

Commodore Users Group of Saskatchewan

December, 1990

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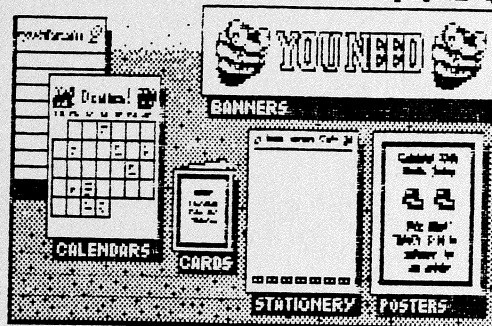


Broderbund
Software PRESENTS...

THE PRINT SHOP™

BY DAVID BALSAM & MARTIN KAHN

PrintMaster Plus™



BY
SAK
FTWARE

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

Name of System	Phone #	Baud	BBS Program Used	Sysop's Name	Code
Aladin's Cave	789-9800	1200	Wildcat v1.03		I
Bar Room BBS	584-7145	2400	DeusCBCS v0.2a	Rod Snaith	I
Billionaire's Boys Club	586-9571	2400	Wildcat! v2.03B	Jason Howorko	I,G,S
Bit Bucket	352-3236	2400	Fido v12t	Bart Ritchie	I,E
Buccaneer's Den	352-3236	2400	Opus v1.13		I
DataForce	585-1958	14400	RemoteAccess v0.04+		I
Datapac 300	565-0111	300	Westbridge	none	S
Datapac 1200	565-0181	1200	Westbridge	none	S
Datapac 2400	565-6000	2400	Westbridge	none	S
Datareach	1-995-3333	2400	SaskTel	none	S,4
Dead Poet's Society	522-4834	2400	Remote Access v?	James Hendy	I
Double Check	525-0807	2400	Paragon v2.07	Randy Coghill	Z,E
Double Q Access	584-2916	1200	Bruce 9000	Robert Patterson	I,G
Excalibur	949-8605	2400	EBBS Ver. 4.6	Yves Desjardins	C
Fernando's Retreat	585-0298	9600	Opus v1.12	Colin Campbell	I,G,E
FriNgE.	543-7935	2400	Minibaud v 5.0	John Alexander	A,*
Gif Heaven	545-6701	2400	RemoteAccess v0.04	Gabe Mahin	I,1,S
Girk Dently's Holistic	789-9909	2400	Fido v12s	Richard Wolbaum	I
Hacker's Haven	586-9571	1200	Wildcat v1.03		I
Lab, The	525-8620	2400	RemoteAccess v0.04	Yong Lim	I,G,E
Micro City I	584-0747	2400	MCBBS	Ron Ware	G
Micro City II	584-0748	2400	MCBBS	Ron Ware	G
Midnight Oil	545-7597	1200	CommlinkBBS v0.87	Jim McGowan	Z
Missing Link	775-1512	2400	GT Power 15.01		I
Mission Impossible	569-9705	1200	Home Made	Kevin Hoffman	C,G
Mystical Realms	781-2430	2400	RemoteAccess U0.04	Darin Kulman	I
Polestar	586-1551	9600	RemoteAccess U0.04	Bryce Eckstein	I
Pool Hall, The	586-8490	2400	PC Board v15	Roger Linka	I,G
Pool Hall, The	586-0922	9600	PC Board v14		I
Ratt III	949-6105	1200	BBS Express	Larry Sutton	T
Regina FIDO I	777-4493	14400	Fido v12t	Ken Ganshirt	I,E
Regina FIDO II	569-0271	9600	Fido v12t	Ken Ganshirt	I,E
Speed Zone	757-5519	1200	Remote Access	John Carrizo	I
Star Traders Inc.	545-0259	2400	Opus v1.12	Robert Gunther	I,G
Tee Wun Kay	779-1237	2400	Opus v1.12	Garry Ehman	I
Treble Cleff	757-1832	1200	DJT-BBS STIR 3.6	Dave Pitro	C,3
TTL Computer Concepts	522-3233	2400	Opus v1.13	Bjorn Meyer	I
U of R 2400	585-5216	2400	Deckserver Cluster	none	S,*
Unibase 1200	789-0709	1200	Unix	Leigh Calnek	S
Unibase 2400	789-0715	2400	Unix	Leigh Calnek	S

