

TPUG Newsletter

Views and News of Toronto Pet Users Group, Inc.

5334 Yonge Street, Box #116

Willowdale, Ontario, M2N 6M2

(416) 253-9637

Volume 5, Number 3

Spring 1994

From the President -

Hello TPUG Friends -

This is my first column since being elected president of TPUG. I've served two terms as vice-president and have been associated with TPUG and Commodore computing since the days of the VIC 20. Of course, TPUG was around for several years before that and I have no doubt that it will be around for many more to come.

In those coming years, TPUG will continue to serve its members by providing a vehicle for communicating ideas, inspirations and solutions to problems (as well as just plain computing fun) for users of all Commodore computers.

A growing number of those users will come into TPUG because they have acquired a Commodore computer that is not currently on the market - perhaps an 8032 PET or a VIC-20. Other TPUG members will be keeping their first computer - maybe a C64 - even though they have acquired the latest Amiga. Because TPUG is a rich storehouse of information no longer available from Commodore or other sources (along with its large software library), these 'older computer' users will find our group to be a beacon in the night.

I hope that TPUG can continue to develop along these lines in addition to being on top of the latest hardware and software developments.

Ian McIntosh, my immediate predecessor, did an excellent job of steering and stabilizing TPUG through and out of difficult times. The club now operates on a solid foundation and it is Ian's good work (and that of his Board) that will make it easier to achieve whatever future success we may have. Thanks Ian!

I'm looking forward to an expansion of our software libraries and a regular publishing schedule for the newsletter as two items of success!

As I'm writing this, TPUG is about to put on its first Swapmeet at the Westside meeting location (the previous ones at the York Public Library were all successful) and also we are about to begin the 1994 computer show season (after concluding 1993 with a three good days at the World of Commodore Amiga (Toronto). You will be reading reports on these and other activities in upcoming issues of the newsletter.

Until then - Happy Computing (and may your power supply never die).

Ernie Chorny

For users of all
Commodore Computers :

* **PET/CBM**

* **SuperPet**

* B-128

* **VIC 20**

* **Commodore 64**

* PLUS-4

* C-16

* **Commodore C 128**

* **AMIGA**

PC/MS-DOS

* **Registered products of
Commodore Business
Machines, International**

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Member Information

Voice Info

(416) 253-9637

Please leave a message

Membership Rates

| | |
|---------------------|---------|
| Canada | \$25 |
| USA | US \$25 |
| International | US \$30 |

Board of Directors

| | |
|----------------------|-------------------|
| President | Ernie Chorny |
| Vice President | John Easton |
| Secretary | Ian McIntosh |
| Treasurer | Carl Bannenberg |
| Director | Al Farquharson |
| Director | Hermann Hartmann |
| Director | Jéan Paul Joly |
| Director | Tom Luff |
| Director | Paul Kreppenhofer |
| Director | Dug Rodger |
| Director | George Skinner |

Librarians

| | |
|-----------------------------|-----------------|
| Head Librarian | Ian McIntosh |
| Amiga | George Skinner |
| and Paul Kreppenhofer | |
| CP/M | Dug Rodger |
| C128 | John Schilcher |
| GEOS | Steve Gurdi |
| C64 | Steve Gurdi |
| C64 Education .. | Bill Cumberland |
| VIC 20 & Comal ... | Ernie Chorny |
| Plus/4 | Al Weinstein |
| PET/CBM/SuperPet | John Easton |
| PET & C64 Education | John Easton |
| MS-DOS | Carl Bannenberg |

Support

| | |
|------------------------|-----------------|
| Mail | George Skinner |
| Disk Orders | Librarians |
| Member Records | Carl Bannenberg |
| Meetings | Wilf Meisner |
| and Ernie Chorny | |
| Shows | Ian and Dug |
| Publicity | |
| BBS 1 SysOp | Sylvia Gallus |
| BBS 2 SysOp | George Skinner |
| Q-Link SysOp | Dug Rodger |
| CRS SysOp | Dug Rodger |

Newsletter

Editor - John Easton ... 251-1511

Meeting Schedule

C-128: First Tuesday of the month.

Contact - Ernie Chorny - (905) 279-2730
or Dug Rodger - 588-9071

Amiga Central: Second Tuesday of the month.

Contact - Carl Bannenberg - 241-7908

GEOS: Third Tuesday of the month. *Note - this meeting lacks a co-ordinator should it continue?* Contact - Dug Rodger - 588-9071

C-64: Fourth Tuesday of the month.

Contact - Wilf Meissner - 789-4335
or Dug Rodger - 588-9071

All of the above meetings commence at 7:30 p.m. in the York Public Library, 1745 Eglinton Ave. W. (just east of Dufferin), in the Auditorium or Story Hour Room.

Westside and Amiga West: Third Thursday of the month at Alderwood United Church, 44 Delma Drive. Delma Drive is just west of and parallel to Browns Line, south of the Queen Elizabeth Highway, north of Horner Avenue. From the west, exit QEW at Evans Avenue, east on Evans to 2nd stoplight, south on Gair to Delma Drive. From the north or east, follow signs from QEW or Hwy. 427 to Browns Line, exit right to Evans Avenue, turn south on Gair (first stoplight) to Delma.

