the MONITOR

June, 1992 Commodore Users Group of Saskatchewan Vol. 7, No. 6

Obligatory Stuff

CUGS
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Librarian PET/VIC/C16/+4	Tristan Miller	586-2036
Asst Librarians	Earl Brown	543 2068
	Garth Strawford	924 1402
Members at Large	Real Charron	586 1843
	Harry Chong	789 2142
	Joe Gomes	789 8174

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. CUGS meetings are held the FIRST WEDNESDAY of every month (unless otherwise noted) at Miller High School. The next meeting will be held: **September 2, 1992 from 7:30 - 9:30 p.m.**

CUGS is a non-profit organization comprised of PET, VIC-20, C64, 64C, C128, and 128D users interested in sharing ideas, programs, knowledge, problems and solutions with each other. Membership dues are pro-rated, based on a January to December year.

Anyone interested in computing 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.

This Month's Presentation

RS232 Interfacing
by Perry Grodzinski

Door Prize

3 Club Disks

Editorial

by Jarrett Currie

It's summer time (well, almost)! And, of course, that means that CUGS will be taking a break over the summer, so there won't be any general membership meetings. Of course, too, that gives everyone plenty of time to write an article of two for the Monitor.

Barry, the club's president, informed the membership at the last meeting of a special deal he has made with Holz Computer Supply in Calgary. If we make a group order we will receive a 10% discount, but only for 1 order. Barry also gave us a product and price list from Holz, who are the Canadian distributors for such products as the CMD hard drives, Jiffy Dos and Gateway. These products are the creme de la creme of the Commodore world, so if you want to bring your 64 or 128 into the 90's, be sure the check out the catalogue and give your order to Barry. If you don't want to participate in the group offer, please keep them in mind when you decide to order these products - we need to keep Commodore distributors thriving with business.

It was with grave disappointment that I learned that Software Supermarket had closed its doors for good. Software Supermarket contributed many door prizes for the club, and let us borrow software from the store to demo at special club events. And, of course, they ran the Bit Bucket which was the largest BBS in the city that supported the Commodore computer line. The end of an era has been reached.

Turbo Master CPU 4.09 MHz Accelerator Cartridge

by Tristan Miller

The Turbo Master CPU is a cartridge designed to speed up your 64 by over 3 MHz, so that your computer, ordinarily running at a sluggish 1.0225 MHz is now converted into a SPEED DEMON - it even makes an IBM-PC/XT seem to be crawling at a snail's pace. As well, there is a built-in fastloader and DOS wedge, making your 64 even more powerful; speeding up the disk drive load and save by as much as 600%.

The cartridge, manufactured by Schnedler Systems, is almost fully compatible with all 64 software. This includes those written in BASIC, ML, and other languages. It is fully compatible with all disk and hard drives (though the fastloader only works with 1541s and clones). It is also compatible with most peripherals and accessories, such as REUs, JiffyDOS, GEOS, and modems. Enter the realm of 2400+ baud without a Swiftlink but the Turbo Master CPU.

This device is very, very easy to use. Simply plug it into your cartridge port, flip the switches to "Enable", and voila! - Four times faster processing speed thanks to the on-board 65C02 microprocessor. The 65C02 is like an enhanced version of the 6502/6510 normally used in the 64. However, rest assured that this new chip is fully compatible with the 6502. The Turbo Master also has its own 64K of memory, 32K EPROM and several support chips. The manual even goes so far as to say "...Turbo Master CPU is practically a complete 64K microcomputer, lacking only a keyboard and a screen."

The four switches on the Turbo Master unit vary the operation of it. The first switch, DISABLE/ENABLE, merely toggles between the 64's CPU and the 65C02. The ROM1/ROM2 switch toggles mainly the fastload/save routines on and off. The MANUAL/SOFT and 1MHz/4MHz switches, usually switched together, simply select between the 1.0225 MHz and 4.09 MHz operating modes. The last three switches can be switched while the computer is running a program, which makes this cartridge even more powerful.

So far the only problems I have encountered are software fastloaders, music, and the datassette. Apparantly the Turbo Master was not made to work with the Commodore Datassette, and any attempt to access device one results in an ILLEGAL DEVICE NUMBER error. However I doubt this will pose as a problem for most users. As for the software fastloaders, I have found I must switch to 1 MHz mode before any disk access with a software fastloader. Thus you cannot use the Turbo Master in 4 MHz mode when accessing the disk in Pocket Writer 64, Stereo Player 10.3, and a few other programs with built-in fastloaders. And as for music, most of it will play four times faster in your programs due to the FOR/NEXT delay loops being executed at 4 MHz. However, all music timed by the TI clock (such as SIDs) will still work because the Turbo Master does not accelerate the real-time clock.

One other consideration should be power consumption. Though I have had a little difficulty in the past with my ten year old power supply, the Turbo Master should run OK with a normal 64 power supply, provided you do not have alot of other peripherals hooked up to your 64 that do not have their own power supplies. If you do, however, have something like a modem or REU requiring more power then I suggest you purchase a heavy-duty power supply or use a 1764 replacement power supply before attempting long-term operation with this product. However if you are able to leave your 64 and Turbo Master on for extended periods of time without problems then there is no need to do so.

In summary, I'd say the Turbo Master (combined, perhaps, with a REU and a 1581 or two) will outdo any IBM out there. If you're thinking of (gasp!) upgrading to a "better" machine, think again. What can't you do with a 64, a Turbo Master, a REU, a printer or modem and possibly a hard drive that you can do on an IBM, Mac, or Amiga? Very little. All it takes is the right software and some pride and confidence in your machine and you can do almost ANYTHING.

The Turbo Master CPU is available from Schnedler Systems, 25 Eastwood Road, P.O Box 5964, Asheville, North Carolina 28813 for about $100. You can also contact them by phone at 704-274-4646.

