

*Commodore
Users Group
of
Saskatchewan*

May, 1989

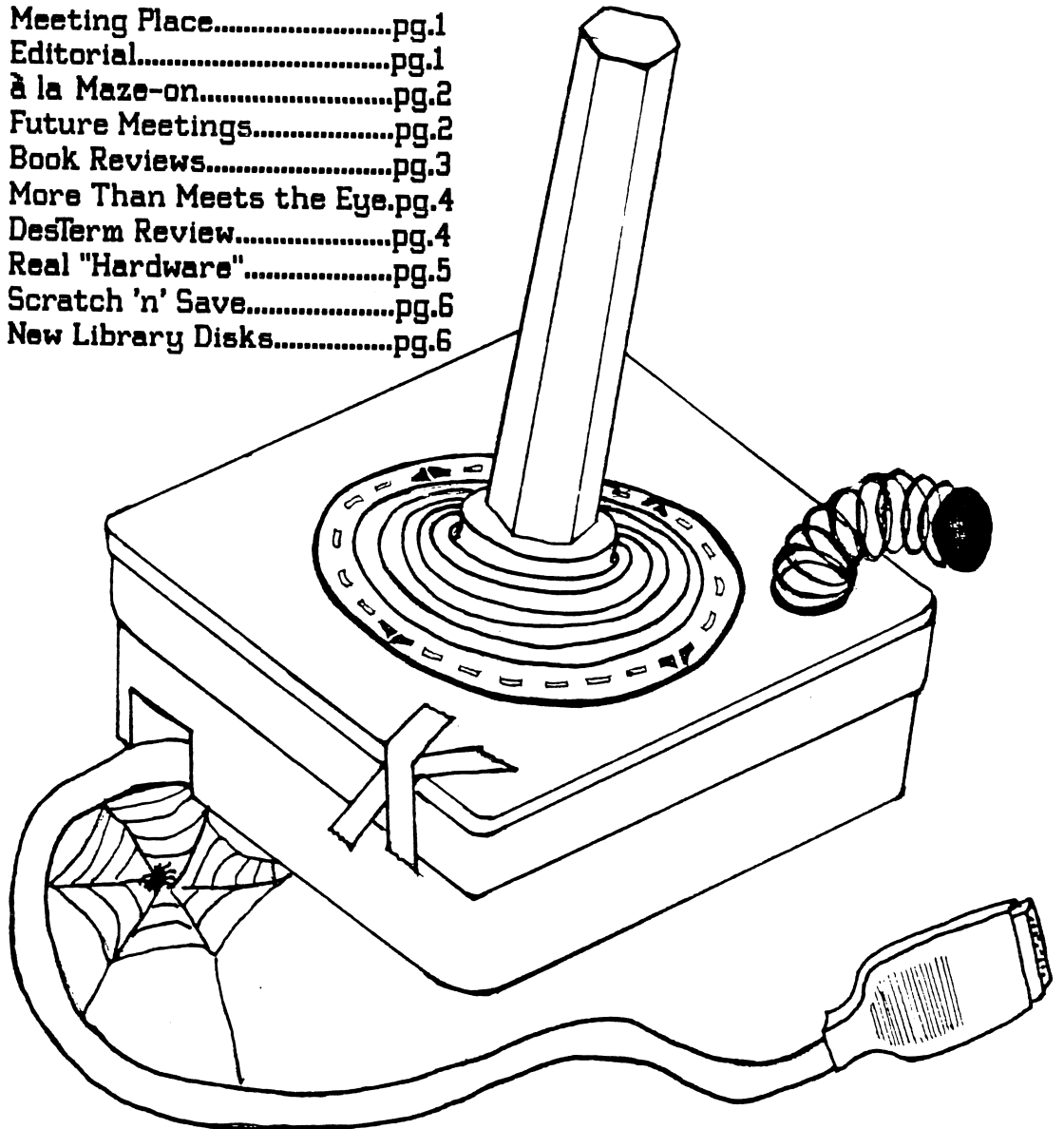
Vol 4. No. 5

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This Month: Spring Cleaning

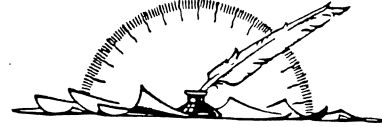
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Jarrett
Currie

EDITORIAL



BUGS MAILING ADDRESS:

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BUGS BBS - (306) 586-1189

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, 727 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.

