Commodore Users Group of Saskatchewan

Summer, 1989

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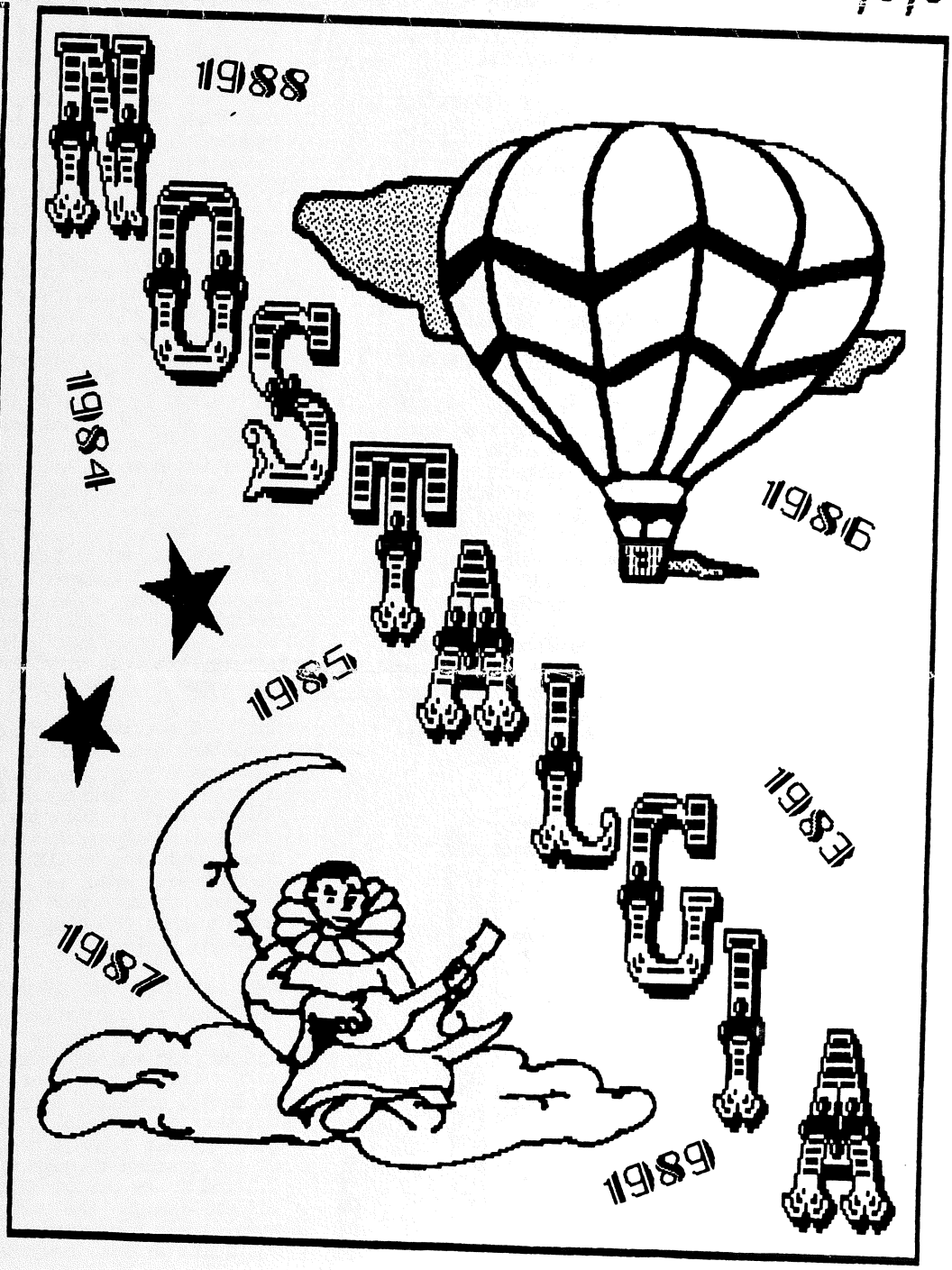
MONITOR



NEW IMPROVED

OBLIGATORY STUFF

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

THE MONITOR is published monthly by the COMMODORE USERS' GROUP OF SASKATCHEWAN (CUGS), Regina, Sask., 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.

SEPTEMBER CUGS MEETING

WEDNESDAY SEPTEMBER 6, 7:00 pm
NORTHWEST LEISURE CENTRE

AGENDA:
- Introduction
- New Disk Catalog
- Sidplayer Revisited
- Break
- Application (to be decided)

Make plans to attend

EDITORIAL:

NOSTALGIA!

Sounds a bit like a difficult sinus condition. And sometimes it acts like one! It can choke people up, bring tears to one's eyes, causes a daydreaming side-effect, and can even make some people sick (if used in excess)! But, for most, it's a fond, foggy-spectacled look at where we've been and what we've done, with a pleasant twist that helps us look positively to the future. That is infecteous nostalgia. Endemic nostalgia, the kind that makes most people sick, is a clutching, desparate, whiny clinging to the past, with a despairing glance at the future. It is punctuated with repeated phrases like "I wish things could be that simple again!" or "Remember how it was when... ...boy, I wish we could go back to that time again!" One of the worst cases of this I ever saw was a friend of mine who had a collection of 30 brand new COMPACT DISC RECORDINGS ALL OF HITS OF THE 50'S AND 60'S!!!

