Commodore Users Group of Saskatchewan

February, 1989

Vol. 4 No. 2

MONITOR

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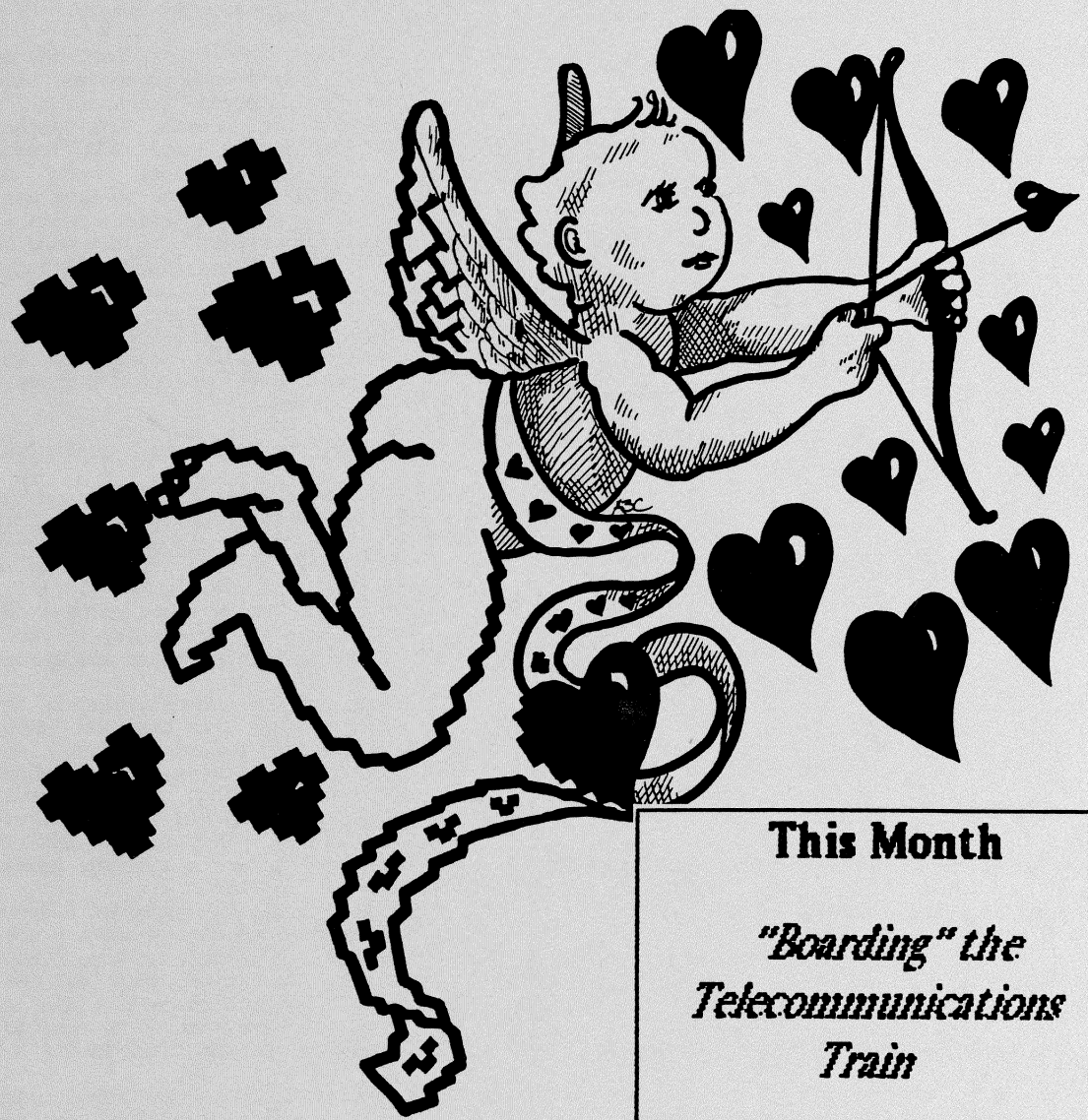

This Month

"Boarding" the Telecommunications Train

Happy Valentine's Day

OBLIGATORY STUFF

C U G S EXECUTIVE 1989

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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., Canada. CUGS meetings are held at 7 pm the SECOND WEDNESDAY of every month (unless otherwise noted) in the North-West Leisure Centre, corner of Rochdale Boulevard and Arnason Street.

Anyone interested in computing, especially on the C64, 128 or 64C, 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. Contact Earl Brown, 737 Rink Ave.

