

the MONITOR

April, 1991

Commodore Users Group of Saskatchewan

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Obligatory Stuff

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If you have any questions about CUGS please feel free to contact any of the above executive members.

The Monitor is published monthly by the COMMODORE USERS' GROUP OF SASKATCHEWAN (CUGS), Regina, Sask. CUGS meetings are held the FIRST WEDNESDAY of every month (unless otherwise noted) at McDonald's on 6210 Rochdale Blvd. The next meeting will be held: **May 1, 1991 from 7:30 - 9:30 p.m.**

CUGS is a non-profit organization comprised of C64, 64C, C128, and 1280 users interested in sharing ideas, programs, knowledge, problems and solutions with each other. Membership dues are pro-rated, based on a January to December year.

Anyone interested in computing is welcome to attend any meeting. Out of town members are also welcome, but may be charged a small (\$5.00) mailing fee for newsletters. Members are encouraged to submit public domain software for inclusion in the CUGS DISK LIBRARY. These programs are made available to members. Any member is entitled to purchase DISKS from our public domain library for a nominal fee. Programs are 'freeware', from computer magazines, or the public domain. Individual members are responsible for deleting any program that he/she is not entitled to by law (you must be the owner of the magazine in which a particular program was printed). To the best of our knowledge, all such programs are identified in their listings. Please let us know if you find otherwise.

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Editorial

by Jarrett Currie

The **Monitor** is finally sporting a new look! I chose to abandon the cover page simply because I ran out of graphics (and my pleas for graphic submissions were ignored), and the cost of getting them from QLink each month has grown considerably. I would be very interested in knowing how you all feel about the new newsletter, and as always, will accept any articles to help fill the pages.

I have had a Commodore computer now for several years, and in that time I have grown to hate the Disk Operating System (DOS) that is standard in my C128. The following is a list of the things I dislike the most:

1. I hate having to turn the computer off every time I quit a program and would like to run another one. While I appreciate the copy protection that is used on commercial programs, it seems strange to me that unprotected, public domain software often leaves the computer memory in complete disarray. This means simply that rebooting the system is the only way to start a new program. Wouldn't it be wonderful to have an operating system the effortlessly flowed between programs (like GEOS)?

2. I despise not having a copying program part of the operating system. When programming, if I want to copy a subroutine from another program onto the disk I am working, I am forced to turn off the computer, load a copy program, copy the program, turn the computer off

again, and load up the program I was working on.

3. Part of the reason I purchased my computer in the first place was to program it. However, if you plan to program a relatively complex program, chances are you would need a little more power and convenience than what BASIC 2.0 allows. Isn't it a shame that the only way to get a language for this system is to BUY one? And after having purchased a language, there is a chance that people without that package may not even be able to run the programs you created.

4. Believe it or not, the DOS we use does not use RAM expanders directly. A special program needs to be run first, and in my experience, RAMDOS is incompatible with most of the programs I want to run with it. Wouldn't it be nice to have an operating system that could use the RAM expander like a disk drive with no compatibility problems?

5. How about this one: if I use my word processor to create a document on a disk, and then give it to someone with a different brand of computer, they can't load it! Isn't this like having to purchase a new stereo for every record you buy?

There is an operating system that allows you to solve all of these problems. And, in fact, if you have a C128, you already have it! It's name: CP/M.

Let me tell you some of its features:

1. Programs written for CP/M are loaded from and return to the operating system effortlessly. In the time I have used CP/M, I never had to turn the computer off until I was finished what I was doing.

2. A PIP command allows copying of files one the same disk, or between disks.

3. CP/M has many languages in the public domain: COBOL, compiled BASIC, Pascal, PROLOG, LISP, Tiny C and many others. These are free for the taking. In my collection are the first three, and each are easily commercial quality programs. In fact, many were developed by software houses in the first place.

4. The use of a RAM expander is so smooth you almost forget that you are using one, except the programs are executed at blinding speeds. All the commands that can be used on a normal disk can be used on the RAM disk.

5. People who use CP/M on most other computer systems can read the disks you create on the C128. This is not simply the data files you create - many of the programs you create can be transported to other computers as well.

CP/M is an old operating system, but it has many features that surpass the Commodore DOS. For all of you C128 owners looking for a new challenge, why not insert your CP/M disk and find out what this convenient, powerful and useful DOS has waiting for you?

??? EXPERTS LIST ???

The people below have agreed to let their names be listed as "experts" in some aspect of C64/128 computing. If you've a question, these brave volunteers can likely answer it, or help you find an answer that works. If you have a skill at some computing process, consider listing yourself with our other volunteers.

