Commodore Users Group of Saskatchewan

UGS

June, 1990

Vol 5. No. 6

MONITOR

Table of Contents

Have a Wonderful Summer

BBS List for Regina, Saskatchewan, Area Code 306, For May, 1990.

Name of System	Phone #	Baud	BBS Program Used	Sysop's Name	Code
===	===	===	===	===	===
Bale Buster's ... Board	789-4378	2400	Remote Access v0.02	Matthew Ornawka	I
Bar Room BBS	584-7145	2400	DeusCBCS v0.1c	Rod Snaith	I
Billionaire's Boys Club	586-9571	1200	Wildcat Ver 1.03	Jason Howorko	I,G
Bit Bucket	352-3236	2400	Fido v12h	Bart Ritchie	I
Buccanner's Den	352-2477	1200	Opus v1.03b	Ryan Cannon	I
C.U.G.S.	586-1189	1200	AABBS v11.3	Richard Maze	C
Datapac 300	565-0111	300	Westbridge	none	
Datapac 1200	565-0181	1200	Westbridge	none	
Diddly Squat BBS	586-4136	1200	RemoteAccess v0.02	David Shivak	I
Double Check	525-0807	2400	Paragon v2.04g	Randy Coghill	P
Double Q Access	584-2916	1200	Bruce 9000	Robert Patterson	I,G
Excalibur	949-8605	2400	EBBS Ver. 4.5	Yves Desjardins	C
Fernando's Retreat	585-0298	9600	Opus v1.03b	Colin Campbell	I,G
Forbidden Zone	586-0794	2400	GTPower v15.01	Greg Armstrong	I
FrINgE BBS	543-7935	1200	Minibaud v 4.0	John Alexander	A,*
Ganshirt-at-home	543-1949	1200	Fido v12h	Ken Ganshirt	I,G
Impossible Mission	569-9705	1200	ALBBS	Kevin Hoffman	C
Lab BBS, The	525-8620	2400	QuickBBS Ver. 2.61	Yong Lim	I,G
Magic Fountain	586-2692	9600	Opus v1.03b	Scott Wilson	I
Micro City I	584-0747	2400	MCBBS	Ron Ware	A,G
Micro City II	584-0748	2400	MCBBS	Ron Ware	A,G
Missing Link, The	522-4001	9600	GT Power 15.01	Stephen Crawford	G
Mystical Realms	781-2430	2400	Turbo BBS v1.4	Darin Kulman	I
Myth Drannor	569-3183	1200	C-Base 2.0	Rob Addie	C,D
Polestar	586-1551	9600	RemoteAccess v0.02a	Bryce Eckstein	I
Pool Hall, The	586-0922	9600	PCBoard Ver. 14.0	Rodger Linka	I,G
Pool Hall, The	586-8490	2400	PCBoard Ver. 14.0	Rodger Linka	I,G
Punisher's Pain Empoureum	543-9128	1200	KGB BBS v5.0A	Gilles Archer	C,D
Ratt III	949-6105	1200	BBS Express	Keith Grill	B
Regina FIDO 1	777-4493	9600	Fido v12h	Ken Ganshirt	I
Regina FIDO 2	569-0271	2400	Fido v12h	Ken Ganshirt	I
Shadowland	789-8989	2400	Home Made	Bob Hamilton	I
Star Traiders Inc	545-0259	2400	Opus v1.10	Robert Gunther	I,G
Syntax Error	775-0445	2400	Fido v12q	Michael Jensen	I
Tee Wun Kay	779-1237	2400	Opus v1.10	Garry Ehman	I
TTL Computer Concepts	522-3233	2400	Opus v1.12b	Bjorn Meyer	I
Turbo BBS	949-8880	2400	Home Made	Jim Nickel	I
U of R 2400	585-5216	1200	Deckserver Cluster	Develswitch Sal	*
Unibase 1200	789-0709	1200	Unix	Leigh Calnek	
Unibase 2400	789-0715	2400	Unix	Leigh Calnek	
Welfare BBS	586-3665	1200	Minibaud v2.2	Dave Guerrero	C,G

Codes: C=Commodore board   A=Apple board   B=Atari board   I=IBM board
*=7,E,1 settings   G=Games   D=Temp. down   P=Amiga board

ALL BULLETIN BOARDS run at 8,N,1 modem settings unless otherwise stated.

