



S C CUBED

The Official Publication Of The
SACRAMENTO COMMODORE COMPUTER CLUB

VOLUME 6, NUMBER 4

APRIL, 1988

The Next Meeting of the
**SACRAMENTO COMMODORE
COMPUTER CLUB, INC.**

will be held:

Monday, April 25, 1988
Starting at 7:00 p.m.

Kit Carson Middle School
Cafeteria
5301 N Street

See Map Below

FEATURE OF THE EVENING:

Hardware demo and question
and answer on the 17XX ram
expanders and the 1581. What
they can and cannot do.

For more information:
Cy Welch 722-6455
Efren Mayhill 648-1812

**ABSOLUTELY NO SMOKING, FOOD, OR
DRINK DURING THE MEETING**

The SACRAMENTO COMMODORE COMPUTER CLUB, INC. is a nonprofit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education, and to the promotion of the use of Commodore computers.

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All meetings of SCCC are open to the public. Yearly membership dues are \$20.00, which brings the S C CUBED newsletter, access to SCCC's public domain library, and FULL access to the public domain databases of the Omega System BBS.

Future Meeting Dates

May 23, 1988
June 27, 1988
July 25, 1988

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S C CUBED

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S C CUBED is the official publication of the Sacramento Commodore Computer Club, Inc. and is published monthly.

We accept contributions on 5 1/4" diskette (Easy Script or Superscript preferred) or via modem. Please include a draft hard copy if possible.

S C CUBED accepts want ads from SCCC club members and advertisements of a commercial nature from computer-oriented businesses. SCCC member's want ads are free, must be computer oriented, must not reflect a business nature, with five lines maximum.

Commercial rates are based on a 7 1/2 by 10 page. Full: \$50.00; Half: \$25.00; Fourth: \$15.00; Eighth: \$7.50.

Deadline for submissions are the FIRST MONDAY of any month.

Commercial advertisements must be camera-ready, else additional fees are required. Please submit advertising directly to the Newsletter Manager.

The mailing label indicates the month through which your membership is current. An XX or CC indicates a User Group Newsletter Exchange or Complimentary copy.

THE SACRAMENTO COMMODORE COMPUTER CLUB,
INC.

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The Board of Directors meets on the first Monday of the month at 7:00 p.m. at Carrows Restaurant. Contact a board members for time and location.

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(Gary Lindenschmitt)	9-12 p.m.
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(Bill Danahey)	24 hrs.
Psyco's Lair	722-8003
(Cy Welch)	24 hrs.

A NEW LEADERSHIP.



As we start a new "administration" and basically a new Board of Directors, we ask for your help. We have several ideas right now but will need your input to keep things going in the direction you want to see. I would like to thank you for your vote of confidence and will do my best to live up to what is needed. You should be seeing a change in the format a little here in the near future. As we are planning on getting a little back to basics and back a little more to the hardware we are using. We will of course still keep up to date on new software and such but feel the club needs to help the newer and older users learn more about the machines we use.

The next meeting will be primarily hardware. The first demonstration will be by myself, I will be covering something that a lot of people are looking at right now. How to make the choice between the 1764 ram expansion and the 1581 3.5" drive. Covered will be which one works with which programs etc. The second Demo will be the care and feeding of your Commodore computer. We are hoping we will be able to get Second Source Engineering for the demo.

Of course the SIGs will be present with their computer setups and information around the room.

DOWN THE LINE...

We are thinking of making the swap meet a regular feature, something on the line of every third meeting or so. We are also looking for other interesting things to add as regular items in the meetings, any suggestions are welcome. Also we have found ourselves needing two board members. Arna Perry and

???????????? had to resign due to lack of time. Anyone interested in serving the club contact myself or one of the other officers.

IN THE PAST...

I would like to take this opportunity to thank all of the former board members for their dedicated service and the time they have and still do give to the club. We look forward to their input as we learn how to do the things they did and we hope we can do as well.

LAST BUT NOT LEAST...

