Commodore Users Group of Saskatchewan

MONITOR

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THIS MONTH: MIDI, THE MUSICAL COMMODORE

Bulletin Board Listing

Regina, Saskatchewan
January 24, 1990

Name of System	Phone #	Baud	Code
Bale Buster's Bug	789-4378	2400	M
The Billionare Boys	586-9571	1200	
Bit Bucket	352-3236	2400	
The Buccaneer's Den	352-2477	2400	
The Computer Way	757-1210	2400	
C.U.G.S. Bulletin Board	586-1189	1200	C,P
Double Check	525-0807	2400	
Double Q Access	352-7184	1200	
Excalibur	949-8605	2400	C
Fernando's Retreat	585-0298	9600	G
The Fringe	543-7935	1200	
Ganshirt At Home	543-1949	1200	M
Impossible Mission	569-9705	1200	C,M
The Lab	525-8620	1200	G
Magic Fountain	586-2692	9600	
Midnight Run	789-5107	????	T
The Missing Link	522-4001	9600	G
Myth Drannor	569-3183	1200	C,G
Nether Worlds	586-4136	1200	M
The Pool Hall	586-8490	2400	G
Quantum Leap	586-8490	9600	T
RATT II	949-6105	1200	G
Regina FIDO	777-4493	9600	
Shadowland	789-8989	2400	G
Slug Motel	545-5219	300	C
Star Traiders Inc.	545-0259	2400	G
Tee Wun Kay	779-1237	2400	
Turbo Plus	949-8880	2400	
University of Regina	585-5216	2400	
Welfare	586-3665	1200	C,G
Whatchamacallit	545-6953	1200	C

Code Legend

L = Limited Hours	T = Temporarily Down
G = Online Games	P = Private BBS
M = Message Only BBS	C = Colour/Graphics

Each board listed can be accessed using 8 word bits,
No Parity, and 1 Stop Bit

Obligatory Stuff

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 FIRST 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 our club Librarian, Keith Kasha.

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.

EDITORIAL
by
Jarrett Currie

It was 1979, almost 11 years ago, that I decided to enter the world of personal computing.

In that year, there were really only three computers to choose from: the Commodore PET, the Apple, or the lowly TRS-80. I chose the latter because of its price - less than $1000 for the computer and the monitor.

Compared to today's machines, the TRS-80 was a dinosaur. It had block graphics, slightly less sophisticated than the C64's low-res graphics. There was no colour, and even lacked lowercase letters. But, in 1979, it was a steal!

The TRS-80 came with 4k of RAM, but I purchased one with 16k, in case I decided to expand! Even the cassette recorder that maintained the programs seemed to be on the edge of high technology. The joy in those days was not in the programs that could be purchased for it, because there were very few, but rather in learning the art of computing. And learn I did. That black keyboard suffered greatly under the hands of an overzealous later-to-be programmer.

I learned later about disk drives. I laid down $1100 for an expansion interface, and a disk drive. But, the DOS needed 10k of memory to run the drives, so my usable RAM went down to 6k. Believe it or not, I lived with that configuration for a couple of years, before I upgraded to 32k! And, mostly, I even wrote useful programs using the disk drive for program chaining.

As the TRS-80 became popular, I began to purchase some software for it. Even with its limited graphics, the software designers actually made games that looked great, and relied heavily on player involvement. With the attachment of a small amplifier to the cassette player, the game could emit sounds. The hours I have spent playing with those block graphics.

Several years later, a newly acquired friend took me to his house to show off his C64. I had never had much respect for that computer, or any other than the TRS series, but being the open minded sort that I am, I relented and was shown a program that was later to change my mind about Commodore: "Lode Runner". Apart from having colour, this machine could generate sound effects, and had joysticks! I was truly astonished. Literally for hours we spent digging holes and running away from little stick men. And, I vowed, I would own one of these machines myself.

I have never regretted my purchase. I have been a Commodore owner for 6 years, and in that time I have seen the machine rise from humble beginnings to an absolute power in the home computer market. Even though I do own "Lode Runner", I have treated myself to every type of program offered: wordprocessors, data bases, terminal packages, spreadsheets, and of course, games. With each new purchase, I am still amazed at what a creative mind can with this wonderful tool. It was just a few years

ago that GEOS, the graphic environment operating system, was unheard of. Now, I use GEOS heavily, and I can still barely believe that I am running it on a "games" machine.