CUGS is a non-profit organization comprised of C64, 64C, C128, and 128D users interested in sharing ideas, programs, knowledge, problems and solutions with each other. The more members participate, the better the variety of benefits. Membership dues are pro-rated, based on a January to December year.

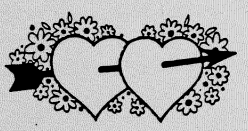
MEETING PLACE

CUGS MEETING WEDNESDAY - FEBRUARY 8, 1989

NorthWest Leisure Centre Room #2
7:00 pm

AGENDA

1. Club Business
2. Using a Buffer with Terminal Programs.
3. Up/Downloading Files to/from a BBS.
3. Break
4. Dealing with .lbr and .arc files
5. Question Period
6. Prize Draw



EDITORIAL

Home computers - the sad story of promises made but not fulfilled!

Remember 7 or 8 years ago, all the brochures from your "home" computer manufacturers promised a future with home computers of unparalleled wonder? Remember the promises of improved education for your children? For home offices? For instant knowledge about anything at your fingertips? A lot of people with computers gathering dust in closets remember! A lot of people advertising their "slightly used" machines in the local classifieds remember! We probably all remember, and some of us even think some of the promises were kept. But what the home computer manufacturers seemed to have forgotten to mention was that the fulfillment of the promise meant a large investment in time, initiative and creativity on the part of the user. That unfortunate fact escaped most ads that led people to buy the "machine of the 80's" - a home computer. They bought 'em, plugged 'em in, and waited for results, feeling somewhat hurt, cheated or embarrassed when the expected results were slow in coming.

I've been reading a lot of industry/trade analysis lately that's been trying to come to grips with the public's renewed fascination with dedicated game computers (Ninetendo, Sega System), even a rebirth of the good ol' Atari 2600 system! They've analysed graphic capabilities, cost of games, size and versatility, but none of them has yet really found the answer to what (at first) seems a most backward step in the computerization of the home market. Here you have it, straight from the "horse's orifice" (your intrepid editor's cranial cogitations) - the answer to the question "Why are simple, dedicated game machines, many with graphics far below the intricacies of some C64 games, regaining popularity in the homes of North America? Have home user's given up on computers and their promise?"

Simply, the answer is a qualified "yes"!

Why? Game machines deliver on their promise!!! You get what you pay for with no further effort than the purchase of additional cartridges now and then!! You don't have to learn to program; you don't have to learn to type (not even 'LOAD"*",8,1'); you don't have to buy a monitor (which seems to be a 'dumb' TV set), and you don't have to feel guilty if you (or your kids) don't use it to further their education!!!

Yep! Buy the sucker...plug in three plugs and flip the switch...just like the ads show...instant fun!!! No educational considerations. No concerns about its practicality (there is none other than entertainment). It costs less than any computer around. It can be operated by the youngest to oldest member of the family. Like I said - IT DOES JUST WHAT IT CLAIMS TO DO - no less and no more - and that seems to be what sells 'em.

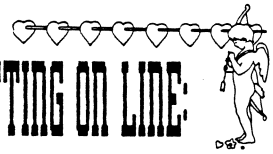
Now, a casual reader might suspect that I am not a fan of stand-alone game systems - not so! I have one of the largest collections of Atari 2600 cartridges around, and it gets used, even when my C64 sits idle. There's nothing wrong with just plain playing games, whether it's on a game machine OR the C64 BUT GAMES ONLY ON THE C64 SEEMS TO CAUSE SOME PEOPLE A FEW TWINGES OF GUILT.

Many home computer software companies are readjusting their advertising to give home computers more of a "game machine" image - computer sellers are beginning to soft-pedal the "productivity" of their various machines and hype the "fun and games" available! Watch the crowd at Computerfest this weekend! Count every time you see a crowd gathered round a real neat database or spreadsheet! Uh-huh, sure! Now count the bodies around any game display! You KNOW what you'll find, don't you?

So where does that leave us "serious" computer users - the one's who bought into the computer as a productivity tool? What role has a group like CUGS to play in such a venue? With some careful planning, we'll be grinnin' ear to ear! First, those who bought C64's and let them fade into the closet will be encouraged to reactivate their machines to try the new software. We can help them see the latest, rate it or review it. Then, when the superior sound and graphics of computer generated games becomes obvious (and it will), we can gently nudge these re-newed users into seeing the fulfillment the original promise that convinced them they ought to have a machine in the first place - the game machine that gives you MORE!

I have 6 children, ranging from grade 3 to university, and they all BEGAN using the computer as a game machine. For years, that's all it was to them. Gradually, watching me and their older siblings use the machine to perform tasks, they sought the knowledge to do the same. We offered it gently, and, today, they ALL use the computer as a productivity tool - as a math drill, word-processor for school work, graphic tool for cards and pictures, sign-maker for personal use, data-keeper for records and tapes to cross-reference, and... a great game machine. The promise fulfilled - but not as it was made, not right from the beginning - gradually, without coersion - from game machine to indispensable home equipment.

