



OBLIGATORY STUFF

PRESIDENT	Richard Maze
VICE-PRESIDENT	Ed Dietrich
SECRETARY-TREASURER	Gordon Glew
LIBRARIAN	Earl Brown
ASS'T LIBRARIAN	Randy Sloboda
EDITOR	Ken Danylczuk
ASS'T EDITOR	Greg Rezanoff
MEMBERS AT LARGE	Steve Bogues
	Harry Chong



THE MONITOR is published monthly by the COMMODORE USERS' GROUP OF SASKATCHEWAN (CUGS), Regina, Sask., Canada. It is distributed at each monthly CUGS meeting, held at 7 pm, the FIRST WEDNESDAY of every month. Meetings are usually held in the North-West Leisure Centre, at the corner of Rochdale Boulevard and Arnason St., Regina.

Anyone interested in computing, especially on the C64, 128 or 64C, is welcome to attend any meeting. Out of town members are welcome, but may be charged a small mailing fee for newsletters. Members are welcome to submit public domain software for inclusion in the CUGS DISK LIBRARY. Any member may purchase disks from the club library for a nominal fee. The club library looks for programs listed in such magazines as COMPUTE, GAZETTE, RUN, AHOY, TPUG, COMMODORE COMPUTING, etc. these programs are made available to members who purchase the magazines.

IN THIS ISSUE:

OCTOBER OBSERVATIONS	- WOW from Maze
MEETING PLACE	- Date, Time, Place and Agenda
THAT L'IL BEGGAR!	- Guess who about what again!
EDITORIAL	- Taking on the KILLER-BYTE machines!
SIR RICHARD'S BASIC	- The whole load(er)!
DISK-ETIQUETTE	- Earl's additions
REVIEWS	- Rodents and printing with a "twist"
FLOPPY FLIP	- a hardware mod.
MONEY MATTERS	- CUGS financial data.
MEMBERS' MARKET	- free (to members) adverts!

EDITORIAL



THE C64 VERSUS THE "KILLER-BYTE" MACHINES!

"O.K., maybe all those months of trying to get people to contribute articles has finally flipped him, but whatsthiskiller-bytemachinebusinessanyway." (comment heard by ed. standing in computer shop).

My occupation has afforded me an interesting opportunity to use several makes of computer - Apple, Commodore, PC, AT, C64 and 128, even an AMIGA. My avocation ("hobby" to the beer and pretzel set) has allowed me to become quite familiar with the many strengths AND weaknesses in Commodore's computer line-up. I've come to call the machines that push into the MEGA-memory category as "killer-byte" machines - it kinda describes their impact on computing as useful fun!

I know many of our number have "fallen victim" to the lure of the KILLER-BYTES. They offer speed of operation (not as much as you might think!), the ability to hold a huge amount of data "on board" (so if you need to, you can!), and, thanks to one with "big blue" looks, they've become the darlings of the business set. With all that going for them, who would dare dispute the eventuality of the 16+ bit juggernaut? (me, maybe)

However, the lowly C64 is (and has) competed with these machines in that great testing ground called the marketplace, and won or at least tied for a strong place in the next few years of computing history. No "killer-byte" machine on the market has yet shown the same "personality", general acceptance and interest generation as the C64 (128, too, if you like). Many suggest that the future of computing lies in the power of the 16-32 bit machines, but I believe that the lesson found in the rise of the KILLER-BYTE machines is not a struggle for supremacy, but the establishment of a new ASPECT of computing.

I will not denigrate the massive memory and speed machines; they have a definite and deserved place in the realm of computer use. They offer the nearest thing to date for a "standard" of programming (MS-DOS) and they made computing respectable and acceptable in the business offices of the nation. No longer is the computer used by the company "wierdo" to do something esoteric. It is an acceptable (even indispensable) tool for the executive. These machines don't require understanding - they're utensils operated under a software driver to perform useful functions for specific reasons.

The C64 has more memory available to the user than most expensive computers ever hoped to have less than 12 years ago. Yet the machine is deliberately made accessible to the user; in fact, to keep costs down, the user is often forced to understand something about the machine in order to reap an optimal reward from the software! Killer-byte users call this a DISadvantage, but woe to them the first time their piece of very expensive software (another interesting trait of killer-byte machines) doesn't do things in exactly they way they want.

