a read for anyone interested.

SPEEDSCRIPT 128 PLUS : Here's a significant enhancement to Speedscript 128 – Including new commands and other improvements, a must if you already have Speedscript 128. Done in machine language and all instructions included. Once again, well worth a read if anything.

GRAPH

EZ BAR CHARTER : Get a better perspective on numerical data by graphing it with this bar chart routine. For the 64, 128, Plus/4 & 16. It can display on the screen and printer also can be included in other programs because it is written in Basic.

MR SCRIBBLE : Create colorful Medium-Resolution graphics screens with this fast and easy-to-use drawing program for the C=64. "MR Scribble is ideal for young children. Written in ML. and the only requirement is a Joystick. Pictures can be stored in the computers buffer or on a disk.
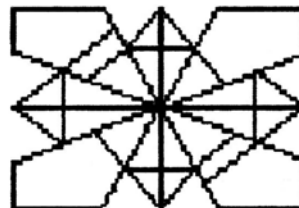
GEOS SLIDE SHOW : In the GEOS Column there's a Slide Show program which enables you to create and display impressive slide presentations using graphics and images from GeoPaint, Geo Chart or any other Geos applications capable of saving photoscraps. Written in ML and Basic. A bonus for the Geos fans if you don't have it already.

SHAO-TIEN PAN : From the Power Basic column. Add dazzling border effects to your basic programs with these short ML routines for the C=64

REVIEWS : There are a number of game and program reviews in the Reviews Column including Last Ninja 2, Keith Van Eron's Pro Soccer, Word Writer 4, Tower Toppler, Demon's Winter and Combat Course. Worth a read if you have any of these.

THE PROGRAMMERS PAGE : Is a page full of tips and tricks for the 128 programmers. Included on this page is a Hi Res page printer, with only 2 lines of basic to type in, / Sequential file reader, / and 80 column tricks.

MACHINE LANGUAGE PROGRAMMING : Page or so on ML. with a program to give you the answers for the Powers of 2.

As you can possibly tell by now the reviews have been getting a bit brief, needless to say there is a lot more in these articles. If you choose to borrow this magazine I firmly believe you would have a very busy month to get through everything let alone benefit every article to its fullest.

Rob Cloosterman..........
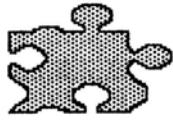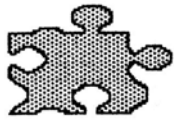
COMPUTER PUZZLE
JANUARY PUZZLE
WORD SEARCH NO.2
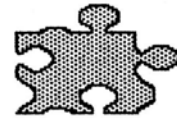
```
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S P F O R M A T T I N G T D E L L R S C I N O R T C E L E P K
E C E K A E R A W T F O S I X E A O N R E S E T I G I D P O S
L O P R E E K G E T O S R M P T R G O N O I T C N U F L P K I
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I U T T S C I O U S D U R S D S P M N L N L Y Y A A R I T T P
R T B I T S A O A G T P U I A S I M A I P T S T T I P S S S P
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V R M O D U L A R S D A E N L C E N X S E O R E E M A G M O L
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S E X E C U T E O G N I L I F A M A R S T E E H S D A E R P S
```

ANIMATION	COMMODORE	FILE	IMAGES	OPERATIONS	SERIAL
APPLICATIONS	COMPUTER	FILING	INTERFACE	OPERATOR	SETUP
ARRAYS	CURSOR	FLOPPY DISK	JOYSTICK	OUTPUT	SOCKET
AUDIO CASSETTE	DATA	FONT	KEY	PAD	SOFTWARE
BAD	DEVICES	FORMAT	KEYBOARD	PEN	SPREADSHEETS
BACKUP	DIGITESER	FORMATTING	LANGUAGE	PERIPHERALS	SPRITES
BASIC	DIMENSION	FUNCTION	LIST	PIN	SUBSCRIPTED
BITS	DISK	GAME	LOGO	PORT	SYMBOL
BOOT	DISPLAYS	GET	LOOPS	PRECEDENCE	SYNTHEISER
BYTES	DRIVE	GOOD	MASTER	PRINT	SYSTEM
CABLE	EDITING	GRAPHIC	MEMORY	PRINTER	TERMINAL
CARTRIDGE	ELECTRONIC	HARDWARE	MICRO	PROGRAMMING	TUTORIAL
CASSETTE	EXECUTE	HEATSINK	MODEM	PROGRAM	USER
CHIP	EXPANABLE	HELP	MODULAR	RAM	UTILITY
COMMANDS	EXPANSION	ICON	MONITOR	RESTORE	VARIABLES
				SCREEN	VERIFY