President's Message

by Barry Bircher

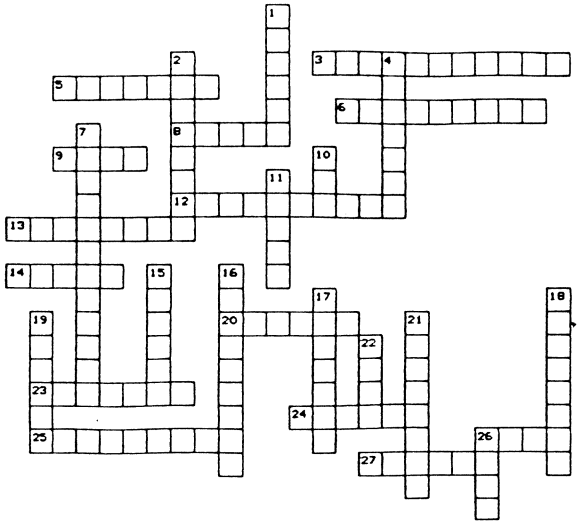
Hello all, and welcome to the last issue of the "Monitor" before the summer break. The June meeting is the last meeting of CUGS for the first half of 1992. We will be starting the second half of the year on the first Wednesday of September, 1992.

At the last meeting, I had brought to the club an offer from the Holz Computer Supply store in Calgary. The prices proposed will not likely be repeated. It is at this meeting that all the orders are to be brought to my attention and payment made in advance. As soon as I can get the total order compiled and totalled, the sooner I can send it away and the sooner you will receive your item. Please see me after the meeting to place your order. If you missed getting the catalogue brochures, let me know as I have 2-3 left over.

At the Executive meeting on May 11, a few decisions about the membership fees for 1993 were made. Since the club began in 1982, the membership fees have remained at $10.00 and have not changed in over 10 years. The club has always handled the membership dues with care and attention to assure the members that we are getting our money's worth. I look around and see other club's dues set at $40.00 or more. Our primary cost-eating activity is publishing the monthly newsletter and all the duplicating that goes on there. Also,

Crossword Craze - Submitted by Barry Bircher

RS232 AND FREINDS



ACROSS

3. WHAT IT'S ALL ABOUT
5. WHAT THE DATA TRAVELS ON
6. WHAT A PROTOCOL TRIES TO DO
8. MODULATE/DEMODULATE
9. OFTEN FOUND WHEN CALLING CUGS
12. A FEATURE OF A MODEM
13. A PREARRANGED SET UP
14. SYSTEM OPERATOR
20. TO GAIN ACCESS
23. TERMINAL FOR THE 128
24. WHATS NEEDED FOR AUTO LOG ON
25. TO IMITATE
26. SAME AS B.P.S.
27. ODDLY OR EVEN NONE

DOWN

1. TYPE OF PROTOCOL
2. A DUMB COMPUTER
4. HOW WE SEE
7. PROGRAMMABLE KEYS
10. BULLETIN BOARD SYSTEM
11. A STANDARD
15. USEFUL STOREAGE AREA
16. MA BELL
17. WHAT MODEMS DO ON ANSWER
18. WHAT WE NEED TO ISSUE
19. AN ALIAS
21. TERMINAL FOR THE 64
22. IBM COLOR GRAPHICS TERMINAL
26. 8 BITS

each year a hefty sum is spent on publishing and updated club library catalogue. As well, the club is running a BBS and pays for the associated phone line. We had toyed with the idea of charging a fee for the catalogue and newsletter, BBS access and so on and found it would be much easier to just finally break down and up the membership dues by $5.00. This will allow us to distribute a complete (old and new) library catalogue to each and every member as well as the monthly newsletter and keep on supporting the club's BBS. The increased membership dues will come into effect on January 1, 1993.

Also at the Executive meeting, we all agreed that a garage sale would be the quickest and easiest way to do some fund raising for the club. We all agreed that a hard drive would be a great way to increase the usefulness of the BBS. This would allow most of the club members access to a much larger base of programs to feed our hungry 64 and 128's. The club has enough funds to purchase the HD but it would not leave much remaining to pay out monthly expenses that are sure to occur. Hence the garage sale. By the time you read this, the sale has come and gone and most of you should have received a call from either Ross Parker or myself in connection with the garage sale. We received several hundred garage sale seekers and they purchased $181.80. I would like to thank several people on behalf of CUGS. Thanks go to those of you who took the time and looked around and found items to sell at the garage sale. I would especially like to thank those helpers who made the sale a success: Ross Parker, Dave Coleman, Tristan Miller, Ken Danylczuk and my wife Corinne. Also, kudos goes to Garth Strawford for the idea for the sale.

This meeting (June) is on the RS232 interface that Perry Grodzinski has designed and built. If you ever want to get past the 1200 baud Commodore modem barrier, this is one device that will allow you to go 2400 and beyond.

128 Magic Boot

Reprinted from the Calgary Commodore Users Group, October/November 1989 Newsletter issue.

By Bill Bateman
Submitted by Tristan Miller

This program modifies any disk so the Commodore 128, when turned on or reset in 128 mode, will automatically run the first BASIC program in its directory.

Here are the simple instructions:

1. Select the BASIC program you'd like to run automatically. We will call this the target program for short.

2. Format a disk, then save the target program as the first program on the disk. This becomes the target disk. (If you like, you can save other programs on the disk, just make sure the target program is the first program on the disk). [NOTE: There are several directory editors such as Directory Filer or Yellow Pages which will allow you to rearrange files without having to first use the above method... - tm]

3. Remove the target disk and insert the disk with Magic Boot on it.

4. Load Magic Boot, but do not run it yet.

5. Put the target disk back in the drive, then run Magic Boot. The drive will spin and your target disk will be converted.