But that's NOT what this issue is all about. In this (my LAST) year as editor of the MONITOR, I was bitten by the "ROOTS" bug. Many of our club executive meetings contain (sometimes lengthy) discussions of how best to serve our members. These sessions eventually made me wonder about how our club has grown over these last 6 and a half years. Where we began and how we've evolved might give us more insight into what we could become. So, the idea for this summer issue was born!

I'm a "middle age" club member - that is, I joined the club about half-way through it's present life (late 1985) and became a truly active member in December 1986, when I "burst on the scene" as the clever, charming, witty and capable (ahem!) editor of the noble MONITOR! As I joined the club, it was just recovering from the depths of a depression brought about by the departure of several active (and original) executive members. Several of the "old" executive members had moved on to other computers, most notably the AMIGA (just compare some of the nostalgia names with the executive list from the AURA group), some moved away. That fall began badly. The past editor had left before summer (due to a job relocation, I believe), and there were no newsletters from about May 1986 on to December. There were mix-ups in the fall meeting schedule, resulting in less than optimistic attendance, and the executive was depleted, leaving the work of running the club up to a mere skeleton crew.

But, I'm getting ahead of myself! The pages of this issue are an attempt to outline the club history. CUGS was one of the first (if not the first) formal computer user groups in the city and province. If you examine the founding members of many other user groups throughout the city, you'll find names that began computing in CUGS (or 'SCUG', as it was first christened. When we look back, in a couple of decades, to see how computers and computing have grown within the city or province, CUGS will appear time and again.

Yet we HAVE NO STRUCTURED HISTORY OR ANY CLUB HISTORIAN to chronicle our short, eventful life. So it is with many groups I've belonged to ... no one thinks that taking notes, taking a picture or two, or saving those newsletters is important. No one thinks to do it, usually, until so much time has passed that the task is difficult! When I first took on this task, I felt I had a good chance of recovering a lot of information through the newsletters. I was right ... and I was wrong. Right! - there was a lot of information in the newsletters; Wrong! - FINDING newsletters that went back to the beginning of CUGS was quite a task, and, sadly, not yet complete.

Thanks in large part to Harry Chong, our current treasurer and resident back-issue packrat, I've manage to gather enough old material to give a simple picture of our past. At the end of the articles, I list the issue(s) I'm still missing to create a complete archive. If any of you have any of the missing dates, please let us take a Xerox of the material to (hopefully) get our files complete.

By way of introduction to this issue, I used several considerations. Nostalgia is ok, but just how many pages can you fill with a 7 year history. If the articles were already in print, some of them 6 years old, what could you reprint that would make them interesting, even to long-time club members? My solution was to provide interesting programs and observations from past issues which are archane enough (look that up in your WEBSTER's STANDARD COLLEGIATE!) to interest experienced and neophyte (there's another one!) alike.

This issue contains most of what you've come to expect in a MONITOR for the last several years - editorial comment, reviews, interesting utility and graphic programs, commentary on the marketplace. It's a mixture of "something old, something new" with a dash of editorial license! Hopefully a laid-back summer read, with just what you need to get you back into fiddling with your 64/128 again!

Just so you don't get the idea that there's NOTHING NEW, please note the following:

NEW NIBBLES, MAZE'S MESSAGE, NEW MEETING DATES, and the EDITORIAL. You can save the nostalgia for later if you're in a hurry for the new! As for me, it took almost a week longer to do this than I planned because I got sidetracked by the fascinating reading in all the back issues! I read a lot of computer journals, magazines and newsletters, and I must admit (as conceited as it sounds), we've got one he.. of a rag, here!!!

I tried out almost every back issue tip and reminded myself of some very useful stuff I'd forgotten. I enjoyed the memory lane trip, and, although yours will be a shorter one with this issue, I hope it brings YOU as much pleasure as it did me!

So, as summer wanes, and work (for pay) begins to once again intrude on summer leisure activity - as the relaxed calm of rising at 11 to fix a small brunch before deciding between a day at the beach or puddling in the garden gives way grudgingly to the raucous 7 am alarm, gulped cup o' coffee and mad dash through traffic to the office - take 5, no, 10 minutes, sit back and reminisce with us on the growth of CUGS!

FALL MEETING DATES:

CUGS MEETINGS

I just received verbal notice that our meetings for September to December will be the FIRST WEDNESDAY of each month.

That means the following dates should be set aside for CUGS meetings:

September	6
October	4
November	1
December	6

All meetings are at the NORTHWEST LEISURE CENTRE and are from 7:00 - 9:00 pm.

Write these dates down now and plan to attend.

MAZE'S MESSAGE:

This issue is a special creation of Ken's and he should be given a special thanks for the work involved in going through the past history of our club and putting together a nostalgia issue of the MONITOR.

What can I say, it is summer. Time for holidays and the continued war on crabgrass. Time for planting and painting and pruning. I have to admit that this summer will be very quiet as far as the computer scene is concerned. By the time you read this I will have travelled to the west coast and back and hopefully found any bargains (ha ha, I can dream can't I?) that exist in any computer stores from here to Vancouver. I hope to be able to find out some of what is going on with Commodore computing and be able to report back at a future meeting.

The bulletin board was down for the time I was away. I thought of leaving it up but I didn't want to leave the responsibility of it in other hands, especially if we got another prairie lightning storm. I have been keeping track of use on the board and I am just about ready to write an article for the MONITOR outlining some things I have found. Watch for this later this year.