ANSWER   -
_____ ____ __ _ _____

****

CHRISTMAS 1990 PUZZLE
DOUBLE CROSS

ANSWER

1 CABLE
2 HARDWARE
3 RESTORE
4 INTERFACE
5 SYNTHEISER
6 TERMINAL
7 MOUSE
8 APPLICATIONS
9 SOFTWARE

THE COMMITTEE AND THEIR FAMILIES WISHES ALL MEMBERS AND THEIR FAMILIES A MERRY CHRISTMAS AND A HAPPY NEW YEAR

_____

POKES AND PEEKS   (SAVING SCREENS)

POKES and PEEKS are quite useful for saving screens, consider for the moment that you have formed a complicated display either by poking the screen RAM or by printing the information. Chances are that you will require to use this display in various sections of your programs instead of having to repeat the original process because the screen information is stored in RAM, it is possible to move the information to another part of the computer's memory and to bring the display back, or to store the screen to disk or tape.

The following programs will move the entire contents of both the screen and the colour RAM to a "dead" area of the COMMODORE 64's memory, an area not used by computer and which does not affect the spare RAM for BASIC.

```
10 REM * * SCREEN MOVE PROGRAM * *
20 GOSUB 1000 : REM SAVE SCREEN
25 PRINT "SCREEN INFORMATION MOVED"
30 END
1000 FORN=0TO999
1005 POKE 49152+N,PEEK(1024+N)
1010 POKE 50176+N,PEEK(55296+N)
1015 NEXT
1020 RETURN
```

The 4K block starts at 49152 and continues to 53247. This will actually hold two complete screens: each screen requiring 1000 bytes for characters and 1000 bytes for colour informations. This program will restore the "SAVED" screen.

```
10 REM * * SCREEN RESTORE PROGRAM * *
20 GOSUB 1000: REM RESTORE SCREEN
25 PRINT "SCREEN RESTORED"
30 END
1000 FORN=0TO999
1005 POKE 1024+N,PEEK(49152+N)
1010 POKE 55296+N,PEEK(50176+N)
1015 NEXT
1020 RETURN
```

The screen information is copied into the 1000 bytes starting at 49152 and the colour information to the 1000 bytes starting at 50176. If you require to store a second screen, the locations would be 51200 for the characters and 52224 for the colour data. The main draw back of these routines is that they are slow to transfer the data.