What we need to show over the course of the next few years is that our GREAT GAME MACHINE can do a few other interesting things, too! Try that one, Nintenedo or Sega!



the REAL facts about GETTING ON LINE:

Log-on and Downloading from the C.U.G.S. BBS
Real Charron

Ever been on the club's bulletin board? No? Then you're missing out on a good service that provides contact between club members, help and ideas.

Following are the few steps required to log-on to the C.U.G.S. BBS:

1. Dial the C.U.G.S. BBS phone number, 586-1189, using your favourite terminal program. (Ed. NOTE - if you've an older modem that requires YOU to dial, load your terminal, put it in 'terminal' mode, dial up the BBS by hand.)

2. When you see: 'Connect xxxx', 'Carrier detected' or know you have a connect tone, press the <RETURN> key several times. (Ed. NOTE: if you have an older modem without AUTODIAL you listen for the carrier tone, then switch your line to the computer and hit the <RETURN> key with no prompts appearing). The BBS responds with, 'xxxx Baud user detected', where the 'xxxx' is the speed that your modem is using to telecommunicate.

3. Then you will be asked, 'Are you using a Commodore color graphics terminal program C=?'

   'OK (Y/N)' Answer by typing 'y' if you have a terminal that can use the C/G mode, or 'n' if you don't.

4. Next you will see the welcome screen.

5. The BBS will then display:

   'Press (RETURN) if new user'.
   '--==>>306-586-1189<<==--'
   '--==>>   '

People who have never logged on to the BBS before should simply press the <RETURN> key; others should enter their user or telephone number with their area code.

7. The BBS then asks for your password.

That's all there is to logging on to our BBS.

Here's how to download programs and files from the board:

1. Put a disk in your disk drive on which you want your downloaded program or file to be copied.

2. At the main menu, you must choose what protocol you would like to use to download, ie: Punter or XModem. The Punter mode is made just for the Commodore machines, so on the C.U.G.S BBS, use the Punter mode if it available on your terminal program.

3. When you chose a protocol, you will see the <I>nformation screen and the following menu:

   1- Terminal pgms
   2- Other pgms
   Which # (Choose #1 or #2)

4. Then your USERID# is displayed, and your download credits.

5. A menu is then displayed. To find the descriptions to the options, select the '?' option. The BBS will display:

   B- Block free
   C- Change Database
   L- List
   U- Upload
   D- Download
   ?- This menu

6. Choose (D)ownload. You are asked, 'Program name:', followed by, 'File type: (P)rogram or (S)equential'. If you have chosen the Punter protocol, the BBS will then display, 'Standby...', until you are asked:

   Punter Downloading: Filename

   Set your terminal for download! googoogoogoo

7. While the BBS types 'googoogoo' onto the screen, set your terminal to download Punter.

8. Receive the program or file.

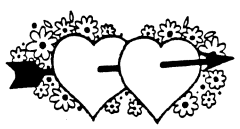
After following these steps you should have the program or file you wanted on the disk in your drive. (Ed. NOTE: if you're working BE VERY PATIENT for anything more than a 6 Block file!)

If you never tried it, be adventurous and dial your C.U.G.S. board.

MEETINGS TO COME

UPCOMING CUGS MEETINGS FOR 1989

Wed. Mar. 8
Wed. Apr. 12
Wed. May 10
Wed. June 14



Write these on your calendar.

All meetings start at 7:00 pm

Meetings at the Northwest Leisure Centre
Welcome to our second meeting of 1989.

A Valentine Message from Richard!

Going into this meeting, our membership stands at 31 paid up for 1989 already. This is a significant increase over previous years. At this rate, we could be looking at over 70 members this year.

This month's meeting is going to focus on using the modem. In particular, using a terminal program to carry out some functions that you may want to do on a bulletin board system. If you're like me, the first time you go to download a file can be very confusing. Our intent is to look at uploading and downloading files as well as some of the things that can be done with a buffer. We will also have a presentation on handling files that end with ".arc" and ".lbr" and what is needed to be able to use these files. In short, we want to try and create comfort for people accessing bulletin boards (especially ours).

This month (this Sunday) also brings the third annual COMPUTERFEST. I expect that this year's show will be even more successful than the previous two have been. I hope each and every one of you will be able to make it over to the Travelodge on Sunday. At our display, we are going to have both a C64 and a 128 up and running with various programs throughout the day. Thank you in advance to the members who agree to help out by working at our booth.