Contact - Ernie Chorny - (905) 279-2730

TPUG BBS

PunterNet Node 2

(905) 273-6300 (8N1)
24 hours a day, 7 days a week

TPUG BBS - 2

(416) 733-4880 (8N1)
24 hours a day, 7 days a week

TPUG on Quantumlink

*The TPUG SIG is located in the Commodore Information
Network's User Group Support Center
TPUG contact is TPUGMAIL*

Canada Remote Systems (CRS)

*TPUG conference via "J 74"
TPUG contact is TPUG SYSOP*

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Articles, letters, tips, questions, art, etc. are welcome. Send hardcopy or disks "Attn: TPUG Newsletter", or use our BBS's, PCPN, Q-Link or CRS. Advertisements are also welcome. Member's small ads are free. Commercial ads are \$200 per page with a \$25 minimum.

Notice to new owners of SuperPet and CBM 8296 machines

TPUG has copies of the Waterloo LANGUAGE DISKS (3 in 4040 format) as supplied with the SuperPet on original purchase. TPUG has the EXECUDESK disk (8050 format) as supplied with the CBM 8296 on original purchase. These disks are an integral part of the operating systems of the above machines and since Commodore insists on referring owners of these machines to TPUG for service, we have added these somewhat proprietary (and also virtually unobtainable) disks to our library - all part of the TPUG mandate of service to our members.

A Word from your Editor

I don't usually add much to these newsletters by way of comment, but in this case I at least owe our readers an apology. This issue is far overdue, partly through my own activity in other areas, partly through waiting for articles and disk listings which never arrived, partly because of a somewhat selfish tradition of desiring to include only original articles in the Newsletter.

We could probably, by picking articles from other newsletters produce something for you on a much more regular basis. We should by now have a sufficient backlog of new Disk Listings to virtually fill an entire issue. However, what I'd most like to see is some active input from our readers and members. If you write it, I'll put it to paper - and as soon as we have the next issue together, out it goes - that's a promise.

Remember (with apologies to the originator) TPUG-R-US

John Easton

TPUG News

1993 Annual Meeting

The 1993 Annual General Meeting was held October 19 at York Public Library. In addition to the 16 members and 2 non-members, there were 4 proxy votes.

In the President's Report, Ian McIntosh listed some accomplishments and improvements in the club since the previous year, like stopping the membership loss, and some problems still to be solved, especially the small number of active volunteers.

Carl Bannenberg, Assistant Treasurer, presented a preliminary Financial Report showing a loss of about \$700. (Later corrections brought it to approximately break even.)

Carl also presented the Membership Report, including a description of how memberships are processed. The club size was 213 members, unchanged since July 1992.

Other reports included Publicity, Libraries, Shows, Chapter Meetings, BBS, and Nominating Committee.

Because there were 6 vacancies, all 4 nominees were acclaimed. Tom Luff joined the Board, while Al Farquharson, Ian McIntosh, and Dug Rodger were reappointed. Directors midway through their two year terms were Carl Bannenberg, Ernie Chorny, John Easton, Jean Paul Joly, Paul Kreppenhofner, and George Skinner.

The election of officers was not held during the Annual Meeting (the janitor was waiting to lock up). At the November 11 Board Meeting, the officers were elected:

Ernie Chorny President
John Easton Vice-President
Ian McIntosh Secretary
Carl Bannenberg Treasurer and Membership Secretary



At the World of Commodore. December, 1993. Left to right, President Ernie Chorny chats with two of our volunteer crew in the TPUG booth, Paul Kreppenhofner and Ernie McMahon.

World of Commodore Report

The AMIGA 4000 is declared a 'remarkable success', Commodore's major problem being the ability to manufacture enough of them. The 4000 is the power behind the Video Toaster 4000 systems being used in production of such TV series as sea-Quest DSV and Babylon 5.

Jim Dionne, president, as of September, 1993, of CBM's U.S. operations hopes that the new CD-ROM unit, CD³² will become the next Commodore 64. CD³² is capable of using virtually all of the CD-ROM formats on the market, music included, with little or no optional equipment needed. The cost to make a CD-ROM is less than that to make a cartridge, so this should help CD³² compete with Nintendo and Sega. A couple of add-ons will make it a full-fledged Amiga computer.

CD³² was first introduced in England in July. Limited areas will have the CD³² for sale by Christmas, and after the January Consumer Electronics Show, it will be available for sale nationally. The new Philippine manufacturing plant is making 20,000 units a week.

Many of you have already heard of Commodore's posted loss this year. Jim Dionne listed several reasons for this: economic slowdown and IBM clone price wars in Europe (80% of CBM's sales are in Europe), the strengthening of the U.S. dollar, and write-downs in the value of inventory of older models of Amiga.

Because of this, Commodore had to take some unpleasant steps: quite a few layoffs, dropping a few of their projects in favour of the CD³², dropping the European IBM clone market to concentrate on the Amiga, and placing a new emphasis on profitability. In addition to the new Philippine plant, Commodore has switched from direct dealers to five sales-distribution centres, and outsourcing after-sale service, warehousing and shipping to other companies.

Some people have said that this is a good time to buy stock in Commodore, but only if you can afford the risk. The potential is there for a great success with the CD³² unit, especially with the reasonable lower price it is expected to have (\$480.00 Canadian). Commodore has invested heavily in CD³², so the potential for a big failure is also there. (Commodore estimates that over 300,000 units have been sold as of January, 1994.)

The CD³² runs with the 68EC020 @ 14Mhz, AGA chip set (256 on screen colours, with a palette of 16.8

million), Kickstart 3.1, 2MB 32-bit RAM, 1 MB Operating System ROM and most importantly a VLSI chip labelled as: "Special custom chip. Controls the CD drive and handles the chunky to planar pixel conversion." This chip allows graphics developed for a chunky pixel based machine to be ported straight to the Amiga without any conversion. This means that developers can use either chunky or planar graphics, whichever suits them best.