In a fit of self-righteous zeal, I halted in mid-argument with a friend who is, incidentally, a "killer-byte" fanatic, when I realized that arguments over superiority were futile. Just as a driver is attracted, sometimes passionately and fanatically, to one type of automobile, so too with computer users. You'll drive a 2 ton dump with tandem rear-wheel drive to do the job at work, but drive your Toyota home. You'll use an IBM-AT clone networked to a 40 megabyte hard-disk based mini-computer for work, but use your Apple, C64, 128, Atari, TI out for around the home and for fun. Some of us, when we can afford it, buy Cadillacs or 280Z's. Some go for AMIGAs or ATARI ST's. We invest in what we perceive our needs to be, and a machine like the C64 suits most needs for most people.

So, the war's no war. There's no real contest, and everyone's a winner! The most negative aspect of the "memory wars" is the public's misunderstood perception of a contest under way. If we allow comparisons of memory and speed to sway public understanding (as opposed to function and application), the damage to the credibility of the industry will be difficult to mend. (Think about the degree of trust we now have in the auto industry!!) The computer industry will be far better off with an informed and understanding public, and all should work to make it so. I know I will!



MEETING PLACE

AGENDA:

INTRO: RICHARD - Elections & new disk library
 BASIC BIT - the READ/DATA statement - R. Maze
 **** Coffee *** Visits *** Library Checking ****
 USING A SIMPLE TERMINAL PROGRAM - G. Rezanoff

PRESIDENT'S MESSAGE



At the CUGS November meeting we hold the elections for the club executive for 1988. If you would like to get more involved in the planning of the activities for your computer club, then, plan on becoming an executive member.

The executive positions consist of:

President
Vice President
Treasurer
Librarian
Assistant Librarian
Editor
Assistant Editor
2 - 3 members at large



Earl Brown (phone 543 2068) and Steve Bogues (phone 949 1370) have agreed to act as a nominating committee for this election. I urge you to seriously consider letting your name stand for an executive position. Contact Earl or Steve at the October meeting or as soon as possible before the November meeting.

REVIEWS



NOT A CREATURE WAS STIRRING -
EXCEPT MY 1531 MOUSE!

A REVIEW BY STEVE BOGUES

Well, folks, here it is, the 1351 mouse is now in the stores. Yes, this 1'11 squeaker is now available to any 64 or 128 owner with a little cash, thanks to Commodore!

For those that may not be familiar with this piece of equipment, a mouse is best described as a controller or input device used to locate the cursor's screen positions (on the 64 or 128). It is a small, rectangular box with two buttons on top and a small ball underneath.

Unlike the 1350 mouse (which was really only a rolling joystick) the 1351 has two modes of operation - joystick AND PROPORTIONAL!.

The joystick mode can be entered by holding the left button down on power up. Then the left button becomes the "fire" button, the right is not functional, and you've got your basic rolling joystick for games.

On power up, the default mode is PROPORTIONAL. The left button is used as a "fire" button, the right becomes the "up" button. I've found GEOS software works much more smoothly and faster with the mouse in this mode.

I should mention that, with the mouse, Commodore has kindly included utilities for the mouse for use in BASIC and ML programs, and A 1.3 GEOS UP-GRADE WHICH ALLOWS THE USE OF THE PROPORTIONAL MOUSE.

My general impression of the 1351 mouse is over-all positive. I have found it much superior to other input devices I've used for graphics programs (Koala-pad, etc.). The joystick mode works on some games, but some like F-15 Strike Eagle or Flight Simulator are better left to a real joystick.

Although the mouse is a bit expensive compared to other devices (\$60-70 Can.), I'm sure a lot of software will utilize the 1351 in pull-down menu applications (like Software Solutions 128 Paper Back series). In closing, I'd suggest you put this item on your Christmas want list to Santa. You won't regret it.

CERTIFICATE MAKER - A REVIEW

Certificate Maker - Springboard Software Inc. (1986)

This program, as its name implies, makes certificates. Working from prepared templates or blank certificates which you design yourself, you can make almost any certificate you want. The program consists of two diskettes, each one containing programs on both sides of the diskette and an instruction manual.