Wordprocessing

Paperclip III	Shaun Hase	584 3371
Paperclip (to version E)	Jarrett Currie	757 2391
Paperclip (any version)	Ken Danylczuk	545 8644
Pocket Writer 2 & 3	Yves Desjardins	949 8526
Pocket Writer	Barry Bircher	543 8840
Pocket Writer	Real Charron	545 7601
Fontmaster II	Michael Rodgers	728 2595

Spreadsheets

Pocket Planner	Barry Bircher	543 8840
Better Working SS	Ken Danylczuk	545 8644

Databases

Pocket Filer	Barry Bircher	543 8840
Oracle (Consultant)	Ken Danylczuk	545 8644

Communication

Desterm 2.0	Barry Bircher	543 8840
Pro128Term	Jarrett Currie	757 2391
Library files	Barry Bircher	543 8840

Music/Sound

(Most)	Ken Danylczuk	545 8644
Stereo Sid Editor	Michael Rodgers	728 2595
Enhanced Sid Player	Michael Rodgers	728 2595

Languages

Forth	Ken Danylczuk	545 8644
Pascal	Ken Danylczuk	545 8644
ML (machine language)	Ken Danylczuk	545 8644
ML (machine language)	Barry Bircher	543 8840
BASIC 7.0 (graphics)	Shaun Hase	584 3371
BASIC (2.0-7.0, files)	Ken Danylczuk	545 8644

Graphics

Print Shop/Master	Ken Danylczuk	545 8644
Koala Painter/Printer	Ken Danylczuk	545 8644

Hardware

Disk Drive Maintenance	Ken Danylczuk	545 8644
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GEOS

GEOS 64	Jarrett Currie	757 2391
GEOS 128	Barry Bircher	543 8840

General

Super Snapshot (3, 4, 5)	Yves Desjardins	949 8526
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Words From the Top

President's Message

It's hard to believe that another month has gone by so fast already. Time flies when you're having fun, eh! A couple of weeks ago I was in Pheonix, Arizona. Had a good time in the sun while there. There were a few days when the sun didn't want to come out, but all in all the skies were generally clear. The temperature was about 65-75 on average. Green grass, flowers, no snow, no ice etc. I want to rub it in here as I get this treatment from others when they come back from a warmer place, so now it's my turn! While down there I had the opportunity to see a few computer stores. A look at some of the software they have shows a price similar to the Canadian ones (considering the exchange rate, etc). The real price differences come in hardware. I purchased a 2400 baud modem for \$76.00 U.S., plus the tax of 7%. Not bad at all.

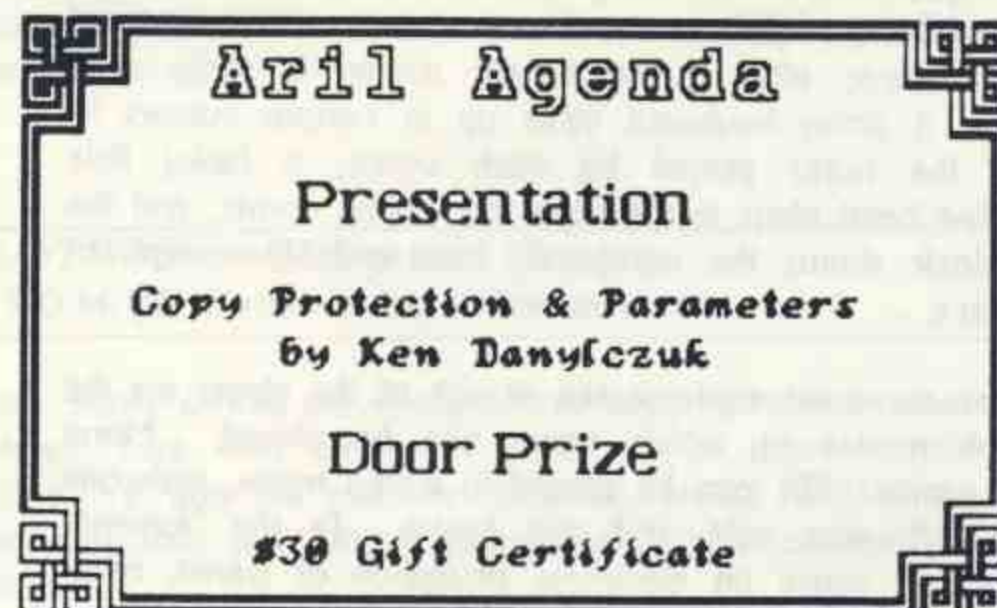
This month's meeting will see Ken Danylczuk doing a presentation about disk copy protection. This is an area of computing that I am particularly interested in. I am sure everyone will get something out of this presentation. Thanks Ken.

There are a few things that the club should be doing that is being done outside of the club. Gilles Archer has come up with an idea that is picking up some steam the more it gets passed around. Gilles has offered to download Commodore programs from a distant BBS. Each person has offered to give 5-10.00 dollars to Gilles in return for copies of what is downloaded. The more people there are that are interested, the less it will cost each person and the more files each gets. At last count, there were 8 people in on it. I have offered 10.00 of my own money in this endeavour in hopes in getting some interesting files that the club does not have. If everyone offered 5-10.00 who is interested, Gilles could bring in approximately 8.9 MegaBytes of programs. Copies of these programs will be donated to the club library. If you think you can wait till it gets to the library, think again. There is no way you will get that volume of programs for \$5.00 from the library. If you want several megabytes of programs for \$5-10.00 and the cost of the disk themselves, I suggest you give Gilles a call and put in your 5.00 worth. His Number is 545-4638.