6. Test the conversion by pressing the reset button. If all is well, the target program will load and run.

Magic Boot should work on any Commodore disk drive when used on the C=128 in 128 mode. If the target disk gets close to being filled or contains some large relative files, there's a chance the Magic Boot's magic will be undone. [Ed. Note: a public domain program, BOOT FIX will fix this problem - jbc]

MAGIC BOOT:

```
20DIMK(67)
30FORJ=1TO67:READK(J):CK=CK+K(J):NEXT
40IFCK<6318THEN?"ERROR! CHECK DATA":END
50OPEN15,8,15:OPEN8,8,8,"#"
60FORJ=1TO67:PRINT#8,CHR$(K(J));:NEXT
70PRINT#15,"B-W:"8;0;1;0
80CLOSE8:CLOSE15
81DATA066,077,000,000,000,000,000,042
82DATA000,234,234,234,234,165,174,141
83DATA016,018,165,175,141,017,018,076
84DATA027,011,169,007,133,208,169,147
85DATA141,074,003,169,151,141,075,003
86DATA169,082,141,076,003,169,085,141
87DATA077,003,169,078,141,078,003,169
88DATA153,141,079,003,169,013,141,080
89DATA003,096,001
```

Teaching English to Technology

by Tristan Miller

Ah, the wonders of modern technology. Already computers are able to perform such complex tasks as playing chess, composing beautiful music, and working out massive mathematical equations. But no computer is yet able to do something as simple as carry on a conversation with you.

This article discusses the various aspects of "artificial intelligence" and how they are utilized to develop a "talking computer".

The first need for a language computer came about during the early fifties, so the IBM corporation devised a simple word-for-word substitution program that would translate back and forth between Russian and English. But because the program only performed word-for-word translations, the results were often mistake-ridden, though often quite humorous.

"The child was suspended for misconduct" came out in Russian as "The child was hanged for juvenile delinquency". Another documented case involves a computer at a factory that kept referring to "water sheep". It was later found that it was speaking of the hydraulic rams.

One of the funniest ones involves a Soviet diplomat who wanted to tell an American official through the computer that the Americans were "behind" in delivering military supplies to Moscow. The American responded by telling the computer that Moscow was "behind" in letting them know when they were wanted. The Soviet's response came out "I have not come here to discuss my behind but your behind."

But other types errors also occurred. The computer could be confused by such sentences as "No electric passenger carrying vehicles beyond this point." It couldn't tell which was "electric", the passenger or the vehicle, and which was "carrying" which.

In the 1970s, these translation machines began inspiring microcomputer programmers to develop a "talking" computer program. One of the first of these programs was Eliza. Eliza is based on a project conducted at M.I.T. in 1971/72. A computer was programmed to carry on a conversation with a human being. It was found that many of the participants actually ended up revealing more of their inner thoughts and feeling to the computer than they would have to any real psychiatrist.

Sadly, Eliza is no more than a parser with a limited vocabulary for recognizing key words (I, you, me, do, be, am, dream, friend, name, and computer, among a few others...). A parser is a simple program designed to separate sentences into words, which Eliza then analyzes and responds to. Eliza will only respond to what you last typed in; it will not remember any previous sentences you enter, which makes it somewhat disappointing. However, the program is still enjoyable.

There are many, many variations of Eliza out there today. Thus far I know of five places where you might get your hands on her (it?). I have uploaded the PET/64 version to the BBS in the CUGS section, but for those of you who do not have access to a modem, I also have the program in the PET library. The fastest running Eliza I've seen is on the The Lycanthrope's Den BBS, where it has been made into an online game.

Many more Eliza-like programs soon followed it. But eventually programmers abandoned the concept of Eliza to take up a totally different endeavor: a program that will not only talk to you but also make up its own sentences, and even write jokes and poetry. That idea eventually became RACTER, a program made in 1982 by MicroSoft and revised in 1984 by INRAC.

The unique thing about RACTER is that its vocabulary is almost unlimited. When you type in a sentence, it analyzes it and determines which words are nouns, adjectives, verbs, prepositions, interjections, and adverbs. When it has determined the denomination of the word, it remembers it and stores it in its files to be recalled for later use in the program. For example, if you mentioned that you lived in "Saskatchewan", RACTER would sense the importance of that and store it. Then, maybe the next day, RACTER would ask

you how things are going in Saskatchewan, and ask you what there is to do there, etc.

Sadly, I know of no version of RACTER available for any Commodore computer, so your best bet would be to look for it on an M#-D#S system instead. Hopefully, once I am able to decode the program I may be able to rewrite it for the Commodore 64, as the program itself is only a few kilobytes.

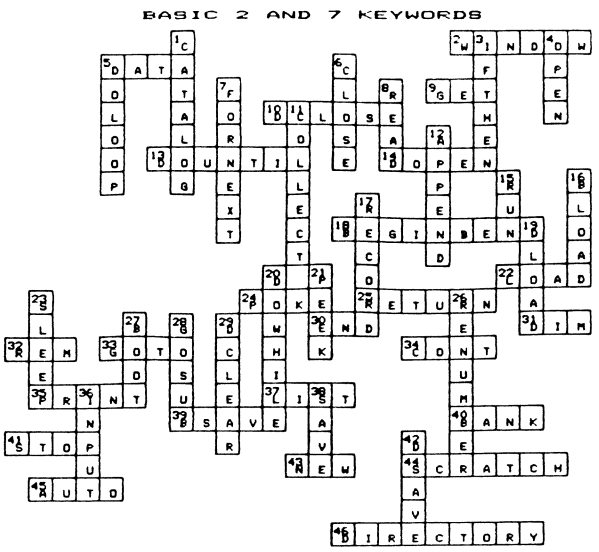
The last program I'm going to review is AVAIL, which appeared in the March 1985 issue of COMPUTE!'s Gazette. Basically AVAIL is a learning program. It is designed so that by entering simple sentences (in any language), the computer will eventually learn to speak fluently in that tongue. However, this would take an enormous amount of time, and most people are satisfied with the complexity and humor of the responses. I have uploaded AVAIL to the CUGS BBS in the CUGS section.