Upon loading Certificate Maker, you first must indicate if you will be using one drive or two. You will then get a menu of three choices: *NAME* FILE, MAKE CERTIFICATE, EXIT. The name file allows you to make a file of names which can be stored and used later when you print the certificate. This allows making a number of similar certificates with only the names different. The names file option only allows you to make or edit a names file. The names are selected during the certificate making process. Exit returns you to the powerup condition.

Making a certificate involves answering questions as they appear on the screen. The first one is for the certificate number. Here you must enter the number of the certificate template you want to use. There are 220 templates supplied with the program. These range from serious to comic and a number have excellent graphics. Some examples are: hardest worker award, employee of the week and bad haircut award. If you get the library disks (2 disks) you will have another 105 templates. The next thing you must do is select the border. By using the cursor control keys you can select one of the 24 borders available (an additional 24 is on the library disk). Each border is displayed on the screen to make selection easier. Once the border is selected, the body font style must be chosen. There are 5 different fonts available. Again each is displayed as you cursor to it. The next screen requests that you enter the body text. A line on the screen will be displayed for each available line on the certificate. This varies from certificate to certificate. Enter the text you want.

It is here that you can call your name file by placing: *name* on a line by itself. The following two screens provide a date line and a signature line. The date line can be omitted (enter nothing) or enter whatever you want up to the length provided. The signature line will always appear on the certificate. Anything you enter here will be printed below the line. If you have made a name file and indicated you want to use it, a screen requesting you to enter the file name of the name file will appear. Once you have done this, the names will appear on screen. From this list, you can select all, some, or even one name. A separate certificate will be printed for each name selected.

The final selection will be from a print menu. The current printer and interface are displayed along with four choices: Print Certificate, Print Test, Main Menu, Change Setup. Change setup allows you to select the printer (from 45 listed) and interface (from 7 listed) of your choice. Basically if your setup will work with PrintShop it will work with Certificate Maker. Print Test will print a four corner test pattern of the certificate so you can insure it is properly aligned on the paper. Main Menu will return you to the first menu. Print Certificate prints the certificate. You will be instructed to swap disks as required to get the template for the certificate you want. The printing is slowww don't expect to be able to dash of a certificate in a couple of minutes. I would compare printing rate to Print Shop.

Overall the program is easy to use and the resulting certificate is of very high quality. Although this program is more useful to certain people (ie. teachers, club directors, etc.) there are enough different certificates that everyone could probably find a use for it.



SIR RICHARD'S BASIC



MODIFYING THE CUGS LOADER PROGRAM FOR YOUR OWN USE

The program "cugs loader" is the first program on each of the CUGS disks. This program permits easy loading and running of programs from the disk as well as giving a brief description of each of the programs. You may want to use this program for your own use. This article will indicate how to change the program "cugs loader" to personalize it for yourself. See the other accompanying article on creating the sequential file "cugs data" which is used by this loader.

"cugs loader" consists of two parts. The main operation of the program is written in basic and starts at line 100. The scrolling message and the colored window is written in machine language and is found as basic lines from lines 1 to 100. Line 0 (goto 100) directs the program around the machine language routines.

TO CHANGE THE SCROLLING MESSAGE:

Enter: list 1 - 3 to list the lines containing the message.

Type your new message over the old message following the rem in each line. It is very important that each line be EXACTLY 80 characters long and end in a character. If your message is such that a line would end in a space, then, use a shifted space for the last character. Make sure you have the cursor sitting on the line and press RETURN to save the changes. The last character of line 3 MUST BE an uparrow which is used by the machine language program to recognize the end of the message.

TO CHANGE THE COLOR OF THE SCROLLING MESSAGE:

List line 370. Change the value after the comma to the color value you want. It is currently 13 which is light green.

TO CHANGE THE COLOR OF THE WINDOW IN WHICH THE FILE NAMES APPEAR:

List line 390. Change the value after the comma to the color value you want. It is currently 11 which is dark gray.

TO REMOVE THE MACHINE LANGUAGE PORTION COMPLETELY:

Delete lines: 0 - 75 ; 370 ; 390 ; 425 ; 915 ; 918
Change the 915 in line 560 to 925
Change the 980 in line 565 to 990

TO CHANGE THE TITLE:

Enter: list 1075 -
Type your changes over top of the current title message in lines 1090, 1100, and 1110. Make sure you press RETURN to save each changed line.