I understand that Ken D. has donated several disks to the club library. I heard the number of about 30 in past conversation, Thanks Ken. I understand that Keith has a couple of disks to be added soon. Needless to say, with regular donations to the club library, our club is going to get MUCH bigger in the next few months. I just had a call from Keith and he has a problem that I think most computer clubs wish they had. He says he is running out of ID codes to use for each disk in a section. Keep an eye out, many many overdue programs for the 64 and the 128 will soon hit Regina. Donate any new P/D ones to the club and receive a free one from the library. The only way to see the library become better of use is for you to donate to it and purchase ones of interest from the club. With

support for the 64/128 getting more and more harder to come by, you can bet your computer club will be there to help pick up the slack.

I still offer a reinking service to anyone who wants their ribbons reinked for \$3.00. The ink I use is high quality lubricated black ink. All I ask is that you either give them to me at the meetings, drop them off, or put them in my mail box at 182 Coldwell Road. Please put them in a box or bag with your name and phone number on them. I do not start to reink ribbons on an individual basis, I like to get at least 6-10 ribbons before I set the reinker up. I take time to properly set the inker up and even more time to clean up afterwards, so the more the better. When the ribbons are finished, a short phone call to you will let you know that they are ready to be picked up at my place or I will bring them to the meetings, depending on what you want.



The Musical World of SID

by Michael A. Rodgers

C64 and C128 users are rediscovering the power of the Sound Interface Device (SID chip). Exciting music running the whole spectrum from Earlie Musick to movie soundtracks to head-bangin' heavy metal is available in the public domain, often in full six-voice stereo and with striking graphic art. There is a host of talented SID arrangers and composers all across North America and more are joining them. This is due largely to a convenient cartridge and two powerful programs: the SID Symphony Stereo Cartridge, from Dr. Evil Labs, Stereo Player 10, by Mark Dickenson, and Stereo Editor, by Robert Stoerle.

The SID Symphony Stereo Cartridge plugs into the expansion port and simply contains an additional SID chip. It thus adds a channel with three more voices, and both programs discussed in this article automatically detect whether or not it has been installed. Phono cables can be used to plug into the left and right auxiliary input jacks on a stereo amp

or ghetto blaster, and the contrast with the output from a three-inch monitor speaker is nothing short of astounding.

Stereo Player 10.3 is a wonderfully versatile and entertaining player for SID music files. It will play mono (three-voice) and stereo (six-voice) SIDs, while displaying a variety of graphics, sing-along, and animation files. The main screen displays a list of the music files on the current disk, and allows you to play a single song, or to select a number of songs to be played in sequence, repeated, etc., much like the options on a CD player. The directory will also indicate whether the song is mono or stereo, and whether it comes with a graphics, words, or animation file.

The program recognizes the following filename extensions: .mus - a mono SID or the left channel of a stereo SID; .str - the right channel of a stereo SID; .wds - a sing-along or an extended words file; .pic - graphics file created with Doodle!, Koala, or Flexi-draw; .jj - compressed doodle; .qq - compressed Koala; and .ani - animation.

Once you select a song to be played, either the accompanying graphic or the default screen will be displayed as the music plays. The default display is really quite elegant; a piano keyboard lights up in various colours to show the notes played by each voice, a funky little animated band plays in the upper right-hand corner, and the title block shows the composer, title, and SID-arranger of the piece.

Perhaps the most sophisticated aspect of the player are the various modes in which songs can be played. Mono (three-voice) SIDs can be played in stereo mode, with one voice left, one right, and one centre. Or the "expand" option will cause an electronic simulation of stereo, often with very impressive depth. It is also possible to transpose a song up or down any number of halfsteps. The mode can be permanently "stamped" onto the file, though this sometimes causes write errors, so stamp only files that you have backed up first.

After hearing other arrangers' SIDs, it won't be long before you will want to try your hand at creating your own. The best tool for this is now Robert Stoerle's Stereo Editor. It is based on Craig Chamberlain's Enhanced Sidplayer, but allows you to view and edit all six voices at once, where the Sidplayer only displays one at a time. Even if you don't own the stereo cartridge, you should use the Stereo Editor. You can create mono SIDs by writing music just to the first three voices. Then, when you become convinced (as you surely will!) that you just can't live without six voices and stereo, you won't have to learn a new program.

Nevertheless, the Enhanced Sidplayer is an absolute necessity for anyone seriously interested in creating SID music. In the first place, it comes with a magnificent 274-page manual, explaining with great clarity every one of the fifty commands which govern the performance of the SID chip. Not only that, but the manual includes an excellent introduction to music theory, so you will quickly be able to read sheet music well enough to enter it into a SID file.