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. Next CUGS meeting. Future meeting dates will be announced when they become available.

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.

GREED AND GAMES
An Editorial
by
Jarrett Currie

This month I have suffered through what feels like the ultimate irony: I finally managed to get 2 weeks of holidays from work, and I managed to catch the worst flu I have had in years. No rest for the weary.

But I did have some time to ponder the state of affairs of the computer industry. Recently I purchased a Thunder Mountain software package that consisted of ten game programs. I successfully loaded each game and was amazed at the quality of the programs. In fact, I would have purchased some of the games for the cost of the ten programs! I was simply elated.

Later I was software prowling at some of the computer stores in the city and recognized some of the titles that made up the package I purchased. The price for these programs were in excess of ten dollars of my entire package. It didn't take long to feel ill at ease about the other software purchases I have made.

Now I know the motivation behind a business that enters the computer market is to make money, and lots of it. But, I question whether the consumer is being treated fairly when a product's price is so vastly inflated. I have, in fact, seen software sold in the city whose price was more than double of what it would cost if the purchase was made through an American mail order company, even after exchange and shipping charges are calculated. And a 100% price increase on an $50 American software package amounts to no small sum.

But, greed is part of business, and I can accept that. What amazes me the most, however, is that the decreased interest in the Commodore machines is blamed on the consumer! The consumer has lost interest in the machine, not because it has mysteriously lost its capabilities, but because the software companies have told us we have. And greed is behind their proclamations.

Because, after all, how can they justify selling software to a fading computer for the inflated prices they ask?

I am not oblivious to the fact that it costs a great deal to produce a software package and place it on the market. But, like so many others, I wonder why the software companies won't take the gamble and see if they can sell more of their titles at a reduced price, rather than hoping to reap some profit from a few sales.

As software companies stop producing new titles, we are in the position of being able to purchase quality programs at a reduced price. A little detective work, and an order form, will get you loads of software.

Incidentally, reviews of each of your new packages will be accepted for publication in the Monitor.

Have a great summer.

TV Sports: Football
by
Shaun Hase

TV Sports: Football, released by Cinemaware, is not just another football game. To anyone who has seen other Cinemaware programs, *TV Sports: Football* lives up to their reputation of creating realistic and challenging simulations. *TV Sports: Football*, unlike some other football simulations, offers an array of options that make it not just another football game, but a life-like simulation.

A *TV Sports: Football* league consists of twenty-eight teams, divided into six divisions, that can be either human or computer owned. The season consists sixteen games, followed by wildcard games, division playoffs, conference playoffs and finally, the championship game. Each team is unique and can be edited at the start of a new season. The schedule for previous and upcoming weeks can be viewed, as well as league standings. These two options allow you to see how well your team is doing and who you will have to play in upcoming weeks. League games have two options of play: Hold or Auto. In Auto mode, the computer plays the games statistically and the outcomes are recorded. In Hold mode, the game is physically played. This option allows you to

have a number of players managing teams and if they are unavailable to play their game, the computer can play it for them. Exhibition games can also be played, where either one or two players can play. Also, there is an option to practice plays, as football is a game of fundamentals.

The game starts by either selecting the game to be played (League) or picking teams (Exhibition). A coin toss decides who will kick. When the game begins, you control the flashing player. Unlike other games, if there is no joystick movement, the computer will control your player, making the game excellent for beginners. The playcalling screen is where plays are selected for both offense and defense and also serves as a scoreboard. To select an play, move the joystick diagonally toward the formation desired. Time-outs can also be called here. There is about fifteen seconds allowed for play choosing; after that the computer picks the play for you. When playing offense, pushing the button starts a running play; pulling the joystick back starts a passing play. When a passing play is selected, pushing the button releases the ball and as long as the button is held down the ball will keep moving downfield until the button is released or it reaches the end of the quarterback's range. An "X" moves ahead of the ball to indicate where the ball is going to end up. On the defense, you can switch the player you are controlling, move the defense around and change a player's assignment to blitz or man-to-man coverage all before the ball is snapped.