TO CHANGE THE NAME OF THE DATA FILE:

The data file is currently called "cugs data". This file is accessed in line 320.

Enter: list 320
Change cugs data to whatever name you want to use.

Do not exceed 16 characters for your new file name. Press RETURN when you have completed the change.

SAVING YOUR PERSONALIZED LOADER:

After you have made all the changes you want, you must save the new file. It is a good idea to save the changes before running the program as you could lose the changes if something was done incorrectly. Save the program on a working disk using any file name you want (up to 16 characters). After it has been saved, you can test the program. If everything is OK then transfer it to the disks you want to put it on.



USING PAPERCLIP TO CREATE THE DATA FILE FOR THE CUGS LOADER PROGRAM.

The loader program that is used on the CUGS disks accesses a sequential file called "cugs data" which contains the file names, the starting commands, and information about the programs on the disk. If you want to modify the loader for your own needs, you will have to make your own data file. A very easy way to create this data file on the C64 is to use the word processing program - Paperclip.

CREATING A NEW FILE

1. Load Paperclip into your computer.
2. Make sure the cursor is sitting on line 1 column 1.
3. If there is any current text present, erase it by pressing the key sequence CONTROL then e then RETURN. Answer: y RETURN to the question Are you sure?
4. On the first line, enter the file name of the first file EXACTLY as it appears on the disk you are building a loader for and press RETURN.
5. On the second line, enter the starting instructions, which will either be run or sys followed by the starting number and press RETURN.
6. On the third line, enter the first line of instructions and press RETURN. Do not exceed the 40 column length of the screen line.
7. On the fourth line, enter the second line of instructions and press RETURN. Again, do not exceed the 40 column length of the screen line. If you have no instructions to include use a row of dots (10 dots were used to create the original file).
8. Repeat steps 4 to 7 for each successive file you have on the disk with the data being entered directly below the data for the preceding file. When you finish entering all your data, make sure that the total number of lines used is divisible by 4. If the total is not divisible by 4, you have missed a line somewhere. Do not include files that are loaded by a program or sequential files as these will not work properly when they are loaded and run.
9. Save the file on the disk as a sequential file. To do this, make sure your data disk is in the disk drive and then press the key sequence: CONTROL then z. The question: File name? will appear at the top of the screen. Enter: cugs data RETURN. The question: Sequential file on disk? with a prompt of Y will appear on the top screen line. Answer this by pressing the RETURN key. You will next be asked: Drive number? Enter: 0 and press RETURN. The file will now be saved correctly on your disk.

TO MODIFY AN EXISTING FILE

1. Load Paperclip into your computer.
2. Load the file by pressing CONTROL then j. Enter: cugs data RETURN for the file name. Press RETURN as the answer to the question: Sequential file on disk? The file will now load.
3. If you want to correct some information in the file, use the cursor to move to the line and then type the new information over the old and press RETURN when finished. Remember, you can't exceed a screen line (40 columns) including the return marker. Continue this process until all changes have been made. Go to step 6 for instructions on saving the changed file.
4. If you want to delete a file from the data, use the cursor to move to the file name you want to remove. Press CONTROL then - (minus key). This will remove the line the cursor is on. Press the - (minus key) three more times to remove the following 3 lines which contain the information about the file. Press CONTROL again to cancel the control mode you are currently in. Repeat this process for any other files you want to delete. When you are finished, go to step 6 for instructions on saving the changed file.

5. To insert a file name into the data file, use the cursor to move to the file name directly below where the new file will be inserted. Press CONTROL then i. The question: Number of lines to insert? will appear on the top line. Enter: 4 RETURN. Four lines containing just a return marker should appear above the cursor. Move to the first of these lines and enter the file name, starting instructions, and two lines of information about the file. Remember to press RETURN at the end of each entry and don't let any entry exceed 40 columns including the return marker.
6. Save the file on the disk as a sequential file. To do this, make sure your data disk is in the disk drive and then press the key sequence: CONTROL then z. The question: File name? will appear at the top of the screen. Enter: cugs data RETURN. The question: Sequential file on disk? with a prompt of Y will appear on the top screen line. Answer this by pressing the RETURN key. You will next be asked: Drive number? Enter: 0 and press RETURN. One last question: Replace existing file? will appear. Answer: y RETURN and the old file on the disk will be erased and the new changed version will be saved correctly on your disk.