Alright, I'll admit it.

I was going to sell my Commodore 128 to the highest bidder and purchase the computer that I could soar with: a Commodore Amiga!

I have seen Amigas demo'ed in every computer store that sells Commodore equipment, and from what I have seen, I was duly impressed. The graphics are simply breathtaking. The music capabilities are haunting. I have taken numerous computer illiterates into these store to behold the marvels of the electronic age, and have attempted to instill in them the wonders of what they were experiencing. And how I longed to own one of those powerhouses.

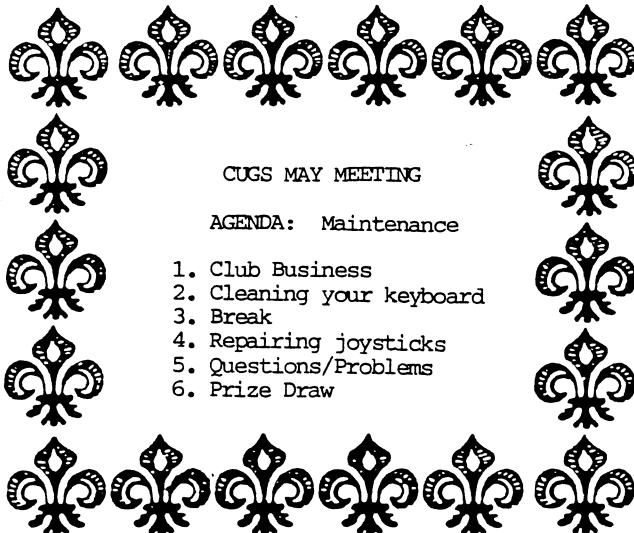
I have read every Amiga article in the monthly Commodore magazines, and have purused the Public Domain offerings. I even purchased an AmigaWorld magazine, and read it with much enthusiasm. I have priced every Amiga that is being sold in the city, and advertised by the mail order companies. And yet, there was a hesitancy that would not go away.

I envisioned a splashy new Amiga on my computer desk, fairly buzzing with power. And on the screen, cute little pictures represented how I too might harness this electronic workhorse. But then, my dream of owning this Cray computer of the micro world was shattered: what was I going to do with it?

Well, for starters, I reckoned that word processing would be the most responsible thing to do with it. With the Amigas beautiful fonts, and enormous memory capabilities, I could easily polish off that letter home, and begin my new "War and Peace, Revisited" novel. I quickly realized that I, of course, had a word processor for my C-128, and that with GEOS, I could beautify it in any way my mind could dream of. I decided, too, that maybe "War and Peace" just might be a little out of my league.

Of course with the Amiga's expanded memory, I would be able to set up enormous data bases. Why, I could have a data base containing all my computer disks, and another with my magazine collection. If I had some time on my hands, then maybe I could try setting up one to hold names and addresses. It dawned on me quite quickly, that I already had a powerful data base program for my C-128, and hadn't even begun to harness its features.

The Amiga is well renowned for its music capabilities. How can a measly monoaural C-128 compare to a fully stereophonic system like the Amiga? Surely, I told myself matter-of-factly, this alone would warrant the purchase of an Amiga. The better part of me interjected that except for the occasional warning beep, I was not terribly interested in generating computer music, and that if I wanted to listen to other people's renditions, I already owned a stereo system.

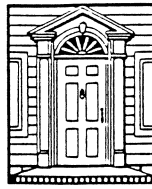


CUGS MAY MEETING

AGENDA: Maintenance

1. Club Business
2. Cleaning your keyboard
3. Break
4. Repairing joysticks
5. Questions/Problems
6. Prize Draw





à la Maze-on:

I have marvelled at the Amiga's beautiful, colorful displays for some time now. The images that it can project are nothing short of artistic. Therein lies the rub, for I find that my love for computer graphics greatly outshines my talent for creating them. I have quickly learned that the best graphics computer, coupled with the best graphics program will never an artist make. And, although I am destined to be only an admirer of art, I would far rather hang it in my living room, than display it on my computer screen.