The disk also contains a large number of instructive examples and fine mono pieces. Finally, the Stereo Editor, itself freeware, requires the player module from the Enhanced Sidplayer, which is a commercial program.

The Stereo Editor gives you full control over the SID chip, so you can produce musical notes, percussion, and sound effects. The commands determine tempo, volume, pitch, duration, ties and slurs. You can choose between four wave forms: triangle, pulse, sawtooth, and noise. The first three may also be combined with each other, so a huge variety of sounds is possible. In addition you can control the "envelope" of each note: how quickly it sounds and how quickly it dies away.

In the beginning, the commands seem awfully complicated, but the system is very intuitive and quickly becomes second nature. It is also easy to play any voice or combination of voices as you enter the music, so you can hear how you are doing. Also, during play mode, several screens give you full information about the notes you are hearing, so you can observe the effects of the various commands. One excellent way to learn how the system works is to load in a favorite SID piece and scroll through it. Then play it and watch the various displays to learn even more.

You'll be hooked in no time. Advanced help is available through Q-Link in The Music Room (Commodore Information Network/ Computing Support Groups). There you will find excellent help files and even complete transcripts of SID classes held since the fall of 1989. The Music Room also has thousands of SID files available for download. Many of these are now finding their way into the CUGS library as well.

If you haven't explored the SID universe in the past year or two, there are exciting new worlds to be discovered--and created.

Product Information:

The SID Symphony Stereo Cartridge
Dr. Evil Laboratories
PO Box 3432
Redmond WA 98073-3432
US\$34.95 (postpaid)

Music System for the Commodore 128 & 64
The Enhanced Sidplayer
COMPUTE Books
C/O CCC
2500 McClellan Ave.
Pennsauken, NJ 08109
US\$24.00 plus US\$2.00 S&H
(Also available from Dr. Evil for US\$22.95 plus US\$2.40 S&H)

Stereo Player 10.3 and Stereo Editor are now in the CUGS library. The Stereo Editor is also available from Dr. Evil for US\$5.00, on a disk that includes many stereo music files.

GEOBUGS

from QLink

(Editor's note: GeoBASIC was a long awaited product, and after using it for a while, it becomes apparent the wait was not long enough! Following are some excerpts of the conversations found on QLink concerning tips and hints for GeoBASIC.)

SUBJ: Quick fix for update bug!! (R1)
FROM: Konan 03/09/91 S#:507892

As Smee has pointed out running your program will automatically update it without the tell tale [loss of code]. Unfortunately if you are like me, you don't have a reset switch and really don't like to shut down the computer. Here's how to avoid using close, update, and quit and still update your file and remain in GEOS.

Put the following in all of your programs:

```
1000 end
1001 call 49708
1002 end
```

When you are ready to quit, or want to update type:

```
run 1001
```

49708 is the EnterDesktop vector and will return you immediately to the Desktop.

SUBJ: Un Documented Commands
FROM: The Smee 02/24/91 S#:808143

There are a few undocumented Commands in geoBASIC. I'm reposting them, because they have scrolled off the boards along time ago..

Write this down:

The Character ' works exactly like a REM..

DELETE Works Exactly like NEW (Basic 2.0) in Editor Mode. You can Also Specify the Range. In geoBASIC 1.1 you would do: DELETE 1-25 -- Lines 1 thru 25 will be deleted...

FIND command is handy in editor mode. FIND"PRINT" will find all PRINT statements in your Source code. Notice I capitalized PRINT..

SUBJ: BSW FONT Quick CALL
FROM: The Smee 02/24/91 S#:835272

For those of you who don't know this, I don't think there are many that do, You can Use the BSW Font again after you used another font without geoBASIC having to Search the Disk Drives.

Example: You used FONT"ROMA",18

in your Program.. Real Nice looking font. But now you want to use BSW Again. So you tried FONT"BSW",9

Well you may have noticed that geoBASIC searched the Drive anyway. Slows things down Considerably..

Well there is a Quicker and cleaner way to use the BSW font again.. Use this.

CALL 49483

This will Call up the BSW font without geoBASIC searching the Disk Drives.

SUBJ: Work-arounds again: (R1)
FROM: GH Wells 01/31/91 S#:50636

Since some of my previously posted suggestions have been deleted, here they are again. The rest of them are still active. If you are new to geoBASIC, please read all the messages on this board to improve your chances of success.

1) Don't mess with the background screen. Don't store machine code or poke variables there. GeoBASIC continually swaps routines into this memory area even behind pull-down menus and dialog boxes. You're asking for trouble if you modify memory in the range of 24576 to 32575. You can use the foreground screen for these purposes and if you don't want the user to see them, use the COLRECT command to make the bits disappear.

2) If you get error messages on loops that do not have errors or that previously worked, try inserting long REM statements at the beginning of your program and doing an UPDATE. The purpose of this is to cause your program to be repartitioned. Apparently this bug occurs sometimes when a loop is either fully contained within one partition or when it straddles two partitions. I don't claim to understand it but the fix has worked for me. It may take one, two, or more REMark statements of six lines each to fix the bug. If you find that the bug shows up on different loops by this technique, try putting REMarks just before the problem loops.