Although nobody has built a machine or made a program that will carry on an authentic conversation with someone, don't give up hope. I have included here a short program that is designed to randomly generate English sentences.

```
5 S$=CHR$(32)
10 FORX=1TO4:READA$(X):NEXT
20 FORX=1TO4:READB$(X):NEXT
30 FORX=1TO4:READC$(X):NEXT
40 FORX=1TO4:READD$(X):NEXT
50 FORX=1TO4:READE$(X):NEXT
60 FORX=1TO4:READF$(X):NEXT
70 FORX=1TO4:READG$(X):NEXT
80 FORX=1TO7:R(X)=INT(RND(-TI/37)*4)+1:NEXT
90?A$(R(1))S$B$(R(2))S$C$(R(3))S$D$(R(4))
S$E$(R(5))S$F$(R(6))G$(R(7))"."
100DATATHE,THAT,ONE,THIS,DOG,CAT,PERSON,C64,
SLOWLY,QUICKLY,INDIFFERENTLY
110DATA UNINTENTIONALLY,EATS,DESTROYS,LOVES,
CREATES,FIVE,SEVERAL,NO,THOSE
120 DATA SILLY,BROWN,HAPPY,FEARSOME,HOUSES,
WATER BUFFALO,PLATES,HORSES
```

The first seven lines read the data from lines 100-120 and store them in various strings. Line 80 generates 7 random numbers from 1-4, which are used in the following two lines to generate random words that form a sentence. Feel free to change the data statements to whatever words you like; just keep in mind that the first four must me singular determiners, the second four singular nouns, the next four adverbs, then verbs, then plural determiners, then adjectives and finally plural nouns.

Answer to Last Month's Crossword



Executive Meeting

taken by Jarrett Currie

Ken D. will now be the caretaker of the SID disks. The first 2 disks in the SID library will contain the SID players, both for the 64 and the 128. Garth S. will hold onto the backups disks for this library.

In January, 1993, a new disk catalogue will be introduced. Presented as a motion from Ken D. and seconded by Jim S., the catalogue will contain the listings from both the old and the new libraries. The catalogue will separate the 2 libraries for ease of reference.

To help offset the duplication cost of the new catalogue, as well as increasing our financial position, Ken D. moved to have the membership fees increased from $10 to $15 per year. Keith K. seconded the motion, and it was agreed to implement the increase on January 1.

Jim S. suggested that we investigate distributing the Monitor to the public libraries. To solicit new memberships, we will be including a membership application form on each of these newsletters.

Dave C. will continue to advertise the general membership meetings in the Leader Post.

Garth S. and Ken D. will investigate setting up a display at the Northgate Mall during October. A suggested, but unconfirmed date of October 3 was put forward.

The public domain disks that the Club has received from the United States will not be sold without first being categorized by the Club's Librarians. This was moved by Barry B. and seconded by Garth S.

The Garage Sale of May 23 was discussed.

Barry moved that the meeting be adjourned and Garth seconded this motion.

Feed the Editor Part II By Tristan Miller

Hello, everyone. This month I'm submitting a short story that I hope everyone will learn from. This fable is reprinted from the February, 1990 newsletter of the Scottsboro Commodore Users Group. The author's name was not given. Please read and take heed:

Once upon a time there was a little red hen who scratched about the barnyard until she uncovered some grains of wheat. She turned to the other workers and said:

"If we plant this wheat, we'll have bread to eat. Who will help me plant it?"

"We never did that before," said the horse, who was the supervisor.

"I'm too busy," said the duck.

"I'll need to complete training," said the pig.

"It's not in my job description," said the goose.

"Well, then, I'll do it myself," said the little red hen. And she did. The wheat grew tall and ripened into grain.

"Who will help me reap the wheat?" asked the little red hen.

"Let's check the regulations first," said the horse.

"I'll lose my seniority," said the duck.

"I'm on my lunch break," said the goose.

"Out of my classification," said the pig.

"Then I will," said the little red hen. And she did. At last it came time to bake the bread.

"Who will help me bake the bread?" asked the little red hen.

"That would be overtime for me," said the horse.

"I've got to run some errands," said the duck.

"I don't know how," said the pig.

"If I'm to be the only helper, then that is unfair," said the goose.

"I'll do it by myself," muttered the little red hen. And she did. She baked five loaves and was ready to turn them in to the farmer when the other workers stepped up. They wanted to be sure the farmer knew it was a group effort.

"It needs to be cleared by someone," said the horse.

"I'm calling the shop steward," said the duck.

"I demand equal rights," squealed the pig.

"We'd better file a copy," said the goose.

But the little red hen turned the loaves into the farmer all by herself. When the time came for the farmer to reward the effort, he gave one loaf to each worker.

"But I earned the bread myself," said the little red hen.

"I know," said the farmer. "But it takes too much paperwork to justify giving you all the bread. It's much easier to distribute it equally, and that way the others don't complain."

So the little red hen shared the bread, but her co-workers and the farmer wondered why she never baked any more.

Experts List

The following CUGS members have volunteered to be resident experts in some area of Commodore computing. If you have some expertise that may be of some assistance to other club members, please consider allowing your name to be listed here.

Wordprocessing

Paperclip (to version E)	Jarrett Currie	757 2391
Paperclip (any version)	Ken Danylczuk	545 0644
Pocket Writer	Barry Bircher	543 8840
Pocket Writer	Real Charron	586 1843
Fontmaster II	Michael Rodgers	728 2595
Pocket Writer V 1.20	Tristan Miller	586-2036

Spreadsheets

Pocket Planner	Barry Bircher	543 8840
Better Working SS	Ken Danylczuk	545 0644

Databases

Pocket Filer	Barry Bircher	543 8840
Oracle (Consultant)	Ken Danylczuk	545 0644

Communication

Desterm 2.0	Barry Bircher	543 8840
Desterm 2.0	Jarrett Currie	757 2391
Library files	Barry Bircher	543 8840
Novaterm 9.3	Tristan Miller	586-2036

Music/Sound

(Most)	Ken Danylczuk	545 0644
Stereo Sid Editor	Michael Rodgers	728 2595
Enhanced Sid Player	Michael Rodgers	728 2595

Languages

Forth	Ken Danylczuk	545 0644
Pascal	Ken Danylczuk	545 0644
ML (machine language)	Ken Danylczuk	545 0644
ML (machine language)	Barry Bircher	543 8840
BASIC (2.0-7.0, files)	Ken Danylczuk	545 0644
LOGO	Tristan Miller	586-2036