Look for Sherries comments on the upcoming commodore show! It is a little late but is slated for the 14th and 15th of May. The club is planning on having a booth and we are in need of members to man it. Once again contact a member of the board if you are interested.

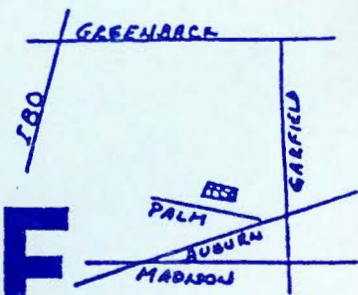
Thats all for now, I hope to get better at this as time goes by... See you at the March meeting!

Cy



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WELCOME!

NEW MEMBERS

SCCC extends a warm welcome to the new members listed here. We wish you a long and enjoyable association with our club!

Arbo	Harold	Mar 89
Franklin	Leon	Mar 89
Giorgi	Alan L.	Mar 89
Greenstreet	Harry W.	Mar 89
McIlwain	David	Mar 89
Santivanez	Patricia	Feb 89
Stanford	Patricia M.	Mar 89
Young	Stephen P.	Mar 89

RENEWALS

We also acknowledge those faithful members who renew each year.

Durrance	Chester S.	Mar 89
Elkin	C. M.	Mar 89
Eroles	Jose & Juanita	Apr 89
Fox	Frederic	Mar 89
Hagerty	Richard K.	Mar 89
Perry	Arna	Mar 89
Ramseier	Irvin W.	Mar 89
Ryan	Tim	Mar 89
Welch Jr.	Cyrus	Feb 89

RENEWALS DUE

Please check the following list. If your name is here your SCCC membership expires at the end of January. This is the last issue of SC Cubed you will receive on your current membership.

Beattie	Gary S.	Apr 88
Clark	Roger	Apr 88
Cohenour	Dan	Apr 88
Keefer	Rick	Apr 88
Moore	Charles D.	Apr 88
Smith	Byron	Apr 88
Winkle	Randy	Apr 88

Remember, the upper left hand corner of your mailing label shows your expiration date. Please check it

from time to time; renew early to be sure that your SC Cubed file remains unbroken.

If you have just joined or renewed and your name does not appear above, or if there is any other question concerning your membership status, please call 483-3558.

THE AMIGA-CBM USERS COMPUTER SHOW
SANTA CLARA CONVENTION CENTER

As you all may have heard there will be a show in Santa Clara May 14 and 15.

It is put on by Golden Gate Shows.

Users Groups will be provided a booth at the show at no cost to them provided they have a blue or white fire retardent material to cover the table they will be using. The table is 8 feet long. DOES ANYONE OUT THERE HAVE A TABLECLOTH THEY WOULD BE WILLING TO LET THE CLUB BORROW.

Doubletree Inn is giving a reduced rate for those attending the show. \$65.00 per night. May is the person to contact. Her number is (800)-528-0444.

Its 10.00 a day or two days 15.00. Parking is free.

Sat May 14, 1988 is 10 am to 8 pm
Sun May 15, 1988 is 10 am to 5 pm

We will be manning the booth Saturday from 730 am to 8pm and Sunday 10 to 6pm WE NEED TO HAVE CLUB MEMBERS WHO ARE GOING TO THE SHOW SIT AT THE BOOTH AND ANSWER QUESTIONS ABOUT OUR CLUB. ALL THOSE INTERESTED CALL SHERRI ANDERSON at work 7:30 am to 4:30 p.m. M-F 739-7008. At home ANYTIME (her answering machine likes to talk) 487-6855,

THE DATABASE

Gene Hollingsworth

THE SCREEN WRITERS GUILD (Cont)

After talking about 'do' for a couple of months, here we are.... I'm tempted to say something like 'Superbasers 'do' it better', but I won't. However, since the 128 counterpart of 'do' is 'perform', you 128ers can take it from there!