I have just finished reading the advertisement for the hard drive that is featured in an article in this month's Monitor. Yes, you too can purchase a 40-meg hard drive for your C64. How the evolution continues.

On February 25, the Apple users group will again be sponsoring the annual Computer Fest at the Travelodge in Regina. CUGS will be present along with many of the users groups in the city. Part of the appeal of the Computer Fest is the flea market room where people are willing to sell their used hardware and software. I have seen programs for my beloved TRS-80 there, and have seen the computers that are on the forefront of computing technology. I hope you will attend, and enjoy it as much as I have the last few years.

Club Executive Meeting Minutes

In January, the club executive held their monthly executive meeting where it was decided that for the first time, minutes would be kept of the proceedings. It was also decided that a summarized version would appear in the Monitor each month, to help the club members keep abreast of the club activities.

What follows, then, is a brief summary of the executive meeting minutes for January, 1990:

☞ Articles for the March edition of the Monitor should be submitted before February 26.

☞ Shaun Hase will mantain a current BBS listing.

☞ Ken Danylczuk will design and print new posters to help advertise the club, and will mention a contact person. These posters will be distributed at Software Supermarket, TTL Computing Concepts and The Duncans.

☞ The Duncans have expressed some interest in CUGS and will be asked if their interest extends to participating in a software preview night.

☞ Both the February and March general meeting agendas were discussed.

☞ The Apple Users Groups will be holding the Computer Fest. CUGS will be in attendance, and our table will sport a large CUGS banner, with a smaller banner advertising the sale of memberships. Club public domain disks will be available for sale to members only. The club disk catalogue will be available, and will require additional copies. Ken will print 200 copies of the CUGS introduction sheet.

C.U.G.S.
WISHES TO THANK
THE DUNCANS
FOR THEIR GENEROUS DONATION OF A $30 GIFT CERTIFICATE FOR THE FEBRUARY PRIZE DRAW

The Presidential Pen
by Barry Bircher

[Editor's note: Barry Bircher, our club president, has been corresponding on behalf of CUGS to the Heartland Users in the U.S. He recently sent the following letter to them. It has been slightly modified for the Monitor. - jbc]

Hello H.U.G.,

Was glad to hear from you. Thanks for mailing those newsletters to us, it was interesting to read them. It is always a good change to hear from another user group. Please find enclosed a few of our newsletters, "The Monitor". I understand your group is willing to swap newsletters, eh! Well, you're more than welcome to them, in return for your own, that is. I have brought this up with the others in our group and we have decided to offer you a deal.

It is a deal I believe will benefit both of our groups. Exchanging of newsletters is O.K., but to become a member is quite another. Our members get the newsletters free and also get a catalogue of our disk library, as well as many other benefits. What I am about to propose is simply this: we each give one another an honourary international membership. And, as a member, you get what our group has to offer and vice versa.

At the time of a favorable response from you, you can be a member of C.U.G.S. and, as such, will get a regular mailing of our newsletter and a copy of our library listings. The cost of the mailings should be considered as paid in advance and mutually exclusive. In the case of purchasing disks (C.U.G.S. $3.00 Canadian to members only) we can either purchase them outright at $3.00 (or what ever your regular price is) or swap them on a one-to-one basis. I believe this is a fair and beneficial way to exchange between us and a way to increase both our libraries and sources of news. This letter will be published in our newsletter for our users to read.

Well,
T. T. Y. L.
C.U.G.S.

Bad News
for Carmen Sandiego

WHERE IN THE WORLD IS CARMEN SANDIEGO?
Broderbund Software, 1989

by Richard Maze

You are a member of the Acme Detective Agency. Carmen Sandiego is the leader of V.I.L.E. (Villains' International League of Evil). A member of V.I.L.E. commits a crime and is hiding out in one of 30 cities around the world. Your job is to track him or her down using clues you unearth along the way. As you successfully track down the thieves you get promotions until you eventually reach Ace Detective.

The game consists of three different pieces of equipment. Included is a two-sided disk which is copy protected (backups can be purchased from Broderbund for $10.00), and an instruction booklet which contains a map of the world with cities (and their countries) used in the game outlined. The booklet also contains a biographical sketch of each of the members of Carmen's gang. Also included is a copy of the 1989 World Almanac.