Last Chance BBS 777-3179 1200 DTS BBS Ross Parkes C

S-Commerical System Z-Amiga
 G-Games (on-line) I-IBM C-Commodore
 T-Atari A-Apple E-Echomail *-7-E-1 settings
 1-Limited Hours (02:00 - 18:00) 2-Irregular Hours
 3-Limited Hours (00:00 - 08:00)
 4-Datareach is local from every phone in Saskatchewan

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

Obligatory Stuff

CUGS MAILING ADDRESS:

CUGS
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Regina, Sask.
S4S 5S3

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Asst Librarian	Steve Boques	949 1370
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	Harry Chong	789 2142
	Earl Brown	543 2068
	Gord Williams	543 0373
	Joe Gomes	789 8174

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

CUGS currently has several reserved areas on:

Excalibur BBS (386) 949-8605
Sysop: Yves Desjardins

The **Monitor** is published monthly by the COMMODORE USERS' GROUP OF SASKATCHEWAN (CUGS), Regina, Sask., Canada. Starting in 1991, CUGS meetings will be held the FIRST WEDNESDAY of every month (unless otherwise noted) at McDonald's on 6210 Rochdale Blvd. The next meeting will be held: **January 2, 1991 from 7:30 - 9:30 p.m.**

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: "Predicting the End"

by Jarrett Currie

Merry Christmas!

This is our last meeting of 1990, and I am especially pleased with the agenda. This month, we will draw for the **Monitor** prize. Each of you who contributed articles for the **Monitor** will be eligible for the prize drawing - for those of you who just couldn't get around to submitting one, your time has finally run out. Unfortunately, not all of you generous contributors will be able to win the prize, but I would like to take this time to give a special thanks, on behalf of all our readers (and, especially you non-contributors), for the time you have spent to make the **Monitor** an interesting part of our computer club. I would also like to thank the club's executive for making their monthly contributions, although each of these articles will not receive a chance at the draw: Barry Bircher for his president's message, Real Charron for the executive meeting minutes, Shaun Hase for the monthly BBS Listing, Keith Kasha for the C64 Scratch 'n' Save, and Earl Brown for the C128 Scratch 'n' Save.

While I am thanking people for their support for the **Monitor**, I would especially like to acknowledge Ken Danylczuk, who copies, and collates each issue of the **Monitor**. Ken also ensures that each of our out-of-town members receives an issue each month, and has provided much information about the construction of newsletters. Before the purchase of the club's printer, Ken spent many long evenings printing the newsletter, and charmed as he must be, each issue was ready on time.

I am sure that most of you look forward to purchasing each month the next issue of each of the computer magazines. They are a wonderful source of information about not only our specific computer, but also the computer industry at large. Unlike many other types of magazines, the advertisements in each issue are read as loyally as the other articles; they inform us about what is available, and provide us with a means to purchase software that isn't readily available in Regina.

So it comes as no surprise that many of us were disappointed when we learned that CompuTel's Gazette decided to quit publishing in its past format. To that end, I have re-read each of "Editor's Notes" from past issues to see if the demise of this magazine could have been predicted. What follows are quotable quotes from some of the issues. You may draw your own conclusions.

January, 1986: We will assure you here and now that CompuTel Publications is and continues to be quite successful, quite proud of our place in the market, and

quite determined to continue to provide you, or readership, with all of the many services that have enabled us to grow and flourish, even during these particularly difficult times for the industry.

February, 1986: The brains of Commodore computers since day one ... is a doomed technology. This chip has had immense popularity. It was the microprocessor inside Apples and Ataris, too. But it's a twilight chip now.

March, 1986: In the months ahead, we have some excellent features, entertainment and educational software, and programming tools - all in all, the best value we can offer to Commodore owners.