Just what is 'do', anyway? Well, the manual (page P15), lists it as a primary command and gives the syntax as:

```
do "<string>"
do X$
```

and the purpose of the command as:

To execute a Command Line stored in a string variable or enclosed in quotation marks

The manual's only comments on 'do' are that a number of Command Lines can be assigned to string variables and a program can be designed to choose between them depending on predefined criteria. Multiple clauses may not be used. The maximum length of the command string is 80 characters. 'Do' must be the last command if on a multi-clause line. The example given is:

```
a$= "display[fieldname]":do a$
```

Well, that really doesn't tell us much, does it? So let's take a look at 'THE BOOK', by Bruce Hunt. Bruce is quite a bit more expansive (pages 143-145). In fact, he is so enthusiastic about 'do' that he calls it the 'metacommand', because it functions at a higher level than all the other Superbase commands, which actually serve as parameters for it.

We'll be talking more about 'do' and it's intricacies in the future. For right now, let's just say that to use it all that is necessary is to assemble strings that are valid Superbase commands in and

of themselves and then use 'do' to execute them. Thus, in the example above, 'display[fieldname]' is a valid command that will display the contents of [fieldname] from the current Superbase record. But, by placing that entire command in a\$ it may be executed at any time by 'do a\$'. If you have Dr. Hunt's book, look it up and play with it if you like. He gives quite a bit more information about it than we will discuss here. Right now we will use it only as a labor saving device when writing applications that involve a great deal of screen writing.

Let's start with a simple routine I call "DOSCREEN".

Listing One

```
1 rem * doscreen
2 rem * gene hollingsworth
3 rem * sc3 april 88
4 rem * writes screen with do
9 goto 100
10 save "doscreen":prog
100 c1$=chr$(176):c2$=chr$(174):
c3$=chr$(173):c4$=chr$(189)
110 hb$=chr$(192):vb$=chr$(221)
120 hd$=" SACRAMENTO COMMODORE COMPUTER
CLUB "
130 rt$="Press Return To Continue..."
200 for x=1to 36:li$=li$+hb$:next
300 a$="display@2"+"c1$+li$+c2$"
310 b$="@2"+vb$+hd$+vb$
320 c$="@2"+"c3$+li$+c4$"
330 d$="@8,21"+"rt$"
340 sc$=a$+b$+c$+d$
400 do sc$
500 wait:dump:wait:prog
```

Try typing this one in and running it. It is only intended as a simple demo of 'do', and if we have not made any typos, it should simply write a header saying 'SACRAMENTO COMMODORE COMPUTER CLUB', in a box at the top of the screen, together with 'Press Return To Continue...' at the bottom. Here it will wait for you to press Return. When you do, it will dump all the variables that have been created to the screen for your examination. Another press of Return and you will be back in the program writing area.

Continued on Pg 7

Continued from Pg 6

Just a word about the first few lines. I normally write a program in this style; since I write quite a few I need to be careful to explicitly identify the program in the REM statements by it's exact file name, together with the author's name, date and purpose of the program. If I don't do this I can find myself with a lot of program files on my disks, and even if I load them I am not quite sure what they do or why I wrote them. Therefore I am reluctant to erase them and they stack up and clog up my directories. Also, while developing a program, I like to save it to disk frequently. Line 10 does this for me. All I have to do is exit to the command line and type in 'run 10' and the program is updated on disk and I am then returned to the program for further development. Line 10 is, in a sense, a mini-program all by itself. By using this method for frequent saves I am sure that the program will be saved under the correct name each time, and that I will not wind up with several different disk files just because I made a typo or two. Line 9 just bypasses line 10 when the program is executed and turns over control to line 100, where the real program starts. You can also add other similar mini-programs in this fashion, placing them between Line 10 and Line 100, if you wish. These might provide a quick listing to the printer during program development or give you a quick check on the amount of free memory. The save routine at Line 10 is the one I use the most, however.