Graphics

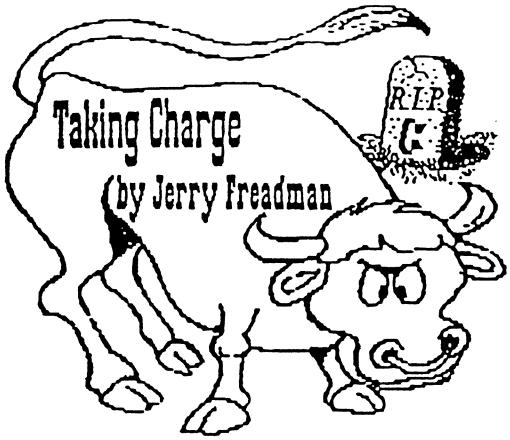
Print Shop/Master	Ken Danylczuk	545 0644
Koala Painter/Printer	Ken Danylczuk	545 0644
Turtle Graphics	Tristan Miller	586-2036
Doodle!	Tristan Miller	586-2036

Hardware

Disk Drive Maintenance	Ken Danylczuk	545 0644

GEOS

GEOS 64	Jarrett Currie	757 2391
GEOS 128	Barry Bircher	543 8840



I'm sick of hearing the Commodore 8 bit computer is dead. Take a look around. See any Commodore head stones? I don't. In fact just the opposite. We are now seeing some of the best products ever put out for Commodore. Yes there is a force that wants to brain wash us into thinking the 8 bit is dead. But the true matter of the fact is, there is only 1 factor that will ever kill the Commodore machine. And that factor is you, my friend, and you alone.

We are seeing products such as CMD's hard drive, RamLink, & RamDrives. REU's are getting bigger & cheaper. Hand scanners are now available.

It's time you took charge of your own destiny. The products are there. The support is there. Now it's time for you to be there. What can you do? Lots of things! The No.1 priority is to support those who have been dedicated supporters of you. Like RUN magazine, LoadStar, ReRun, User Groups. Just subscribing isn't enough. Get active in it. It doesn't matter how much or little you know. The fact is you have an opinion, voice it. These publications & groups are crying for feedback, so they know what you want. Let them know. Make suggestions, comments, ask questions. In short tell them what you want. **TAKE CHARGE.** Stop being a couch potato. Stand up & be counted. You are the force behind the scene. You and you alone will make or break the 8 bit. There's 13 million C64's out there. The force is there, lets see it.

When you come across an exceptional program. Let others know about it. Show it off. Write in about it. Don't keep it a secret. Share your knowledge. It all comes back to you.

A very good example would be FGM. This program "The Fun Graphics Machine" could very well be the rebirth of the 8 bit machine. This is where you come in. If you are knowledgeable of it, share that knowledge. If you aren't, request more information on it. Ask your User Group to include articles on it's use. Ask major publications to run articles on it like they do GEOS. Request disk publications to include hints, demos, fonts, graphic, clip art & templates for it. If enough people request it. It will be done. FGM is just one example. There are many other exceptional programs, and products that need the same support.

One of the biggest killers of the 8 bit is piracy. If you like and use a program. Support the author, buy it. That will insure more fine products to follow. If a programmer is starving, he's going to start flipping hamburgers eventually. Then who really looses. That's right, you and me.

Do your part. Make your presence known. Let the market know what you want and expect. A stamp, an envelope and 10 minutes can get a lot done. Speak up at User Groups. Don't be content to be led around like sheep. You'll never get what you want if no one knows what you want. Publications are screaming for your input. You are the force my friend. Never believe different. So put the shovel away. The Commodore is alive and strong. And you can make it even stronger. Just do it. In short, grab the bull by the horns.

This article was put together with The **Fun Graphics Machine v.6**, by importing graphics from **Print Shop**, **Printmaster**, and **MacPaint** to 64 clip art. And importing GEOWRITE screens. Fonts used were Macintosh & Callaghan. Article is printed at 120 dpi, with screens linked 3 across and 3 down.

Challenge to one and all. Get active. Make the Commodore 64 & 128 all it can be.

Long Live the 8 bit...

Jerry

Regina, Sask. Canada — BULLETIN BOARD LIST (Area Code 306) — April 27, 1992

Public Access systems:

System Name	Number	BPS	Software	CPU	Flags
Abyss	586-7279	2400	TAmiga 1.1	A	
Alpha Colony II	545-8342	2400	RA 1.11	P	F I Q 1
Attic	352-0472	2400	Telegard 2.7	P	
B.B.C.	586-9571	9600	Wildcat 3.02S	P	
Beach House	729-4185	2400	Virtual 5.42NR	P	
Beeker Box	569-3183	2400	RA 1.11	P	F
Bit Bucket	352-3236	2400	Fido 12t	P	F
Buccaneers Den	352-2477	2400	Opus 1.14	P	
Crystal Visions	586-6790	2400	RA 1.11	P	F
C.U.G.S.	543-7683	2400	EBBS 4.6	C	
DataForce	585-1958	14.4K	RA 1.11/P	P	F H Q
Extreme Outer Limits	545-0417	2400	Wildcat 3.02S	P	F Q
FACT I	757-7278	9600	Wildcat 3.02M	P	Q 9
FACT II	757-4284	2400	Wildcat 3.02M	P	Q
Fernando's Retreat	585-0298	14.4K	Opus 1.73	P	F H
Girk Dently's Holistic	789-9909	2400	Fido 12u	P	F
Green Zone	789-7652	2400	Maximus 2.01	P	F Q 1
Ice Breakers LTD	789-5689	2400	Maximus 2.00	P	F I Q
Impossible Missions	569-9705	2400	RA 1.11	P	F I
Line Feed	585-0044	2400	TAmiga 1.1	A	
MEBBS][	775-1437	2400	TAmiga 1.11b2	A	F
Missing Link	775-1512	14.4K	PCBoard 14.5	P	H
Narthex	545-8163	14.4K	Opus 1.73a	P	F
Polestar	586-1551	14.4K	RA 1.01	P	B FGH MP
Pool Hall I	586-0922	14.4K	PCBoard 14.5a	P	H
Pool Hall II	586-8490	14.4K	PCBoard 14.5a	P	H
RAT III	949-6105	14.4K	Turbo ST 2.1.9	S	C H
Regina FIDO I	777-4493	14.4K	Fido 12u	P	F H
Regina FIDO II	569-0271	9600	Fido 12u	P	F H
Ronchy's Pleasure Dome	949-8486	2400	RA 1.11	P	F
Sewer Rat's Domain	522-1959	14.4K	Turbo ST 2.1.9	S	C H Q
Scouts Own	777-2998	2400	RA 1.11+	P	F Q
Snake Pit	569-2886	9600	GT Power 16.00	P	H
Superboard	789-8682	9600	PCBoard 14.5a	P	K 1
SwitchBlade	949-2110	2400	RA 1.11	P	B F
Tee Wun Kay	779-1237	14.4K	Opus 1.73a	P	F H
Terminal Velocity	731-3873	2400	RA 1.10	P	1
The Pantry	789-8169	2400	RA 1.11	P	
The Q	584-2916	2400	LNA 4.16b	P	
Titan's Realm	949-8692	2400	Opus 1.73a	P	F
TTL Computer Concepts	522-3233	2400	RA 1.11+/C	P	
USS Galifrey	949-6032	2400	RA 1.11	P	B F I Q
Wedge NET BBS	352-3434	14.4K	Wildcat 3.02S	P	F H Q 1