The play of the game involves a crime being committed and you starting at the scene of the crime on Monday morning. You have until Sunday afternoon to track down the thief. There are three different sources of clues you can obtain at each location. These clues will either be about the thief (eg. rides a motorcycle) or about where the thief went (eg. talked about wanting to see a kangaroo). Your task is to follow the thief from destination to destination, getting clues about the next destination and the

thief until you can capture him. Before you can make a capture you must obtain a warrant for his arrest. You do this by visiting Interpol and entering the data about the suspect into Interpol's computer. Without the warrant you might find the suspect but you won't be able to make an arrest. Everything you do takes up time including time for sleeping that is put in each day. If you can't find the thief by Sunday afternoon you lose and the thief gets away.

The booklet has two primary uses in the game. If you don't know world geography you can use the world map to help you get an idea of where the suspect could go to next. The biographies about the gang members can help you determine the suspect but I found there was only once that I had to guess about a suspect's identity as plenty of clues are given along the way and Interpol's crime computer will determine the suspect for you on a minimal amount of data.

The World Almanac gives you the facts about the various countries and cities you will have to visit. Some of the clues are very easy (like the kangaroo clue) while others (eg. he is a copra buyer) are not so simple. This is where the Almanac is useful to determine which of the possible destinations have copra as one of their export products.

I had been considering buying this game for myself for quite a long time. I received it as a Christmas present and eagerly tried it out. Two hours later, I was finished. I had top rank as a detective. If I wanted to play again I had to enter a false name and start over as a rookie. I found the game too easy. I only referred to the Almanac a couple of times and only had to guess about a suspect's identity once in the whole game and this was probably because I skipped getting a few clues once I knew where to go to next. Time was never a concern as I was able to solve cases with lots of time left over. There are 5 levels of detective that you advance through with 12 – 15 different crimes to solve in total. The level of difficulty didn't seem to change which was disappointing – the last crime I solved was no more difficult than the first.

For a person who does not know any world geography this game might be a fun introduction to getting to know about some of the cities and countries of the world as it would be a challenge to find out the information about each of them so you can use this information to follow the suspect.

If you know a little about world geography, this game is not a challenge at all and I would not recommend it. If the "Where in Europe..." and "Where in the U.S.A. ..." are as simple as this then I would recommend you save your money for something more challenging.

Presidential Address

Hello all. Hope you had a good time computin'. Feburary is going to be a busy month for us home computerists. Starting with a few demos this month will be Keith Kasha and Ken Danylczuk showing off the Midi interface and what you can create, music wise, on your 64/128. I'm sure going to like seeing this one. I've always wanted to hear what one of those interfaces connected up to a keyboard synthesizer would sound like. Well, here is my chance. Richard is going to run a program later on that does some rather unusual and unexpected things.

On the 25th of February, ALL computer users will be GOSUBing to the 4th Computerfest at the Vagabond motor inn (Travel Lodge), 4177 Albert Street. If the last 3 Computerfests are any indication, this will be better. It just keeps getting better and better. Each year at the show, the Apple II Users group has improved things over the last one.

If you were at the first one, you know what I mean. Back then, the whole show was in one large room. In the room were most, if not all, of the users groups in Saskatchewan, as well as several commercial vendors having sales, like Software SuperMarket, Duncan's, and TTL. In the center was a flea market. It is the flea market that caught most people off guard; it was a SMASHING success. People, hardware, guys, software, gals, power cords, kids, blown fuses, girls, tables, boys, salespeople, men, programmers, ms's, analysts, women, Doctors, real programmers (one who don't use goto's) and more people were buzzing all the time from 11.00 to well after 5.00.

There are some other things going on in the background as far as the club is concerned. The club's petition drive, that the Heartland User Group helped to kick off, has collected 24 names in the Regina area. Thanks. The petition has been mailed to Mr. Copperman and should get to him by the time you read this. I have mailed a letter to Computel's Gazette to put us on the the user group update section in their magazine. As of yet, I have not seen it listed in the rag. Keep your eyes open. Also, we are tentatively planning on giving an honourary membership to the Heartland User Group in the U.S.A. pending an answer from them. We have received several newsletters from them and have enjoyed reading them. There are plans to send them several of ours for their reading enjoyment. If things pan out, we could be also exchanging library disks with them.

Well, there is nothing consistently the same but change.