I have received a few phone calls on my CUGS INCOME TAX disk, mainly the program entitled; "1990 GENERAL". This program this year has a method of saving your returns onto disk in the form of a sequential file. However, at the beginning of the program if you neglect to enter all of the questions (SIN, SPOUCES SIN, NAME, ADDRESS, CITY, PROV., POSTAL CODE, and DATE), your variables will not align up properly when you attempt to reload them at another time. If you have experienced this conundra, your only alternative at this time is to load this seq. file into an appropriate word processor and add some kind of information such as "nil" into the input lines you've missed answering (there is a total of eight) and resave the corrected seq. file. If your word processor is incapable of doing this then you have no alternative but to run "1990 GENERAL" another time and re-enter all the information properly before re-saving it again. You can add information to program line numbers 21 and 22. The line 22 addition will do away with entering "nil" inputs (the program will do it for you) in the future. If you do not have any earned income to report, then the addition in line 21 is needed to make 'a' equal greater than zero in the line when loading the print program. When you type in line 21, don't enter any spaces. The line already exceeds the 80-character input buffer limit. It may be necessary to abbreviate the "next" command as nE in order to fit the entire line in.

```
21 if a=0 then dim nu(240), d$(10), c(6,4), k(6,4): for i=1 to 8: d$(i)="nil":
  next nu(1)=8881
22 print chr$(142): y=1990: d$(9)="[left arrow]90.": goto 98
```

Good news for me. I have my 1670 MODEM/1200 working again. Perhaps some of you out there experienced the same difficulty. There is absolutely nothing wrong with my modem. Back in December, 90 SaskTel introduced some new equipment to service our area of the city. This is when my MODEM quit working. You see, I had a rotary (pulse) phone hooked up upstairs in my house with two more button type phones elsewhere in the house. The new equipment didn't affect any of my phones, only my modem. On Saturday, I purchased a switchable phone capable of touch-tone operation and replaced it with my rotary phone. I had SaskTel switch me over to touch-tone services and now everything, including my modem, is working hunkadorry (touch wood). Now, perhaps, in a little time I can decide which 'freeware' terminal program I'm going to permanently use. If any of you out there experience modem failure at any time, before you blame the modem, check with your telephone company to see if they have introduced any kind of new service or equipment. Your modem too, may not be at fault. Incidentally, an earlier 300 baud modem I have loaned to me does not work with the phone companies new equipment. Jim Simpson, do you want it back? Or can I offer it to somebody else whose phone services it will work on?

I have finally saved up enough 128 programs to offer the club two new 128 disks. They are: (1) 128 ARCADE GAMES 3 #ZC and (2) 128 GENERAL 2 #QB.

As you are aware most of the 128 Hi-res graphics games do not come close to their 64 counterparts. The reason is obvious, the best programmers are spending their time programming for the largest numbers of users which are the IBM compatibles, the 64's, the Amigas, etc. But as far as magazine and public domain programs are concerned, a lot of these 128 arcade programs hold their own with the pack. I would like to comment on the odd one that is not Joystick involved.

On the ARCADE GAMES 3 disk for example one called 'TRI WORDS' had me going for hours. You are given a chart with several letters affixed. Your job, playing the computer or a friend, is to make as many three letter words as you possibly can using only the letters the chart supplies. Since I was playing the computer, I had to finally give up because I couldn't think of any more three letter words. The computer probably still had a few more stashed away. So I never did see how the program was going to resolve a win. Someday perhaps after first reading the computers listings (if possible), I'll try again just to see how it ends! 'I B HUNTER' (International Bounty) is another educational game which helps the player learn geography and capitals of countries. 'CASINO' is a Las Vegas type of betting game. You can gamble at: (1) Craps (2) Roulette (3) Blackjack or (4) Slots. It didn't take me very long to lose the \$500 the program gives you to play with. 'FOUR BY FOUR' is the old standby TIC-TAC-TOE. Instead of playing on the standard 9 square game, you get to play on 16 squares. Depending on what level you choose, the computer takes away squares that you can't choose to play. I ran out of time, so I had only time to choose the first two levels. These levels are very easy to win. I won every time. Perhaps the higher levels are more challenging. You be the judge.

On the GENERAL 2 disk there is one program I have had for quite some time that was created by one of our club members, Byron Adams. It's called 'ULTIMATECALENDAR'. Like most of the programs on this disk, it requires an eighty column monitor. If you choose to print any of the months on hardcopy, you require a Commodore compatible printer. The program is multi-functioned keyboard control which makes it very easy to select any year and any month. Try it out! I think you'll like it. For pre-schoolers and young people there are two programs worth mentioning. 'MUDFROG MATH', a forty column add and subtract program which displays frogs to be counted or subtracted. 'MULT HELPER' is another forty column program which displays selected multiplication tables for the learner and then requires the learner to submit the answers to the selected multiplication table.