This summer a number of the executive have been busy looking at the 128 programs in our library and cataloguing these. Hopefully, our new printing of the disk catalog (which we hope to have for the Sept. meeting) will have the 128 programs arranged like the 64 programs. In connection with this, we are also examining some possible sources for programs to increase our library. Watch for details in the fall.

It is hard writing an article that is going to be read about a month from now and knowing that a number of things are going to be happening between now and then but only being able to speculate about them. Have a good summer (remainder of the summer) and I'll see you at the September meeting.

Nostalgic Trivia

Nostalgia Trivia:

1. What do the following have in common:

Enis	Flashback
Middle Earth	R.A.T.
The Magic Real	Gravestone

2. What was SCUG?

3. Who was Gregor Larson?

4. In what year was the MONITOR officially named, and how did it get the name?

5. Can you name 3 locations that have hosted the CUGS meetings over the last few years NOT COUNTING THE NORTHWEST LEISURE CENTRE?

6. What do Harry Chong and Earl Brown have in common?

7. What was MicroShack?

8. What was FUN (Fantasy Universal)?

9. What was the original membership fee?

10. Name 7 different Commodore computers owned by club members over the years?

DOWN MEMORY LANE

"A long time ago, in a store far far away, an innocuous little notice was pinned up announcing my intent to form SCUG (Saskatchewan Commodore Users Group). The idea was that some of the 10,000 Commodore users in the province might gather to share both knowledge and software. The idea was alright, but it seemed doomed to failure. Several interested people called, but none had any idea where or when we could meet.

Just when all seemed lost, along came a knight in shining armour by the name of Gary Murphy. Gary offered his home for the first meeting and an abundance of enthusiasm which had somehow escaped me in the preceding seven months. In the meantime, I saw a poster for a Regina VIC-20 club run by none other than our current president, Ken Jones. I called Ken up and asked him if the two clubs might join together in hopes that one might succeed where two had floundered.

Suddenly things started happening, and, out of the rubble sprung (sic) CUGS. The new name, provided by Vince Sorenson, seemed much more positive than SCUG, and was adopted unanimously. A second meeting was quickly planned for March in the Jones' basement. At this second meeting several new faces were apparent which were destined to shape the club which we all know and love.

Greg Larson was elected our first president and meetings quickly moved to the University of Regina. Greg Larson began supplying the meetings with some much needed technical background, while Murray Smith helped bring some organization to the chaos around us. Turn over of members during these first few months was very high, but from this emerged a nucleus of stable members. By September 1983, club membership had grown to twenty members (16 paid) and things looked good.

In about October of 1983 we elected Murray Smith as president. The internal organization of the executive slowly began to take shape. The club funds were moved from an old shoe box to a proper two signature bank account. While executive meetings were still dominated by technical 'bull sessions', the club slowly grew towards its current well-organized status.

January of 1984 saw CUGS loose (sic) its room at the University of Regina. Once again Gary Murphy came through by arranging a room in the Glencairn Recreational Centre. The facilities were not too bad, but were short lived. By June of 1984 we had reached the end of our stay. Some hasty last manute scratching around was done and I was able to secure the classroom at MicroShack. The room did in a pinch, but it was about 20 seats too small and was perhaps a little too partisan. Murray, however, was able to secure a long time lease at our current location of the Northwest Recreational Centre.

During this time period, Earl Brown began the arduous task of collecting club software. Amidst numerous hardware problems, which saw him without a drive for several months, he managed to collect and distribute several disks of public domain software. How this was done without a disk drive, I couldn't even guess, but he always came through.

An executive shuffle, in December 1984, saw our current president, Ken Jones, take over the reigns. The rest of the stary you all know.

1983 1984 1985

From its humble beginnings as a sign in a now defunct computer store, a club with a membership of around 100 has grown. I couldn't possibly list all the contributions of everyone involved, however, those of you who helped make it happen know who you are. From myself, and I'm sure from the rest of the members, a heart-felt thanks!"

(John Parr, CUGS Newsletter, April 1985)

EDITORS OF OLD...

"We are now officially known as the COMMODORE USER'S GROUP OF SASKATCHEWAN (CUGS). A letter has been sent off to Commodore to this effect. Other late breaking news: there will be a CUGS 'copy-fest' in July. The club's acquired public domain disks and tapes will be copied and on sale on the second Sunday of July. This date is tentitive (sic), and so is the location...

...One last point about public domain software: If you wrote it, or if it's public domain, great! We'd like to add it to our library!"

(unsigned excerpt from the June, 1983 newsletter)

(Ed. note: does this plea ring a bell, hmm!)

(Editorial, December 1986)

"...The MONITOR should enlighten and enliven the membership. Such a paper will take up a lot of someone's time, and that person would rather the time were well spent. Written articles, computer artwork, inquiries, commentary, educational material or program tips for the newsletter may be submitted in print or on disk (preferred) using any C64 word processor...

NO ARTICLES = NO INTEREST = NO PAPER = ??? (NO CLUB?)

Everyone has something to contribute: share your knowledge of a computer language at a meeting AND in print: offer an opinion on software, old or new - don't worry that someone won't agree with you - that's the point! Can't write an article? How about sharing that "neat little routine" you read about in the Bavarian Peoples' Commrador (?) Users Group Proletariat Journal, that only YOU receive. Still no? Awright, try asking a question! - Got a bug driving you crazy about equipment or software, and you're too shy to ask about it in a crowd? WE TAKE ANONYMOUS REQUESTS FOR ASSISTANCE and guarantee an ANSWER, or at least a CLUE!