Commercial Services:

System Name	Number	BPS	Software	CPU	Flags
Atmospheric Environment	780-6049	9600	Wildcat 3.02M	P	
DLC-West {10 Lines>	352-9378	14.4K	DLCBBS 4.0	P	H K R
Micro City {16 Lines>	584-0747	2400	MCBBS	P	R
Unibase 1200	789-0709	1200		U	
Unibase 2400	789-0715	2400		U	

Dataswitches & Dial Ports:

System Name	Number	BPS	Flags	Notes
Datapac	565-0111	300		
Datapac	565-0181	1200		
Datapac	565-6000	2400		
DataReach	1-995-3333	2400	7	
Regina Public Library	347-0463	9600	7	GEAC Catalog Only
University of Regina	586-5550	2400	7	8N1 after Develswitch

Flag Definitions:
H - USR HST Std. High Speed Modem
K - CompuCom Std. High Speed Modem
R - Multiple call lines (rotary switch)
1 - Minimum 1200 bps long on
7 - 7,E,1 modem settings
9 - 9600+ logins only

CPU Definitions:
A - Amiga
C - Commodore 64/128
P - IBM PC (or compatible)
S - Atari ST
U - Unix

Network Affiliations in "Flags" Field:
C - CrossNet/FoReMnet
F - FidoNet
G - GateNet
I - IMex
M - MufoNet
P - ParaNet

Offline Mail Support in "Flags":
B - Blue Wave
Q - QWK Mail
X - Xpress Mail

LATE BREAKS ...

Singing in the Rain, or Snow, or Sunshine, or Just About Any Weather

by Ken Daryleczuk

The club recently received a large number of SIDPLAYER disks, both MONO and STEREO. As 128 Librarian, I offered to help collect and organize the club's SID collection. It took me the better part of two months to get our collection in order, but the effort has been (I hope) worth it. The club has an accurate, sorted listing of all the SIDs at our disposal. In order to KEEP the collection sorted and orderly, in the face of the possibility of HUNDREDS MORE SID files to come our way (that's a SERIOUS estimate), the executive have agreed to REISSUE the SID song files IN ALPHABETICAL ORDER. Thus, the SIDPLAYERs for the C64 AND the 128 will be found on SID disk #1; SID utilities for either will be found on SID disk #1 or #2 (depending on disk room). The remaining SID disks as you know them will be DELETED and, starting with SID DISK #3 we will be issuing 3 or 4 NEW SID disks each month until we've added them all. STEREO SID music will be distributed as its own set (one a month for now), also in alphabetical order. I will have a list of all MONO and STEREO SID music available in September for members to 'pick and choose' on a trial basis. If you find duplicate songs with different titles, or if you find some SID tunes we DON'T have, please let us know and donate any new material at the next meeting. I've tried to 'test play' everything before I add it to the disks, but let me know if I goof. I'd rather have a good 'clean' collection than a prideful manner! The listings for the first 4 MONO and the first STEREO SID disks appear elsewhere in this supplement.

REMEMBER: YOU MUST HAVE AT LEAST SID DISK #1 WITH THE PLAYERS IN ORDER TO USE ANY OTHER SID MUSIC DISKS.

Best of Two or Three Worlds

by Ken Daryleczuk

When last you left this intrepid explorer I was just finished turning on my machine and its peripherals in a variety of ways for a variety of purposes. Well, as you rightly assume, the machine's been on quite a while now and I've begun to explore the machine's "native tongue" (a.k.a. MS BASIC 7.0). This segment of my journey may take an article or two - BASIC's a VERY POWERFUL programming language, and BASIC 7.0 is the BASIC all Commodore's should have had!

In spite of my 128's inflated memory I'm still a C64er at heart so I'll be exploring BOTH C64 BASIC and 128 BASIC, showing similarities, troublesome differences (believe me, 7.0 don't necessarily rhyme with 'heaven'), and showing quick ways to get similar functions from both BASICs. Part of my "voyage of discovery" has been the REdiscovery of several BASIC commands (found on BOTH machines) and new ways to use them.

First, some comments for the 64'ers on the '7.0 not rhyming with heaven' all the time. What you're used to on the C64 (if you program) is 95% what you have on the 128. Actually, you have MORE BASIC commands, but that's a blessing with a tiny curse. Because you have new commands and functions, the 'old' shortcuts don't always work. If you're used to entering programs using the ABBREVIATED BASIC commands BEWARE! Some of the BASIC 7.0 abbreviations are DIFFERENT from their BASIC 2.0 cousins, and you could wind up with a few 'SYNTAX ERRORS' if your memory lapses for a moment while typing. Also, the variable DS$, which has special significance to the 128, is just another variable to the C64! Take a LONG look at the list of 'illegal' variables before you write or transfer programs.

To get you going, how about some 'goodies' to help you program (or at least to help you REdiscover some old BASIC friends)?

Using WAIT to check joystick firebutton input:

```
10 PRINT"HELLO ";
20 WAIT 56320,16,240 ('56321' FOR PORT 1)
30 PRINT"A MINUTE?"
```

(for BOTH machines)

WAIT145,16,16 (JYSTK 1) or WAIT56464,16,16 (JYSTK) also works!