TV Sports: Football is a great game to play. It comes with a general manual that discusses all the major aspects of football, including strengths and weaknesses of offensive and defensive plays and a 64-specific manual describing all aspects of the game. Game play is close to real time, unlike other games. The graphics are good with humourous opening advertising screens. Also, there's Turk McGill, everyone's favourite TV commentator. Considering versions of *TV Sports: Football* that are available for other computers are on two three and a half inch disks, Cinemaware did an excellent job of translating the game for the 64 onto a five and a quarter inch disk. Combining both strategic and physical aspects of football in a super game, *TV Sports: Football* is definitely a game to have for anyone who enjoys football.

PRESIDENT'S MESSAGE

Welcome again to another edition of the *Monitor*. The club's executive are always pleased to be of service to you. They have strived to give you the best in information that they can. There is one small thing missing though ..... YOU... I mean, the same people always have to write an article or two per issue in order to fill up the pages. We need YOUR ideas on paper. So how about it – write that article about the superduper hieroglyphic program a-ma-jig that you think is neat and tell us why you think so.

It's your article and you can say whatever you like in it. That's the beauty of being a writer: you have control of what you say. Reviews of good or bad programs and articles are welcome. Take my articles for example. I'm sure I have written things that were not right or downright erroneous. I have yet to have a complaint. This is your stage, use it or lose it.

At the last executive meeting it was decided to do some presentations on some of the programs that the club has purchased in the last while. It had occurred to us that we haven't really done a whole lot on GEOS. This would bring us back to square one, back to the basics. I will be doing a GEOS presentation, along with a couple of others, to make up a meeting in the fall. We hope to stir up some interest in GEOS because it is one of the better programs out there for the Commodore users.

I will also be writing up a series of articles about GEOS. I hope to get about 5 or 6 articles ready for the fall season. I hope people do not get the mistaken idea that GEOS can be explained in one 2 hour meeting; it just cannot be done. GEOS is as big or bigger than 8 stand-alone programs all wrapped up into one big family. My hope is that we can have several additional presentations on different aspects and zero in on some of the more interesting ideas and principles of this operating system called GEOS.

If you purchased the June issue of the Compute!s Gazette, you will see our club advertized in the user group (part II) listing put out yearly. I hope to see some more responses to exchange newsletters, as these other user groups can be a valuable source of information. As we come across some interesting information, we will be posting it in the *Monitor*.

I should mention at this time that this will be the last issue of the *Monitor* before the summer, as we will be taking our usual summer break from July to August. We will resume our meeting in September. The date of the meeting has not yet been decided pending a response for our request for rental of the meeting rooms. A phone blitz will be organized for the members, by the members, sometime in August so that you will be made aware of the meeting dates. Please expect this phone call and make plans to attend either the first or second Wednesday in September.

Perhaps we could have a "What I did with my computer over the holidays" type of contest in the fall, just like the report we all had to give in school after the summer break. You never know what can happen.

Well, there is nothing more constant than change.

Executive Meeting Minutes

May 7, 1990

GeoWorld disks #1-5 and #23. have been received. CUGS will start a GEOS library. Twelve GEOS disks should be available for the June 6 meeting.

It was decided that the club would purchase a Panasonic KX-P1180 printer complete with a XETEC Super Graphix Jr. interface. Real to look after the purchase.

The inventory list of all CUGS assets (hardware & software) is to be updated for the next meeting. The information is to be given to Real for compilation either by phone or leaving a message on the board.

A request was submitted for the fall hall rental. Notification will be expected after June 25.

Individual photos of the executive were requested by Barry. They will be digitized for the MONITOR.

The September issue of the MONITOR will be issued at the September meeting.

The executive will call all members between August 15-20 to remind them of the first meeting of the fall in September and confirm the date.