Hoping to hear from you ... the (Acting) Editor."

(Ed. Note: My, my, how times do change!!)

ELDER EXECUTIVE

Distinguished Members List:

Actually, the following list is compiled from the many pages of our MONITOR (or its early cousing the CUGS Newsletter), as members or executives involved in the growth of our club:

Gregor Larson
Vince Sorenson
Sean Stretten
Kris Hatlelid
John Parr
Ken Jones
Gordon Glew
Mel Befus
Ed Dietrich
Paul Wolfe
Randy Sloboda
Larry Couse
Kurt Finke

D-Bugger's D-Light

(CUGS Newsletter - 1985)

(Ed. Note - this was an intriguing puzzle presented in a past issue. I thought it would be an interesting exercise for anyone who figures they're pretty good at BASIC.)

The following programme allows you to enter any string and make changes to any portion of that string. The programme should end when the user types in 'xxxendxxx' in response to the prompt "What do you want to change?".

The program seems to work, but does it??? How many errors can you pick out using your knowledge of BASIC, and what constitutes a careless mistake.

```
 10  PRINT"WHAT IS THE START STRING (1-37 CHARS.)"
 20  INPUT START$
 30  CHANGE$ = "": INPUT"WHAT DO YOU WANT TO
     CHANGE?";CHANGE$
 40  IF CHANGE$="XXXENDXXX" THEN END
 50  NEEW$="": INPUT"CHANGE TO WHAT?";NEEW$
 60  GOSUB 80
 70  GOTO 30
 80  GOSUB 120
 90  IF FOUND=0 THEN PRINT "STRING NOT FOUND": PRINT:
     GOTO30
 100 ST$ = LEFT$(ST$,FO-1) + NE$ +
     RIGHT$(ST$,LEN(ST$) - FOUND - LEN(CHANGE$) + 1)
 110 PRINT"YOUR NEW STRING IS:":PRINT START$: PRINT:
     RETURN
 120 FOR FOUND = (LEN(START$)-LEN(CHANGE$)) TO 1 STEP
     -1
 130 IF MID$(START$,FOUND,LEN(CHANGE$)) = CHANGE$
     THEN RETURN
 140 NEXT FOUND
 150 RETURN
```

1986

I'LL PRINT THE BEST ANSWER I RECEIVE NEXT ISSUE!

1987

Sights of Summer:

A SUMMER SPRITE GRAPHIC DEMO

(K. Jones, June 1985)

```
 5   PRINT"<clr>"
 10  REM MOVE SPRITE WITH JOYSTICK!
 20  REM LOOP TO TAKE DATA FROM PROGRAM AND PUT
     (POKE) IT INTO MEMORY!
 30  FOR N=0 TO 62: READ Q:POKE 832+N,Q:NEXT N
 40  POKE2040,13: REM TELL VIDEO CHIP WHAT BLOCK DATA
     IS IN
 45  SN=0
 50  POKE53279,PEEK(53269)OR(2 SN): REM SPRITE ON
 60  X1=320/2:Y1=200/2
 65  REM CENTRE SPRITE ON SCREEN
 70  POKE 53248,X1: REM X COORD. FOR SPRITE 0
 80  POKE 53249,Y1: REM Y COORD. FOR SPRITE 0
 100 REM GET JOYSTICK MOVEMENT
 110 J1=255-PEEK(56321)
 120 IFJ1=1 OR J1=5 OR J1=9 THEN Y1=Y1+1
 130 IFJ1=2 OR J1=6 OR J1=10 THEN Y1=Y1+1
 140 IFJ1=4 OR J1=5 OR J1=6 THEN X1=X1+1
 150 IFJ1=8 OR J1=9 OR J1=10 THEN X1=X1+1
 200 GOTO 70
 1000 DATA 000,000,000,000,000,000,008,000,032
 1003 DATA 004,000,064,114,000,156,121,001,060
 1006 DATA 124,146,124,126,084,252,062,255,248
 1009 DATA 031,255,240,015,255,224,000,255,000
 1012 DATA 001,255,128,003,195,192,007,129,224
 1015 DATA 007,000,224,006,000,096,000,000,000
 1018 DATA 000,000,000,000,000,000,000,000,000
```

ANCIENT WISDOM!

(Barry Bircher, MONITOR, December 1987)

To buy or not to byte.

That is the question I have asked myself several times in the last few weeks. Why? ...because I found myself looking at an AMIGA 500 one day last month and found myself wanting the machine. Why?... because the owner was selling off 500's for $1595.95 (approx.) - including the 500, the drive, monitor, mouse and printer. This sounds like quite a deal and it IS a deal. However...

Having a new machine like the 500 is like the C64 6 years ago. There is not much in the way of "GOOD CHEAP SOFTWARE". Yes, there are some good programs out there but not the quantity like the 64/128 has. At this point in its history, really good software is quite a high price, too. Usually in the range of $100.00 and up.

Don't get me wrong, the AMIGA line has really impressed the bits out of me, as well as the ATARI (heaven forbid!). The point is, after several years behind the 64 and (now) the 128, I feel very comfortable behind the keyboard and the memory arrangement. Introducing the newer 68000 based computers into my life right now is not going to improve my primary use of the things, mainly word processing and budgeting. Yes, you can do both as well as several other programs AT THE SAME TIME, but, really, in the home market I see limited us for that feature, however impressive it is.

