Commodore Users Group of Saskatchewan

MONITOR

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Happy Saint Patrick's Day!

Bulletin Board Listing

Regina, Saskatchewan
February 28, 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	
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
Punisher's Pain Emporium	543-9128	1200	C
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. Future CUGS meetings:

Wednesday, April 4
Wednesday, May 2
Wednesday, June 6

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

There is nothing I hate more than whinning newsletter editors pleading with his club's membership to contribute their expertise to the publication. So, instead of whinning, I will attempt to enlighten.

The MONITOR has a wide readership. It is given to new members at Computer Fest, copies are dropped off to be distributed at Software Supermarket and TTL Computing, and copies are even sent to the United States to a users group there, as well as being mailed to members that cannot attend our monthly meetings. But, our input is far less than our output! From my short stint as assistant editor and now as the full-fledged editor, I have noticed that most of our newsletter's contributions come from the same, wonderfully literate, few.

I have no doubt that there are many heads in our membership that are simply swimming with articles that have yet to be put down on paper. I can only assume it is because there is a general lack of knowledge of how to get these literary creations in the pages of the MONITOR. What follows, then, are the step by step guidelines in article preparation.

- Get your ideas on paper! It is easiest to use a wordprocessor such as PaperClip to do this, but if typing isn't your forte, then pad and pencil make a suitable substitute. Your ideas can be anything from a game review or a product tip to a full blown, multi-issue expose. If you have ever told a friend about some aspect of computing, write it down, and share it with the rest of us.

- Look at the first page of the MONITOR. It lists the names of the club executives and their phone numbers. Any of these delightful people will be more than pleased to accept an article for the MONITOR, although if you want absolute praise and adoration, your choice should be the editorial staff, or Ken Danylczuk, who is the editorial consultant. Alternatively, if you own a modem, you can transmit your article to the club's BBS where I will download it.

Articles are generally put in the MONITOR the same month as they are received, but because of space constraints, sometimes an article will be saved until the next month. So, either way, its an easy way to get your name in the MONITOR.

I was recently at the Computer Fest '90 and although I thoroughly enjoyed the electronic extravaganza, I couldn't help but notice the proliferation of the Big Blue tables, and the disconcerting lack of Commodore displays. These are indeed tough times for the 8-bit line. The trend towards bigger and faster should not in any way sway 8-bitters into

believing that bigger is better. Unlike the many computer clubs in the city, we have as members absolute gurus of their computers. And, we all would like to read their wise words. Unfortunately, it takes a gentle prod from time to time to get them to produce an article or two. Let this be one.

Finally, I would like to express continued thanks to Ken Danylczuk, member at large, for contributing his talent to the publication of the MONITOR. As in the past 3 years, without Ken, you would not now be reading the MONITOR.

Happy Spring.

C.UG.S. Bulletin Board System
by Richard Maze

Bulletin Board number: 586 1189

In September of 1988, CUGS started a Bulletin Board as a service to its members. The benefits of having a bulletin board should be many:

☎ A place to learn how to call, leave messages, up and download files for the beginner who hasn't called a bulletin board before

☎ A source of files which can be downloaded to increase your own disk library

☎ A forum for discussion of problems as well as a source of hints and tips to help you get more from your computing

☎ A place to leave notes, messages, etc. which might be of help or interest to other members

☎ A mail box to deposit articles for the MONITOR.

The decision was made to keep the bulletin board as a private bulletin board for CUGS members to facilitate the uses outlined above.

Overall, in its year and a half of operation, the bulletin board has met the needs of its members with mixed results. Some members, who are novices to bulletin boarding, have called and practiced the various options available - for them the board was a benefit. I assume they have gone on to call other bulletin boards with some confidence.

Most members have found some files to download. We have not wanted to place the bulletin board in competition with the disk library so the number of files on the bulletin board has been limited. I have tried to maintain a good collection of terminal programs to meet the needs of callers who want to get something more powerful than the terminal program they are currently using.