EXPERTS LIST

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
Pocket Writer 2 & 3	Yves Desjardins	949 8526

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

Communication
Pro128Term	Barry Bircher	359 1925
Pro128Term	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
Disk Drive Maintenance	Ken Danylczuk	545 0644

GEOS
GEOS 64	Jarrett Currie	757 2391

General
Super Snapshot (v3, 4, 5)	Yves Desjardins	949 8526

Hard Drives
The Numbers Don't Lie
by Barry Bircher

Here is a math problem for you. How much would you pay for a disk drive that is 1541 compatible, 1571 compatible, 1581 compatible, as well as it's own native mode that is also CP/M compatible, GEOS compatible, (hold on there bud, I'm getting to it) and can be interfaced to a Commodore 64 or 128? How about one that can be used on an IBM, Macintosh and Amiga, has a SCSI controller and costs less per kilobyte of storage than any Commodore drive? And one that is able to use the fast serial interface and is able to give you the storage (100 megabytes) of 593, 1541 disk drives at the same time?

IMPOSSIBLE? Nope, the drive does exist.

One of the things that work against Commodore computers in the past has been the lack of a hard disk support. Until now, only the expensive Lt. Kernal Hard Drive has been developed for them. With a hard disk you can load and save hundreds, even thousands, of programs, and data files on one drive. This allows your disk swappers' elbow ("swappers' elbow" is like tennis elbow except it affects the forearm near the elbow) to have a rest. The usual 5 or more disks swaps per session can be eliminated or reduced to one disk insertion move. All the files you need are on one disk and are very hard to misplace. With a hard disk and a relational database like SuperBase (or for smaller jobs, PocketFiler), a spreadsheet like PocketPlanner, and a wordprocessor like PocketWriter (or Paperclip), and maybe GEOS, you are able to do the any job a small to medium business can throw at you.

Let's get back to that math problem. A 1541 disk drive costs, about $300.00. This drive can store up to 664 CBM blocks of 254 bytes each for a total of 168,656 bytes so an equivalent number of drives to give the same storage of 100 megabytes using only 1541's would cost you:

$$\$300.00 \times 593 = \$177,900.00$$
Cost per Kilobyte (1000 bytes) is $1.78

That's a little too much to pay out of your allowance, but that's what it would cost you. If you used a 1571 drive in the calculations it would be would be (assuming the drive costs 400.00 and is able to store double that of the 1541):

$$\$450.00 \times 296.5 = \$133,425.00$$
Cost per Kilobyte (1000 bytes) is $1.33

That's 33% better value than the 1541. Now lets use 1581 as a comparison (assuming the drive costs $450.00 and is able to store 4.76 times that of the 1541)

$$\$400.00 \times 124.58 = \$49,832.00$$
Cost per Kilobyte (1000 bytes) is $0.50

That's over 350% better value than the 1541 per Kilobyte of storage. We would be better off to buy 125 1581's than to buy 593 1541's to get the same storage capability. But just wait before you run out the door to buy 125 disk drives and take out a second mortgage on the house, I can tell you of a drive that costs only 1.6 cents a kilobyte (a 11,200% cost savings). A little math will tell you that a 100-megabyte drive will cost you about $1600.00. I don't want to sound like a salesman, but this is the greatest thing to hit our market since the 64 was introduced. There is another drive out there that's called The Lt. Kernal that has only 20 meg and costs the same amount, $1600.00

The point I'm trying to make is that not too many people will go out and pay $1600.00 for a single drive. But there are alot of people who have gone out and have bought two or three or more $400.00 drives and have taken them home with a smile on there faces. In fact, I would, too, if I had the dough. If you have purchased three 1571's at $400.00 each you have spent $1200.00 on a system of drives that can only store a maximum of 1 megabyte. By spending 33% more you can get 100 times the storage at a much better cost per kilobyte.

O.K. O.K. Not all of us have that kind of money. But Creative Micro Designs have three hard drives that will connect up to your 64/128. And I'm sure one of them will fit your needs and wallet.

HD-20 20 Meg Hard drive for $ 599.95 U.S. (3.0 cents/k)
HD-40 40 Meg Hard drive for $ 799.95 U.S. (2.0 cents/k)
HD-100 100 Meg Hard drive for $1299.95 U.S. (1.3 cents/k)

For most people, a two-drive system is a must, but the money used to buy them will almost pay for a 40 Meg Hard drive. This is worth looking into if you are in the market for a new drive. IBM people have had hard disks for a long time now and at a better price, now it's our turn. For more information, check in the February RUN magazine on page 21 and look for yourself.