The Amiga's capabilities make it an excellent entertainment machine. The solid three-dimensional graphics it can produce make flight simulation almost a thrilling experience. Dungeons have never seemed more forboding, monsters never more fearsome, and heroes never more brave. However, I took a look around me, and made this observation: game play is far more important than how a game looks. The most enduring games have not necessarily had the most interesting appearances. Take a look at a backgammon board some day. Follow that with a checkers board, and with that, a Pac-man game. Each of these games relies heavily on player involvement, so much so, in fact, that we forget that they did not rely on 4,096 different colours and stereo sound effects. Their charm was in their playability, not their appearance. And guess what? My C-128 plays backgammon, checkers and Pac-Man.

I do not mean to discredit the Amiga. It is a marvellous machine, having technology miles ahead of my C-128. If I did not have a computer, it would be my first choice. But, my C-128 has been a faithful servant, and has given me not only hours of entertainment, but has tracked my spending, written my letters, and managed by lists hour after hour. I think it will take more than splashy display to make me give up such a tried and true friend.



New Meeting Dates:

BUGS holds a regular meeting once a month during the months January - June and September - December at the NorthWest Leisure Centre.

Currently meetings are held on the SECOND Wednesday of each month at 7:00 pm.

The meeting dates up to June are listed below. Please write these on your calendar.

BUGS MEETINGS - MAY - JUNE 1989

May 10
June 14

Meeting times are 7:00 - 9:00 pm

All meetings are held at the NorthWest Leisure Centre (Room #1)



Last month's meeting was devoted to games. As a rule, I am not a game player. I have tried to shoot down or escape from or figure out a number of different games in the past, but overall, I can not classify myself as a game player. I found the presentations about the various categories and developments of games to be very beneficial. In fact, I even dusted off my joysticks and reacquainted myself to some of my old games (I'm still as terrible as ever at them). I just wish a few more members could have made the meeting to get the same value from the presentations as I did.

This meeting we are going to try and save everyone some money. As machines get older, it is natural that parts are going to get worn and especially those exposed to the air - dirty. We will first show you how to clean your keyboard and secondly, Ken will look at the process involved in repairing joysticks (or at least determining if they are repairable). I think that this should be a valuable presentation for everyone. Once you find how easy it is to perform your own repairs you will probably want to take that first step towards carrying out your own keyboard cleaning and joystick repairs.

The meeting in June will be devoted to GEOS. Can you figure out what you can and can't do with GEOS? Do you know what versions of GEOS are available and what they are compatible with? Barry is currently trying to bring all this into focus for us for the June meeting. I hope you are able to attend.

I haven't yet heard about the facility booking for the September to December period. As a result, I can't give you any definite times for these meetings right now. As soon as I hear about them, I will let you know (in this issue if possible, as long as I find out before publication or on the bulletin board as soon as I know.)

I am currently looking at modifying the bulletin board - watch for details in a separate article.