The previous mentioned screen saving routines are fine if you like watching the screen build up byte by byte but is of little use in fast games. The way around the slow data is to use machine language. The following programs will preform the same functions but only faster. Quite simply, the FOR-NEXT loop reads from the DATA statements in the machine code program and POKEs it into memory. When you wish to save the screen, simply GOSUB10000. The POKEs in these lines determine whether you are saving or restoring the screen.

```
50  POKE51,175:POKE52,159
55  POKE55,175:POKE56,159
60  IF PEEK(40880)<>8THEN GOSUB50000
100 REM-------------------------------
         -----
10000 POKE40896,192:POKE40900,4
10005 POKE40904,196:POKE40908,216
10010 SYS40880:RETURN
10015 REM
10020 REM **SAVES SCREENS **
10025 REM-------------------------------
         ---
11000 POKE40896,4:POKE40900,192
11005 POKE40904,216:POKE40908,196
11010 SYS40880:RETURN
11015 REM
11020 REM ** RESTORES SCREENS **
11025 REM-------------------------------
         ---
50000 FORN=0TO79:READA:POKE40880+N,
         A:NEXT
50005 RETURN
50010 REM
50020 REM ** LOAD MACHINE CODE  **
50025 REM
60000 DATA 8,169,0,133,180,133,247,
         133,167
60005 DATA 133,169,133,171,133,189,
         169,4
60010 DATA 133,181,169,192,133,248,
         169,216
60015 DATA 133,168,169,196,133,170,
         160,0
60020 DATA 177,247,145,180,177,169,
         145,167
60025 DATA 200,196,189,240,3,76,209,
         159,230
60030 DATA 171,230,181,230,248,230,
         168,230
60035 DATA 170,165,171,201,3,240,4,
         201,4,240
60040 DATA 7,169,233,133,189,76,207,
         159,40
60045 DATA 96,79,78,148
```

POKES AND PEEKS (SAVING SCREENS)CONT.

In both cases, the information is transfered to 49152 and 50176. If you wish to store two screens, the additions to the machine code routine (shown below) will enable you to do so. Although it takes some time to POKE the machine code in, this can be done and then forgotten.

```
12000 POKE40896,200:POKE40900,4
12005 POKE40904,204:POKE40908,216
12010 SYS40880:RETURN
12015 REM
12020 REM ** SAVES SCREEN TWO **
12025 REM----------------------
```

```
13000 POKE40896,4:POKE40900,200
13005 POKE40904,216:POKE40908,204
13010 SYS40880:RETURN
13015 REM
13020 REM ** RESTORES SCREEN TWO **
```

The first line will ensure that Basic will not overwrite the code with variables. The amount of memory lost is about 80 bytes-a very small price to pay for the increase in speed. One final point on this machine code routine: it will work with the screen data moved by the previous Basic routine as well because it located the information in the same place.

****

GAMES HINTS AND TIPS

ALIENS
RESET GAME AND ENTER,
POKE 42043,234:
POKE 42044,234:
POKE 42045,234(RETURN)
YOU NOW HAVE INFINITE AMMO
SYS38233(RETURN)AND THEN PRESS
(RESTORE) TO START THE GAME.

ROBOCOP
FOR INFINITE TIME AND ENERGY.
TYPE IN & RUN THEN LOAD AS NORMAL,
```
10 FOR X=368TO438:READY:C=C+Y:POKE X,
   Y:NEXT
20 IF C=8571THEN POKE157,128:SYS368
30 PRINT "DATA ERROR"
40 DATA 1,141,86,3,96,72,77,80,72,
   169,96,141,147,172
50 DATA 32,86,245,169,32,141,84,3,
   169,134,241,85,3,169
60 DATA 141,104,173,169,32,141,38,
   246,169,163,141,39,247,169
70 DATA 1,141,40,247,104,173,32,208,
   96,72,169,96,141,36
80 DATA 177,141,147,168,169,173,141,
   125,176,141,236,167,76,158,1
```

GHOSTS & GOBLINS
POKE2040,0 TIME
POKE3901,0 INFINITE TIME
POKE7086,0 DEATH
SYS2128

BATMAN
POKE4866,173
SYS1624

THE SENTINEL
TYPE IN THE FOLLOWING WAY
POKE 6679,173 <RETURN>
POKE 8512,10 <RETURN>
SYS 16128 <RETURN>

SUPER WONDERBOY
FIND THE DOOR THAT HIDES THE END OF LEVEL NASTY AND STAND IN FRONT OF IT. RELEASE A BOMB, FIREBALL OR WHATEVER AND HIT THE SPACE BAR ONCE INSIDE, THE NASTY WILL USUALLY FLASH INDICATING HIS DEMISE. THE SECOND NASTY IN THE GAME MAY NOT BE AFFECTED.