EVERYTHING YOU EVER WANTED TO KNOW ABOUT Qlink

I think that everyone who has used Q-Link would agree: "Q-Link is the most complete and informative electronic service available for the Commodore 8-bit computers."

Of course, though, nothing is free. And the service that Q-Link provides is no exception. The following is an excerpt of the billing information that I downloaded from the Customer Service Center. Please remember that all funds are U.S. dollars.

Q-LINK CHARGES

Your monthly membership charge of $9.95 includes one free hour of Plus services, which is automatically credited to your account at the beginning of each month and must be used that month. Your membership fee also entitles you to unlimited use of basic services but does not include purchases, or any online services that have individual membership charges such as "Comp-u-store Online" or "Easy Sabre Travel Service."

The term "Plus" refers to the Q-Link premium services, which are calculated by the minute, at a rate of $.08 per minute.

"Plus" time charges start when you select an item on a menu that has a (+) at the end of the line ... The exceptions to this are Q-Link online games, which are Plus services although the + symbol is not displayed on the games' graphics screens.

CANADIAN CHARGES

This charge is based on which telephone node you used to connect to our system. If you use a Datapac number ... you will be charged $.15 (U.S.) per minute that you are connected. If you use a Canadian Tymnet number ... you will be charged $.06 (U.S.) per minute that you are connected. These charges are telecommunication surcharges and are in addition to any "Plus" charges you may incur.

FREE PLUS TIME

You will receive 60 minutes of free "Plus" time for each full month that you are a member. This free "Plus" time must be used during that month; it is not carried over into the next month.

You begin using the free "Plus" time the first time you select a "Plus" service after 12:00 a.m. (Eastern time) on the first of the month.

So, is it worth it? If you can answer "Yes" to any of the following questions, then you should seriously consider subscribing to Q-Link:

1. Do I have a VISA with some available credit on it?

   For the Canadian subscriber, this is the only payment method available.

2. Do I use, or would like to use, public domain software, but can't find anything I like?

   Q-Link boasts close to 15,000 public domain programs that are available for everyone to download.

3. Do I have some very specific software needs?

   Many of the public domain titles available are very user specific. For example, a CAD font, educational programs, tape collection database programs, modem usage charts, and so on, are all ready for the downloading.

4. Do I have programming questions, or questions about a specific software title that I can't answer?

   On Q-Link, there are dozens of people online who are usually willing and able to answer any questions you may ask. In addition, there are Special Interest Groups that deal with specific areas of programming, eg: sound, graphics. machine language, etc. In these areas, you can leave questions for some of the other club members.

5. Do I find myself staring at a lonely computer screen very early in the morning?

   I have yet to access Q-Link where I haven't found many, many interesting people to meet and communicate with. Early in the morning on a weekend is a great time to meet everyone from programmers to teachers to strippers.

6. Am I inquisitive but too lazy to look for reference materials myself?

   Q-Link provides free access to an online encyclopedia. Simply key in the subject you would like information for, and the encyclopedia will display all the articles that you may browse that have that keyword in it.