FUTURE MEETING

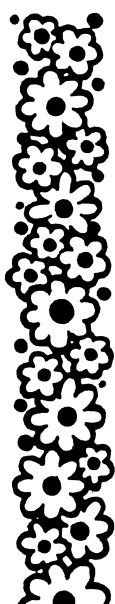
BUGS MEETING

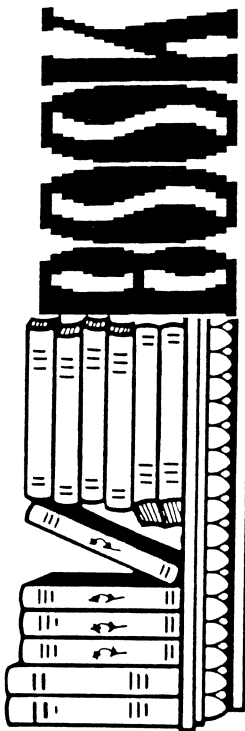
NorthWest Leisure Centre

Wednesday, June 14, 1989
7:00 pm

AGENDA: GEOS

1. Club Business
2. GEOS update
3. Break
4. More GEOS
5. Questions/Problems
6. Prize Draw



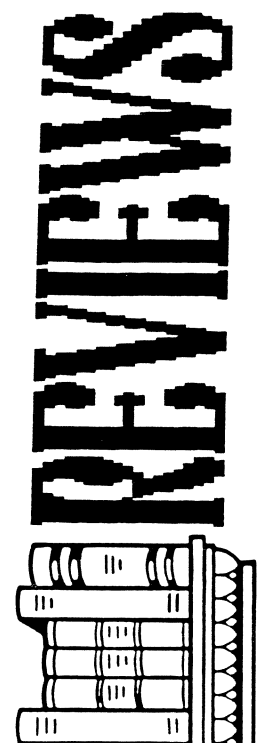


The Best of Multiplan
 Alan Simpson
 Howard W. Sams & Co., Inc.
 \$14.95

As its title suggests, this book is all about using Multiplan. As the title doesn't suggest, this book has something for everyone. It starts by explaining the concept of a spreadsheet and the Multiplan screen display and continues through to some very advanced formulas. No matter what your level of using Multiplan, you will get something new and useful out of this book.

The book is written for an MS-DOS system (it even tells how to format a data disk in MS-DOS). Because the conversion of Multiplan between systems has been so consistent, the book applies equally well to Commodore systems. Certain key references must be converted from IBM keys to Commodore, but these don't impede the use of the book in any way. The book is written in an easy to understand manner with many photographs of the screen to show what the results will be and many real-life examples which are used as a vehicle to demonstrate the features explained.

If you want to explore more features of Multiplan than you are currently using, I strongly suggest you obtain a copy of this book. Out of 10, I would rank this book at a very strong 9.



B. Bircher

These books are available or can be ordered through Software Supermarket.

Title: Commodore 128 Tricks & Tips
 Author: Weltner, R. Horning and J. Trapp
 Publisher: Abacus Software
 Cost: \$28.95
 Level: Intermediate to Advanced BASIC & M.L.
 Pages: 303

This book is for the advanced user who does some programming of his own in BASIC and for some M.L. programmers. It's format is similar to the magazines you see but provides more indepth information. The whole book is packed full of interesting tidbits for the 128 BASIC programmer. Some of the topics the book covers are:

- Moving screen memory
- Working with several screens
- Double height characters
- Character editor
- Doing pie charts
- Bar charts
- Function plotter
- How to do windows
- Vertical scrolling
- Clearing a partial screen
- Modified input command
- Analog clock
- Self modifying programs
- Datasette oddball programs
- Changing the Charget routine and tons more.

Every time I look at some of the programs I get new ideas for other programs I have written and find no time to try them out. Oh Noooo! I find this book good reading and is a good source for ideas. It is a good value for your money.

I rate this book a 7.5 out of 10.

Title: Commodore 128 Internals
 Author: K. Geritis, J. Schieb, F. Thrun
 Publisher: Abacus Software
 Cost: \$24.95
 Level: Intermediate to advanced M.L.
 Pages: 494

This book picks up where most others leave off. It is PACKED full of very interesting information. There is much information here that will keep the avid 128 M.L. programmer drooling for days. It explains such areas as 80 column chip and registers in great detail. It includes information on:

- Sprites
- I/O Ports
- Programming I/O ports
- CIA
- Programming the CIA's
- SID CHIP
- Programming the SID Chip
- Filters of the SID
- MMU
- Configuration Register
- RAM Configuration Register
- Introduction to Assembly language programming
- Burst routines
- REU Registers
- Kernal routines
- Tips And Tricks
- Z80 ROM listings
- BASIC 7 ROM listings
- Boot sector
- and much more..

This book is hard to put down. At a value of 24.95 it can't be beat.

I rate this book at a healthy 8.5 out of 10. It is a must have if you are a M.L. programmer.

CUGS BBS UPDATE!

More Than Meets the EYE: by Richard Maze

Just a few notes to clarify some features about the bulletin board and to mention some upcoming plans.