I recently picked up and AURA newsletter and found it interesting and informative. Like all other computers on the market, it has its share of bugs, being a new computer. Supposedly, this newsletter was produced by the editor's AMIGA and I connot really see the difference it made to their newsletter. Our MONITOR seems by far better assembled (Thanks to Ken Danylczuk). I can't get over the sharp graphics compared to the 64/128 (magazines make a point of putting 64/128 and AMIGA graphics side by side). Again however, in the 2 1/2 years in programming, I have not yet begun to look at the sprites and bitmap graphics that are in my computer, except when I throw in the odd game to play.

All in all, after several hours of talking myself out of it, I realized that the introduction of the AMIGA 500 was like another fancy car being introduced on the market to fill a gap. Some people like Chevy's, some Dodge Rams, some like Cadillac's and some like Rolls Royce. There is something about the personality of cars and computers that are a lot alike, that attract different people to different makes and models. they all get you from point A to point B, some faster than others and some in high class, some in economy class.

For my money, I think I will keep up to my trusty 8 bit 64/128 and get the job done with the equipment I have now and let somebody else take their lumps with the AMIGA (until all the bugs are out, if that's possible, or when Commodore comes out with a newer 32/64 bit superconductor parallel processor), I may then retire my 128 and splurge on it!

The Ol' Pokes at Home!

by Paul Wolfe (CUGS newsletter, 1985)

Tell me, have you poked your computer lately? No I don't mean poke it, you know what I mean, give it a POKE command. For those who don't know what a poke command is, here is a short explanation. When you POKE your computer a certain part of memory is accessed. Depending what part of memory you access, this will result in some type of function or will tell the computer what to do. For example to change a border colour you would have to poke the computer's colour memory area (53280) with a number (0). If you entered 'POKE 53280,0' this would give you a black border. Now you ask - why black, why not red. Tell me how do you know which number to POKE into memory. Well, the only way to know what numbers to POKE and what part of memory they are in is by reading books, through friends that are more knowledgable than you in programing (sic) or by simply experimenting. At the end of this article I will name a few good books you can read to help you POKE your way around the computer's memory.

When you first start programing POKES can seem a bit strange and their immediate importance is not always realized. A few things you can do with POKES are changing screen + border colours, using the sound chip, using sprites, do some animation using just the characters on the keyboard, and many more types of odd ball types of things. The next many lines to follow are a list of POKEs and what they do.

POKES FOR THE COMMODORE 64

1983

```
USE LOWERCASE.....POKE 53272,23
DISABLE STOP.....POKE 788,52
DISABLE STOP.....POKE 808,239
ENABLE STOP.....POKE 808,237
DISABLE RESTORE.....POKE 793,203
ENABLE RESTORE.....POKE 808,237
DISABLE SAVE.....POKE 818,32
ENABLE SAVE.....POKE 818,237
DISABLE REPEAT.....POKE 650,0
ENABLE REPEAT.....POKE 650,128
DISABLE KEYBOARD.....POKE 649,0
ENABLE KEYBOARD.....POKE 649,10
CLEAR KEYBOARD BUFFER...POKE 198,0
DISABLE LIST.....POKE 775,200
ENABLE LIST.....POKE 775,167
SHRINKS BORDER.(UP/DN)..POKE 53265,20
SCREEN DISAPPEARS.....POKE 53265,40
DISABLE CURSOR COLOR....POKE 53265,80
SHRINK BORDER (LFT-RT)..POKE 53270,23
```

1984

Try the above list, you'll see that it offers some interesting possibilities. POKE 53265,80 is also interesting. This poke turns the cursor red and lets you move it behind a letter. It also highlights any short form commands such as PRINT, THRN, GOSUB, etc. Another interesting poke is the border shrinks. By experimenting you can come up with a lot of odd things. For example would you like to simulate an earthquake? If so here is a short program to start out with...

1985

```
0  REM ######### EARTHQUAKE ##########
1  POKE 53280,0:POKE53281,0
2  PRINT"[clear home]"
3  FOR A=1 TO 40: FOR Z=1TO20: NEXT
4  POKE 53270,23: PRINT"[white]"
5  PRINT"[1 space]EARTHQUAKE[cursor up 3 times]"
6  PRINT"[8 spaces]EARTHQUAKE[cursor up 2 times]"
7  PRINT"[13 spaces]EARTHQUAKE[cursor up 2 times]"
8  POKE 53270,123: PRINT"[white]"
9  POKE 53270,150: PRINT"[white]"
10 NEXT: PRINT"[cursor down 3 times]"
```


And now, before I forget here are a few books to help you out with POKES:

- REFERENCE GUIDE from Commodore
- ELEMENTARY COMMODORE 64 from DATAMOST
- MAPPING THE COMMODORE 64 from COMPUTE
- also the TRANSACTOR is a good source.

JARGON JUNGLE!

DAFFY-NITIONS

(Ed. Note - CUGS members have always been slightly "off the wall". This list of definitions arrived from 2 sources - the files of Harry Chong and a 1984 copy of the CUGS newsletter! Now YOU can get computer literut!)

BIT - two of these make up just slightly more than your pay check.

BLOCK DIAGRAM - location of all pubs within walking distance.

BUS - How you get to and from work.

CHIP - something you eat with a DIP.

C-LINK - a canal

CORE STORAGE - receptacle for the centre section of apples.

CURSOR - a technician who just contacted a live wire.

DATA - first word of a baby computer.