Also for either machine, didya ever wonder how those pros clear the screen and then give a neat directory?? No?? Then don't bother trying the format sequence below:

```
OPEN15,8,15,"N0:"CHR$(141)CHR$(147)CHR$(5)
"[DISKNAME],[DISKID]":CLOSE15
```

You might make it work with jiffy formatters by including the CHR$ codes as part of a variable attached to the front of the name - I didn't have time to try it.

For C64ers only: Ever REALLY needed to examine a directory with a HUGE program loaded? That's one of the most envious things about the 128 with its non-destructive DIR command! This 'fake' for the C64 works beautifully:

In direct mode type 'POKE 44,PEEK(46)+1' then 'LOAD"$",8' as you normally would. LIST and examine the directory to your heart's content. When you're ready to return to your loaded program simply type (in direct mode) 'POKE 44,8' and - voila! - it's Ba-a-ack!

One more 'fake' for the C64 for today - an 'almost' NO SCROLL key. It's a good idea to clear your screen before you issue this command. Ever wanted to scroll slower than the CONTROL key allows? Try this POKE series and you can CHOOSE your scrolling speed (0 = REAL slow!) RUN/STOP+RESTORE restores all to normal:

POKE 56324,28:POKE56325,[0,1,2 - I prefer 2], then LIST to your heart's content.

For the C64 "drive your friends crazy department", try these quickies:
POKE 56341,[1-255] (now move the cursor

around). IF you're REALLY into going insane - do the above and then POKE 650,[128-255]. RUN/STOP+RESTORE resets it all!

FORX=0TO1000:POKE53280,[0-15]:POKE53280,[0-15]:NEXT

FORX=0TO1000:FORJ=0TO[15-31]:POKE53270,J:NEXTJ:NEXTX

And for you 128ers who are probably feeling neglected:

Not many 128ers know that [ESC][ESC] cancels the infamous QUOTE MODE.

Also somewhat ARCANE is the [ESC]+V and [ESC]+W commands which SCROLL the SCREEN WINDOW UP (V) or DOWN one line (W).

The 80 column mode is truly fascinating. Here are two interesting "things" I played with this week:

Position the cursor anywhere on the 80 column screen with: SYS [byte 1],18:SYS62684,[byte 2],19 [byte 1] moves the cursor 1 column to the right (up to 255) and [byte 2] moves the cursor 256 columns (This takes some calculating, but it lets you put the cursor where you want it on the 80 column screen).

The following command places any 80 column character at the cursor position, moving the cursor to the right after the character is printed: SYS 52648,[char. code],31

New Sid Disks

<MONOSID.1 M1

A BABY.MUS
A BABY.WDS
A BAD NAME.MUS
A MINOR.MUS
A N I M A L.MUS
A N I M A L.WDS
A-TEAM.MUS
ABACAB.MUS
ABACAB.WDS
ABC SONG.MUS
ABC SONG.WDS
ABRAHAM/JOHN.MUS
ABRAHAM/JOHN.WDS
ADESTE.MUS
ADESTE.WDS
ADORATION.MUS
ADORATION.PIC
ADORATION.WDS
AFTERTHERAIN.MUS
AFTERTHERAIN.WDS
AGAIN.MUS
AGAIN.WDS
AGAINST/WRLD.MUS
AGAINST/WRLD.WDS
AINT HEAVY.MUS
AINT2.MUS
AIRWOLF.RMX.MUS
ALADY.MUS
ALBUMLEAF.MUS
ALL HIGH.MUS
ALL HIGH.WDS
ALL NIGHT.MUS
ALL NIGHT.WDS
ALL WE KNOW.MUS
ALL WE KNOW.WDS
ALLEG-SUITE3.MUS
ALLEG2SUITEV.MUS
ALLEGLXXIII.MUS
ALLEGRO DMIN.MUS
ALLEGSUITEX.MUS
ALLOUTOFLUV2.MUS
ALONE.MUS
ALONE.WDS
ALWAYS.MUS
ALWAYS.WDS
ALWAYSAWOMAN.MU
AMANDA.MUS
AMANDA.WDS
AMAZ'N GRACE.MUS
AMAZ'N GRACE.WDS
AMERICA.MUS
AMERICA.WDS
AND SHE WAS1.MUS
AND SHE WAS1.WDS
ANGEL FLYING.MUS
ANGELS.WDS
ANGLES.MUS
ANY WAY/KISS.MUS
ANYWHERE.MUS
ARKYARKY.MUS
ARKYARKY.WDS
ARMAGEDDONIT.MUS
ARMAGEDDONIT.WDS
AS TEARS.MUS
AS TEARS.WDS
AULD.MUS
AXELF.MUS

<MONOSID.2 M2

ABRACADABRA.MUS
ABRACADABRA.WDS
ACCORDIAN.MUS
ADDICT/SPUDS.MUS
ADDICT/SPUDS.WDS
ADDICTED.MUS
ADDICTED.WDS
AFT/DELIGHT.MUS
AFT/DELIGHT.WDS
AFTER/RUSH.MUS
AFTER/RUSH.WDS
AGAINST ODDS.MUS
AGONY.MUS
AGONY.WDS
AIR G STRING.MUS
ALBUMLEAF.MUS
ALL IN FAM.MUS
ALL IN LOVE.MUS
ALL MY LOVIN.MUS
ALL OF ME.MUS
ALL THROUGH.MUS
ALL THROUGH.WDS
ALL YOU NEED.MUS
ALL YOU NEED.WDS
ALL/DREAM.MUS
ALL/GAME.MUS
ALL/GAME.WDS
ALLEY CAT.MUS
ALLEY CAT.WDS
ALLEYCAT2.MUS
ALMOST/ALL.MUS
ALMOST/ALL.WDS
ALOHA OE.MUS
ALOHA OE.WDS
ALONE-AGAIN.MUS
ALREADYGONE.MUS
ALWAYS/MIND.MUS
ALWAYS/MIND.WDS
AMADEUS.MUS
AMAZING.MUS
AMAZNG GRACE.MUS
AMERICA.PIC
AMERICAN PIE.MUS
AMERICAN PIE.WDS
AMERICAN.MUS
AMERICANTUNE.MUS
ANGEL EYES.MUS
ANGEL.MUS
ANGLS ON HI.MUS
ANNS SONG.MUS
ANXIETY/WUF.MUS
ANYWAY YOU.MUS
APR SHOWERS.MUS
AQUARIUS.MUS
ARC/DIVER.MUS
ARGENTINA.MUS
ARGENTINA.PIC
ARIA VARIATA.MUS
ARNE/6.MUS
ARRIVEDERCI.MUS
ASIA MINOR.MUS
ASPENGLOW.MUS
ASPENGLOW.WDS
ASSURANCE.MUS
AT THE HOP.MUS
ATEAM.MUS
AVE MARIA.MUS
AXEL F.MUS