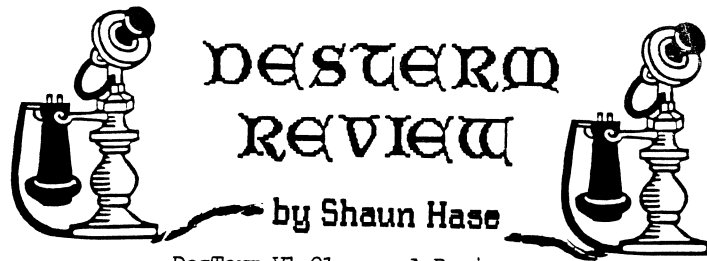
In the BULLETINS area of the bulletin board, there are currently 6 bulletin areas available. BULLETINS are public messages that members can leave for other members (only CUGS members have a high enough access number to read the bulletins). If you want to read the bulletins, select B from the main menu and a list of the bulletin areas will appear. Select the area you want to start with by picking the number of that bulletin area. Now you have a number of choices: You can List the bulletins (gives bulletin titles), Read the bulletins (you have to select the starting bulletin number), Post (add a bulletin to the bulletin area), Select (a different bulletin area), Abort (return to the main menu), or Global new (read all bulletins since your last log-on).

Some of you have indicated by your comments that the Global new feature doesn't work properly causing you either to miss bulletins or to get the same bulletins made available as were displayed the last time you called. The Global new works in this way -- when you select this feature, the posted date of the bulletins are compared to your last log-on date. If the bulletin date is higher, the bulletin is new (to you) and is displayed. If the bulletin date is lower, the bulletin is older (and considered to have been read) and skipped over. Your status is updated when you leave the bulletin board. If you call and use some feature of the board and don't read the bulletins, your status will be updated and as a result any bulletin posted will be considered as being "old" and thus won't be displayed for you the next time. On the other hand, if you don't log-off properly, your status is not updated and all the bulletins you have read will be considered as "new" and given to you again. I hope this clears up some of the confusion regarding the Global new feature.

The bulletin board is very active at the current time but most of its activity is in the E-mail area which is, unfortunately, private mail and callers don't see this activity. I don't have any problem with this, but a couple of people have made comments about the board being "dead". It may be dead in the bulletin area but that doesn't mean it isn't being used and meeting needs in other areas.

Some time ago I mentioned the possibility of having a contest to develop some new color/graphic screens for the bulletin board. I have been putting this off for a couple of reasons: First, I wanted to finish a color/graphic editor I was (am) working on to make it easier to make color/graphic screens. I still haven't found the time to get it together the way I want. The second and more important reason, as far as I am concerned, is that I have found that most (about 75%) of the calls are currently made in ASCII. As a result, a color/graphic welcome screen is there for a very few callers with the majority not being able to see it. I can't justify setting up a contest for what is currently a minority of color/graphic users. If you want to put together a color/graphic welcome screen - PLEASE DO. I will gladly include it with the ones I currently have.

Very shortly, I am going to revamp the bulletin board. This particularly will mean some major changes to some areas of the board. If you have any suggestions for changes, please let me know. I am open to any and all suggestions and I will incorporate as many as I can.



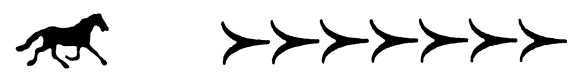
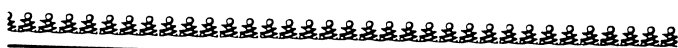
DesTerm V1.01 --- A Review

Being an avid BobsTermPro128 user, I am always leery to try out new terminal programs, especially when it comes to using anything that has been released as shareware, freeware or public domain. I know the authors have tried their best to come up with usable terminal programs and I appreciate their work. Some of these programs, however, have many irritating quirks. One night I called one of the bulletin boards instead of doing the pile of homework silently haunting me on my desk, and I talked to Dark Angel, the Sysop of "The Abyss". He said that there was a new terminal program on one of the boards in the city and that I should check it out. He had said that it would make me stop using BTP128. The terminal program he was talking about was DesTerm V1.01 by Matthew E. Desmond, released in March 1989 as ShareWare for the 128 and Hayes compatible modems. I, of course, knew that it would not be as capable as BTP128, but for being a public release, it certainly holds its ground in the overabundance of poor terminal programs.