As a forum for discussion of problems, the board has had

very limited results. I believe that the reason for this is due primarily to the limited number of people who call the board on a regular basis. It is pretty hard to get answers to questions if the people with the answers to a problem only call every few months. The result is that people stop asking questions. This also applies to leaving messages which might help other members. It is useful, and greatly appreciated, to know about sales, new suppliers, etc. Unfortunately, this takes the effort of everyone to make it work. If people don't call and let others know about what is going on or also periodically check in and find out what is new, the potential value of this is lost.

Some numbers for those of you who are statistically oriented: over the period of time from January 4 to February 12 (40 days) there has been a total of 142 calls. This is an average of just over 3 callers a day. The range was from a high of 9 callers on January 24 down to 0 callers on February 1. The average length of call was just over 11 minutes. The 142 calls were made by 15 CUGS members. Our membership currently stands at 39 members so that means that 24 members never called during that time period.

The bulletin board right now is primarily used by members to leave e-mail to other members and to upload articles for the MONITOR. I am going to start making some changes to the bulletin board to make it more meaningful to more people. Some of these changes include enlarging the files area, introducing some new bulletin areas, changing ALL handles to names, and I am even investigating obtaining a different bulletin board program. However, this won't change things much if members won't call and make the bulletin board carry out the functions it is intended to have.

If you are a registered member and forgot your registration number or your password, give me a call (voice 586 3291) and I'll get this information to you quickly. If you haven't called yet, give the bulletin board a call and check it out. The more who call and contribute the better it will be for everyone.

PaperClip III Tips

by Shaun Hase

After using Paperclip III 128 for two years, I have found out a few things that I'm sure are not mentioned in the manual. The first few things have to do with the spell checker, especially when it is installed into the 1750 Ram Expansion Unit. After loading up the program, run the spell checker right away with no text in memory. This, in most cases, will save you time in the long run. When the spell checker is installed, a few things can be done. The auto-checker makes the 40-column screen "act up" when a word is finished. This can be actually quite annoying. If you are limited to using the 40-column screen, don't use the auto-checker. Instead, if you are unsure about a word you have just typed, move the cursor onto the word in question and press the up-arrow key, the key to the right of the asterisk. This compares the word with all the words in the spell checker in the REU. You can even have it suggest words by pressing the up/down cursor keys. This, of course, works in the 80-column mode.

One quirk I have found with the spell checker is when checking a document and you attempt to replace a word with a word ending in "ing." What the spell checker does is truncate the word, omitting the "g" at the end of the word. For example, "checking" becomes "checkin." If this bug has been omitted in newer versions, I'd really like to know. Taking a bit of care while spell checking can stop you from adding more errors than you hoped to correct.

The Commodore key, in the bottom left-hand corner, is a function key with Paperclip III. Unlike Pocket Writer, however, the functions it actually performs are minimal. The manual mentions that after pressing the Commodore key, you can press "C" to get the Spelling Checker Options menu. What the manual doesn't mention that if you press the "U" key after the Commodore key, you get the Paperclip Text Utility menu and if you press the "P" key, you get the Character Set/Printer File Editor menu. I have found the Commodore-"P" sequence to be very helpful when trying to fine-tune your printer file. It is much easier doing that than having to go through the F1 key menus.

If your printer can support double-height printing, and you have your printer file set to handle the double-height command, Paperclip III does funny things to your document's length upon printing. It cuts the length in half. Don't ask me why. I don't know why it does this, but it does. If you really want to use double-height printing, which is nicer for personal letters, two things can be done. The first is to double the physical page length and the page size values. The second, and better thing to do, is to send the commands to turn double-height printing on and off through the special characters feature discussed on pages 68-69. This allows you to leave your page settings alone, making formatting the text easier.

The last tip I have for this program is to read the manual, both for Paperclip III and for your printer. Knowing where things are in your manuals makes things much less frustrating. Even if you find it a bit overwhelming, the time taken can stop many potential problems you might come across. If anyone has any other tips, I'd really like to hear from you.