DISK-ETIQUETTE

SCRATCH and SAVE by Earl Brown

Included in this month's Disk Library are: Communcations 3, Graphics 6, Arcade Games 11, and Text Games 7 (4 disks for the C-64). Cugs Gazette disk #24 is available for a limited time. It includes all the programs from Aug. and Sept. and most of the programs from Oct. 1987 Gazette. With zero blocks free on disk 24, the few remaining programs will appear on disk #25 of gazette (in the order of issue and program listing) as has been done in the past. Spacers located on all disks identify in which month and year the programs were listed. Of course, when you list the program you will see the page number of the article about the program as well as other bits of important information. It's always a good idea to read this info. before running the program for the first time. All ML programs are loaded with a BASIC boot or a special loader. If a file is identified by a name followed by a 5 digit number, you can (if you're familiar with the program) bypass the boot/loader and simply load the file with a ",8,1", and SYS to that number in the title to start the program.

I spent a great deal of time this month separating hundreds of C128 files (given, sent, purchased, etc.) onto eleven newdisks for our library with a twelfth on the way. A few copies of each of these disks are available to club members at the regular \$3.00 per. A word of warning. Most of these programs have never been tested by me, and I know for sure that a couple of them don't work on my system. Try them out. Some are super. But please let me know about the ones that DO NOT WORK! All these programs will eventually be categorized in the same manner as the 64 software.

Any volunteers ?????

Bart Richie, of Software Supermarket, informs me that he is expecting (anytime) now the updated RAM CHIP for the 1571 disk drive. It will eliminate the problems encountered when you write and/or read on the second side of the drive. I hope they don't cost an arm and a leg. I want one of those babies.

\$\$\$\$\$\$\$\$\$\$\$\$

UGS FINANCIAL STATEMENT
JANUARY/1-JUNE/30 1987

ASSETS
COMAL BOOK
PRINTSHOP LIB.1,2
COMMODORE 64
1541 DISK DRIVE
1702 MONITOR
MPS801 PRINTER
GAZETE DISK SUBSCRIPTION
INPUT DISK SUBSCRIPTION



BALANCE FORWARD 1986.....\$ 317.06
1987 REVENUE
DISK SALES and MEMBERSHIP.....\$ 943.00

BALANCE.....\$1260.06
1987 EXPENSES
DISKS.....\$ 190.00
MPS801 PRINTER.....\$ 150.00
MAIL LABELS.....\$ 35.00
COPY PAPER.....\$ 45.70
GAZETE SUBSCRIPTION.....\$ 100.00
INPUT SUBSCRIPTION.....\$ 86.00
SERVICE CHARGE BANK.....\$ 10.00

TOTAL EXPENSES.....\$ 616.70\$ 616.70

CASH IN BANK.....\$ 643.36

\$\$\$\$\$\$\$\$\$\$\$\$

MEMBERSHIP

1987 UGS Membership

Allan Abramson	Rick Harty
Wayne Allen	George Heuchert
Frank Besier	W J Aumuller
Barry Bircher	Arthur Keating
Morley Bogues	Ivan Kitzuk
Steve Bogues	Dean Kreutzer
Judy Broda	Marcel Lefebure
Denis Brown	Leo Levasseur
Earl Brown	Richard Maze
Milt Carlson	Paul McCorry
Nora Carlson	Ken Pasielnyk
Alvin Carpentier	Rick Penner
Real Charron	Don Rose
Harry Chong	Richard Rosseker
Larry Couse	Adolph Schurek
Ken Danylczuk	Steven Sebastian
Ed Dietrich	Jim Slough
Menno Dirks	Steven Szlavkovszky
Clarence Fahlman	Mervin Ward
Kurt Finke	Neil Wendell
Dale Fleury	Jim Wicks
Marianne Fowler	Gordon Williams
Gordon Glew	Dale Wuschke
Joe Gomes	Wilf Yauck
Ralph Hall	Douglas Young



THAT L'IL BEGGAR!

There once was a computer club mag.,
Whose editor hoped that the rag
would encourage his readers
to become article "feediers"
Without him having to nag!!