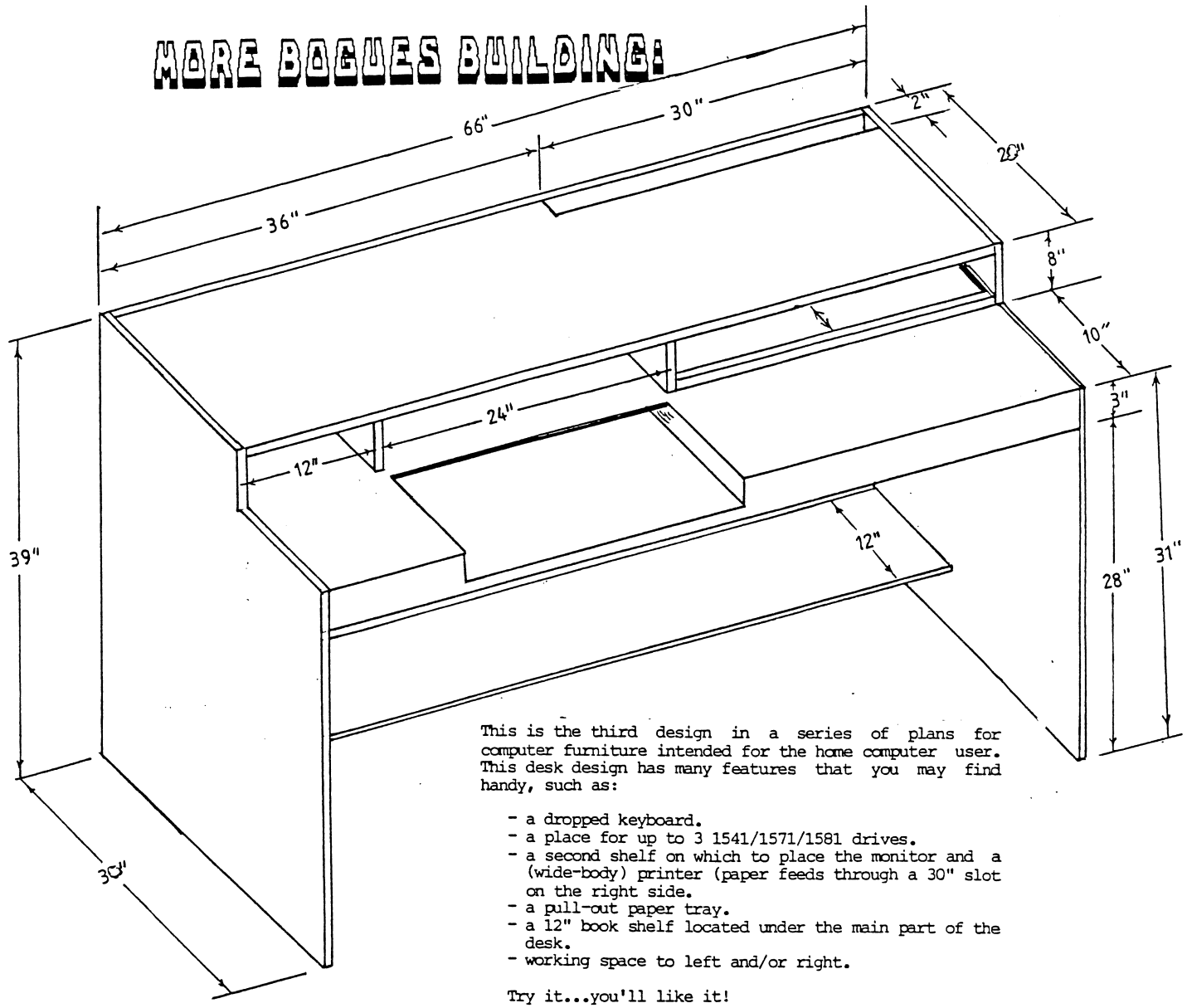
7. Do I own GEOS?

   There is an area set aside specifically for GEOS. You can download Geos applications, paint images, fonts and GeoWrite documents. Also available are informative articles and GEOS program fixes straight from Berkeley.

Q-Link has so many exciting features that it is difficult to touch on every one of them in a short article.

Over the next few months, I will be compiling a disk of the best public domain software I have found on Q-Link. If you have heard of any that you like me to include, please contact me via the C.U.G.S BBS,

MORE BOGUES BUILDING:



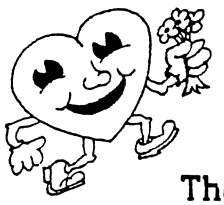
This is the third design in a series of plans for computer furniture intended for the home computer user. This desk design has many features that you may find handy, such as:

- a dropped keyboard.
- a place for up to 3 1541/1571/1581 drives.
- a second shelf on which to place the monitor and a (wide-body) printer (paper feeds through a 30" slot on the right side.
- a pull-out paper tray.
- a 12" book shelf located under the main part of the desk.
- working space to left and/or right.

Try it...you'll like it!

COMPUTERFEST - FEB. 12, 1989

(Sponsored by the Apple II User Group)



AT THE TRAVELODGE - SPANISH BALLROOM (formerly the Vagabond Motor Inn)

1:00pm - 5:00 pm

There'll be Displays by major retailers of computer hardware and software,
Each city computer user group will have their own display,
there'll be a "flea market" of computer items, and ... NO ADMISSION!!

Come and Visit Our C.U.G.S. BOOTH at COMPUTERFEST

If you want to sell something at the "flea market" (computer hardware, ORIGINAL software, books, etc.) it must be registered before NOON. The Apple II User Group will take 10% of the sale price (whichever is more). Money or unsold items can be picked up between 5:00 pm and 6:00 pm.

Sir Richard's Buffer Basics!

This article is an introduction to the use of a "buffer" when you are calling a BBS. I am going to concentrate more on the what and when and where rather than the how-to because I want to give a general overview. Specific how-to's are dependent on the terminal program you are using.

First, the what! A buffer is a part of a terminal program. It IS NOT a part of a bulletin board. Simply, a buffer is a region of memory which can be "filled up" by characters received from some source over the modem. The size of the buffer and the features involved in its use are determined completely by the terminal program (and the programmer). The more memory that is needed for the program, the less memory is available for the buffer. What you can do with the buffer is determined by the features included in the terminal program.