September, 1986: Last year at this time, the industry was reeling from a tremendous downturn in sales growth, and the resulting shakeout had otherwise stable vendors describing those times as the end of the entire personal computer industry. A year later, we're still here, and the doom and gloom forecasters have retrenched.

November, 1986: With computers as versatile and popular as the 64 and the 128, there's certainly no shortage of first-rate information and programs to be shared with our readers.

April, 1987: Overall, the 64 and its family can be expected to continue to sell well for the next several years. And Compute! Publications will continue supply some of the best applications, games, and utilities for this outstanding and surprisingly durable machine.

January, 1988: For Commodore 64 and 128 owners, there's never been such a variety of programs and add-on hardware ... As we head into the new year, there are more reasons than ever to be pleased that you own a 64 or 128.

February, 1988: In the coming years, Compute! Publications will continue to evolve, but it will never lose sight of its goal: to explore and explain these fascinating machines for the average intelligent person.

March, 1988: As we move through 1988, we'll keep you up on the new developments with Commodore, and we'll continue to provide you with the best coverage possible.

July, 1988: We have an active, healthy readership and some exciting future plans.

August, 1988: The future should see renewed success for Commodore, the computer company.

March, 1989: We're a representative slice of the real world, where we have artist and accountant, conservative and liberal, atheist and believer, and everything in

between ... The wide spectrum of diversity in taste and preference is what makes for a colorful, fascinating world, and the Commodore community is no exception.

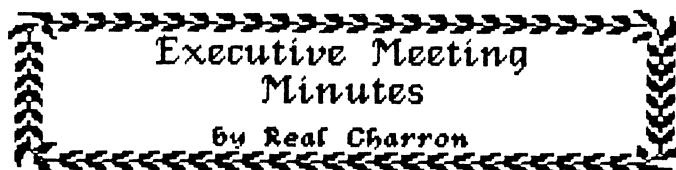
July, 1989: Whatever Commodore's plans, be assured that Gazette will continue to enthusiastically support the 64 and 128.

December, 1989: We look forward to seeing you in 1990.

January, 1990: A new month, a new year, a new decade. When planning this issue, we decided to quit worrying about Commodore's situation, the 128's demise and the 64's loss of market to Nintendo.

June, 1990: See you next month.

Have a prosperous New Year.



Executive Meeting
Minutes
by Real Charron

November 13, 1990

- ◆ Keith will make sure the New Club Disks (C64) and Scratch 'n' Save article is available to Jarrett every month to incorporate into the **Monitor**.
- ◆ Steve to make a poster approximately 3ft * 3ft to advertise the club at The Duncans.
- ◆ Gord to check with the Leader Post re: ad for CUGS. We would like from 3 days to one week prior to the monthly meeting.
- ◆ January to June meeting dates availability discussed. The NorthWest Leisure Centre no longer the ideal place to meet.
- ◆ Barry to look after the \$50 gift certificate for the **Monitor** prize and also a door prize is required.
- ◆ Real to look after picking up next year's door prizes.
- ◆ Garth to have the club C64 computer, monitor and 1541 disk drive.

This is Roma 14 point **Bold**, *italic*, outline, underline, Subscript, Superscript, and everything

This is California 14 point **Bold**, *italic*, outline, underline, Subscript, Superscript, and every

This is Burrows 14 point **Bold**, *italic*, outline, underline Subscript, Superscript, and everything

Roma 24 point with all attributes.

Exploring GeoWrite by Barry Bircher

This is the fourth part in an ongoing series of articles on GEOS. In this article, I will continue with my discussion on GeoWrite.

One little picture on the GEOS desktop (another metaphor) looks like 3 or 4 pages with text written on them. That little picture represents printed page(s) or the finished product of a typewriter or word processor. Below it, will be a name of the letter or document. You have heard that a picture is worth a thousand words, well, the same can be said here. In this case, those pages are a metaphor for a letter that was written in GeoWrite. Rather than seeing numbers, text, blocks, file types and bytes free, you see exactly what that file is and know almost instinctively where it came from (GeoWrite) and where it might go (on another disk or to a printer). To get into GeoWrite, just double click on the GeoWrite icon. The disk will whirl and load in the program.