Introducing, a new section of our ever-expanding 64 library:
The Sidplayer Section!

[The information in the article was compiled from the documentation that came with Stereo Sidplayer 10.3 and the Stereo Editor.]

Have you ever tried programming music on the 64? It is tedious, and, to the beginning programmer with or without a working knowledge of music theory, confusing and downright, bloody-well exasperating!

"SID" has become the generic term applied to the music composed on a Commodore. It stands for "Sound Interface Device" (the computer chip that creates music on a Commodore). A Commodore has three voices, which might make you think that the music can't possibly be any good. Fortunately there are some excellent music composers not only on the commercial market, but in the public domain/shareware/freeware arena, as well. Also, a good SID arranger knows how to get around the limitations and compose a music file that is full and professional sounding. You will probably be pleasantly surprised at some of the effects you will hear.

One shining example in the PD/SW/FW arena is Sidplayer, a music system originally written by Mike Chamberlain and originally published in COMPUTE!'s "All about the Commodore 64, Volume Two" in 1984.

Later, the book/disk combination "COMPUTE!'s Music System for the Commodore 128 and 64: The Enhanced Sidplayer" was released, also written by Mike Chamberlain.

As the Sidplayer system grew in popularity, it became desirable to be able to display the words to a song as one listened to it. Therefore, Sidplayers began to support this feature. When a ".wds" file is include with a SID (used here as a synonym for "Sidplayer file"), it is called a Singalong song. These files are most often created using SpeedScript or EasyScript, then converted to standard ".wds" file format using a special program provided on the original Enhanced Sidplayer disk.

The next enhancement was to add the feature for displaying Doodle! and Koala pictures along with the music and/or words. The most popular and versatile program to use this added feature is Sid/Pic by Curve.

After listening to some of the SIDs, you will most likely arrive at the next step: How can I make SIDs's, too?" It's

easy! However, the program used to arrange SIDs is NOT public domain. You must buy the book that contains it and /or the copyrighted disk ("All About the Commodore 64, Volume Two" or "COMPUTE!'s Music System for the Commodore 128 and 64: The Enhanced Sidplayer").

The next logical step was whether it was possible to program Stereo SIDs. And into the gap stepped Mark Dickenson. Working on an idea given to him by Nick Zelinski, Mark developed a breakthrough in Commodore design: instead of looking for a way to make a six-voice player while trying NOT to make a six-voice editor (which would have taken too long) he created a method by which two three-voice songs could be played AT THE SAME TIME! With the addition of a second SID chip, either internally or externally on a homemade cartridge or Dr. Evil Labs' SID Symphony Cartridge, you can transform your Commodore 64, 64C, SX-64, 128, or 128D (in 64 mode) from a simple, mono, three-voice machine into a breathtaking, stereo, six-voice symphony maker!

Using Stereo Player 10 (written by Mark A. Dickenson) you can play these masterpieces, or create your own with Stereo Editor (written by Robert A. Stoerle & Eric McCormick).

Stereo Player 10.3 is a wonderfully versatile and entertaining player for SIDs. It will play mono (three-voice) and stereo (six-voice) SIDs, while displaying a variety of graphics, sing-along, and animation files. The Stereo Editor has been designed to be a complete SID development system. Almost every tool needed to create SIDs from start to finish is included. However, the program itself is only part of the total package, as it requires the player module from the Enhanced Sidplayer. It will NOT function without this module. The Stereo Editor is freeware, Enhanced Sidplayer is copyrighted! Also, Stereo Editor is an extremely complex program; it is absolutely essential that you carefully read the instructions for its use. The documentation file explains only how to use the Stereo Editor; no information is given on music theory or the commands used by the Enhanced Sidplayer will be given, as that is already very eloquently explained in the book that comes with the Enhanced Sidplayer. Foremost, it is imperative that you approach the Stereo Editor as brand new software. It is to be emphasized that this program is completely new and not based on Chamberlain's software. While many of the same functions are available, much of it is implemented differently, with new options added. If you view the Stereo Editor as a duplicate of Chamberlain's previous programs, you will encounter difficulties. It is NOT a duplicate.

After stating all of this it isn't hard to see why Sidplayer has become the most popular music system for the Commodore 128 and 64 computers! I hope this answers some questions that may have been nagging you about Sidplayer and SIDs. And I also hope it will encourage other people to discover the wonder and fun of SIDs!