Panasonic KX-P1191
A Review
by Shaun Hase

With the number of decent nine-pin printers on the markets these days, and even some low end 24-pin, choosing a new printer to replace my old Admate was not an easy decision. It came down to this: I could get a nine-pin, which would be a little slower and not have the character resolution of a 24-pin but give me graphics capability or a 24-pin which would give me excellent characters and questionable graphics. That's not to say that the new nine-pin printers aren't capable of NLQ (Near Letter Quality) printing. They are, but 24-pin printers give you LQ (Letter Quality) printing while nine-pin printers give you NLQ printing. After a bit of arguing with myself and my bank account, I opted for a nine-pin printer. I bought a Panasonic KX-P1191 Multi-Mode Printer. That was two months ago. In that time I've gone through over 700 pages of paper, printing everything I have, graphics and text. I have been very happy with my choice.

So, what can it do? First off, it prints draft pica pitch (10 characters per inch) at 200 characters per second (CPS) and 40 CPS in NLQ mode. It has four built-in NLQ fonts: Courier, Prestige, and Bold PS with an 18 x 18 matrix and Sans Serif with a 18 x 9 matrix. It will emulate either Epson FX-86e/FX-800 or IBM Proprinter II printers. Both emulations work quite well, although for my personal use, the Epson emulation mode is much better, although there are some advantages and disadvantages to both modes. With the emulation modes, there are complete Epson and IBM character sets as well as 13 international character sets. Proportional printing is also available in conjunction with five standard pitches of 10, 12, 15, 17 and 20 cpi. The standard interface is a Centronics parallel port, with a RS-232C serial port as an option. Paper can be fed into the printer a number of different ways, either rear or bottom tractor feed or rear friction feed. It will also paper-park, or as the manual says "Memo Load", meaning that single

sheets and envelopes can be fed in without removing the rear tractor-fed paper. Some of the most used commands are present in the EZ-Set Operator Panel. Through a series of button presses, fonts, pitches, form lengths, lines per inch and other stuff can be selected. This was a little confusing at first, but after getting used to the proper sequences, setting the printer is, at the most, twelve button presses away to set. It comes standard with a 6K buffer which can be expanded to 38K. The ribbon cassette is small and easy to install and re-inks itself once when the printing becomes too light. There is also an overheat detector that, when the printer has been running for some time, will cause the circuitry to pause the printer until the printhead has cooled down sufficiently, thus increasing the life of the printhead. Printhead life is quoted at 100 million characters.

There are quite a few more features that the KX-P1191 has, but I don't want to do a precis of the printer manual. I like the printer. I have tried it out with many programs, RUNPaint, Paperclip III, Doodle!, Print Shop, and GEOS 128, and have been quite impressed with the quality and speed of print. A few tricks should be learned and remembered, like locking out the interface into either linefeed or no linefeed modes when executing a particular program (RUNPaint, GEOS, and Paperclip III). This allows the programs to use the capabilities of the printer and not be limited to the interface capabilities. If you can't find a printer file, printer files for the Panasonic KX-P1091 work well (Print Shop), and most Epson FX printer files should work. The manual is well written, and quite comprehensive. The only quirk that I have found is in it's single sheet handling. Print quality is not as good as it is with the push/pull tractor feed, but adjusting the printer head gap can eliminate most smearing. It also takes a bit of lining up to get the paper in straight during memo load, as there is only one guide for the paper to follow. Another guide would have been an excellent idea. Most of the other printers in this price range have two paper guides. Price? Around $400, depending upon the store you are in and what kind of mood the salesmen are in. As I said at the beginning, I am very happy with the printer. It has shown itself to be very reliable, fast, and reasonably quiet. The performance of the Panasonic KX-P1191 well outweighs the cost.

Scratch 'n Save

C-64 Library

by Keith Kasha

Well, here we are in the new year! The two disks being released this month fulfill promises made last year.

Business 14 (id# bn) is the "Christmas Special" that was released in December "one month early". (Well, actually it's two. My fault, sorry!) It contains one very large program, Multifinder, an excellent "shareware" file management program. I've used it personally, found it v-e-r-y useful, and couldn't resist buying it myself! I strongly recommend it to any anyone wanting to keep track of - well - whatever!