When the program finishes loading, you will be asked if you want to open an existing document or create a new one. Selecting an existing one is easy, just click on it and it will list all the GeoWrite files on that disk (or another disk). Most likely, if this is the first time, you will no doubt have none that can be listed. So you will have to 'CREATE' one. Click on it, and you will be asked for a name for it. The name you give it will be used as the file name when it is listed on the disk directory. After giving it a name, you will find yourself in GeoWrite. You can begin to type away. There are a few things you will need to know to get the full advantage of using GeoWrite.

In GEOS, it can get a little confusing with all those different files floating around on your disk directory. It requires a little experience, but not much, to realize that you shouldn't get intimidated by all the files. GeoWrite,

the word processor itself (program) creates the application data files. GeoWrite uses other files like font files, to give different type styles. GeoWrite can use other program files like the 'Text Manager' from within GeoWrite WHILE YOU ARE STILL IN GEOWRITE. The majority of the files on a disk are for use by other programs and are not directly useful to you the user. It is not until you use GEOS for awhile that you begin to see the relationship of all the files. I hope to explain a little bit about one that is not understood that well by new GEOS users called 'TEXT SCRAP'. It is one of those files that keep cropping up in your directory whether you want it or not.

There is one thing that can be very easily overlooked when first using GEOS. Most files generated within the GEOS environment, can be imported, used, edited, and abused by other programs. For example, you can draw up a picture in GeoPaint, save it as a paint scrap, and paste it in a word processing document to illustrate a point. You can use any of your text and/or graphics and pour them into a newsletter with GeoPublish like Jarrett does with the club's newsletter.

Clicking on the 'GEOS' dialogue box at the upper left hand side of the screen (see picture enclosed with the article) will cause a list of all the programs that are 'DESK ACCESSORIES'. Desk accessories are programs in their own right but are special in that they can be called and run from within most GEOS applications like GeoWrite and GeoPaint. From this list that has dropped down, you can select a desk accessory like the 'PHOTO MANAGER' or the 'TEXT MANAGER' or the 'CALCULATOR'.

By selecting the one you want, say the Photo Manager, you will automatically find yourself in another program that

collects and stores selected pieces of graphics in yet another file called a Photo Album. You can create as many Photo Albums as you wish or you can use one you have already created. One is recommended unless you wish to separate graphic into categories. But you will need to create at least one to use Photo Manager fully.

After selecting, or creating one, you can paste graphics into it. 'PASTING' allows you to move a section of a picture you have previously copied to yet another file called 'PHOTO SCRAP'. Photo Scrap is a temporary file that is created every time you cut, copy, move or duplicate a picture. This is done for you automatically, so you can almost forget about it. This Photo Scrap and it's counterpart the 'TEXT SCRAP' is important, however, when it comes to transporting from one application to another. It is this 'SCRAP' that ties all the applications together.

In GeoWrite, you can create a 'Text Scrap' by highlighting a section of text, which is done by clicking and holding down the left mouse button and dragging the pointer around so that it highlights the text of interest. Now, if you go to the upper left hand side to the box marked 'EDIT' and click on it, several more boxes will drop down. They are usually called 'CUT', 'COPY', 'PASTE'. We want 'COPY' so we click on it. Nothing seems to have happened except the disk drive whirred for a bit and stopped. What HAS happen is that we have just create a file on disk called 'TEXT SCRAP'. If we were able to see what is in that file we could see that it contains the section of text we had previously highlighted.

Now let's go to the GEOS dialogue box and select 'GEOS' then 'TEXT MANAGER'. Shortly we will find ourselves in a window at the center of the screen. This is 'TEXT MANAGER'. You will notice that it too has several boxes at the upper left hand side very much like GeoWrite has. It will have a box in it called 'EDIT' and again by selecting it and eventually clicking on 'PASTE' we will have COPIED that highlighted text to a text album. To go the other way, we just reverse the procedure. Photo Manager works in exactly the same way only it uses graphics. We may need to add some graphics to our letter or text to our pictures we create in GeoPaint. We have just ported across from one application to another.