EPSON - salts

FLOPPY DISK - a painful back problem

GARBAGE - yesterday's FINAL version of your program.

HARDWARE - starched underwear.

HEX INVERTER - a good witch doctor.

IEEE - a stutterer

INPUT - coffee, food, coffee, aspirin, coffee....

LOOP - what your computer does if you put just the right spin on it when you throw it.

MEMORY MAP - brain scan.

ON LINE - where you hang wet clothes.

PEEK - fun, but don't get caught!

POKE - ouch!

PROGRAMMER'S TOOLKIT - hammer and blowtorch.

RAM - the only way to make VIC cartridges fit in the 64.

SECTOR - a place where the KLINGONS may be hiding.

SERIAL - something you eat for breakfast.

SID - bag of sunflower seeds.

TRACTOR FEED - diesel fuel.

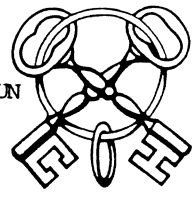
DISCOVER 'DIS COVER!

CONDENSED DISK LABELS:

(Ken Jones, CUGS Newsletter, April 1985)

The following program was written to take advantage of the condensed mode on non-Commodore printers. It will produce a printout the size of your disk envelope and can be taped to the front or back of the envelope. The only thing that should have to be changed is the code for condensed mode. This depends on your printer and on your interface. Cardco uses a CHR$(20) to enable condensed mode. Some use CHR$(24). Interfaces which don't try to emulate a Commodore printer usually use a CHR$(15) for condensed mode.

```
5   GOTO 100
10  REM ****************************
15  REM *  CONDENSED DESK LABELS   *
20  REM *  BY KEN JONES C.U.G.S.   *
30  REM ****************************
40  REM * FOR ADMATE/EPSON/GEMINI *
50  REM * PRINTERS                *
60  REM ****************************
100 DIM PG$(255): C$ = "[diskname]"
105 NU$=CHR$(19)
110 T$ = "---------------- -----": U$ = "=======
==========="
120 FOR V=1 TO 2: T$=T$+T$: U$ = U$ + U$: NEXT V
130 POKE 53272, 23: PRINT"S ": X=1: Z=1: X$ = " "
140 OPEN 4,4: OPEN 6,8,0,"$0"
160 GET#6, A$,A$,A$,A$,A$,A$
170 GET#6,A$: IF A$=""THEN 190
180 X$=X$+A$: GOTO170
190 B$ =  MID$(X$,21,21)+" ": A$ = MID$(X$,3,16): DN$
= C$+CHR$(34)+A$+CHR$(13)+","+B$
200 PRINT DN$: PRINT
210 GET#6,A$,A$: IF A$ = "" THENCLOSE6: GOTO260
220 GET#6, A$,B$: B$ = STR$(ASC(A$+NU$) +
ASC(B$+NU$)*256) + " "
230 GET#6,A$: IF A$ = ""THEN PG$(X)=B$: PRINT"
";PG$(X): X=X+1: B$="": GOTO210
240 B$=B$+A$:GOTO230
250 REM ******* PRINTER OUTPUT *******
255 REM * CONDENSED CODE FOR PRINTER *
256 REM * CHR$(20) FOR CARDCO        *
257 REM ****************************
260 PRINT#4, CHR$(20);T$: PRINT#4,U$
265 REM ****************************
270 PRINT#4, DN$;" ";PG$(X-1)
280 PRINT#4,T$: P$ = " "
290 FOR I=1TO3: P$=P$+LEFT$(PG$(Z),279+" ": Z=Z+1
300 IFZ=X-1 THEN PRINT#4,P$: GOTO300
310 NEXT I: PRINT#4,CHR$(20);P$: P$=" ": IF Z=X-1THEN
GOTO 330
320 GOTO290
330 PRINT#4,U$:PRINT#4,T$
340 PRINT:PRINT"ANOTHER DISK (Y/N)"
350 GETQ$: IF Q$="Y" THEN PRINT#4:CLOSE4:RUN
360 IFQ$<>"N"THEN350
370 PRINT#4:CLOSE4
```



Quickies from the CUGS Crypt!

(MONITOR, May, 1986)

Here's a neat little trick to slow the listing of a program down. Type in the following line, run it and then list it.

POKE 56324,28: POKE 56325,2

Try listing a larger program, but don't fall asleep as it lists. To control the listing speed, change the 28 in the first POKE. As the number gets larger the listing will speed up. also, try changing the second POKE. Replace the 0 with a 20 and cursor up. ZOOOOOM! A super fast cursor!

What else can you discover!

HICKORY DICKORY DOCK...

1531 MOUSE REVIEW

(Steve Bogues, October MONITOR, 1987)

Well, folks, here it is, the 1351 mouse is now in the stores. Yes, this l'il 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 - it will act like a joystick, OR it will be a TRUE PROPORTIONAL MOUSE!

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 button 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 mouse in pull-down menu applications (like SOFTWARE SOLUTION'S 128 PAPERBACK series). In closing, I'd suggest you put this item on your Christmas "want list" to Santa. You won't regret it.