New Club Disks

New SID Library

128 Programs

Sidplayer 2 fb

128 ARCADE GAMES 0ZC

pizza boy/128
jungle Jake/128
coffee break/128
phantasy/128
rashgar/128
lunar buggy/128
v'lur'n mine/128
tri words/128
vanish/128
marathon/128
match games/128
switchbox/128
i b hunter/128
horseshoes/128
connex/128
casino/128
four by four/128

128 GENERAL 2 0QB

lotto128
check express
banner print/128
ultimatecalendar
mudfrog math/128
air miles/128
morse code tutor
mult helper 128
usa map quiz
time/speed/dist

64 Programs

Sidplayer 1 fa

program files:
sidplayer
sidpic v3.4
stereoplayer10.3
doc.viewer

document files:
sidpic.docs v3
stereo document
stereo schematic
notice1.p
notice2.p
notice3.p
notice.updates.p
stereo player in
sid tutor

program files:
boot
slowboot
stereo editor
disk copy
sidcheck
unvalidator
util
extended.v2
text render
words.doc.viewer

document files:
book info.t
command menu.t
copyright.t
credits.t
customizing.t
directory.t
disk options.t
edit features.t
general modes.t
introduction.t
key custom.t
loading.t
main menu.t
midi features.t
movement keys.t
msw maker.t
other features.t
play options.t
playback.t
q-link.t
sid symphony.t
sidcheck.t
song params.t
title edit.t
words edit.t
stereo article
wordsv2.doc

Sidplayer File Name ani mus pgg pic str wds

Sidplayer 3 fc

herbies rag	*				
lilyqueenrag	*				
vairun	*				
sarahdance	*				
hymne	*				
onojohn	*				
commodore	*				
horror	*				
bolero	*				
passepied	*				
fuer	*				
hello	*				*
windy	*				*
got a friend	*				*
when/loved	*				
fame	*				
prancer	*		*		
vampire	*		*		*
witch frolic	*		*		
zone	*		*		
skeleton	*		*		*
treats	*		*		*
death	*		*		

Sidplayer 4 fd

funeral	*		*	*	
ghost	*		*		
grim ghosts	*		*		
halloween	*		*		
hitchcock	*		*		
time warp2	*		*		*
twilightzone	*		*		
ghostbusters	*		*		
hween is	*		*		*
monster mash	*		*		*
mournful	*		*		
people/enter	*		*		*
boris spider	*		*		*

Sidplayer 5 fe

phantom	*		*		
spooks	*		*		
morning	*		*		*
here i go	*		*		
countdown	*		*		
bs galactica	*		*		
stairway	*		*		*
a n i m a l	*		*		*
i am walrus	*		*		*
tulips	*		*		*
sound/music	*		*		*
c-concerto	*		*		*

Layer File Name	ani	mus	pag	pic	str	uds	Sidplayer File Name	ani	mus	pag	pic	str	uds
gods of war	*					*	poulenc3	*				*	
look away	*					*	princess	*				*	
alone	*					*	vivald.oboe	*				*	
yyz	*						earth&stars	*				*	*
startrek2	*			*			3bygeorge	*				*	
Sidplayer 6	ff						Sidplayer 8	fh					
shotgun	*					*	bachflute5/2	*				*	
wreck	*					*	dolphins	*			*	*	
knights	*						galiardo/sby	*					
combat	*			*		*	handl/qmin	*				*	
gilligan	*			*		*	maidens song	*					
dontlookback	*						mozfl-ind	*				*	
thywilldone	*						soler/cminor	*				*	
someday	*				*	*	wynkfyls	*					
welcome	*					*	moussorg/st	*	*			*	
dontknow/got	*				*	*	corelli.cel	*				*	
dominique	*					*	vivaldi/1-1	*				*	
swan	*			*			vivaldi/1-2	*				*	
drenmin	*					*	vivaldi/1-3	*				*	
save t/queen	*			*			vivaldi/1-4	*				*	
closer t t h	*			*		*	picnic	*			*		*
pinball wiz	*			*			wipeout	*			*		
galac	*						duel/fiddles	*					
mission	*						earl	*					
bonanza	*						lady godiva	*					*
rabbit	*					*	sistermercy	*				*	*
old man	*					*	wave/rmx	*					
house	*			*		*	in my life	*				*	*
three kings	*				*	*	rigby	*					
who is he	*				*	*	sgt. pepper	*					
god rest ye	*					*	strawberry	*				*	
Sidplayer 7	fg						Sidplayer 9	fi					
sweetcld	*			*			when/64	*					*
merry chmas	*					*	superman	*				*	
stereo-help	*			*			thorn birds	*				*	
axel f	*						time warp'98	*			*		
tpi 13	*						force	*				*	
cantina	*						hill street	*				*	
splish	*						klings	*				*	
et al	*						mis/impos	*				*	
major	*						muppet theme	*				*	*
calliope	*						pinkpanther	*				*	
kcou	*						raistlin/	*			*	*	
sounds	*						empiresback	*	*			*	*
ilove	*						take five	*				*	
enola	*						golden pond	*				*	
pipers	*						beeth/4hand	*				*	
mule	*						adagio/str	*				*	
shewrk	*						fugue q-min	*				*	
night shift	*						gnb/tocc 1	*				*	
palm leaf	*						gnb/tocc 3	*				*	
like virgin	*						katschei	*				*	
thunderdome	*						spf13	*				*	
cho/pol/mac	*						vivaldi/2-1	*				*	
clair dlune	*						vivaldi/2-2	*				*	
james bond	*			*			vivaldi/2-3	*				*	
poulenc1	*				*	*	vivaldi/2-4	*				*	
poulenc2	*				*	*	vallet	*				*	