Secondly, the when! When is a buffer used? The amount of use is depends on two things: the number of features available (buffer commands) and your imagination. The following list outlines just a few uses of a buffer (limited by my imagination). You should realize that this involves using a number of different terminal programs as any one program won't have all the features needed to carry out all these uses.

The most common use of a buffer is to "capture" text from a BBS for use later. This might include an instruction file on using the BBS. The file can be read on the screen but it often contains too much information for you to digest and remember at one reading. Many people like to print out this information so it will be handy for quick reference later.

A second use is to save a graphic screen you particularily enjoy. Some bulletin boards specialize in graphics files, some of them excellent! You can save these to look at later.

A third use involves saving data, particularily from a bulletin board which have a charge for calling (long distance, etc.). You can go through the bulletin board at high speed without repeating everything to try and read it. After you are finished, you can save your buffer to disk and print it out to read at your leisure.

One thing I have often done is to save a file list from a bulletin board by getting it in a buffer and saving it to a disk file. This way, I can check out the files I want to download and save a lot of time when I do download the files later.

People often think of the buffer as a one-way street. A great time-saver is to build something (a message or letter or graphics screen) in the buffer before you go online. Once online, you can transfer the contents of the buffer to the bulletin board very quickly and efficiently. This is particularily important when you want to leave a message on a bulletin board which involves a long distance call.

When you select a terminal program to use, you must decide how much buffer control you are going to want. The following list outlines some of the buffer commands that can exist. I do not know of any one terminal program that has all of these. Part of the selection process of choosing a terminal program involves seeing what buffer commands are available. The importance each has depends, of course, on the way you want to use a buffer.

-open buffer = causes a copy of what appears on your screen to be saved in the buffer.

-close buffer = stops putting material into the buffer.

-clear buffer = erase the current contents of the buffer (have you saved it?)

-save buffer = allows you to save the contents of the buffer as a sequential file on disk. NOTE: this process is usually verrrrrry slowwwwwww! Do this once you have logged off the bulletin board.

-print buffer = you can dump the contents of the buffer directly to your printer. Again, this process takes some time so it is best to do it offline.

-load buffer = allows you to put the contents of a file into the buffer. This is used when you want to make a message (with a word processor) and transfer it to a bulletin board later.

-send buffer = send the contents of the buffer to the modem - to send them to a BBS.

-view buffer = displays on the screen the current contents of the buffer.

-edit buffer = permits changing characters within the buffer (some have used this to create graphics screens to send to a BBS).

-buffer free = lets you know how much room is left in the buffer (some terminal programs do this automatically and display the value constantly).

-write buffer = allows you to create a message by typing the characters and they are put directly into the buffer.

I hope that this outline helps explain some of the commands that are available in some form or other in buffers on most terminal programs. Don't be afraid to trying things with the buffer - you will find that you can save a lot of time (and money) using the buffer when you are online.

Memberships

If you have already updated your membership for 1989, thank you! If you haven't - read on.

CUGS memberships for 1989 are now due.

Fees:

$10.00 per year (Jan. - Dec.)

A $5.00 per year additional fee is added to cover the cost of mailing for members who are unable to attend the meetings but want to enjoy the other benefits of CUGS.

Benefits: CUGS MEMBERS ...

..meet once a month with other Commodore Users. A chance to share ideas, ask questions, learn what's new, etc..

..receive the monthly newsletter - "THE MONITOR".

..have access to the club's disk library.

..have access to the club's bulletin board.

..receive discounts at Software Supermarket & TTL Computer Concepts. (membership card must be shown)

IT'S ALL IN HOW YOU LOOK AT THINGS !!!

BY Barry Bircher

Turn your head sideways and you will see...

:-)	a smiling face	:->	a smirk
;-)	a wink	>:-[	an angry face
:-*	a kiss	8-o	a look of surprise
;-*	a wink and a kiss	:-o	a look of awe
:-(	a sad face		

SCRATCH 'N' SAVE!!

by Earl Brown

This month the Club Executive decided to take a more in-depth view on communications, featuring the Clubs BBS. COMMUNICATION 8 (XH) has been updated and its new listing is included in our DISK LIBRARY ADDITIONS published elsewhere in this issue. Any of the members who originally purchased this library disk may have it updated free of charge. Just give me your original copy and I will update it for you.

We've also included the COMMUNICATION 10 (XJ) disk. The disk contains two more excellent terminal programs for the 64. The first was written by an Edmonton programmer and came to us via INPUT. The second was from one of the bulletin board sources via Richard Maze.