Upon loading the terminal, after dissolving the ARCD file, I ran the program. When it was up and running, it looked no different than any other terminal program, starting you off in terminal mode. All commands are accessed via a simultaneous key press of the CONTROL/RUN-STOP (pressing the CONTROL key first and then while holding it down pressing the RUN-STOP key works best as doing it the other way around sends characters out to the terminal). There are a few other keys that do minor things, but they will be discussed later. Upon entering the Main Menu, one has a host of options to choose from, 18 in fact. To select an option, use the up/down cursor keys to move the highlighted bar and press RETURN to make your selection final.

The selections are: return to the terminal mode, DOS commands, buffer options, modem setup, emulation modes, up/download, autodialer with editor, save settings, answer/hangup, and exit the program. After selecting what you want to do, more menus open up on the screen to give you more choices or to ask for input. I found it rather self-explanatory and easy to use after one gets used to the author's use of some words. He uses "protocol" to define what I would call the RS-232 setup: adjusting the baud rate, parity, word bits, stop bits and duplex.

This terminal package has lots of neat features. With respect to modem settings, there is a programmable startup sequence that can be defined to your personal tastes: things like changing the values of the registers that Hayes and compatible modems have. Also programmable is the hang-up sequence, again defined as a series of Hayes commands, plus a whole series of additional modem settings that can be set according to the type of Hayes modem you are using. At the time of writing this, only Hayes and Hayes-compatible modems will use all the features of this terminal program. An interesting point that the author brings up is that this terminal program can run with a 9600 baud modem. This fact is difficult to believe. How a slow running 8-bit computer can handle transfer speeds of more than 2400 baud is something that I will have to take for granted.



SHAUN GOES AUN...

Two other Main Menu choices are the User Environment and Emulation Mode selections. From these choices, some interesting and unique features are offered. Four emulation modes are available: ASCII, ANSI X3.64, VT-52 and VT-100. The two VT emulations are not true emulations and although they do a reasonable job, any serious work on a mainframe or mini-computer should not be done via this terminal program; many control/escape characters that these computers send are not recognized by DesTerm, although they can be supposedly suppressed.

The ANSI (American National Standards Institute) emulation is for use on the Opus boards in the city that use IBM graphics and colour. Again, it is nice, but it is slow and I haven't really figured out a use for it.

There is also a choice of screen lengths: 23, 24, 25, 50, 51 and 52 (50-52 displays are produced via interlace mode, which Paperclip III uses for video output). Interlace is more of an oddity than an actual option. It is nearly impossible to adjust the monitor so that the screen flicker brought about by the interlace mode is brought to a minimum. A pseudo 40-column screen is also available and uses the RGB output to do so. Again, it is nice but of what use it is, I don't know. The prime reason I bought my recently deceased 1902 monitor was for the 80-column output. Switching to 40-columns seems like a step backwards.

Key click is another option, as well as colour and cursor styles. The backspace key can be changed to be either destructible or non-destructible. A nice option is the selection of the transmit/receive EOL (End Of Line) which can be either a carriage return or a carriage return plus line-feed.

There is access to all of the Commodore DOS commands through the disk operations and user environment options and it supports multiple-drive set-ups. The printer device number can also be selected as well as the type of output going to the printer, either ASCII or PETASCII. Screen colour modes are also available with choices of colour or monochrome monitor output.

For uploading/downloading, there are at present four protocols available: XModem, XModem 1K, YModem and Punter C1. The author has said that more protocols will be added to updates (he has hinted at Kermit and Sealink). With X and YModem, the file padding is removed when a file is being received.

Typical buffer commands exist, featuring save, load, show, send (to modem) print and clear. The buffer has a capacity of 50K+, which is a decent amount. To turn the buffer on, press the Commodore key (C=) and '+' simultaneously. To turn it off, press 'C=' and '-'. I am not all that impressed with the buffer routines. Every single character that the modem either sends or receives is sent to the buffer, consequently, if you press the delete key, CHR\$(8) gets sent to the buffer. This is all fine if you just want to view the buffer, but if these control characters are sent to the printer, funny things can happen and the output will be garbled. There is no editing features, which is too bad, because often you only want one little part of what you've captured. A good feature is that you can dump something from the buffer to the modem and control the speed at which the characters and lines are dumped.