Earlier, I mentioned work disks. You are required to make up a work disk containing files which you would like to use. You could use the originals (not a good plan) but they are meant to be copied only when you make work disks. A work disk can be made up very easily. All you have to do is format a disk and copy files that you will need to do the job at hand. In my case I have a 'GeoWrite' only disk that has GeoWrite, a calculator, four fonts (or type styles) 3 or 4 printer drivers, a notebook program and several documents/files that I have made up.

Also I have one photo album and one text album that store all of my regularly used graphics and text. I now just use this disk to make letters and such. You CAN make a disk to contain everything (you will need a 1581 disk drive because they take alot of space) and use it to do painting, writing, publishing, etc. But one disk soon gets full very fast and is confusing. So it is best to use one disk for one purpose.

With this setup I can call up the calculator and do some calculations and then return to GeoWrite where I left off in a matter of seconds. I also can jot down ideas and notes into the notebook and save them to disk for later use just by clicking on the notebook file. There is no other program for the 64/128 that is so well integrated and gives you so much flexibility.

Next month I will continue my discussion on GeoWrite.

President's Message

Hello again and welcome to C.U.G.S. I would like to take time and thank all the people who let their name stand as an executive and were elected last month. This month we will be looking at Desterm Y2.00 for the 128. This is a very good terminal program for 128 people who like to telecommunicate. I will be giving a demo of it at this meeting. Also Steve will be giving a presentation on the Print shop and Print Master programs. Here is your chance to see what exactly is the difference between the two seemingly similar programs.

Real Charron and I have tentatively set up a new meeting place for the C.U.G.S. for the January-June, 1991 term. A place was suggested by Garth Strawford and we seem to like it. The new place will be at McDonald's on Rochdale BLYD. In the basement they have a room for community services. The price is right and the place seems to be better suited to the group. Besides, if you wanted a hamburger or Coke all you do is pop upstairs and you're there.

Excalibur is back up and running now that Yves is back from Ontario, if you were wondering what had happened to it lately.

The meeting in January is yet to be decided upon as the first Wednesday is January 2 one day after the New Year. I have no problem with that date, but think my mind will be on other things that day. We will decide on the date for January and give a phone blitz to let you know. If not before then, then at the meeting. The meeting in January is set up now as GEOS program add-ons and a quick demo of them.

AGENDA

December, 1990

Presentations:

Desterm V2.00

by Barry Bircher

Print Shop/ Printmaster

by Steve Bagues

Door Prize

Monitor Prize

Expanded Graphics

Programs by Shaun Hase

Recently, **Shaun Hase**, asked me to take a look at 2 "simple" graphics programs he had written. I was so impressed with them, that I thought I would share them with you all. They are both for the Commodore 128, with a **Ram Expander**. Thanks, Shaun. Keep up the good work.

Rotating Shell

```
10 graphic1,1
20 trap270:fast
30 dimm1(64,2)
40 fort=1to64:ml(t,1)=m:ml(t,2)=b
50 m=m+8000
60 ifm>57000thenm=0:b=b+1
70 next
80 forco=1to60
90 fort=0to90step3
100 circle1,160,100,t,90,i,i+1
110 x=rdot(0):y=rdot(1)
120 draw1,160,100tox,y
130 i=i+6
140 nextt
150 fort=90to3step-3
160 circle1,160,100,t,90,i,i+1
170 x=rdot(0):y=rdot(1)
180 draw1,160,100tox,y
190 i=i+6
200 nextt:slow
```

```
210 stash8000,8192,ml(co,1),ml(co,2)
220 senclr:fast
230 nextco:slow
240 fort=1to59
250 fetch8000,8192,ml(t,1),ml(t,2)
260 nextt:goto240
270 slow:graphic0:help
```