For those of you who are not familiar with my computer room (really a hobby room) I have this to say - it's generally pretty messy. The reason is obvious. Any extra time I have, I'd rather spend it in front of one of my computers, rather than straighten up the mess. I do have two computers. One is a C128 (with a 1571, and a 1902A). The other is a C64 (with a 4040, and a color TV). The 64 is used primarly to prepare and backup all the club's disk library. With SYSRES this is a very easy chore, but I must admit really time consuming. It has always been my desire to purchase a second 1571 disk drive for my 128 and use it for everything and sell my 64 setup. This would give me more room to stretch. The problem was, any spare change I managed to come up with has been for another program or whatever, and the disk drive purchase has always been put off. My next purchase now, however, will definitely be another 1571 disk drive. Reason! Well, Commodore announced a while back they were discontinuing manufacture of the 1571. The most frustrating thing that bothered me since the day I purchased the 128, was the beautiful built-in syntax in the 128 for a dual disk drive, and Commodore never built one. They originally promised one, but decided against manufacturing one. I could hook my 4040 to my 128 computer, but the hassles that with an interface and extra switches required to use CP/M is not worth the bother. As you can see, I would prefer a new and proper dual drive to another 1571. But...

I'm beginning to have obsolescence fears. Am I going to be able to afford all those extra things I would like to have added to my computer before they quit making them? Is this how our Pet and Vic-20 owners felt when they gradually stopped support of their computers? I hate it when the manufacturer announces discountinuance. I start thinking negatively...

128 WINDOWS: by Barry Bircher

Pro 128 Term Reviewed

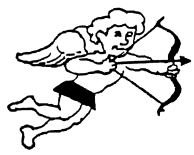
Pro 128 Term
Released March 29, 1988 as Shareware
Barry Bircher

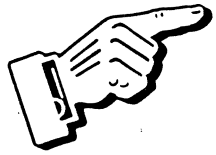
Pro 128 Term, written by Paul Aidukus, is a shareware (donation requested), 128-only, telecommunications terminal program to be used for 1670 and Hayes compatible Modems (MODulator/DEModulator). When I first got my 1670 Modem, and our beloved C.U.G.S. club got their own BBS (Bulletin Board System), one of the first things I looked for was a C/G (Colour/Graphics) terminal program. There was all kinds of talk on the Commodore ASCII (American Standards for Communication and Information Interchange) BBS's about C/G Terminal programs: how neat some of them were and how cool some of the C/G messages on these BBS's were.

Being an avid BBS'er (no pun intended), I asked, on several boards, about some of the nicer P/D (Public Domain) shareware C/G terms available for the Commodore. The answers came a day later. There were 8 responses, and 8 different answers. There were so many different P/D-Shareware terms around for the 64 and 128 that there was not enough time to sit and learn each and every one of them. In fact, if your time is limited, it would take months to fully understand, learn and feel comfortable with each and every one of them. Most of the terms were for the 64 and, of course, being a firm 128'er, I kept looking around. There were a few things the perfect terminal package had to have:

- cheap (read no or little money)
- easy to use and user friendly (remember that cliche?)
- menu driven
- 80 columns
- colour graphics
- supported ANSI (an IBM-type graphic control standard)
- supported a laser printer
- supported the REU (Ram Expansion Unit)
- ran in fast mode
- supported the mouse
- compatible with GEOS (Graphic Environment Operating System)
- supported the 1571 (in burst mode)
- had a 64K buffer, 512K partitioned with REU, with full editing commands
- did its own answering
- did its own dialing
- did its own telephone filing
- did its own filing of programmable function keys, stored along with phone numbers
- did its own time keeping
- did its own windows, floors, walls, dishes, dusting and paid the bills.

I'm not asking for too much, am I? After searching high and low, I found nothing for the 128. Then along came Real Charron. After telling him of my dire situation, he suggested Pro 128 Term. My life got easier. The term did not fill all of the above requirements, but it was cheap, menu-driven, fast, used the 1670, did windows and supported 80 columns.





Pro 128 Term is a very good C/G term. It does have a few faults, but so does everything else. It is menu driven in command mode (offline) and is "HOT KEY" driven in terminal mode (online). These two forms of input to the term can be confusing to the first time BBS user. As with most other things in life, the more you use it the more you get the feel of it. To help you through the first pangs of going online, Pro 128 Term has two "MENU" keys. When you press these keys (HELP and C= "F") you get most, if not all, possible commands at a glance. The menus pull down alongside of your screen and automatically set up their own windows so they remain on screen even if the terminal screen scrolls up. This obviously takes up screen space, therefore, you end up with either 60 or 40 columns, depending on whether one or both menus are active.