Acknowledging input from Tri-City Commodore Computer Club, Richland, WA. and The VIEW, Pacific Northwest Amiga Association, Surrey, BC.

Abortion affects TPUG members

At least three TPUG members have adopted the aborted offspring from Commodore. Ernie Chorny, Dug Rodger and myself now possess a C=65 computer. Commodore dropped these computers in order to further develop the Amiga line.

The C65 is a faster version of the C64, with more memory, more colours, a reset button, basic 10 and a built-in 3.5 inch disk drive (strapped in parallel to the CPU). It is similar in design to the C128 except there is a disk drive where the numeric keypad would be. It also has two main operating modes, the C65 mode and C64 mode.

We suspect there may be other members out there, or friends of members, who own C65s. Send me your name, address and telephone number so I can compile a list and as we obtain information, we can pass it on to you. In the meantime, if you find information, please send it to us and we will share it with the others. If anyone still needs a 115 volt power supply, I have information about a small limited number of them. Address all inquiries to me, Tom Luff, care of TPUG.

The C65 was presented at the February and March C128 and C64 meetings.

*Tom Luff
Proud owner of a C65*

TPUG always has a complete update of current FISH and AMICUS Disks in the Library

Editor's note: Please read Dug Rodger's articles with the following in mind - Whenever I attempt to Spell-Check Dug's prose, I get a forlorn request from my Spell Checker asking "DO YOU REALLY WANT TO CHECK THIS?"

To: ALL
 From: TPUG.SYSOP@CANREM.COM
 Subj: Image BBS, New Image Software, a Net-Working BBS!
 Conf: U-CBM (4516) Read Type: READING ALL (+)
 Newsgroups: comp.sys.cbm
 Subject: Image BBS, New Image Software, a Net-Working BBS!
 From: tpug.sysop@canrem.com (Tpug Sysop)
 Path: portnoy!canrem.com!tpug.sysop
 Distribution: world
 Message-ID: <4516.0N18B521@canrem.com
 Date: Wed, 17 Nov 93 03:33:00 -0400
 Organization: CRS Online (Toronto, Ontario)

First off I'd like to say that I have no connection to New Image other than the fact that I run their software! ..and I liKE IT!

New Image Software; Image BBS.

There are 3 partz to the full system, BBS software, Turbo Relz and NetWork.

All partz come complete with Basic 2.0 source, complete. And a good manual. The BBS software runz good, 100% reliable. The Turbo Relz make the disk access faster! The NetWork, hookz you into the current Net or a Net of your own making, or a combination of both.

In order to run the NetWork software you need the BBS [of course!] and the Turbo Relz.

The bbs is *very* configurable! You can make it run on a small system or as large as you like! Expanding as you go.

Fully modular, load in sub modulez a few layerz deep!

The BBS can be configured to run SIGz, up to 999 [so far]. In each of those SIGz you have up to 99 each of Subz, UDz [description dirz] and UXz [native c=dirz, CMD/LtK partitionz]

Each message can have up to 512 responcez. [Threaded message style]

Image BBS runz on all C= RELATED drivez ..fast! Dual drivez, CMD partitionz, LtKernal LU'z ..et all. [and yes RAMDdos and other RAM devicez]

On screen, while the BBS is running you have a "console" screen, can be toggled on/off, you have

program line number that is currently executing and the position on that line! Current free memory. Last used device, drive/partition, and blockz free. Two IO widowz [10 charz] so you can see exactly what charz the user and the bbs are outputing! Total callz to the system, number of callz since last boot! Three clockz running, current time/date, user'z time left and "no key pressed/time out".

You also have about 10 of the userz parameterz, and a couple from the current module[s]. You also have 22 parameterz you can toggle and/or edit while the user is on-line, even while the user is doing something including WHILE they are DOWNLOADING! There are another 10 that are sysop programable! In other wordz ..alot you can see and edit at any time!

The Image System is meant to be modifiable. Truly a sysopz programable bbs! It runz a true 2400 baud, 100% clean. SwiftLink/9600+ module is available as well. [I have not run this so have no real comment except that I will be try'n it soon as I just got a 14.4 v32bis/v42bis modem!]

And then there is the NetWork..

Fully configurable Net Message bases, in fact one NetSub can be hooked to multiple SubBases for the hi-traffic areaz! Call timez, dayz of the week and number of callz per ..is all fully configurable for each node you connect to! Including the "dial string", allowing you to route through various phone networkz!

Generaly though the NetWork is set up to call late at night when the ratez are at thier best but you can configure a local node to get mail every hour, if there is any that is!

On the Net are common NetSubz that most share. Some are shared locally only if you want. Private EMail goes to/from any user on the net. Sysopz can also Mail FILEz!

The Editor..

In the first messege I went on about the general Image BBS and some of itz featurez, at this point I will mention the thingz I realy like and at the end I will post a list of current NISSA BBS that are connected.

The Image Editor is a pretty decent line editor, allowing you to wander back and forth on the line ..inserting, deleting ..etc. great stuff! I have yet to see any kind of full screen editor on a c64 bbs. Search and

replace is rather good, it includez such things as colour codez!

When you are just typing a message the colour codez, and the like are active but when you go back to edit a line it comez out in QUOTE mode with the various control codes in reverse.

Just about all the editor commandz allow a RANGE of lines, similar to the Basic List command. [Edit 5-10, 5-, -10] Great stuff. Just like being at home in Basic!