Swinging Pendulum

```
10 graphic1,1:dimm1(64,2)
20 fort=1to64:ml(t,1)=m:ml(t,2)=b
30 m=m+8000:ifm>57000thenm=0:b=b+1
40 nextt:xx=160:yy=150
50 g=9.81:l=100:t=.05*a=.5:b=.5
60 forll=1to21:fast
70 an=a*sin(sqrt(g)*t)+b*cos(sqrt(g)*t)
80 t=t+.05
90 y=l-l*cos(an):x=l*sin(an)
100 circle1,xx+x,yy-y,10,10:
    paint1,xx+x,yy-y:
    draw1,xx+x,yy-ytox,yy-l
110 slow:stash8000,8192,ml(ll,1),ml(ll,2):
    senclr
120 nextll
130 fort=1to21
140 fetch8000,8192,ml(t,1),ml(t,2)
150 nextt
160 fort=20to2step-1
170 fetch8000,8192,ml(t,1),ml(t,2)
180 nextt
190 goto130
```

What's to Come

Starting in January, 1991, each of the monthly club meetings will be held at the McDonald's, located at 6210 Rochdale Blvd. The first meeting will be held on January 2, at 7:30 and will run until 9:30.

Presentations:

GEOS -- Relationships
by: Keith Kasha

GEOS -- Add-Ons
by: Barry Bircher

T equals 0 and skip over that value. Both of these ways, however, result in an incomplete table. Of course there is no actual value of A when T equals error, but shouldn't the table tell you that and the program be able to handle this?

Does your program have a problem with errors?

Then maybe it's time to get a new ribbon!

But wait! Why pay \$9, \$10 or even more when for a mere

\$2.00

You can have your current ribbons re-inked?

If your ideas are fading on paper, now's the time to darken your image.

Bring your ribbons to the next club meeting, or contact Barry Bircher for information.

Luckily, the 128 has two commands, TRAP and RESUME, and an error function, ERR\$(ER). The TRAP command must have a line number following it for the trap routine to be activated. When activated, TRAP will jump to the designated line number in the program and execute the code there upon finding an error.

In conjunction with TRAP, RESUME is used to start the program up again after finding the error.

There are three alternatives here: 1) With RESUME alone, the program tries to execute the the statement in which the error first occurred. If nothing has been done in the error catching routine, like changing variables, an endless TRAP/RESUME loop occurs; 2) RESUME NEXT will execute the statement immediately following the erroneous one; 3) RESUME with a line number will cause the program to jump to the specified line number. ERR\$(ER) gives you the exact error that occurred, ER tells you the error number and EL tells you the line number. So, to fix up the existing program, two lines need to be added. Here is the final program:

Error Trapping

by
Shaun Hase

Probably the worst thing about programming is trying to either fix or work around errors in the program. Fixing the errors can be a very simple thing to do or require a rewrite of the program to take into account probable errors that might occur in calculations. The 128 has a few functions that help you work around errors. First off, here is a sample program that has an error in it.

```
20 FOR T = -3 TO 3 STEP 0.5
30 A = T + T / T
40 PRINT USING " **.* **";T,A
50 NEXT T
```

This program counts from -3 to 3 in 0.5 increments, divides T by itself and adds that sum to itself and prints a table of the results. However, the program crashes when T equals zero, because dividing any number by zero results in a "division by zero error". There are many alternatives to this problem. One is to have two FOR/NEXT loops counting from -3 to just before 0 and one from just after 0 to 3. Another is to test and see if

```
10 TRAP 60
20 FOR T = -3 TO 3 STEP 0.5
30 A = T + T / T
40 PRINT USING " **.* **";T,A
50 NEXT T
60 IF ER = 20 THEN A = 99999999 : RESUME NEXT
```

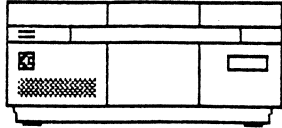
Line 10 tells the computer to jump to line 60 upon an error. When T equals 0 and line 30 is attempted, an error occurs and the program jumps to line 60 and tests for ER equal to 20 (division by zero error). If this is true, it sets A equal to a large number, causing the PRINT USING statement to print ***** as the number does not conform to the format. With these lines added, the table is completed without having to rewrite the logic of the program.