President's Message
by Barry Bircher

Hello there. As you may recall in the issue last month I mentioned that February was going to be one busy month. This has been one busy month alright, for the club and myself. I have changed jobs right before Christmas and had to attend a training class in Columbus, Ohio. The classes ended up being tossed between any where from 2 to 5 weeks. This left me with alot of preplanning as far as the club activities go because the classes started on February 5 and ended up some two to five weeks later. These dates schmucked up some pretty important dates, namely the February regular meeting and most of all, COMPUTERFEST.

I like to thank Real Charron and Richard Maze for their help in taking some of the load off my mind. Richard for holding the regular meeting and Real for taking responsibility for the ComputerFest equipment and disk libraries. As Murphy's law states, if anything can happen, it will happen at the most critical time. It also states that if you plan for all possible potential problems and get ulcers in doing so, that nothing at all will happen. So it is with all the preplanning for ComputerFest. It ended up that I had all the time in the world because the classes were shortened up to two weeks.

ComputerFest this year was a success, as it was all the other years. There were a few minor irritations, like hundreds of people filling up the facilities and the facilities being divided up into three rooms. The hallways to the rooms seemed to close in on you when there were several others in the hall as well. This caused, I believe, some harm to the overall atmosphere and character of the event that was present in years past. Next year perhaps, ComputerFest '91 will be in larger facilities. Putting that aside, the Fest was interesting and informative as well as the place for some great buys on hardware and software, new and used. I know of two people who got great buys on a letter quality printer and a Commodore 1702 color monitor.

If you haven't taken a close look at the March '90 Compute!'s Gazette section called "User Group Update" you may have missed the honourable mention of our beloved club. It is on page 14 under the black banner of CANADA. Go have a look see. I was wondering why I was getting all this weird junk mail from all of these unknown software places, but, now I know. Thanks, Real. This junk mail will be made available on request or mentioned in the Monitor if it seems to make a big enough splash with us.

Well, as always, there is nothing as constant as change and I remain. Have a great month Comput'n.

geoRAM

by Lee Pasborg
Heartland Users Group (HUG)

[Editor's note: Barry, our club president, has been writing to the Heartland Users Group (HUG) in the United States over the past couple of months. We have been exchanging newsletters with the hopes of sharing ideas and becoming acquainted with Commodore users across the border. What follows is an article that appeared in the January, 1990 issue of The Town Cryer, their club's newsletter. I have included it in the Monitor to answer some questions I know some of our members have had with the recently advertised geoRAM from Berkeley. - jbc]

After nearly a two-month wait, my geoRAM expansion unit finally arrived. It is interesting to see a software house go into the hardware business to protect its market, but this is what Berkeley Softworks has done. Even though they have branched out into the Apple world and hope to break into the PC/Clone market, it is obvious that Commodore has made the most money for them. Now with Commodore trying to de-emphasize its eight-bit line, Berkeley has stepped in to try to fill the void. If enough people see the advantages of an expanded GEOS - using 8-bit Commodore - sales of both the software and hardware could go on for some time.

It might work. GEOS creates a Macintosh-like environment on a computer that can be had for $129. Add a disk drive for another $150, a mouse for $35, a geoRAM for $130, and GEOS itself for $35, and you have a respectable color Macintosh look-a-like system for less than $500. A monitor can be added, but Commodores work fine with TV's. Included with the GEOS package is a work processor, spell checker, and paint program. For another $100 you can add a GEOS spreadsheet, data base program, and desktop publishing program. All of the programs can import files back and forth from one another. And, of course, you can use any of the thousands of programs that run in the 64's native mode. What a deal! The widespread availability of affordable RAM expansion may keep the 8-bits alive yet.