(An age-old rhyme - author deceased?)

NEW CUGS DISK LIBRARY DISKS

CUGS 128 PGMS 01

LIST ME
MUSIC.....
 INVENTION 13.MUS·
 SIMPLE KEY.MUS
 MUSIC BOARD
 SOUNDMAKER
 ..COMMUNICATIONS
 SMALLTERM.128
 CP/M TERM.128
 CP/MTERM.DOC
 TACOTERM.128
 CP/M TERM2
 JHF MINITERM
 JHF MINITERM DOC
 ..GAMES/DEMOS...
 LITTER PATROL
 DEEPSIX.128
 SPRITES ON 128
 SPRSAV DEMO
 BENT SPACE
 BLACK HOLE
 WAVY SPOKES
 CAR RACE
 ...UTILITIES...
 UNI-COPY
 DIR PRINT
 DIR SQUEEZE
 DISK-DUMP
 DISPLAY BAM
 CHANGE UNIT
 UNSCRATCH
 LOAD ADDRESS
 SEQ LISTER
 HEADER CHANGE
 PRINTER TEST
 FORMAT DISK
 AUTOBOOT MAKER
 KEYPAD 64.C128
 2 1571 KEYS
 128 SCR DUMP
 1571 ERROR EXAM
 128 GRAPHIC E.G.
 128 SOUND DEMO
 128 SOUND EDITOR
 128FILTER EDITOR
 128 MUSICAL KEYS
 LETTER GAME
 SPACE SPRITE
 128 SOUNDMAKER
 128 FAST DIR.
 128 SONG PLAYER
 PRACTICE DRAWING
 BAR GRAPH
 128 WINDOW EX.
 CIRCLES
 128 WORD GAMES
 128 SONG TRY
 BACH INV 13
 RACE CARS
 MOUNTAIN MINER
 PICK-A-PATH
 RND LINES
 SPR PRG

ARROW
 STAR
 360 LINES
 PIE CHART
 US FLAG/MAP
 128 AUTO-MENU
 128 PERFECT TYPE
 AUTO.PIC
 AUTO.COL
 128 AUTOBOOT MKR
 128 AUTOBOOT 2
 64 TYPIST RUN
 WORDSTAR CMDS

CUGS 128 PGMS 02

DISKREADER
 64 AUTO MENU
 SD TST
 ULTRA HI-RES
 ULTRA HIRES BOOT
 PROGRAM SETUP
 HIRES TEXT DEMO
 HIRES MOIRE DEMO
 HIRES 3D DEMO
 ULTRA HIRES
 UHR
 HIRES CIRCLE
 BOB'S LABEL MKR
 DISKRDR INFO
 DISKREADER INFO
 COMMODORE M.E.P.
 D/R INFO
 POWERPLAY 128 CK
 64 TO 128 CONV
 ARTIMATION
 BLICK#2
 C-128 AUTOMENU
 DATA STATEMENTS
 DUAL DUMP 128
 FAMILY TREE
 HALLEY'S COMET
 HI-RES DUMP
 LOAN CALCULATOR
 MARQUEE
 NEBERGALL RUN
 NEW LABEL MAKER
 R U N W O R D
 ROTATION TAG
 RUNSCRIPT
 RUNSCRIPT PARAM
 C64 CHAR SET
 MACROS DEFINE
 SOUND DESIGNER
 TAG.SCORE
 WORD COUNTER
 WORDPROCESS
 AHOY CHECK 128
 BOOTMAKER 128/64
 CODE-DECODE128
 COMP CHECK 128
 NEW MLX 128
 POWERPLAY 128
 RUN CHECK 128
 RUN