Modular..

Sheesh, you can do just about *anything* you want as far as programing goes! There are a few simple limitz, of course. The main one being LINE Numbering.

Generally, there is a Kernal section from 1000 on up. This containz all the basic functionz. A\$="filename":DR=[device]:GOSUB 1075. This will get a SEQ file and dump it to screen+modem. If it wuz a GOSUB 1074, the line before the above, it would clear the screen and then dump the file to screen+modem. Everything you need, documented in the Manual.

The main modules go from 1 to 699. Leaving room for sub-modules from 700 to 899 or another level from 900 to 999. One example would have a main module call in the editor as a sub-module. ..not as complex as it soundz realy.

If that is not enough, you actualy call a general module right smack on top of whatever you are doing, and return from whence you came! Normaly these would not have anything to do with module you are currently in. [While in the dirz you change yer parameterz, and pick up where you left off in the dirz.] The dir module runs from 1 to 899, the scanning sub-module is in 900 to 999, yet the parameterz module goes from 1 to 100. So you return to the dir, variablez and prg intact with you now in ASCII mode rather than CG!

Simply amazing..!

Some other oddz and endz..

How about READING filez right out of the dir! Sure, SEQ filez are easy but how about Basic 2.0, 4.0/4.5, 7.0! ML prg'z come out as a Memory dump! In 40 columnz you get the standard adress/8 byte hex/8 ascii layout. In 80 columnz you get the c128 version 16 byte style!

READING a combined file getz the Basic list first then a comment "ML Tail;" and the balance in a memory dump!

You have an option for the Basic listing ..the CTRL codez as you would see them in QUOTE mode or as expanded TEXT! IE; "[white]".

..oh enough! On with the BBS list!

| # | ID Name | Phone | Location |
|----|-------------------------|--------------|----------------------|
| 28 | CBM]-ighlander | 416-588-0922 | Toronto, Ontario |
| 38 | CDX Codex | 404-473-6173 | Jonesboro, GA |
| 23 | CHM CHMAG BBS | 215-242-4604 | Philadelphia, PA |
| 4 | CIA C.I.A.B.B.S. | 216-874-4405 | Bolivar, OH |
| 1 | CIB Commodore Image | 619-429-8192 | Imperial Beach, CA |
| 10 | CSO CompuSoft-Online | 807-..... | Thunder Bay, Ontario |
| 22 | DAM Damage Inc. | 414-384-6817 | Milwaukee, WI |
| 35 | DFC Dumbo Flying Circus | 414-521-2440 | Waukesha, WI |
| 21 | ELY Elysian | 501-835-6065 | Gravel Ridge, AR |
| 71 | ENT Enterprise 1701-G | 619-258-1222 | San Diego, CA |
| 15 | EXC Excolibur BBS | 503-726-4946 | Springfield, OR |
| 13 | HAM Harrys Asylum | 713-471-6503 | Laporte, TX |
| 34 | HCL House Call | 919-756-4127 | Greenville, NC |
| 27 | LWR Last Wizard's Realm | 215-727-2633 | Philadelphia, PA |
| 18 | MAC MACKS Klub House | 404-439-7350 | Powder Springs, GA |
| 65 | NDB Niro's Domaine | 619-463-9126 | La Mesa, CA |
| 16 | NTA Nostalgia | 619-560-8203 | San Diego, CA |
| 43 | PHB PowerHouse BBS | 713-852-7028 | Humble, TX |
| 58 | POE Point Of Entry | 216-475-8634 | Maple Heights, OH |
| 14 | RCC RCCC BBS | 501-224-9657 | Little Rock, AR |
| 37 | SMG Smuggler's Haven | 404-925-8829 | Atlanta, GA |
| 24 | SOG Streets Of Gold | 813-960-4230 | Tampa, FL |
| 19 | TBR The Black Rose | 707-557-6444 | Mare Island, CA |
| 46 | TCC The Crystal Castle | 714-823m6523 | Fontana, CA |
| 63 | TIZ The Invisible Zone | 216-439-7652 | Bedford, OH |
| 8 | TPP The Princes Palace | 801-375-2646 | Provo, UT |
| 47 | TRT Titanic Resort | 216-232-1716 | Bedford, OH |
| 29 | TSD The Stadium BBS | 914-834-3438 | Larchmont, NY |
| 66 | TSL The Spotlight | 413-599-1713 | Wilbraham, MA |
| 72 | UGB Underground BBS | 713-946-2059 | Pasadena, TX |
| 25 | VRB Virtual Reality | 215-745-7436 | Philadelphia, PA |
| 17 | WNB Wirenut's BBS | 512-441-1105 | South Austin, TX |

All information is assumed as accurate so if there are any corrections to the information, please send net-mail to: X-Tec at Node 1.

I am at Node 28. From the EMail area on any of these BBS's you can drop EMail to me.. "]>UG.." at CBM, SYSOP also workz.

There realy ought to be an active movement to get commies connected. There is the odd little thing happening, like LoadStar will publish the name and adress of any user group that sends them their Newsletter but I would like to see something done on a grand scale. The Image BBS and the NISSA NetWork also does this to a degree. Anyway, post this list far and wide, not just to promote Image/NISSA but to help get other Commodores connected up!

TPUG.SYSOP@CANREM.COM

TPUG SYSOP on various other Nets. NANet, Rime, GT, Fido ..etc.

TPUG Dug, TPUGMAIL on Qlink.

..but always signed;

]>ug

LATE NEWS: THE IMAGE/NISSA net has bridged into two other nets, NISSA, POWERNET and UBAN have joined to form "POWER LINK". This move roughly doubles the size of NISSA.