The geoRAM comes with a 90-page manual (mostly devoted to the features of the 2.0 desktop) and two new boot disks containing both 64 and 128 version of a new Configure 2.0r file. No power supply is supplied or needed. Berkeley claims the geoRAM only draws 80ma, which even the 64's power supply can handle. The new boot disks are needed because the 1.x desktop didn't recognize REU's and the 2.0 desktop won't recognize the geoRAM as an REU. This is because the geoRAM is not a 1764/50 clone. Other programs that utilize REU's will not work with geoRAM. Clever programmers will overcome this limitation in time, I'm sure, but for now, geoRAM works only with GEOS.

The difference geoRAM makes in GEOS is nothing short of amazing. As many of you know, I have been a GEOS user since version 1.2 came out. I have learned that patience is the price one had to pay for getting the power and capability of GEOS out of a 64 or 128. The one big change that RAM expansion makes in GEOS is speed. Nearly everything happens right now, instead of after a long disk access.

To use geoRAM, you must first boot up the system as usual and then use the Configure 2.0r program to let GEOS permanently recognize geoRAM as a 1541 or 1571 RAM disk. Then you must transfer any files you want to work with into the RAM disk. The shortcut is to have a special geoRAM disk set up with everything you think you'll need and then just copy the whole disk to geoRAM. This takes less time and effort than going through your files and copying them one by one to the RAM unit. When you're finished loading up the geoRAM, just click on the RAM disk icon to activate it. Once in the RAM disk, you do everything as usual - except at super speed. There is no wait for disk access for any operation. If you want to change fonts, it's done, instantly. Feel like switching to GeoPaint from geoWrite? Point and click, and it's done. The only thing you must remember to do is to save to a physical disk any work you want to keep; otherwise, it will be lost when you power down.

geoRAM gives the 64/128 a lot of power for the price, in keeping with Commodore's claim to fame. If you are not a GEOS user, it is not for you, since it cannot (yet) be used with any other software. But if you are a GEOS user, it provides an inexpensive alternative to the 1764 and the rare 1750. I'm as pleased as can be with mine.

Agenda

For March, 1990

Income Tax Program
Earl Brown

Break

SuperBase
Gord Williams

Prize Draw

EXPERTS LIST

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
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

4th and Inches
by Richard Maze

As the name suggests this is a game of football. The game can be played either individually against the computer or as a two-player game with each person controlling a team. This game involves two main aspects. First is the selection of plays and formations. The second is the operation of a player in carrying out (or defending against) the play selected. The game is operated completely by joystick so one or two are needed depending on the number of players.

Offensive and defensive play selection boxes are used to select the formation, the play, and the player you want to be. Selections are made by simply moving the joystick to the choice you want and pressing the fire button. All the possible choices of formations and plays are listed in the manual, however, from these lists only 5 appear on the screen for any play. Once all the selections have been made the teams move to the line of scrimmage. One player (the one you selected to control) blinks. The play starts automatically. If it is a pass play, you press the fire button to determine when your quarterback throws the pass. The display then zooms to a receiver and if he catches it, you will be able to control his running. As a defensive player, you must tackle the ball carrier or receiver to stop the play. On kicking plays you control the kick-off, punt or field goal by pressing the fire button when the kick is to occur. Timing is everything here.

Overall, this game is very enjoyable to play. If you are an armchair coach (or quarterback) you will enjoy playing 4TH & INCHES. I found the game more fun to play against another player rather than playing against the computer. The computer plays a very tough game and always seems to have the correct formation and play called. Playing against another player creates a more wide-open game where you can have the chance of hitting the big post pattern against a run-oriented defense. This game combines both the thinking aspect (selection of formation and play) with physical coordination (control of a player) which makes it superior to some other football games that have appeared which only emphasized one aspect. If you like football from a coach's aspect I think you will like 4TH & INCHES.

The Joy of Joysticks
by Shaun Hase

at 290 toggles the drawing mode and the border colour.