Error trapping routines like this can be used when using mathematical equations to plot graphics. Upon an error, they will execute the next statement. It saves quite a bit of reprogramming.

FOR SALE:

One 1581 disk drive.
Includes:
-1581 disk drive
-user's guide
-serial cable
-power supply
-demo/utilities disk (3.5")

\$300.00



Call
Shaun Hase
at
584-3371

Scratch 'n' Save

128 Library by Earl Brown

It was with great disappointment back in June that I read about the demise of one of my favorite magazines. I'm speaking of course, of Compute's Gazette. This wasn't the first computer magazine by a long shot that I faithfully purchased each month to bite the dust. The reason for the added dismay was probably the fact that I first started picking up this magazine at a computer store at issue number two. I couldn't get number one because it had been sold out before I could pick up a copy. Before Gazette was launched, however, I did pick up a few issues of Compute magazine. At first there were no 64 programs at all and then after a while the 64 programs started to come along. This is how I started to learn simple programming. After I started to type in a few programs that worked, I would go back to preceding issues of Compute and starting with the short "no peek", "no poke" Pet (Basic 4.0) and Vic 20 programs, I would type them in and modify them to work with the 64's Basic 2.0 system. A number of these programs are now in our library. Mind you, I wasn't able to modify a lot of the programs. These I stored on datassette. From time to time (as I learned more about programming), I would go back to these old programs and try again to successfully modify them. The odd one I did, but most of them were left after that to collect dust. About three years ago, my datassette quit working. I'm not certain, but I suppose those programs that I thought had potential and could be modified were transferred to disk. Someday perhaps, I'll go back and look up these old programs. More than likely though, none of them will be worked on again. Why? Simply this. Most of those old programs have already been rewritten for the 64 and even the 128 computers.

Compute is now back into publication. I quit purchasing Compute quite a while back when they stopped publishing computer programs for the 128 and the 64. The new

owners of the publication will have to be continually reminded that there are a lot of 64 and 128 owners around the world that appreciate the Gazette section of this magazine. And in my case, particularly, the program listings. Real Charron and I took the liberty to subscribe to this new Compute magazine for a year. As for me, as long as they continue printed listing of programs for the 128 and 64 computers, I'll continue buying. I suspect though, that they are not planning to keep this part of the magazine in print for long. If they were, they would have an application or two in every issue of the magazine to purchase the monthly program disk similar to those that appeared in Gazette when it was owned by ABC. They do mention a monthly disk a few times in the Compute magazine in passing, but they never make reference to new disk subscribers or to a cost for single monthly disks. This leads me to believe that once the old subscriptions are passe, no new ones will be offered. I hope I'm wrong.

I have just one disk available this month for our library. The disk contains all the programs published in the AUG/SEPT and OCT 1990 issues of Run Magazine. Again, this disk is made available to club members who purchase the magazine. If you didn't purchase both these magazines, simply scratch the programs you are not entitled to.

One other note. The DISK EDITOR program that appeared in the February, 1990 of Gazette magazine (and our disk) does not function for plotting the current file sector chain in BAM mode. To make the necessary corrections, see page G-22 of the November 1990 issue of the Compute magazine. The corrected version of this program is also included on the end of this month's Run disk, as well as the balance of copies of the February, 1990 Gazette disk now in our library.

Get Your Pens Out

Submitted by Earl Brown

My granddaughter, she's 11, brought the following four lines home from school for me to read. She, however, couldn't remember the first 4 fonts to the second line. I thought the idea cute, so I, as best I could, added to the second line. How long does it take you to make sense of the following:

ABCD PUPPIES DMNO PUPPIES OSMR PUPPIES CMPN
--

Scratch 'n' Save

64 Library by Keith Kasha

Whew! I didn't think I'd make this one on time! There have been additions to the library, but until now I haven't made the deadline for **Monitor** submissions. So, out of the "new" C64 disks, only one is actually new this month.