Nostalgia Trivia Answers:

1. All were local Bulletin Boards at one time.
2. S(askatchewan) C(ommodore) U(sers) G(roup) - the original club title, changed shortly after the first meeting.
3. CUGS's first elected president (1983).
4. 1985, after a contest which had only one entry!
5. John Parr's basement, University of Regina, Glencairn Leisure Centre, MicroShack.
6. Our two longest members in good standing to date!
7. The first major Regina distributer for Commodore Computers (and a major hangout for Commodore hackers!).
8. A software company begun by four CUGS members. One result was a commercial game for the 64 called "PANIC CITY".
9. The original fee was $5.00 per member per year, payable in January!
10. CBM PET, CBM 2001, CBM 4008/4016/4032/8032, SuperPET, CBM B128, VIC 20, C64, SX64, 128.

A Question of '?':

1986

(MONITOR, April, 1987)

On the subject of eliminating the '?' that always appears with an INPUT prompt, here are 3 more methods, each involving a little "off-the-wall" approach.

```
10  POKE 19,64:INPUT"ENTER WORD:";A$
20  POKE 19,0:PRINT
```

(CAUTION: be sure to include line 20 or you're lookin' for trouble!!)

```
10  OPEN 1,0: PRINT"ENTER WORDS:";:INPUT #1,A$
20  PRINT:CLOSE1
```

(This method merely has the computer treat the keyboard as a peripheral device (like a disk drive) because INPUT# does NOT send a '?' with its request from the device!)

1988

```
10  A$="":PRINT"ENTER WORD:":
20  SYS65487: A=PEEK(780): IF A<>13THEN
A$=A$+CHR$(A):
    GOTO20
30 PRINT:PRINTA$
```

(The SYS command makes the program jump to an ML "subroutine" which is in the computers ROM, the same one it uses to get characters from ANY input device. INPUT is not used, so no '?' is printed.)

PRINTS CHARMING!

SIMULATING 'PRINT @':

```
1   X$="[39 crsr right]"
2   Y$="[25 crsr down]"
3   x = [desired column position]
4   y = [desired row position]
5   PRINT"[home]"; LEFT$(X$,X); LEFT$(Y$,Y);
    "[message]"
```

METHOD #2:

```
1   POKE214,([line #]):POKE211,[column #]: SYS58640:
    PRINT"[message]"
```

THREE CUTE SCREEN CURIOS:

1989

#1:

```
1   A$="[crsr up][crsr down][crsr left][crsr
    right]":PRINT MID$(A$,RND(0.5)*4+1,1)"*";:FOR
    I=1TO30:NEXT:PRINT"[rvs on][space][crsr
    left]";:GOTO1
```

#2:

```
1   PRINTMID$("[shifted N][shifted M][shifted
    V]",RND(1)*3+1;:GOTO1
```

(Get hard copy on an MPS801 by typing "OPEN 4,4: CMD4: GOTO1"

#3:

```
1   PRINTCHR$(205.5+RND(1));:GOTO1
```


Ancient Wisdom

CUGS TIP - MONITOR, January 1988

It doesn't take long for Commodore users to appreciate the speed and convenience of the 'wildcard' character (*) in loading programs off disk. Familiarity, unfortunately, does NOT mean understanding. The 'wildcard' character functions in several ways depending on it's use in context.

If your computer is newly-turned-on, the command LOAD"*",8 loads the FIRST PROGRAM ON THE DISK into the computer.

If, however, you've had your computer on, and have loaded OTHER proagrams already, the same command will RELOAD THE LAST PROGRAM LOADED. EVEN A 'SYS64738' RESET HAS NO EFFECT! Often people who make this little mistake have CHANGED DISKS in the meantime, and the result is a frustrating flashing red error light on the drive. Examining the error, you would find a "FILE NOT FOUND" caused the blinking!

There is a dependable 'fix' which will let the "*" work the way you expect. The 'fix' is also suggested as a guarantee you won't be attacked by the "save and replace" bug. Simply use the command as follows:

```
LOAD":*",8
```

(or even better...)

```
LOAD"0:*",8
```

The ':' or '0:' force the drive to do a "self-initialization" (re-check its internal information about the disk it's using), and, in the procress "cleans up" any information still resident from the last load.

If you really want to "clean up" the RAM in your drive to a newly-turned-on state, use OPEN15,8,15,"U:" or "OPEN15,8,15,"UJ", hit <return> and type CLOSE15 to properly close the file. this "cleanup" will even RESET A SOFTWARE ALTERED DRIVE NUMBER! It has no effect on computer RAM.

Incidentally, unless you like frustration, DON'T EVER USE THE "*" FOR SAVING!

C.U.G.S

NEXT MEETING:

Wednesday, October 4, 7pm

Northwest Leisure Centre
Arnason and Rochdale

NEW MEMBERS ARE ALWAYS WELCOME!

SUPERBASE 128

by Jarrett Currie

Before going any further, a definition of a database is in order. Many programs on the market, and in the public domain, boast that they are "databases". In fact, the databases they create are correctly referred to as "flat files", and the programs are known as "file managers".

As many people are aware, a file is composed of the following elements: characters; fields, which are made up of characters; records, which are a collection of fields; and the file itself, which is a group of related records. In the same way, a database is actually a collection of related files. It is because of this that many "database" programs are actually file managers, because they refer to only one file, and have no provision for any more.

Superbase, however, is a true database manager. Each database can contain up to fifteen files, although their relationship to each other is left solely up to the user. On your work disk, you may have many databases, but each of the databases can have only fifteen files, and they are not easily accessed by another database on the same disk.

Superbase uses an unusual file format in the creation of its database. Although it is not mentioned in the documentation, it appears that direct access routines are used throughout the program. When viewing a disk directory with a database on it, the database name appears as a USR file, and although it may contain many records, it will have a block size of 1. The manual states, however, that the BAM is correctly updated, so that VERIFYing the disk will not damage the database in any way. I have not been bold enough to test this out.