Graphics 18 (id# gr) hails the long awaited release of RUNpaint to our CUGS library! This graphics program was demonstrated last September by Ken Danylczuk. Also included with RUNpaint is a file called "R.P. MOUSE BUG". This program corrects a problem with the RUNpaint program that develops if you're using a 1351 mouse that was made in Japan. If you are using a 1351 mouse made by our neighbours south of the border, don't fret! This program isn't for you! Apparently, the Japanese mice cause the cursor to flash which can be annoying to some. The only problem is that it makes the modified version of RUNpaint unable to work with a joystick! (Don't worry, help is on the way! Earl Brown, member-at-large, is writing a program to correct this deficiency. This program will be released on Graphics 19, or see Earl prior to its release.)

There are two other programs on Graphics 18 worthy of mention. REU Slideshow is a Koala picture viewer that uses the ram expansion unit to display picture files too large to fit in 64 memory. PS/PM/NR V1.2 is a Print Shop, Printmaster, and Newsroom graphics converter. That is, it converts graphics files from one program format to another!

The other programs on this disk are graphics demonstration and picture viewer files.

I am continuing to work on the library. Following the example set with the 128 library, I will soon begin creating a new, updated 64 library. I will keep you posted as the work progresses.

If you have any questions, please feel free to phone me, write to me, or leave me a message on the CUGS bbs. I will honestly try to answer your questions. Or tell me what you think about the library. Comments are welcome, and I'll be glad you let me know!

'Till next time, so long! Catch 'ya on the flip side!

C-128 Library

by Earl Brown

Except for a few programs that are on partially filled disks, the 128 library has now been completely reformatted. Similar to the 64 library, the 128 library is broken down into only eight categories:

128 Disks	64 Disks
1. Arcade Games (Z)	1. Arcade Games (A)
2. Text Games (Y)	2. Business (B)
3. Business (W)	3. Comp Utilities (C)
4. Sound (V)	4. Disk Utilities (D)
5. Utilities (U)	5. Graphics (G)
6. Graphics (R)	6. Languages (L)
7. General (Q)	7. General (M)
8. Communications (O)	8. Printer Util's (P)
	9. Sound (S)
	10. Text Games (T)
	11. Communications (X)

All these programs have been checked to find out whether they work or not. If you come across a program that does not work, would you please bring it to the attention of the Librarians so that the necessary corrections can be made. We are still coming across the odd bad program in the 64 Library, and I'm sure the same thing could happen in the 128 Library.

I would like to thank all the executives that took part in helping to reformat and recatalogue the new library. I thank you.

We are planning to release the Cugs Jan/Feb 1989 and the Cugs Jan/Feb 1990 Run Disks next or the following month. This will give us the programs from all the 1989 Run issues for those of you who purchase this magazine. And as I have mentioned before, the club has a listing on disks of all programs in the Gazette going back to issue #1.

New Club Disks

GRAPHICS 18	CUGS GAZETTE FEB	RUN SEP/OCT 89
runpaint	font magic	geoslides
r.p. mouse bug	who's out there	dayoweekcalendar
reu slideshow	xor demo	cal64/128
ironmaiden	encode demo	word wonder
compunet	qewb	shell shock
killdriv	pinhead	gantry.49152
firewrks	disk editor	quikmat
ps/pm/nr v1.2	sound sampler	match games/128
amiga.hawk	messenger	v6<--------->
	file scanner 2	maze run
	wordcounter	functional keys
BUSINESS 14	proofreader	3-d surfaces/128
	mlx v1.1	geoinvaders/128
multifinder	mlx/128	run's checksum