A cross-linked message base is already sharing messages, private E-Mail will follow shortly.

Welcome to Tom's world. I started writing this article about 2 weeks before Christmas, a time when most people are trying to decide what to buy Uncle Ernie, the computer whiz. By the time this goes to print Christmas will be over, but these ideas will be worth considering for other days of celebrations.

Subscriptions to computer magazines are always a great gift. In 1994, LOADSTAR and COMPUTE! magazines are even better than before. Both are good sources of technical information, programs and programming tips. Starting in the new year both will be offering improvements.

As of the January 1994 issue of COMPUTE! magazine, the COMPUTE! GAZETTE insert will not be printed. Instead the COMPUTE! GAZETTE will be produced in a disk magazine. This should allow for more programs per issue, as well as larger programs that in the past were too big to expect readers to type in. Also, without having to spend hours typing in programs the readers will be free to experiment more without the investment of their time and later find the program doesn't live up to their expectation. It will be interesting to see if the new disk format remains a simple menu environment as their disks in the past have been, or a more elaborate environment similar to LOADSTAR.

As I mention earlier LOADSTAR is also improving, maybe not as much of a change as COMPUTE! GAZETTE, but still an attractive offer just the same. Starting in January LOADSTAR is offering their issues on 3.5 inch disks. This of course means those of us that have 1581 disk drives will no longer need to waste time copying files to use the faster drives, as well as, no more exchanging or flipping of disks to access our

desired article or program. This change may be a little thing, but in the long run it means a lot. No more bent disks (I hope), faster loading times, no more time wasted changing sides, and less storage space required.

Notes about LOADSTAR, the first couple of issues of the 3.5 inch disks may not have a file copy routine, those with subscriptions now and want to switch to the 3.5 inch disk, all you need to do is call and request the change at no additional cost, those who still require the 5.25 inch disk they will not be discontinued.

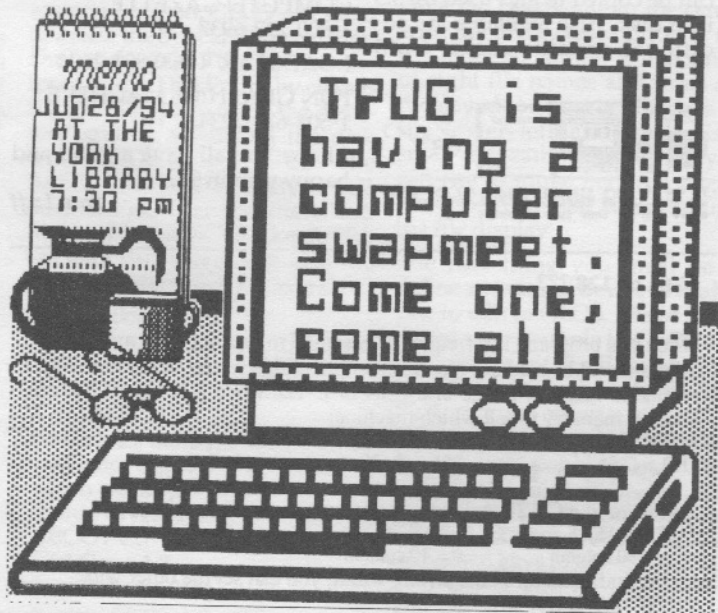
A few months ago I obtained a copy of LOADSTAR issue #82. In this issue there is a demo on FUN GRAPHICS MACHINE (FGM). The demo displays a keystroke by keystroke cross section of what FGM is capable of.

Basically FGM is a graphic and screen manipulation utility. I would say that it picks up where PRINT SHOP and PRINTMASTER leave off and

leaves them far behind. FGM can utilize PRINT SHOP, PRINTMASTER graphics, as well as screens from DOODLE, KOALA, NEWSROOM, PRINT SHOP, PRINTMASTER, HANDYSCANNER 64, and other paint programs.

FGM allows you to work with 3 screens at a time, but will allow you to link many screens together for the final printout. You can create letterheads, greeting cards, banners, business cards, calendars, and many other things. You are only limited by your imagination and your printer.

Upon entering the hi-res screen you will usually be face to face with a screen of garbage. This is due to what was last in memory, therefore if you were in GEOS and did a soft reset (via a reset button), and then ran FGM, it would then be possible to capture and use that screen. FGM offers you 5 exchangeable buffers and 1 temporary buffer for PRINT SHOP type graphics, as well as 5 fonts (3 ex-



changeable & 2 from the computer's ROM). There is also a character and pixel editor.

Text and graphics are both handled in the same manner, as hi-res graphics, therefore anything you can do with one you can do with the other. Functions consist of flip, inverse, rotate, stretch, expand, shrink, capture, paste, overlay, eor, and many others. Characters are not limited to size. They can range from 1x1 to 32x25 (col x row) for a single character. It is also possible to type vertically as well as horizontally, then if you need to print sideways you can rotate the text. With some of the other features you can slant and outline your words or graphics.

FGM supports multiple drives (up to 3 drives using device #8-12), as well as all CMD drives (HD series, RAMLink, RAMDrive, FD-2000 & FD-4000). The print routine accepts most printers (9 & 24 pin & commodore printers). FGM is shipped on 5.25 inch disks, but can be copied to and used on 3.5 inch disk. Also available are additional graphic disks: FGM



In the c64 work station picture, all the work was done in the GRAPHICS MACHINE, using the above 4 Print Shop type graphics.