AGENDA

June 1998

Spreadsheets
by Barry Bircher

Garage sale and rap session

Prize Draw
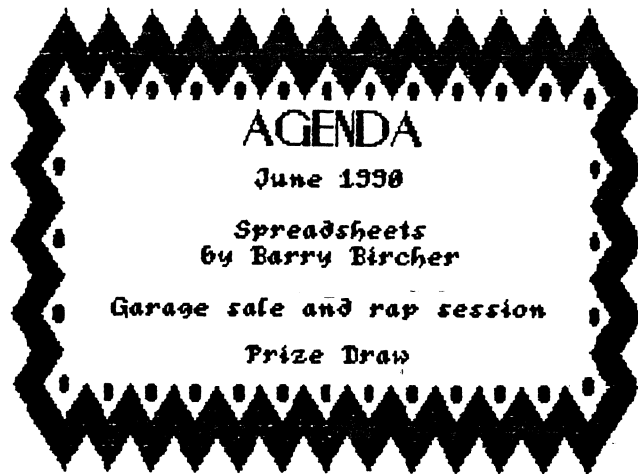
Unleashing BASIC by Ken Danylczuk

This will be the first of a series of articles on using the C64/128 beyond games, as a tool to do things for you. I don't pretend to be a master programmer. I've learned what I've learned from the ol' "mother of invention" – necessity. Still, I enjoy programming, and do program regularly in Pascal, Forth, machine language and a litte (VERY little) C. My most "fun" programming comes from the BASIC programming I do, and the C64 allows me easy access to both BASIC and public domain and commercial enhancements that give BASIC a viability most "real" programmers don't appreciate.

About 2 months ago some club member asked if there was a "round robin" game scheduler in our PD library. With somewhat cavalier faith in our library I said "Well, of course, I'm sure there is". After all, it's such a simple, practical thing that **someone** must have done one by now! TRUE ANSWER: nope!

Nowhere could we find such a thing. This intrigued me – why wouldn't someone have done such a simple bit of programming? Why, I could probably whip that up in a night or two myself if I had a mind to! Unfortunately, I made the last comment out loud, and a couple of people heard me. I felt duty-bound to "put my money where my mouth was" and generate the program.

What follows here and in the articles to follow is a diary of the building of the program, from idea to rough plan to completed program. With a little luck the series could accomplish several things – those who want will get some insight into applying the C64/128 to a task **even though no current software is available.** Some will take

delight in critiquing my finished work and pointing out logic loopholes and/or speed-up changes that any fool could see. Some might appreciate seeing the processes I apply to developing and writing a program – I intend to be open and honest about the ordeal, including personal feelings and prejudices. At the very least you can watch the program grow from exciting seed, through frustrating, unanticipated sidesteps to dirty-fingered, bleary-eyed triumph when the final product did everything I wanted AND your 12 year old couldn't do anything to send the program into oblivion (field tested)!

STAGE 1:

Over many years of programming, both at home and office, I've found that to begin one must **clearly** know what is expected of a program – what **exactly** do you really want the program to do for you. Invariably the person who needs the program has only a general idea of what the program should do; the details which restrict or direct the actual programming only appear after deeper thought and questioning, and often not until a first trial effort is running.

The request seems quite straightforward – write a program that schedules a number of teams to play each other only once. O.K. – Let's do a little probing:

1. How many teams MAXIMUM? When you're working with variables in 64k of memory this can quickly become a REAL issue!

2. Who's going to OPERATE the program? The author will need far less by way of entry safeguards and guidance than a novice to the computer or the program.

3. How will the information be entered and stored? Will it be necessary to quickly and easily edit the stored information? Editing will impose certain formats for the information and its storage.

4. What is the expected outcome? Is it necessary to have PRINT copy? Is a simple printed list acceptable or should the output provide a detailed schedule including dates and locations all nicely formated for posting?

5. Can a team play games "back-to-back" or must we deal with some kind of checking to reduce that possibility?

6. Must the program adapt itself to unusual or rare situations (double round robin, A and B sides, etc.)?

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.