It is these disk routines that gives Superbase its greatest strength: speed. If you access the database using the record key, there is only a slight pause as the program immediately gets the record. Additionally, I could not tell the difference in the time between fetching the first record, and fetching the last record. The manual mentions that there is a binary tree built with the record keys, and this is what gives Superbase its speed.

Unfortunately, searching the records with a field that is not the key shows a noticeable lag, as each record needs to be retrieved and analyzed. There is mention in the manual, and on the cover of the box, that only one key can be defined per database file. (Remember that each of the fifteen files of the database can have separate record formats, and keys.)

That shortcoming, however, can be quickly relieved by Superbase's greatest capability: it is fully programmable. It is unfortunate that nowhere in the manual does it mention it, but an alternate index, that is a second file set up with a key field from the first file, can be programmed quickly and easily. This feature, alternate indexes, puts Superbase up with DBASE, although in DBASE, the alternate indexes are maintained automatically.

Superbase can be controlled completely by menus; each option can be selected using one of the function keys. Thankfully, the designers realized that that forces you to remove your hands from the home row. Consequently, every command on the menu, and others that are supported by the programming language, may be entered directly from the keyboard. Whether you wish to use the menus, or the keyboard, is completely up to you, and you may use either method without changing any "modes".

The menu items include:

Enter	Enter items into the selected file.
Select	Search for selected items. Displays a select menu.
Find	Creates a sequential file containing the keys of the selected records. This is useful for time-consuming, complex searches.
Output	Display the records in the desired format to the printer or screen.
Calc	Modifies the current record, or all records.
Report	Simple report generator that creates a report program. This program can later be edited.
Execute	Executes a program stored in memory.
File	Change the current file to another in the database.
Format	Create a new record format.
Batch	Change all the records in the file. Used with Calc.
Sort	Sorts the records any way you wish, and writes the new key sequence to a sequential file.
Prog	Begin a programming session.
Maintain	Allows disk commands to entered.
Memo	Creates help screens that can later be accessed with the HELP key.

The programming language is a subset of BASIC 7.0, with the exclusion of sound, graphic and file commands. None of these is needed in a database application, so their absence is not noticed. Following is a small list of the programming commands added to BASIC:

Ask	Allows input during program execution.
Database	Selects a new database during program execution.
Setlink	Establishes a link between two files in the database.
Link	Selects a record from a second file based on a field in the first file. (As in an alternate index, for example.)
Rlink	Returns to the first file after a link.
Elink	Ends the link between two files in the database.
Nmat	Conditional expressing that the SELECT command had no matches.
Pmat	Conditional showing that a partial match for the key was found.
Set	Execute commands or retrieve variables from a sequential file on disk.

In addition to the above commands, there are many others that can be used to manipulate the files within the database any way you choose. The programming aspect of Superbase makes it the most versatile database I have seem for an 8-bit computer.

The manual, however, makes learning Superbase an unnecessary chore. Obviously compiled by writers without help from programmers, the manual is easy to read, but frustrating as a reference guide. The commands are dispersed throughout the book, so that to learn the intricacies of the command, much page flipping is required. The index is worse than non-existent: it refers you to pages with no reference at all to the command. Although all the information is available, it is needlessly hard to follow.

Apart from the manual, I give Superbase my utmost praise. I purchased the program from Software Discounters of America, and after the necessary handling charges, and currency exchange, I managed to walk away with this superb program for less than 50 dollars.

TRASH COLLECTING

MISSING ISSUES:

I'd like to gather one complete set of CUGS newsletter/MONITOR issues, from day 1 on, if that's possible. If any of you have the listed back issues, consider loaning it to the club for 1 week. We'll Xerox it for our files and return it to you, with a voucher for a free club disk! I'm not certain that particular months actually had issues so, if you know THAT information, please let me know. My telephone number is listed, and I'll appreciate any information or help. The issues we do NOT currently have:

April-December, 1983 with the exception of JUNE!

January-September, 1984, and December 1984.

January-March, 1985.

January, February, June-November, 1986.

Thanks, in advance, for any help!

1987

NEW NIBBLES

Odld You Shouldl Asle!

SENSING THE "ODD" KEYS:

Location 653 (VIC and 64) or 211 (on the 128) is the location to PEEK to detect the 'uncommon' keys on the keyboard. PEEKing a 1 here tells you that the SHIFT key is pressed, 2 is the number for the COMMODORE key, the CONTROL key puts a 4 in that location. Combinations of these keys produce unique sums (CONTROL+COMMODORE = 6, CONTROL+SHIFT = 5, etc.). The numbers are only present AS LONG AS THE KEY(S) IS/ARE BEING HELD DOWN.

Invisible key: Even though it is disabled using a poke, the STOP key can still be detected for use in a program. Simply check the keypress character against CHR$(3). If they're equal, then the STOP key was used, even if it doesn't visibly do anything.

In creating programs for others to use it is sometimes handy to let your program identify the computer it is being run on. You can accomplish this with a PEEK(65534). A value of 72 means it's a 64. A value of 23 means a 128.

Load a program then type 'POKE 22,35' <RETURN>. Now list the program! Neat, huh? To get back to normal POKE 22,25.

CIAO!

1989

Just A Big Bunch of "Know-it-alls"!

Recently we began 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

Spreadsheet:
- 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