GRAPHICS DISK 3 block style, over 250 graphics; FGM FONT DISK, over 75 fonts; FGM CLIP ART VOL 1&2, over 200 and 150 graphics that are bigger and better than PRINT SHOP's. There are also template disks available for calendars and keyboard overlays.

If you are interested in this utility then beg, borrow or steal (well maybe not steal) a copy of the demo from LOADSTAR #82, or from Ron Hackley of FGM (small fee). The cost of FGM is less than the cost of PRINT SHOP, also mention your user group for a 10% discount. One final feature I should make note of, the demo was recorded using Demo-er on the FGM disk, a feature you can also use to make your own demos or message for someone special.

This article was drafted for the sole purpose to inform readers and not meant as free advertising. All capitalized words are titles and the trademark of various companies. For more information call:

COMPUTE! GAZETTE
1-800-727-6937

LOADSTAR 1-800-831-2694

FUN GRAPHICS MACHINE
1-503-673-2234

I hope you all have a good and happy year in 94.

Tom Luff

Reply to a message posted on CRS:

"- hi there! i knew i wasn't able to use an aprospan, since running the SSS5 and the SL232 at the same time can't be done - so if i can't use ..."

\/\/ho said THAT!!!

You can! First you would need to open up the SwiftLink and change jumper. I have not even looked at mine just yet but it is suppose to be real easy! Something like the 1541 drive device number jumperz inside.

/---O---/ [\$DE00]

O---/ [\$DF00]

In the one above the SL is hooked to \$DE00, just like SSv5. So cut the trace between the two padz to disconnect it from DE00 and then solder a line from the SL pad to the DF00 pad. like below.

/---O O---/ [DE00]

\
O---/ [DF00]

Well., sort of. You should be able to figure this out purdy easily.

SnapTerm may not find the SL at DF00 though but it might. DesTerm will find the SL automatically, and SnapTerm wuz writtem by Matt Desmond as well as DesTerm. ;)

Two more thingz, the \$de00 and \$df00 lines on the cart' port are on opposite side of the connector. If you check a referrence guide they will be called i/o 1 and i/o 2.

The other thing is that the ACIA chip that is in the SL is easily knocked out by static! So be very careful how you grab it. I just make it a point to never touch it what so ever! That would include *any* of the other traces and connectionz going to or from it with my fingers! If you are careful you won't need to.

Stay tuned for the c128/c128d modification!

]>ug..

C-64 or 128 ???

by Jim Butterfield

When you program, it is frequently essential to find out what machine the program will be running on. An example of this would be customizing a routine to take advantage of a C-64 or C-128 when it is run. Therefore, you test memory to tell which machine:

PEEK (64444)

141 = C-64

255 = C-128

If you are in a C-128 and want to control the display width, you:

PEEK (215)

128 = 80 column

0 = 40 column

If you find yourself in the wrong width, you can set the other with:

PRINT CHR\$(27);"X"

(c)1993 by Mozart

Part 2 of a continuing series of articles. Released to the public domain provided it is distributed unchanged.

It was asked: "Now that I have GEOSv2.0, what do I do with it? How do I move around the DeskTop? In the absence of docs, how do I use this multi-faceted operating system?" These are concerns I wish to address.

To load GEOS, assuming that you have two drives (devices 8 and 9), put the system disk in device 8 and type:

```
LOAD"GEOS",8,1
```

Or if you are really lazy (like me) type:

```
LOAD":*" ,8,1
```

This ALWAYS loads the first file on the disk.

You get a lot of software besides the operating system when you buy GEOS (not to mention the 307 page user's manual). On 3 disks you receive:

1A: the GEOS system disk

1B: GEOS demos:

- Introduction
- geoFile
- FontPack Plus
- geoPublish
- DeskPack Plus
- geoCalc

2A: the backup system disk

2B: applications, desk accessories and 6 fonts:

- geoWrite 2.1
- geoPaint 2.0
- photo manager 2.1
- calculator 1.0
- notepad 2.0

3A: write utilities:

- TextGrabber 2.3
- geoLaser 2.1
- geoMerge 2.1
- text manager 2.1
- 7 TextGrabber formats
- 4 geoLaser fonts

3B: geoSpell 1.1

- geoDictionary 1.0

The GEOS system disk is important! GEOS will not let you delete files from this disk directly - you must first move files to the border and from there to the TrashCan. There is really no reason why you would want to delete files from the system disk! Copying files from this disk to another is accomplished easily enough, but you CANNOT copy the GEOS Kernal file. It is loaded sector by sector upon booting and is mildly copy protected. Sometimes, for no apparent reason, GEOS will seem to delete the boot and Kernal files. Do not despair! They can be restored with a DiskEditor by changing the filetype bytes in the directory and by validating the disk from GEOS (not BASIC!). The BASIC boot will be filetype \$C2 (locked PRG file) and the GEOS files are filetype \$C3 (locked USR). On both the system disk and the backup system disk are found:

- BASIC boot
- GEOS boot
- GEOS kernal
- DeskTop 2.0
- Configure 2.0
- preference manager 1.0
- pad color mgr 1.0
- alarm clock 1.0
- Paint Drivers 1.0
- RBOOT 1.3
- DiskCopy 1.3
- 31 printer drivers
- 5 input device drivers

That's a lot of stuff to keep you happy for a long time! To order, I suggest contacting Software Support International - a company that services the c64 market in the U.S. and Canada. To get a free catalog call toll free 1-800-356-1179.