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 8644
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 8644

Databases
Pocket Filer	Barry Bircher	359 1925
Oracle (Consultant)	Ken Danylczuk	545 8644

Communication
Pro128Term	Barry Bircher	359 1925
Pro128Term	Jarrett Currie	757 2391
Library files	Barry Bircher	359 1925

Music/Sound
(Most)	Ken Danylczuk	545 8644

Languages
Forth	Ken Danylczuk	545 8644
Pascal	Ken Danylczuk	545 8644
ML (machine language)	Ken Danylczuk	545 8644
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 8644

Graphics
Print Shop/Master	Ken Danylczuk	545 8644
Koala Painter/Printer	Ken Danylczuk	545 8644

Hardware
Disk Drive Maintenance	Ken Danylczuk	545 8644

GEOS
GEOS 64	Jarrett Currie	757 2391
GEOS 128	Barry Bircher	359 1925

General
Super Snapshot (3, 4, 5)	Yves Desjardins	949 8526

ASK ELECTRONIC ARTS
from QLink

Dear EA:

I am thrilled with Earl Weaver Baseball. It is the best baseball simulation I have ever seen. Are you going to make a Sports Legends football? If you are, are you thinking of a college version for us pro football haters?

One gripe, though: why haven't I received my summer issue of FARTHER? Otherwise, keep up the good work.

Ken Lowther, Jr. Fremont, NE

ANSWER: We're coming to the end of four years' development on our Sports Legends football program. Look for a major announcement in the next edition of FARTHER and in the February issue of Family Computing magazine. No college version planned yet, but it's a good thought...

The summer issue got caught in the Christmas rush. Seriously. Around here, we start gearing up for the holiday season in June, and work insane hours through October. FARTHER got lost in the onslaught, wandered the halls aimlessly for weeks, and shipped much, much later than planned. Lots of you wrote letters of protest, which made us feel guilty for our tardiness and delighted to know we were missed.

Dear EA Folks:

We were so inspired by the hidden logo contest in the Spring '87 FARTHER that we hunted through the packages of all our EA games to find the hidden logos. As we'd suspected, Nancy Fong has been hiding your logo in more than just the 16 packages listed in your magazine. What we've found so far:

Realm of Impossibility M.U.L.E. Lords of Conquest Starflight The Bard's Tale Bard's Tale II Archon II: Adept Movie Maker Music Construction Set Worms? The Standing Stones The Last Gladiator Adventure Construction Set Hard Hat Mack

That's all we found in our own collection. We couldn't find your logo on Mail Order Monsters, Seven Cities of Gold, Axis Assassin, Archon, or Mind Mirror. Where are they?

Thanks for many hours of fun.

Polly Goldman & Bruce Feist Arlington, VA

ANSWER: The three shapes make it onto most of our packages though not all of them (you can give up on Seven Cities of Gold, Archon, and Axis Assassin). On some (like Bard's Tale and Movie Maker), they're almost obvious; on others (like Starflight and Mind Mirror) they're almost imperceptible.

To get an idea of just how devious Nancy can be, look closely at the "nose" of the Starflight ship, and at the three uppermost tips of the cactus plant to Dr. Leary's right.

7. What machine(s) will the program be used with (generally)?

In the absence of the original requestor, I called on my extensive experience as a community association minor leagues coach to answer a few of the above. Certain assumptions were made to start the programming - C64/128 compatibility, primary use by a novice with **limited** familiarity with computers and entry into programs, a maximum of 30 teams (although memory would allow expansion to 60), information must be easily edited "on the spot" and the printout should work on most compatible printers with full scheduling in a simple format: DATE LOCATION TIME MATCH, teams must **not** play "back to back" and, as much as possible should play at reasonably space intervals depending on the number involved. Special circumstances would require reprogramming.

I also established a few "personal" guidelines: programming, as much as possible, would be **modular** to allow for testing of each part individually; these articles will end with one of the modules and suggest the next to be addressed to allow readers to critique, correct or improve on the modules presented and/or take a shot at the creating the module(s) to come. If anyone cares to try either, please send me a copy on the board or on paper at 843 McIntosh North in time to include it in the next article. In order to allow simple and flexible editing of the team data, I decided to store the information to a disk sequential file, capable of being easily loaded and edited any time.