<MONOSID.3 M3

AMERICA BEAU.MUS
AMERICA BEAU.PIC
AMERICA BEAU.WDS
ANNIVERSARY.MUS
ANNIVERSARY.WDS
ANY OLD TIME.MUS
ANY OLD TIME.WDS
AWAY/MANGER.MUS
AWAY/MANGER.WDS
B FLAT MAJOR.MUS
BACH LARGO.MUS
BACH/MIN G.MUS
BACHALLBFLAT.MUS
BACHALLGMIN.MUS
BACHBOURII.MUS
BACHCMINOR.MUS
BACHTPFUG1.MUS
BACK/BLACK.MUS
BACK/BLACK.WDS
BACKINUSSR.MUS
BADINERIE.MUS
BADMEDICINE.MUS
BADMEDICINE.WDS
BAGPIPE.MUS
BALLS/FIRE.MUS
BARCAROLLE.MUS
BARRACUDA.MUS
BARRACUDA.WDS
BASS ARIA.MUS
BATMAN/EX.MUS
BATMAN/EX.WDS
BATTERY.MUS
BEERBARREL.MUS
BENNIE JETS.MUS
BITSDUST.MUS
BLACK DOG 3.MUS
BLACK MAJIK.MUS
BLACK WHITE.MUS
BLACKWATER.MUS
BLACKWATER.PJJ
BLACKWATER.WDS
BLUEYES/RAIN.MUS
BOLERO.MUS
BOLERO.MUS
BUBBLE BUTT.MUS
BUBBLE BUTT.WDS
BUDWEISER.MUS
BUDWEISER.PIC
BUDWEISER.WDS
BUGS BUNNY.MUS
BUGS BUNNY.PIC
BUGS BUNNY.WDS
BYEBYE.MUS

<MONOSID.4 M4

B-FSON-II.MUS
BABE.MUS
BABY FACE.MUS
BABY FACE.WDS
BABY GRAND.MUS
BABY GRAND.MUS
BABY GRAND.WDS
BABY WANT.MUS
BABY WANT.WDS
BABYWALK.MUS
BACH DOUBLE.MUS
BACH T AND F.MUS
BACH.MUS
BACH/PRLUDE2.MUS
BACHMEDLEY.MUS
BACK IN USSR.MUS
BACK IN USSR.WDS
BACK/LIFE.MUS
BACK/LIFE.WDS
BACKDOOR.MUS
BACKDOOR.WDS
BAD.MUS
BAD.WDS
BALLERINA.MUS
BALLERINA.WDS
BEATLESSUN.MUS
BEETHOVEN.MUS
BELONG/ME.MUS
BELONG/ME.WDS
BEST OF ME.MUS
BEST OF ME.WDS
BETCHA SAY.MUS
BETCHA SAY.WDS
BIG CAGE.MUS
BIRDS.MUS
BLOWIN WIND.MUS
BOND.MUS
BOTH SIDES.MUS
BOTH SIDES.WDS
BOUREE.MUS
BOURREE/RMX.MUS
BOURREE996.MUS
BRAND.3-1.MUS
BRAND1-3.MUS
BRANDENBURG4.MUS
BRANDY.MUS
BRANDY.WDS
BREAKURHEART.MUS
BREAKURHEART.WDS
BRICKWALL.MUS
BRN EYD GIRL.MUS
BRN EYD GIRL.WDS
BUILT/CITY.MUS

<STEREOSID. S1

A BABY.MUS
A BABY.STR
A BABY.WDS
A INTERLUDE2.MUS
A INTERLUDE2.STR
A INTERLUDE2.WDS
A INTERLUDE1.MUS
A INTERLUDE1.STR
A INTERLUDE1.WDS
A NEW WORLD.MUS
A NEW WORLD.STR
A NEW WORLD.WDS
A PREL/FUDGE.MUS
A PREL/FUDGE.STR
A PREL/FUDGE.WDS
A SARAS BAND.MUS
A SARAS BAND.STR
A SARAS BAND.WDS
A SONATA.MUS
A SONATA.STR
A SONATA.WDS
AFTER/XMAS.MUS
AFTER/XMAS.STR
AFTER/XMAS.WDS
AGENT.MUS
AGENT.STR
AGENT.WDS
AIRLINE MED.MUS
AIRLINE MED.STR
AIRLINE MED.WDS
ALIGNMENT.MUS
ALIGNMENT.STR
ALLENTOWN.MUS
ALLENTOWN.STR
ALLENTOWN.WDS
ALWAYS/WOMAN.MU
ALWAYS/WOMAN.ST
ALWAYS/WOMAN.WD
AMERICA.MUS
AMERICA.STR
AMERICA.WDS
ANGELS.MUS
ANGELS.STR
ASPENGLOW.MUS
ASPENGLOW.STR
ASPENGLOW.WDS
AXELF.MUS
AXELF.STR
BABY ELEPHN.MUS
BABY ELEPHN.STR
BALLET/CHIK.MUS
BALLET/CHIK.STR
BE.MUS
BE.STR
BE.WDS
BILLY.MUS
BILLY.STR
BILLY.WDS
BLINDED/SCI.MUS
BLINDED/SCI.STR
BLUE TANGO S.MUS
BLUE TANGO S.STR
BORN TO LOSE.MUS
BORN TO LOSE.STR
BROKEN WINGS.MUS
BROKEN WINGS.STR
BROKEN WINGS.WDS