GHOULS' N' GHOSTS
INSTEAD OF ENTERING YOUR NAME ON HIGH SCORE ENTER WIGAN RLFC. NOW WHEN YOU RESTART THE GAME PRESS A TO GET YOUR ARMOUR BACK OR S TO JUMP TO NEXT LEVEL.
POKE 10798,165(INFINITE LIVES)
POKE 13860,165(INFINITE TIME)

BUBBLE BOBBLE
POKE 1240,189
SYS 58518

****

????? PROBLEM PAGE ?????
WHERE PROBLEMS ARE SOLVED

Are you having any problems?, such as Software, EG:- Programs, Processors, Games, Art, etc. Plus getting the programs to run or how they work and any problems you may have using the programs.

HARDWARE, EG:- Printers, Disk Drive, Keyboards, Mouse, etc, plus any enquires on what goes better with what and how does it work.

PROGRAMING, EG:- Basic, Machine Language and programing problems. Or any other problems you might be experiencing with the C64/128; plus suggestions for future WORKSHOP and DEMONSTRATION.

PROBLEMS/QUESTIONS

(1)

(2)

(3)

COMMITTEE 1989-90

President R. Cloosterman   382-0781
Secretary Ms. C.Van De Belt   382-8660
Treasurer A. Morrison   085 56-5013
Newsletter ED. J.Van De Belt 382-8660
64 Librarian J. Carey   294-8447
128 Librarian M. Tippins   381-3181

Our Disk and Magazine libraries are open at each general meeting from 7:30pm.
If you have any contributions for the newsletter, see Rob, Jeff or Jan.

NEXT MEETING

Our next general meeting will be held on the 20th FEB. 1990 7:30pm.
SUBJECT :- **TO BE ANNOUNCED**

LOCATION :- Meetings are held in the house behind the Salvation Army Hall at 186 Elizabeth Rd. in Morphett Vale, just in from Beach Rd.

MEETING RULES

1) **NO SMOKING**
2) **NO DRINKING**
3) **NO SWEARING**

Through the generousity of the Salvation Army, we are allowed to use the facilities in this house, in return for which we give them a relatively small donation. We ask for your co-operation in respect to the above.
While we can not control what people do away from our club meetings, Piracy of copyright material can not be condoned at our meetings.

DISCLAIMER

The views expressed in this newsletter are those of the writers, and are not neccessarily those of the club's committee or members.

The use of the word "COMMODORE" in no way implies any connection with any organisation bearing that name.

No part of "THE DISPATCH DISK" may be copied or reproduced in any way without the written permission of the committee and the author.

WANTED

ASSISTANCE REQUIRED -THE CLUB STILL NEEDS THE ASSISTANCE OF SEVERAL MEMBERS IN THE FOLLOWING AREAS:-

1)Newsletter contributions
2)Expert Register. PLEASE help us to help others with their problems.

DEMONSTRATION TOPICS -If you have any requests for topics you would like to see demonstrated, speak up. Even, if it has already been done, and you missed it let us now. If there is reasonable interest, it can probably be repeated.

FUTURE MEETINGS - Help us to spread the word of our existence. Write out some small notices and place them where people will see them. Your local supermarket usually has a notice board as do some Newsagencies and Delis.

FOR SALE

PUBLIC DOMAIN SOFTWARE - We have a large range of PUBLIC DOMAIN Software for sale through our library. Prices represents very good value. Catalogue disks are also available for only $1.00. See Jeff at tonight's meeting for any enquires.

CHEAP DISKS -How much do you pay for your blank disks?. The club is making bulk purchase of disks to help members save some money. The price of these disks is 70c per disk, which works out to be $7.00 for a packet of 10.
If you are interested in some, see Rob at tonight's meeting.

MEMBERSHIP FEES

The scale of membership fees for this year will be as follows :-
   Joining Fee for new members $5.00
   Membership fee (to A.G.M) $10.00
All previous members who have not renewed their membership are unfinancial and will have to rejoin the club and pay the joining fee again in order to add items to the club's disk and magazine libraries, we need money, so please pay up promptly.