AUTO-MENU 128
 RUN128 CHECKSUM

CUGS 128 PGMS 04

HIGHLIGHTER/128
 LEXITRON/128
 AUTOBOOT/128
 WINDOW DEMO/128
 WINDW SAVE40/128
 WINDW SAVE80/128
 CODE DECODE/128
 WORD COUNT/128
 BLICK/128
 MONOTONES/128
 HELP/128
 MARQUEE/128
 KEYLOAD/128
 KEYS/128
 COSMIC OBJTS/128
 THE PIT/128
 STRING ART/128
 HI-RES DUMP/128
 TURBODISK.128B
 TURBODISK 128
 KEYDEF/128
 RACECAR DEMO/128
 DRAGSTER.SPR
 SPR ROTATOR/128
 GRAPHIC DUMP/128
 CHAR SET.BOOT
 AUTO RUN/128
 PERSONALIZE 128
 MAGIC FLUTE/128
 AMERCN PATRL/128
 LINE COUNT/128
 ESCAPING 1/128
 ESCAPING 2/128
 PIG\$FORBUCK\$/128
 POLAR ART/128
 BACH MINUET/128
 DRAW/128
 OBSTACLE/128
 KEYWORDS/128
 MOON RESCUE/128
 ANIMAL SHOW/128
 QUICKSORT/128
 QUKSORT DEMO/128
 FAST DUMP/128/64
 CUSTOM ENV/128
 VF XVI/128
 AUTO RACE/128
 CARSHAPE
 TILES/128
 VIDEO SETUP/128
 STARTUP/128
 CONNECT 'EM/128
 SAINTS/128
 JOY/128
 KIEV/128
 DOS WEDGE/128
 DOS WEDGE.6656
 METABASIC 128
 METABASIC.4864
 PARTITIONER/128

TILE TRADER/128
 TURBOSAVE/128
 TURBOSAVE.128
 LIST FORMATT/128
 SKIDDERS/128
 COUNTDOWN T/128
 VER.CIRCLE /128
 HELPKY/128
 ALT-KEY/128
 DATA CREATOR/128
 ESCAPE CODES/128
 BITMAP LOAD/128
 BITMAP SAVE/128
 UNSCRAMBLE/128
 GAMESPORT T/128
 WALKING LINE/128
 GRAPH CIRCLE/128
 3D BAR GRAPH/128

CUGS 128 PGMS 05

TEXT FRAMER/128
 GRAPH DESIGN/128
 ALT-80 SCREN/128
 BALL BOUNCE/128
 CHECKER BORD/128
 SPIRALGRAPHS/128
 CIRCLEGRAPH/128
 DATAMAKER/128
 COMETCATCHER/128
 HI-RES D & S/128
 HI-RES LOAD/128
 MLTCLR D & S/128
 MMOUSE.BMP
 MMOUSE.CMM
 MULTCLR LOAD/128
 KOALA TO C-128
 PLANETS.BMP
 COLORCRITERI/128
 SORT/128
 MOEBIUS PLOT/128
 FUNC PLOTTER/128
 DUAL-DUMP/128
 VARIABLE MGR/128
 DVORAK KEYBD/128
 DATAWRITER/128
 DATAREADER/128
 MORE BASIC/128
 MORE BASIC.5959
 RESCUE/128
 PLANET DUEL/128
 LIST FORMAT/128
 INFOFLOW/128
 EXT-BACK/128
 FRACTAL MAKER128
 INVENTORY
 SORTER
 DEFAULT COLORS
 COLOR SETTINGS
 ADDITIONAL NOTES
 BACKUP

BUGS 128 PGMS 06

AHOY!TERM/128
ZZUP
ZZDOWN
CHESS TOUR/128
ZILLETERM.128
TERMINAL.C1/128
ZTERM.128.HELP
TERM.C1/128
DISK ORGANIZER
ORGANIZER.HLP
ORGANIZER.MNU
MENU.COL
1571 MANAGER.ORG
COPYBOOT
C8
COPY.DOCS
C-128 SEQ READ
FILE READER (WP)
PENPAL
FORMAT MFM
NOTATOR.128
READ MFM DISK

BUGS 128 PGMS 07

MULTITERM128 3.6
MULTI128 3.6-ML
MULTI128 3.6DOCS
BOOT
QTERM III MAIN
QT HELP
QT HELP2
QT HELP3
QT.ML
QT ROLADIX
ZILLETERM.128
TERMINAL.C1/128
ZTERM.128.HELP
TERM.C1/128
TIERRABASE 128
XLINK2.1
XL.ML3
XLINK.DOC
KEYS
SEQ READ(128/80
BBS COMMANDMENTS
SCOPY..C-128