Once you boot GEOS you will be presented with the main file handling application - the DeskTop. You will see the main menu from the top left of your screen. The DateTime will be on the top right, the TrashCan on the bottom right, and the current PrinterDriver on the bottom left with the area between the TrashCan and PrinterDriver called the border. Two drive icons labelled A and B will be at the middle right. The main area filling most of the screen is the first DeskTop page. Here you have the DiskName in the centre with the drive close button at the top lefthand corner. A maximum of eight file names and icons are displayed at a time on the page. In the lower lefthand corner is a small dog-eared section that you can use to move between pages. The DeskTop will wrap around the file display.

The first thing you must do is define your input device to enable you to talk to GEOS. I have introduced many people to GEOS and they all are totally flummoxed if they don't know how to do this! First, connect either a joystick or 1351 mouse (or a Koala pad or Inkwell light pen) to port 1. Then type C=I (CBM logo key and lowercase 'I') and a DialogBox (DB) will pop up. Using the cursor up/down keys to move, highlight your choice and hit RETURN (). The DB will close and now you

are ready to work! For best results I use a 1351 mouse (not 1351a!), but if you have an Inkwell light pen that too is an excellent input device.

The next thing on the agenda is finding your printer driver. This is not hard to do but depends on what printer you have and whether or not it is supported. Most printers can be found here, but if yours is not chances are something approximating it can be used. Click once on the GEOS menu, and then click once on the SELECT PRINTER option. A DB will pop up allowing you to move around and choose. All printers are assumed to be device 4. Click on OK to close the DB.

Another thing you should do is set the DateTime stamp. Click on the OPTIONS menu, then click SET CLOCK. You will be placed at the first digit of the date. The format is MM/DD/YY followed by a 12 hour AM/PM clock. The Date-Time is automatically stamped on all file saves, but NOT if you only view or print a file. Coupled with the ability to save comments about a file in the INFO box, DateTime is an important method of keeping track of all your slightly different versions of application data files!

You delete files in GEOS by dragging them to the TrashCan or by selecting the file and choosing DELETE from the FILE submenu. This can be reversed by selecting UNDO DELETE immediately! Important ... the TrashCan holds only ONE file at a time! Thus, if you delete several files at a time, only the LAST file deleted is recoverable. If a file is locked (unscratchable) it cannot be deleted until you change its status by selecting INFO under the FILE submenu.

Now we come to the main course ... the GEOS interface itself:

TO select a file or drive:

- click on its icon and the icon will

invert

TO select a menu option:

- click on a main menu word (like FILE) and submenus will drop down

- click on the submenu option you want

- if you stray from the submenu displayed it will roll up and vanish

TO open (run) a file:

- double-click on its icon quickly

TO move a file:

- double-click on it icon SLOWLY and the icon will attach itself to your pointer. Then you can drag it to the TrashCan or the border

UNIVERSAL hot keys:

- are made by typing another key while holding down the Commodore logo key (C=)

- these vary according to the application you are running at the time. (Like the DeskTop)

TO move a file on the same disk:

- move the file to the border
- move through the DeskTop pages

- drag the file to its spot on the new page and deposit

TO copy a file to a new disk:

- drag the file to be copied to the border and close the source disk

- open the destination disk - the file will remain on the border

- move the file to its new page on the destination disk

- close the destination disk and open the source disk

- move the original file back to its old spot or delete it

- the border has room for 8 files, so you can copy 8 files at a time

- if there are not enough pages on your destination disk, GEOS will create new pages for you

To exit GEOS:

- select the OPTIONS submenu and click on the BASIC option - this does a cold reset

Have fun!

Rick

COMMODORE U.S. CALLS IT QUILTS

Commodore, a PC industry pioneer, is going out of business and liquidating its assets for the benefit of its creditors.

(Atlanta Journal-Constitution 4/30/94 B3)

It is rumored that several parties are negotiating to take over various aspects of the Commodore line. Named among those interested are Sony, Hewlett Packard, Phillips, Samsung and Sinclair.

This space for your guesses:

COMSPEC change of address

Comspec has moved and consolidated their operations at a new ENLARGED location at 74 Wingold Avenue, Toronto, Ontario, M6B 1P5. Three blocks south of Lawrence, west off Dufferin - Phone (416) 785-8348.

Comspec has long been recognized in the Toronto area for competency in Commodore support and service .. yes, back to and including service on the original PET.

The actual code here was written by **Layton Dale Perrin** as was the code in the Super SnapShot v5 Disk Copier/Nybbler. We needed this to settle exactly what was occurring with the carrier detect indicator bit on the SwiftLink ACIA cartridge.

We just could not believe it was backward or should I say INVERTED. Well, it really is. I still don't understand why a bit being ON is considered INVERTED but that has nothing to do with this code.

This is code will let you snoop just about any byte in memory and its bits!

The code was not written with an assembler, it was written directly inside the Super SnapShot Code Inspector monitor. The installation of this interrupt was also installed directly into the system and then we kicked out of the monitor and RESUMED. [see side note] The easiest way for you to install this is via the wee module at the end. Just SYS 8230.

First in english what this is going to do. On the top left of the screen you will see 8 one's or zero's corresponding to the 8 bits of the byte you want to look at. Zero's in black and one's in white. This will be updated 60 times per second due to fact that it is part of the main system Interrupt. Any bit in the byte that are a ON will be white and a one. Zero and black if they are OFF.