I'll finish with the key REM statements outlining the program as I originally planned it would look. Also, I've printed the MENU screen module with **single character** entry response.

THE STARTING SEED:

```
10REM++++++++++++++++++++++++++++++++++
20REM+                              +
30REM+   A 'ROUND ROBIN' MATCH      +
40REM+ GENERATOR WITH FULL EDIT &   +
50REM+  SCHEDULING FLEXIBILITY &    +
60REM+   GENERIC PRINTER OUTPUT.    +
70REM+                              +
80REM+    THE PROGRAM IS LIMITED    +
90REM+ TO 30 TEAMS, BUT COULD BE    +
100REM+       EXPANDED.             +
120REM+  WITH MINOR ADJUSTMENTS IT  +
130REM+  WORKS ON THE 128 (OR MOST  +
140REM+  COMPUTERS RUNNING BASIC.   +
150REM+                            +
```

```
160REM++++++++++++++++++++++++++++++++++
170REM+
180REM+++++ C64/128 SETUP PARAMS.+++++
185POKE53272,PEEK(53272)OR2:PRINTCHR$(8):REM SET AND
DISABLE CHANGE TO CHAR.SET
190REM POKE 808,225:REM (ON THE 128) POKE 808, 103:REM
DISABLE RUN/STOP-RESTORE
195REM POKE53281,0:POKE53280,0:REM SET BACKGROUND TO
BLACK
200 REM +++++++++ MAIN MENU +++++++++
205 PRINT "[CLR][3 CRSR DOWN][9 CRSR RT][GREEN][RVS
ON]ROUND ROBIN SCHEDULER[RVS OFF]"
210 PRINT "[2 CRSR DOWN][8 SPACES][GREEN]1.
[YELLOW]INPUT TEAM NAMES..."
215 PRINT "[CRSR DOWN][8 SPACES][GREEN]2. [YELLOW]EDIT
TEAM NAMES..."
220 PRINT "[CRSR DOWN][8 SPACES][GREEN]3.
[YELLOW]GENERATE MATCH LIST..."
225 PRINT "[CRSR DOWN][8 SPACES][GREEN]4.
[YELLOW]GENERATE SCHEDULE..."
230 PRINT "[CRSR DOWN][8 SPACES][GREEN]5.
[YELLOW]QUIT..."
235 PRINT "[2 CRSR DOWN][6 CRSR RT][GREEN]SELECT BY
NUMBER - [2 CRSR LFT]";
240 GET K$:IF K$ = "" THEN 240:REM GET A SINGLE
KEYPRESS
245 IF K$ < CHR$(49) AND K$ > CHR$(53) THEN 240: REM
LIMIT TO DIGITS 1-5
250 PRINTK$:FORPAUSE=1TO800:NEXT:REM SHOW CHOICE FOR A
SECOND
255 ON VAL(K$) GOSUB 500,700,2000,2000,9990
260 GOTO 200: REM RETURN POINT/RE-RUN MENU
500 REM ++++++ DATA ENTRY ROUTINE +++++
700 REM ++++++ DISK I/O & EDITING +++++
1000 REM +++++ SET UP PAIRS ARRAY +++++
2000 REM +++ RANDOM MATCH SELECTION +++
3000 REM ++++ RANDOM MATCH LISTER +++++
4000 REM +++++SCHEDULER SET-UP ++++++++
5000 REM +++++++ FULL SCHEDULER +++++++
9990 REM +++++++++ QUIT ROUTINE ++++++++
9995 END
```
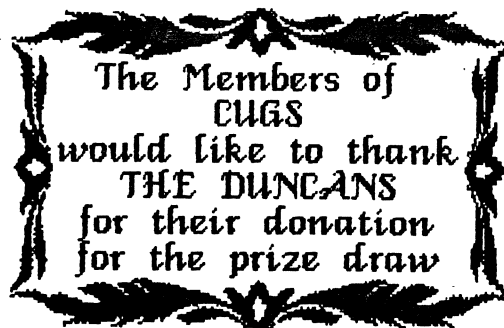
Scratch 'n' Save

C64 Library
by
Keith Kasha

Hey there, graphics fans! Have I a treat for you!