It supports Punter, Xmodem (CRC), Xmodem W, Xmodem CS protocols. To put these in more general terms, it supports the most popular transfer setups. A protocol, when used to up/download, means that two terminals are able to communicate with each other about what they are doing ,about to do, or just to say "HUH, I didn't get that last message, say it again". Generally, Punter is the fastest for Commodore users. Punter contains a set of commands that each computer understands. When you are ready to receive a file, the sending term says "GOO" every second or so until you set up your term to receive Punter mode, set the Punter blocks (selectable (it defaults to 255 maximum bytes per blocks), enter the filename, get the disks formatted and ready, and so on.

Xmodem, on the other hand, sends out 128 bytes per block and waits for the sender to initiate the transfer. Xmodem has several versions out now and is popular with non-Commodore terms. Xmodem (CRC, Cyclic Redundancy Checksum) Xmodem W, Xmodem CS are minor and incompatible variations. There are other versions of Xmodem, but that is going out of the scope of this article.

Pro 128 Term has a fairly good buffer setup with two major faults that I can find. The first is that loading and saving times to and from the buffer takes about four trips to the 7-11 store for coffee. I mean it is sooo sslloooww. ("How slow is it?", you ask? - It took about 4 minutes to save the 45,000 byte message I saved while online [the buffer can hold up to 53,000 bytes or letters]). I made the mistake of staying online to do the save. The other fault is the inability to enter text directly to the buffer. There is a way but it lacks an editing function, except the delete and cursor keys. It would be nice if you could delete a range of text, because most of the text that is downloaded from, say, your messages, is garbage text. Otherwise, the buffer is nice to use and is reasonably large. Some of the commands for the buffer include:

- Read buffer
- Clear buffer
- Print buffer
- Save buffer
- Load buffer

To type in directly to the buffer, you will need these commands:

C= "-"	Set term to offline or hang up
C= "Z"	Zero the buffer (Clear it)
C= "B"	Turn the buffer on
C= "E"	Turn on an echo to the screen and you may type away
C= "D"	Dumps the contents of buffer to the modem

The main menu screens contain most of the keys for Pro 128 Term. These include the commodore (C=) key as well as one of the following:

H - for main menu
F - for full menu (both help and main screens)
O - off menus
T - Punter transfers
M - multi-file transfers
X - Xmodem transfers
* - change Drive number
A - auto-dial menu (phone book)
B - buffer on/off toggle
C - chat mode (used to talk to another Pro 128 Term. terminal in split screen format).
D - dump buffer to modem
E - echo toggle
S - read sequential file (view)
W - status window toggle on/off
@ - baud rate change
+ - off hook (pick phone up)
- - on Hook (hang up phone)

The following are the terminal system commands:

"HELP"	Takes you to sub-menus dealing with commands for the disk, buffer, modem protocol, auto-dial (phone book) and function key edit
"ALT"	Toggles from ASCII to Commodore ASCII and colour graphics
"ESC"	Shuts down the system hot key use of C= so that the C= key graphics can be entered

Pro 128 Term supports the use of the function keys so that you can program them to type out common phrases used in BBSing: eg. "talk to you later" or TTYL, your password, your name, etc. It has a 30-number phone book so that you can keep calling your favorite BBS at a touch of a key.

It is tough to tell you in a review like this just how nice this term package is, so the best advice is to get a copy and start using it. Experience is the best teacher and the club has at it's disposal it's own BBS for you to practise on. So get out there, get a copy of Pro 128 Term V16.1 (P128T) and we'll see you on the boards.

★NEW DISKS★

GRAPHIC 16 GP
CUGS LOADER
CUGS DATA

SPRITE MANAGER
PRINTSHOP-GEOS
RAINBOW MAKER
KOALA TO H/R
H/R TO KOALA
GALLERIA
P&A MUSIC

SPRITE MAGIC II
SPRITE STAMP
SPR STAMP START
SPR DATA SKEL

MULTISPRITE

SPRITE FLIP
SPRITE FLIP.LDR
SPRITE FLIP DEMO

SCREEN MAKER

ANIMATOR
ANIMATOR BOOTER

COMMUNICATION 8 XH
CUGS LOADER
CUGS DATA

SPRINT IV
ARCLOG
ARCLIST.ME
ARCDOC.ARC
ARC230
ARC230HELP
ARC250.4
250CHANGES
ARC/SDA AID 7.1
LIBRARY3.2
LIB32.DOC

COMMUNICATION10 ŽJ
CUGS LOADER
CUGS DATA

TERMINAL1.809-A

AA TERM V10.1!!!