This does not seem terrible useful, but it will be. It will come in handy just when you need it. For now I have it set to monitor the second byte in the three byte JIFFY counter. The first one moves a little too fast for our demo here and the third your grandfather would enjoy.

```
,2000 a0 00 ldy #$00 ;start our index at zero [0-7]
,2002 b9 1e 20 lda $201e,y ;pick up index'd byte with only
;that bit ON
,2005 2c a1 00 bit $00a1 ;the byte we want to examine
;into the status reg.
,2008 08php ;push it on the stack, temporary
,2009 a9 31 lda #$31 ;load up with a ONE for the
;screen
,200b 28 plp ;pull status back and
,200c d0 02 bne $2010 ;branch according to whatz
;in the status reg, not
;whatz really in the accumulator
,200e a9 30 lda #$30 ;that bit wasn't one so we load
;up a ZERO
,2010 99 00 04 sta $0400,y ;drop it on screen
,2013 99 00 d8 sta $d800,y ;in colour mem only the lower 4
;bits are valid
;so 31/30 become 1/0,
;white/black
,2016 c8 iny ;up the index
,2017 c0 08 cpy #$08 ;if index getz to 8 ..we are done
```

```
,2019 90 e7 bcc $2002 ;CarryClear meanz its less than
;8, we're not done.
,201b 4c 31 ea jmp $ea31 ;done. On with the normal
;INTERUPT stuff..
;[this would need to be differant
;on c128 or c65]
,201e 80 40 20 10 08 04 02 01 ;byte table, each with one of
;the bitz ON
,2026 78 sei ;disable other interruptz for a
;sec
,2027 a2 00 ldx #$00 ;copy our routine'z adress
,2029 a0 20 ldy #$20
,202b 8e 14 03 stx $0314 ; ..into IRQ vector
,202e 8c 15 03 sty $0315
,2031 58 cli ;enable interruptz
,2032 60 rts
```

Now you should be able to watch the Jiffy counter count. In binary that is. Try other address'z in \$2006/2007, like one of the SID envelope generator. Something in the VIC registerz or CIA'z? You would need to watch out for registerz that are -cleared-when-read- of course.

Side Note: The SS monitor allowz you to do as you please inside of a program. Some otherz as too, but not quite to the extent the SSv5 monitor does. I will not get into that at this time. It might turn into a commercial. (grin) If you want to change the IRQ vector from the monitor .. all you have to do is modify directly the \$314/315 address'z. [assuming you have the ML at \$2000]

Type out this line and hit return;
:0314 00 20

The vector'z are low-byte first, high-byte second. You could also type;

```
m314 and hit return [the SS monitor does not
;require leading zero'z]
:0314 31 ea xx xx xx xx xx xx
```

This would display the above line. [the 'x'x you don't care about at this time] Then just type over the first two bytes, and hit return

I like to type in wee programz like this directly in the monitor, you can too. Using the A command to assemble. "A 2000 ldy #" would start the ball rolling. The byte table you'd need to use the M or : command and type out the bytes.

.. anybody else have wee snippetz they'd like to share?

]>ug..

Origin:]-ighlander, a few blocks from the original home of Commodore .. Toronto [Can], 416+588+0922, C=/ASCII/ANSI, Image/NISSA NetWork.

Abort, Retry, Ignore?

This is passed on from a galaxy long ago and far away. Via the **InterNet** ...

Once upon a midnight dreary, fingers cramped and vision bleary,
System manuals piled high and wasted paper on the floor,
Longing for the warmth of bed sheets, still I sat there doing spreadsheets.
Having reached the bottom line I took a floppy from the drawer,
I then invoked the SAVE command and waited for the disk to store,
Only this and nothing more.

Deep into the monitor peering, long I sat there wond'ring, fearing,
Doubting, while the disk kept churning, turning yet to churn some more.
But the silence was unbroken, and the stillness gave no token.
"Save!" I said, "You cursed mother! Save my data from before!"
One thing did the phosphors answer, only this and nothing more,
Just, "Abort, Retry, Ignore?"

Was this some occult illusion, some maniacal intrusion?
These were choices undesired, ones I'd never faced before.
Carefully I weighed the choices as the disk made impish noises.
The cursor flashed, insistent, waiting, baiting me to type some more.
Clearly I must press a key, choosing one and nothing more,
From "Abort, Retry, Ignore?"

With fingers pale and trembling, slowly toward the keyboard bending,
Longing for a happy ending, hoping all would be restored,
Praying for some guarantee, timidly, I pressed a key
But on the screen there still persisted words appearing as before.
Ghastly grim they blinked and taunted, haunted, as my patience wore,
Saying "Abort, Retry, Ignore?"

I tried to catch the chips off guard, and pressed again, but twice as hard.
I pleaded with the cursed machine: I begged and cried and then I swore.
Now in mighty desperation, trying random combinations,
Still there came the incantation, just as senseless as before.
Cursor blinking, angrily winking, blinking nonsense as before.
Reading, "Abort, Retry, Ignore?"

There I sat, distraught, exhausted, by my own machine accosted.
Getting up I turned away and paced across the office floor.
And then I saw a dreadful sight: a lightning bolt cut through the night.
A gasp of horror overtook me, shook me to my very core.
The lightning zapped my previous data, lost and gone forevermore.
Not even, "Abort, Retry, Ignore?"

To this day I do not know the place to which lost data go.
What demonic nether world us wrought where lost data will be stored,
Beyond the reach of mortal souls, beyond the ether, into black holes?
But sure as there's C, Pascal, Lotus, Ashton-Tate and more,
You will be one day be left to wander, lost on some Plutonian shore,
Pleading, "Abort, Retry, Ignore?"

Christopher King