First of all, there is a program called GIFFY which is a GIF (Graphic Interface Format) viewer for the 64! Now, some of you who remember the program GIF 64, will groan and comment, "What, another exploration into frustration!" Let's admit it, we really DON'T like waiting half an hour to an hour to view one GIF picture, right? Well, here comes GIFFY to the rescue! GIFFY will display your typical GIF picture in under 2 minutes. That's right! Count 'em! 1, 2 minutes. WOW! I've also included a couple of GIF pictures I got off of some of the BBS'S in town so you can try and see it for yourself!

Next, is a program called FSLIDE which will display DOODLE-format pictures, also with some sample pictures you can view.

Lastly, there are several cartoons of T.H.E. FOX in two different formats. These are funny, entertaining cartoons, some of which will leave you howling with laughter. Three of these cartoons you just load and run to view, while the rest (Graphics 20) come in DOODLE-format with a viewer to view them.

Also being released this month is the January Gazette disk, and the March/April RUN disk.

And now for what all you GEOS-users have been waiting for: twelve (yes, twelve!) disks chock full of GEOS applications, desk accessories, printer drivers, fonts, etc.!

So enjoy this month's new club disks and we'll see y'all in the fall! Have a great summer!

NEW CLUB DISKS

GRAPHICS 19
foxse489.srs
foxoc489.srs
foxde189.srs
giffy
giffy.note.seq
bambi.gif
ghost2.gif
sfox.gif
fslide
ggferrari.
gglincoln
ggroger rabbit
ggroger rabbit2
jjlove
jjs-street
jjtour de france

GRAPHICS 20
dkcompr/fox
ggfoxjl189
ggfoxjl289
ggfoxjl389
ggfoxjl489
ggfoxjl589
ggfoxau189
ggfoxau289
ggfoxau389
ggfoxau489
ggfoxse189
ggfoxse289
ggfoxse389
ggfoxse589
ggfoxoc189
ggfoxoc289
ggfoxoc389
ggfoxno289
ggfoxno389
ggfoxno489
ggfoxde289
ggfoxde389
ggfoxde489
ggfox4th/july/89
ggfoxchristmas89
gg100 foxes

CUGS GAZETTE JUN '90
mudfrog math/128
spheroids
starburst
path 1581
playfields demo
billboard
reaction time
musical scale
good-timer
printer spooler
split screen

proofreader
mix 64

CUGS MAR/APR 90   RUN
colorout
speedy viewer
print-a-month
screen colour
afco/128
afco demo/128
alphabet shuffle
alien strike
dater 64
dater 128
connex/128
dir 1/128
dir 2/128

GEOS

CUGS GEOS   #EA
untrash
transtext
graphic storm
convert 1.4
alarm flash
writeview
geodirprint2
wrongiswrite6.2
photo print
icon edit 2.1
macattack
40 scrn print
pattern edit
set pattern
scrapeek 2.2
album reverter
change input
change printer
maxiposter
maxioblique
whales
icons
rutgers24 pd
graffiti24 pd
barnum
charger
doors20 pd
tiny square

CUGS GEOS 2   #EB
pub borders
large art
fancy borders
popsicle 24
chop suey
shadow box

princeton 24

CUGS GEOS 3   #EC
solo poker
geowar
geowar doc
geosliders
yahtzee
statesncaps
preferences
wrongiswrite7
scrapeek 3
geolist2.0
whales
icons
patterns
hulmeview
getdirectory
switcher
noteprint
dateprint
fontview