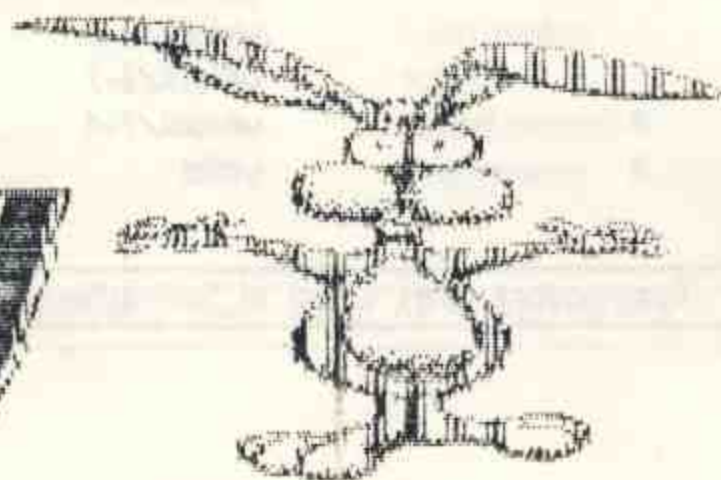
BBS List for Regina, Saskatchewan, Area Code 306, for March 1991

Name of System	Phone #	Baud	BBS Program Used	Sysop's Name	Code
Aladin's Cave	780-9800	1200	Wildcat 2.50S		I
Bar Room Inc.	569-1475	2400	Deus 0.2a		I
Billionaire's Boys Club	586-9571	2400	Wildcat 2.50S	Jason Horworko	I,\$
Bit Bucket	352-3236	2400	Fido 12t	Pert Richie	I,C
C.U.G.S. BBS	543-7683	1200	EBBS 4.5	Barry Bircher	C
DataForce	585-7683	14400	RA 1.00+		I
Datapac 300	565-0111	300	Westbridge	None	S
Datapac 1200	565-0181	1200	Westbridge	None	S
Datapac 2400	565-6000	2400	Westbridge	None	S
Datareach	1-995-3333	2400	SaskTel	None	+
Dead Poet's Society	522-4834	2400	RA 1.00+	James Hendy	I
Delta 286	789-1993	2400	Wildcat TD		I
Double Check	525-0807	14400	Paragon 2.0858	Randy Coghill	Z,\$
Double Q Access	584-2916	2400	LNA 4.00	Robert Peterson	I
Excalibur	9498605	2400	EBBS V4.6	Yves Desjardins	C
Fernando's Retreat	585-0298	9600	Opus 1.13	Colin Campbell	I
GIF Heaven	545-6701	2400	RA 0.04a	Gabe Mahin	I,\$
Girk Dently's Holistic	789-9909	2400	Fido 12t	Richard Wolbaum	I
Lab BBS	525-8620	2400	RA 1.00+		I
Micro City	584-0747	2400	MCBBS	Ron Ware	I,\$
Missing Link	775-1512	9600	PCBoard 14.5		I,\$
Mission Impossible	569-9705	1200	PFS-BBS	Kevin Hoffman	C
Polestar	586-1551	9600	RA 1.00	Bryce Eckstein	I
Fool Hall	586-0922	2400	PCBoard 15	Roger Linka	I
RAT III	949-6105	2400	BBS Express ST	Larry Sutton	H
Regina_FIDO I	777-4493	14400	Fido 12t	Ken Ganshirt	I,A
Regina_FIDO II	569-0271	9600	Fido 12t	Ken Ganshirt	I,A
Regina Public Library	347-0463	2400	VUCAT/GEAC		+
Scouts Own	777-4493	2400	Wildcat TD		I
Software Trader	584-3826	2400	Wildcat 1.03		I
Speed Zone	757-5519	1200	RA 0.04a	John Carrizo	I
Star Traders Inc.	545-0259	2400	Opus 1.14	Robert Gunther	I
Tee Wun Kay	779-1237	14400	Opus 1.14	Garry Ehman	I
TTL Computer Concepts	522-3233	2400	RA 0.04a	Ejorn Meyer	I
Unibase 1200	789-0709	1200	Unix	Leigh Calnek	S
Unibase 2400	585-5216	2400	Unix	Leigh Calnek	S
U or R 2400	585-5216	2400	Deckserver Cluster	None	S
Xerox Service Centre	789-8464	14400	Opus 1.14		I

S-Commerical System Z-Amiga
 I-IBM Board C-Commodore Board and/or Support
 H-Atant Board A-Apple Board and/or Support
 +-7-E-1 settings
 1-Datareach is local from every phone in Saskatchewan

ALL BULLETIN BOARDS run at 8-N-1 modem settings unless otherwise stated.

Happy



Easter