Communications 13 contains the much heralded and applauded Novaterm 9.1, **the** terminal package for the Commodore 64! Not only does it do a straight ASCII term and C/G term, it also does VT52 and ANSI! It features both 40 and 80 column modes, 300-2400 baud transmissions (and the 2400 baud works!), and even a font editor, ASCII table editor, and script file compiler (that's right, SCRIPTS!). It even supports the use of a RAM Expander and Dr. Evil's Swiftlinks cartridge! WOW!

So, if you haven't tried modeming yet, this is the perfect way to start! So check it out!

== New Club Disks ==

C64 Disks

Communications 11

- CCGMS6.01-64 good C/G terminal; 40 columns; 300-2400 baud; Punter/Xmodem protocols
- TERMINAL1.5 C/G terminal; 40/80 columns; 110-2400 baud; VT52 emulation; Old & New Punter/Kermit/HFTP protocols
- XMODEM a simple terminal program
- BBS DATABASE.C database to store BBS/modeming info
- TRANSLATE1.C copies sequential file to program file
- ARC-SDA V5.1 convert ARC archives to self-dissolving archives and vice versa
- TERMINAL.C1 V2A4 a simple terminal program; 300/1200 baud
- RUN ME instructions for CONVERT 1.4 and GEOS CONVERT - doesn't work??!!!!??
- GEOS CONVERT GEOS to Commodore sequential file
- X-FER TIMER calculates downloading times
- ANALYZE illustration of the theory behind Huffman squeezing ****USE WITH ARC ENABLED****
- ANALYZE.LIST ME instructions for ANALYZE; load using: 'LOAD"ANALYZE.LIST ME",8 and LIST

Communications 12 = DTJ-BBS

- RUN-ME displays 'read-me' file; info on dtj-bbs
- DTJFILES.SDA files to be placed on your data disk(s)
- BBS dtj-bbs main program
- ALTBOOT alternate bbs loader; if bbs doesn't load use this to boot it
- CONVERT conversion utility for dtj-bbs systems earlier than 900320

- FREQ-SET power frequency configuration program
- PRESET example date & time presetting program
- CMDHDBOOT date & time presetting program for use with the cmd hard drives
- TRTBOOT date & time presetting program - for use with "The Right Time" cartridge
- SUPPORT DTJ-BBS utility program
- PRINTER printer program for DTJBBS.DOC; documentation is about 130 pages long

Communications 13

- NOVATERM 9.1 the best C64 terminal package to date
- RAMDOS INST
- ULTRA V6.0

General 17

- ELIZA an interesting program/game(?)
- TEST BOOT tests basic math skills
- BALEQUATIONS learn to balance chemical equations
- MAKE EQUATIONS creates bal.equations data files
- EQUIL.EXP aid in the calculations needed to find chemical equilibrium constant expression
- CHEM FORMULA practise writing chemical formulas
- MAKE CHDATA creates CHEM FORMULA data file
- TITRATION practice determining the strength of a base
- SYMBOLS practise writing chemical symbols
- BOND TYPES assists you in identifying the type of bonding that can occur between 2 elements
- MATH MAGIC.C dungeon-like math skills game
- ATOM BOMB chemical id by atomic no or symbol
- ADD.GAME answer addition problems
- BIG.MATH.1.CV displays math problems with big numbers
- CASH.REG.CV make change from grocery purchases
- MATHDICE 1 addition problems using dice
- MATH.TUTOR.CV math problems with encouragement given!
- RA

C128 Disks

COGS AU/SE/OC 90 @BUN

- menu 128
- menu 64
- air miles/128
- mouse demo
- mouse boot
- pop-top
- horseshoes/128
- sid basic
- twinkle
- time clock
- time clock/128
- rp renamer/128
- sprite demo
- sprite boot
- dr toggler/128
- run's new chksm
-
- disk editor