There is also an auto-dialer, complete with an editor, that will store up to 16 numbers. If this is too few, more files can be created, saved and reloaded. The auto-dialer didn't work at the time of release for people with Commodore 1670 modems. To fix this problem, both Real and Gilles left messages on the CUGS bulletin board on how to get the auto-dialer to work. To fix the auto-dialer bug, enter the following commands in direct mode:

```
DLOAD"DESTERM"  
POKE22211,44  
DSAVE"@DESTERM"
```

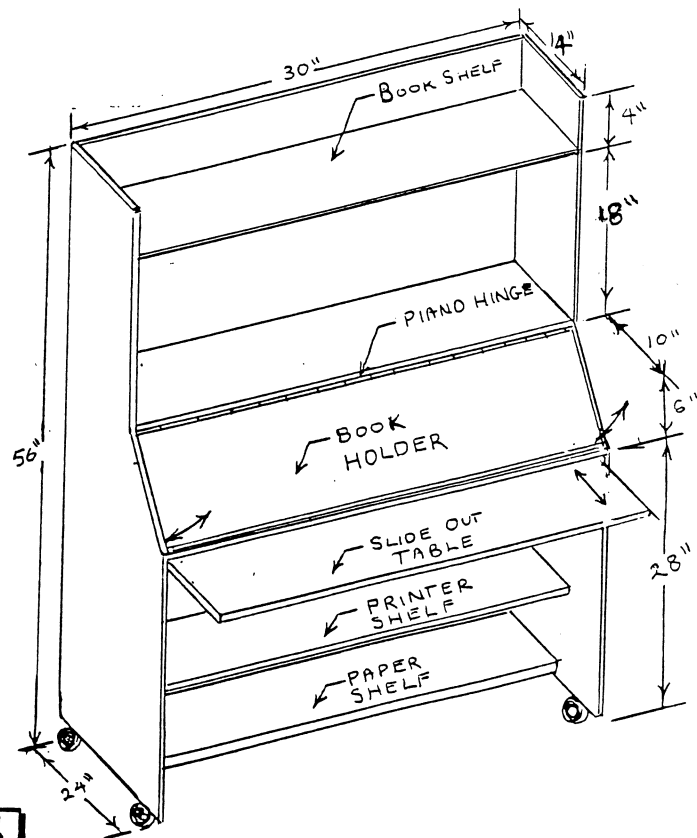
There are eight macro keys than can be preprogrammed, with up to 32 characters each. The macros are accessed by pressing 'C=' and a number between 1 and 8. Again, more than one macro set can be created, using the same techniques as with the auto-dialer.

DesTerm V1.01 won't do colour/graphics (Commodore), which some people might not like, but it does hold its ground in the world of PD software. Many PD programs for the C-128 are a bit quirky (Pro128Term comes to mind), but all in all, DesTerm V1.01 is a good terminal program, and is certainly worth the 25 dollars the author asks for.

Desks by the Dozen:

Design #6 by Steve Bagues

This sixth in a series of computer desks designed for the home handyman features a paper shelf, a pull-out printer shelf, a pull-out keyboard shelf with a lifting book holder, a shelf for the monitor, as well as casters and a top mounted book shelf.



...AND AUN...



C.H.G.S. Call-on Consultants

Scratch 'n' Save



Last issue we began what we hope will be a regular service to our membership. 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. We're all in this together!

Wordprocessing:

- Paperclip III - Shaun Hase ----- 584-3371
 - Paperclip (to version E) -Richard Maze- 586-3291
 - Paperclip (to version E) -Jarrett Currie 757-2391
 - Paperclip (any version) -Ken Danylczuk 545-0644

Spreadsheets:

- Multiplan - Richard Maze ----- 586-3291
 - Pocket Planner - Barry Bircher ----- 359-1925
 - Better Working SS - Ken Danylczuk ----- 545-0644

Databases:

- Pocket Filer - Barry Bircher ----- 359 1925
 - Oracle (Consultant) - Ken Danylczuk ----- 545-0644

Communications:

- Pro-128-term - Barry Bircher ----- 359-1925
 - Pro-128-term - Jarrett Currie ----- 757-2391
 - Library files - Barry Bircher ----- 359-1925

Music/Sound:

- (most) ----- Ken Danylczuk ----- 545-0644

Languages:

- Forth - Ken Danylczuk ----- 545-0644
 - Pascal - Ken Danylczuk ----- 545-0644
 - ML (machine language) - Ken Danylczuk - 545-0644
 - ML (machine Language) - Barry Bircher - 359-1925
 - BASIC (general) - Richard Maze ----- 586-3291
 - BASIC 7.0 (graphics) - Shaun Hase ----- 584-3371
 - BASIC (2.0-7.0) (files) - Ken Danylczuk 545-0644

Graphics:

- Print Shop/Master - Ken Danylczuk ----- 545-0644
 - Koala Painter/Printer - Ken Danylczuk - 545-0644

Hardware:

- All hardware - Tyler Rosewood ----- 525 0214
 - Disk Drive Maint. - Ken Danylczuk ----- 545-0644

GEOS:

- GEOS 64 and 128 - Tyler Rosewood ----- 525 0214
 - GEOS 64 - Jarrett Currie ----- 757 2391

Reminder: We're using an "incentive plan" to (hopefully) increase our member's who submit articles for publication in the MONITOR. The FIRST TIME you appear in print, we'll present you with a voucher for ONE FREE DISK from the Club Library. Each time you appear in print you will receive ONE (1) entry for the December meeting GRAND PRIZE DRAW!!

The following members have their names entered for the December Draw. You could add YOUR NAME to this list. Ask for details.

Earl Brown (1) Shaun Hase (2)
 Richard Maze (4) Jarrett Currie (2)
 Steve Bogues (5) Real Charron (1)
 Barry Bircher (3) Ken Danylczuk (1)

We're waiting to hear from **YOU!**

The club has purchased five new disks full of programs to be added to our disk library. Three of them are from Input, and the other two are from Re-RUN. The Input disks have already arrived, and one of them is included in this month's Disk Library Listing. It is CUGS Sound 15 diskette. Kevin Smith compiled this particular disk-full of programs that depicts the progression of sound programming on the Commodore 64. It traces the history of programming sound and music on the C64, from its humble BASIC beginnings to advanced ML and digitized files that we have become accustomed to. Those of you that purchase disks from our library from time to time, will recognize a few of these programs. Although some of us may have selected different programs as examples, I think, in general, that Kevin Smith did a pretty good job in those he did choose. The programs from the other two disks will be added to our library as time goes on.

From RUN, we ordered Re-RUN's Productivity III disk. This disk includes a word processor, a database, a spreadsheet and a few other programs as well. Some of these programs we already have, but we'll update our library with the new versions for those of you that purchase the RUN magazine. We also ordered the March/April/89 Re-RUN disk. Many of you were interested in the Paint (graphic tool) Program included in the March issue. These two disks cost the library a lot of money. I hope there are enough of you who purchase these disks to make up the expense, so that on occasion, we can do it again. The delivery time on the RUN disks are from six to eight weeks. I hope we get them in time to include them in our library before the summer break.

The second disk added to our library this month is GRAPHIC 17. Although I have completed its file content, I haven't had time yet to check or review it. This will be done after the MONITOR has gone to press. The listing on its contents will have to be enough. The completed disk will be ready for the CUGS May meeting.

New CUGS Library Disks:

GRAPHIC 17	GO
MULTISPRITE	
CIRCLE DEMO	
RND DEMO	
CRICKET.49152	
SKETCH-PAD MENU	
PRINTSKETCH.ML	SOUND 15
SAVESKETCH.ML	SO
SPRITE MONITOR	
CRYSTAL CLEAR	ADSR DEMO
POSTER PRINTER	SOUND EFFECTS
SAMPLE SKETCHER	BIRTHDAY
GRAFNASTIC.49152	ORGAN
SPAZY TV	SOUND HELPER
CORNUCOPIA	SONGS
FREDDIES REVENGE	FROSTY
MOCKPAINT/CARS	ENTERTAINER
EFFECTS	MUSIC
BUD-LITE	MASTERPLAYER
WATCH IT	MCSONG
MESSAGE MAKER	DIGITIZED MUSIC
MAKE A FACE	TERMINATOR
3D-CITY.12800	BORN IN THE USA
SEQ READ & PRINT	MATERIAL GIRL
	HISTORY.1