CUGS GEOS 4   #ED
lasermatrix edit
lm docs
lm driver
lm sq10
cartoons
comic font
star lm-1000
custom print
text print
print docs
17 cpi
zero fix
reader
short stuff
ex-800 docs
printdrvrpatcher
epson ex-800
ex-800 v3.3
ex-800 nlq
mills nlq
preferences
drivers
interlace epson
epson labels
epson 1 line
cr-220 80>60 pri
okimate 20c
q/sql.prtv2
q/dbl.prtv2
epson dbl.prt
star 2.prnt
sq-10 crt ii
nx-10 72 mac
star nx-10 80

ronswriter 2.2
ronspub 1.1
ronstexter 1.4
dictionary
publisher
publisher 80
ibm
chameleon1

CUGS GEOS 5   #EE
qwik top
qwik top.doc
wormdesk
wormdesk.doc
desk organizer
quickchg
preferences
bigclipper
big clipper.doc
labeler
getgraphic
getgraphic.doc
combiner
loadermaker
paint-scrap
paint-scrap info
scrapesk 3.4
retriever 2.0
font editor 2.2
font editor.doc
rvp
rvpatch.doc
geoterm patch
nx1000
nx1000b
nx1000/b.ins
star 90dpi
oki120nw
tandy dmp105
ascii only
ex-800 v3.4 (gc)

CUGS GEOS 6   #EF
font design
font des text
object art
clip art
large clips
borders
lw
zapf
peignot
joker24 pd
odin
barnum
dingbats
dingbatsamp
bisque
chicago
arrow24 pd

CUGS GEOS 7   #EG

musicbox
musicbox manual
geomath
albumanimator
alb anim doc
girl
flag
lady
dump
dump double
mousemate
fftb
nx10 all styles
nx1000 nlq-tp.1
koala pad iii
mouseup
mouseup doc
twobuttons
twobuttons2
128 koala pad 1
64 l2r21 1351
128 mouse jh 1
inkwell 80
convert
qwik top
qwiktop doc
ps.patch 2.0
pspatch2.doc
geohexcalc
hexcalc doc
disklock
unboot
analogclock
lw
shattuck
preferences

CUGS GEOS 8   #EH
lasermatrix edit
lasermatrix info
lm table
lasermatrix-sg10
preferences
lw
giannini
lw
bacon
lw
haviland
lw
piedmont
lw
cowell
lw
galey
text print v1.2
customprint v1.1
18 cpi
18cpi forbold
17 cpi
zero fix
text print doc

CUGS GEOS 9   #EI
page one
qwik top
qwik-top
wormdesk 5.0
fontswap
picshow
selector 64
geoalbumv1.0
geoalbumv1.1
geoalbum doc.
photo mover 1.0
mover 1.0.doc
megafont fix 1.2
geosidplayer
jingle bells
silent night
midnight clear
bethlehem
angels heard
come all faith
sonata no. 3
moz/ek/rondo
geos.to.bin
bin.to.geos
abc graphics
theatre
exotic
dively
choo choo
backstripe
headerette
tubby
eastern
square 16

CUS GEOS 10   #EJ
geoworld black
geoworld blue
cover black
cover blue
cover red
cover yellow
xmas.art
autumn.art
preferences
bigtop
hollywood

CUGS GEOS 11   #EK
quickview
large scraps
scrap it
paint-scrap v2.1
p-sv2.1 docs
scrapit!
fromblazing
fromprintsho
toblazing
toprintshop
scrapit! manual

grafix formats
label makers
multi label
graphic labels
multi print doc
geolabel
screen print
print screen
printit
ruler
screen utils
set 40/80 flag
flag setter
blackout
disk utils
lockunlock
erase-header
e
header128
wormdesk
directory label

CUGS GEOS 12   #EL
quickview
process chart
quick clips 1
winter art
macattack ii
macattack ii.doc
starfonts
playbill
datronic
finesse
uptite
norm 10
antext
true 80c
printers
nx1000b
nx1000/b.ins
nx-1000 lm 2+
ex-800 v3.5
epson labels
nx-1000 no feed
input driver
double clicker
ssport1
ssport2
ssportdoc
geos disk ads
geopower ad
stormsystemdemo
preferences
pad color pref