Recently, I set out to write a simple hi-res program. All it does is let you move a cross hair around the screen with the joystick and either draw or erase pixels on the screen. To switch between draw/erase modes, the space bar is pressed. When the screen border is green, pixels can be drawn, and when it is grey, pixels can be erased. To draw or erase pixels, hold the fire button down.

```
100 GRAPHIC1,1:DIMPO(8,2):COLOR4,13
110 DRAW1,0,3,1,3,5,3,6,3,3,0,3,1,3,5,3,6
120 SSHAPEP$,0,0,23,20:SPRSAVP$,1
130 SCNCLR:SPRITE1,1,2
140 FORT=0TO8:READPO(T,1),PO(T,2):NEXT
150 DATA0,0,0,-1,1,-1,1,0,1,1,0,1,-1,1,-1,0,-1,-1
160 X=160:Y=100
170 DO
180 FL=0:GOSUB230:MOVSPR1,X+21,Y+47
190 GETA$
200 IFA$=" "THENGOSUB290
210 IFFL=1THENDRAWC,X,Y
220 LOOP
230 R=JOY(2)
240 IFR>8THENR=R-128:FL=1
250 X=X+PO(R,1):Y=Y+PO(R,2)
260 IFY>1990RY<0
     THENY=ABS(200-ABS(Y))
270 IFX>3190RX<0
     THENX=ABS(320-ABS(X))
280 RETURN
290 C=1-C:COLOR4,13+C
300 RETURN
```

Lines 100-130 set up program parameters and define the cross hair. Lines 140-150 set up the joystick movement arrays. With the JOY(N) command, each direction that the joystick can move is assigned a number defined in a two-dimensional array that consists of two columns: the X and Y directions.

The main program is contained in lines 170-220. The variable FL is a flag to see whether the fire button has been pressed. The sprite is moved and depending on the the draw/erase status and whether the fire button has been pressed, pixels are drawn or erased. The subroutine executed by the GOSUB 230 is what this program is all about. It first reads the value of joystick port 2. If the value returned is greater than 8, the fire button has been pressed and the draw/erase flag is set. Then, depending on the value read, the appropriate numbers are added to the X and Y coordinates from the array.

Implementing the array makes the program execute at an almost acceptable speed. Lines 260 and 270 cause the cross hair to wrap around the edges, thus facilitating movement around the screen. If the number is greater or less than the limit, it's absolute value is subtracted from the limit and the final answer is the absolute value. The short GOSUB routine

Scratch 'n' Save by Earl Brown

Although there weren't that many changes to make in the Income Tax Program, it still took some time to program the 1989 SPECIAL, which I avoided programming last year because of time, or rather, the lack of it. This year it is back in the fold. This should delight those of us that have a simple tax return to do , like myself, as it avoids almost a hundred inputs. Granted, you can press <RETURN> by them, none-the-less, they still consume a bit of our time. You also save considerable time when loading the print program, and even more time, of course, when hard copying your results. In all, the time to execute the entire program is tremendously reduced. Examine your mailed-to-you return to see if yours is the SPECIAL or the GENERAL and then use the boot program to load your choice. If you have a 128, run the program in that mode rather than the 64 mode and you will save even more time (the faster speed of the drive).

It appears that this month is one of those that just doesn't work out the way you want it to. I couldn't purchase the March '90 issue of Gazette with a disk. Perhaps Gazette has stopped sending the disk included version of the magazine to distributors. If so, we may have to order the disk subscription by mail. Real is investigating the possibility of obtaining a copy through the Regina distributor. If that fails, I may be back to keying the programs into my computer. I dread the thought. What little time I have, I like to key in 64 and 128 programs from previous issues of Compute! magazine. I'm way back to January 1986 of this magazine. Another dilemma is the fact that we still haven't received the January-February 1990 disk of Run magazine. So both these program disks are unavailable to our library at the present time. Perhaps next month. It might be a good idea at this time to suggest to our club members that these two magazines are good sources of some excellent programs and utilities. They are the only two surviving magazines for the 64 and 128 computers. May I suggest to you all out there to continue buying or buy these magazines on a regular basis so that they may not have to fall to the wayside of others like them. Don't forget the two stores that offer discounts. They include it on magazines as well.