BUGS 128 PGMS 08

DISK DOC.C-128
BACGAMMON V3.7
SEQ RD/PRINT.128
FILE MANAGER
FILE MANAG.DOC
1750FUNC/KEY
OUTLINE 128
OL128.INSTR
TRIVIA
TRIVDATA
TRIVIAGAME
LOADER
TITLE
SUPERDRAW
LABELLE DE LUCIE
128 CATALOGER
CAT
PRINTER

CHAR SET.BOOT
CHAR.SET
COPY ALL 128

BUGS 128 PGMS 09

LIBRARY V1.3
DIR.128/80 V 2.0
PHXBOOT.128
PHXTRM.LDR
PHXTRMV8.7
PHX.ML
PHX.ML2
CONFIG
WE128
FLOPPY DISK EDIT
FDE,DOC
BRAIN QUIZ
SAUCERS
SAUC S
ALDEHEDRON
JOURNAL
JOURNAL12
TYPE/PRINT 128

BUGS 128 PGMS 10

P-EBBS128/1.5
EBBS 128 HELP
NPX.128
MLS.128
128 FM
SFC/128
128 CONFIG
EBBS UTILITY
V1.03 NOTES.LIST
LIST ME 1ST
BASIC BUDGET
GRAPHER.40
C-128 CUSTOMIZER
AUTOBOOT.MANAGER
128DIRSLEEVE
BOOT
6/49
PICK
VIEW
ADD
CASINO128
FORMATTER
STRANDED

BUGS 128 PGMS 11

FLASH QUIZ 128
FL TRIVIA 1
FL HIST DATES
STATE CAPITALS
QUIZ SCORES
MONEY MANAGER
MINIDOS
MINIDOS/EXP
128 MAIL N PHONE
RECIPE V1.0
CATFILE.REC
HEADINGS.REC
SOUND EFFECTS
SEQ BROWSE

BFSB
MFSB
MLFSB
FSB.DOC
PRG TO SEQ.128
SEQ TO PRG.128
WHEEL/FORTUNE
PUZZLE MAKING
PZ. BASE
PZ. MARKER
DDWHTITLE
DDWHTITLE.1
WHSET
VW.1
VW.2
DEPTH CHARGE
3RD SPRITE
SPRITE TWO
SCREENMAKER III

GRAPH.GAMES 11 AK

UGS LOADER
BUGS DATA
SQUARES
CHAR ASSASSIN
NUMBER QUEST
APPLE HUNT
ALPHA ANXIETY
PLAY BINGO
AARDVARK ATTACK
WORD MATCH
FIVE CARD STUD
SWITCHEROO
SOLITARE
BLACKJACK.3
EUCHRE 1
CRIB
PUZZLER
MOAIC PUZZLE
ANDROID NIM.C2
DROIDS.C2
DRAGON MAZE.C2
DRAGON ISLAND.C2
STAR STRIKE

TEXT GAMES 7 TG

UGS LOADER
BUGS DATA
PEGS
ANIMAL.C
ANIMAL INIT.C
CROSSWORD.C
X-WORD FILE.
BINARY CASTLE
STATES&CAP TUTOR
STATES.GENERATOR
WORDSPELL
SUBJECT SHOOT.C
HISTORY QUIZ.C2
PROVERBIAL.C
PATTERNS.C
BAGELS
LIFE 2.C
MIND BUSTERS.C

REMEMBERING.C2
BOTTLECAPS.C2
DRACULA.C2
WIZARD'S CASTLE

GRAPHIC 6 GF

UGS LOADER
BUGS DATA
SPRITE LOCATER
SPRITE GRAPH
POLAR ART
KALEIDOSCOPE/64
C/AD.ONE
INST.AD.ONE
Z/AD.ONE
CF1
CMD1
ASSISTM
KSCOPE.C
EGGS.C
BIT MAP PLOT.C
BUGS.C
BASIC LOADER
SINEMAVE GRAPH
CIRCULAR PATTERN
BARNEY
MONOTONES
AMIGA DEMO.C
FADEIN/OUT
AMIGA
MEMORY DISPLAY
LAZY LETTERS.C
BIG TIME CLOCK
SPRITE-GRAFIX
PAC SPRITES
GRAPH PLOTTER.C
GRAFIXEDITOR.C
GXDIGITAL SET
GXFATLETTERS
GXSPACE STYLE
COMMANDS
SCREEN 40.3.C
CHOPPER.C