128 SYS LOCATIONS

Loc	Function
16384	BASIC's Cold Reset
16387	BASIC's Warm Reset
16795	Print Power Up Message
19767	Entry-BASIC's Ready Mode
42977	Prints-"Are You Sure?" Msg (ASCII of character entered will be in the Accumulator)
44953	RUNs BASIC Program in Mem
49152	KERNAL's Warm Start
49155	Prints a character(screen code) SYS49155,char,color
49164	Prints a character(ASCII) SYS49164,char
49474	BASIC's Clear/Home CRSR
49488	BASIC's Home CRSR
50341	Clears Line Number in X Reg Syntax SYS50341,,x (0-24)
51069	Cancels quote & reverse mode
51284	CRSR right in window
51290	CRSR down in window
51303	CRSR up in window
51317	CRSR left in window
51328	Switch to lower case
51346	Switch to upper case
51366	Disables SHIFT/C= switch
51372	Enables SHIFT/C= switch
51379	Homes CRSR
51391	Turns Off Reverse Mode
51394	Turns on Reverse Mode
51399	Turns on Underline Mode
51406	Turns Off Underlining
51413	Turns On Flashing Mode
51420	Turns Off Flashing Characters
51483	Deletes a Character
51553	Sets or Clears a Tab Stop (Toggles set or clear)
51598	Sounds bell if not disabled
51535	Moves CRSR to Next Tap Stop
51602	Generates tone always
51633	Performs a Linefeed
51739	Set Window (SYS51739, tr, tc, br, bc)
51748	Clears All Windows
51794	Clears current line
51830	Clears from CRSR to line end
51851	Clears from start line to CRSR
51871	Clear from CRSR to screen end
51900	Scroll up
51954	Enable block CRSR
51966	Enable underline CRSR
52031	Invert 80 column screen
52040	80 column screen normal
52263	Prints a Space
52591	Turns CRSR on
52639,1	Turns CRSR off
52684	Writes to VDC Register (Value in 'A' written to reg in 'X') SYS 52684,value,register
52689	Reads VDC Register (Contents of reg in 'X' is in 'A') SYS 52689,,register:RREG A
54784	VDC Version (PEEK(54784)AND7)
57416	Go 64 (WITHOUT Are You Sure? Message)
65341	Machine Reset
65354	Closes All Files of Device in 'A' (Syntax SYS65354,a)
65357	Go 64 (WITH Are You Sure? Message)
65363	Boot Call
65375	Swap Active Screens
65408	KERNAL ID Byte (PEEK(65408))
65520	Set/read CRSR position Set SYS65520,,R,C,0 Read SYS65520,,,,1:RREG,R,C

128 POKES

21,32	Input w/out Question Mark 0=normal
24,37	List without line no. 27=normal
122,0:284,x	Sets-up PRINT D$ for Device in x
174-175	Contains Pointer to last Address loaded
204,0	Turns Quote mode off.
208,0	Clear keyboard buffer
248,64	Unlink screen lines 0=normal
248,128	Scrolling off 0=normal
249,128	Beep off o=normal
774,38:	
775,139	List line numbers only 18:18=normal
774,6t	
775,255	Warm start on list 18:18=normal
775,139	Disable list 18=normal
792,98	Disable Restore 64=normal
808,112	Disable RUN/STOP 110=normal
818,50	Disable save 28=normal
828,183	Deprograms ALL function keys, including HELP and SHIFT/RUN-STOP 173=normal
2592,0	Disable keyboard 10=normal
2593,1	Waits for keypress
2599,0	Blink CRSR 40 columns 1=normal
4104,0	Moves SHIFT RUN/STOP to HELP key
241,PEEK(241) OR16	Flashes 80 column text
241,PEEK(241) AND239	Stops 80 column text Flashing
? CHR$(15)	also Flashes text
? CHR$(143)	Stops flashing
? CHR$(2)	Turns on Underline
? CHR$(130)	Turns off Underline
? CHR$(14)	Sets Upper Case
? CHR$(142)	Sets Lower Case

128 MEMORY LOCATIONS

5	Status Register Storage
6	Accumulator Storage
7	.X Register Storage
8	.Y Register Storage
9	Stack Pointer Storage
45-46	Start of BASIC Pointers
184	Current Logical File Number
186	Current Device Number
208	No. of Chars in Keyboard Buffer
211	Shift Key Status (Shift=0; Commodore=1; CTRL=2;ALT=3; CAPS=4; values are cumulative)
212	Current Key Pressed
213	Last Key Pressed
215	Current Screen (128=80;0=40)
235	Current Cursor Row (0-24)
236	Current CRSR Column (0-39, 0-79)
241	Character Attribute (Color)
842-851	Keyboard Buffer (10 bytes)
2594	Which Keys Repeat (All=128; None=64:Selective (like C64)=0)
4624- 4625	End of BASIC Program Pointers

Thanks to Yves Desjardins for this contribution.