Getting back to Listing One, DOSCREEN, Lines 100, 110, 120 and 130 place the four box corners (c1, c2, c3 and c4), a vertical bar (vb) and a horizontal bar (hb), into strings, along with the text that will appear on the screen, hd\$ and rt\$. Line 200 creates a string containing a horizontal bar 36 characters long.

In Line 300 we begin to create command strings for 'do'. Look at Lines 300, 310, 320, and 330 carefully. They may be a little confusing at first, but you will see that they create strings that Line 340 concatenates into one string, sc\$,

that contains a valid Superbase 'display' command.

The 'dump' at the end of the program should show a\$, b\$, c\$, d\$ and sc\$ as follows, as well as the other, intermediary strings that were created.

```
a$ = "display@2c1$+1i$+c2$"
b$ = "@2vb$+hd$+vb$"
c$ = "@2c3$+1i$+c4$"
d$ = "@8,21rt$"
sc$= "display@2c1$+1i$+c2$@2vb$+hd$
+vb$@2c3$+1i$+c4$@8,21rt$"
```

You will see that sc\$ contains a valid display command which writes to screen lines 1, 2, 3 and 21. Although the total number of characters displayed is fairly large, SC\$ itself is quite small, and easily fits in one line.

This routine, although intended only as a demo, can be easily adapted to your own requirements. Immediately after 'do sc\$' you may write such additional text to the screen that you wish by placing an '@' in front of your 'display' commands in order to re-initialize the screen counter to the upper left hand corner, thus avoiding the exasperating end of page prompt you would otherwise see. Note: please see ERRATA at the end of this column for more on '@'.

You can, if you wish, place additional text in strings and execute them all at once with 'do'. Let's consider the following routine:

Listing Two

```
1 rem * domenudemo
2 rem * gene hollingsworth
3 rem * sc3 april 88
4 rem * writes menu screen with do
9 goto 100
10 save "domenudemo":prog
100 display @8,21"Processing....
Please Wait"
110 c1$=chr$(176):c2$=chr$(174)
    c3$=chr$(173):c4$=chr$(189)
120 hb$=chr$(192):vb$=chr$(221)
130 hd$=" SACRAMENTO COMMODORE
    COMPUTER CLUB "
140 sl$="Please Enter Your Choice 1"
```

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```
150 mn$="PRINT MENU"
160 l1$="(1) Printer Setup      "
170 l2$="(2) Print Labels"
180 l3$="(3) Print Report"
190 l4$="(4) Return To Main Menu"
200 for x=1to 38:li$=li$+hb$:next
300 a$="display@0"+"c1$+li$+c2$"
310 b$="@0@1,2"+"vb$+hd$+vb$"
320 c$="@0@1,3"+"c3$+li$+c4$"
330 d$="@15,6mn$"
340 e$="@10,10l1$"
350 f$="@10,12l2$"
360 g$="@10,14l3$"
370 h$="@10,16l4$"
380 y$="@8,2lsl$"
390 sc$=a$+b$+c$+d$+e$+f$+g$+h$+y$
400 do sc$
500 ask @34,2ln:if n<lor n>5then
    display @0@34,2l"1":goto500
600 in n=5 then 1100
700 display chr$(147)@10,10"You Chose
    Option:"&l,0n
800 for j=1 to 500:next j
900 do sc$
1000 goto 500
1100 dump:wait:prog
```

You will notice that Listing Two begins almost identically with Listing One. One small difference... the box created by Listing Two is two characters wider than in Listing One. To do this will necessitate a small alteration to the code a little later on. I'll note that when we get to it.

When you run Listing Two you will see a small sample menu called 'PRINT MENU', with four choices and a request to enter your choice. This request, which is on screen line 21, is defaulted, or preset, to choice 1. If you wish another choice you will have to enter that from the keyboard, but to accept choice 1, Printer Setup, just press return. In this demo routine you will then see a screen indicating the choice which you made; after a short delay the routine returns to the menu screen and you may make another choice.

Note that although there are only four menu choices, the error trapping in Line 600 will allow a choice of 5. This just lets you get out of what would otherwise be an unbroken loop (you could use

CTRL/Q, of course). If 5 is chosen control passes to Line 1100 for a variable dump and then returns you to the program area.

The most important thing to note about this demo routine is in Line 400 and Line 900. Here you will see that the entire menu is written and rewritten to the screen with a simple (and short) 'do sc\$'. You can call this screen as often as you like with 'do sc\$'. I find that being able to write a particular screen as easily as this encourages me to use on-screen progress reports and pause points much more liberally. This makes better, easier to use applications, especially important when you are writing for an end user other than yourself.

ERRATA

Once again one of my Eagle Eyed Readers has found one of my famous midnight typos! Bob Holcomb has graciously directed my attention to Listing Three from last month (March 88), Line 150. Line 150 uses 'display @0' to write to the screen at a higher location than the current cursor location. But, and here's the rub, I added '@0' to the following 'ask' statement at the end of Line 150. Line 150 was printed as:

```
150 display @0@27,2l"1":ask @0@27,2ln:
    if n<lor n>1 then 150
```

It should have read:

```
150 display @0@27,2l"1":ask @27,2ln:
    if n<lor n>1 then 150
```

The problem is not only that 'ask' does not need '@0' to be able to write to a higher screen location, as a text display does, it gets positively upset when you try to do that. In short, it brings things to a screeching halt. My thanks to Bob, and I hope this may clarify this point for anyone who may have been having trouble at this point.

NEXT MONTH

Continued on Pg 9

Continued from Pg 8

I don't know where the space goes. What I would like to describe next is another way of displaying a screen; one that is not ordinarily thought of. However that would require more than my normal allocation of space so I will pass that until next month. We will also look at a way to let Superbase use two or more drives. Under appropriate circumstances this will allow you to double (or even triple or quadruple) the number of records in your database.

In the case of the local business for which I wrote the program, the owner was able to continue using Superbase on the Commodore 64 without having to purchase more equipment or switch to another computer system at additional cost. See you then.

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Disk of the Month for April

AAR

autoboot...Boot program for this disk. Can be used on your own disks. Just press return on the highlighted program name in the main menu to load. See AUTODOC.

PRINTBOOTDATA...Will print out the directory and the info files for this disk. It is not a sequential file reader. Will also return you to the main boot menu.

INSTRUCTIONS...This is the boot program for the Bowling Secretary. It will auto load the files. This is the main boot program.

MUSIC.MENU...Nice program from a group of people at a monastery.

CHRISTMAS TREE

ADDRESS LABELS...Use this for mailing a card or letters. Next program has return address for back of envelope.

RETURN LABELS...Stick your return address on the back of your envelope to ensure safe arrival at destination.

MONEY MATTERS...Fast and effective calculator for interest and loans.

SORTNPRINT...This program will sort out up to 200 items and print them in single, double and 10 space.

BUDGEXT...Budget program. It has documentation for help in the BUDGET.INS and BUDGET.INS.1 file.

PAYMENT BOOKS...This is a receipt book for monthly payments made to a certain party. It will number them and print the names of the sender and receiver.

GEOS AND THE RAM DISK

By E. William Huffman

This is a story that just has to be told. Recently at a Program and Applications Sig meeting John Zacharias demonstrated a Desk Top Publishing Program on his Amiga. My how things flew around on the screen. Commands were executed in a flash and watching new functions materialize on the screen was real magic.

I already had my Commodore 1764 Disk Expansion for the C-64 and I was certainly not getting the kind of performance that John demonstrated. My old GEOS boot disk upgraded just like the instructions said and I printed out the information which describe the features and how to use the new 256k of RAM.

These instructions were not very explicit but after some fearful hesitation I got a configuration called Shadowed 1541 and stored it on the boot disk. This is a scary operation because you have to remove the Write Protect Tab from the boot disk. The instruction tells about three other features: (1) a 1541 RAM Disk, (2) DMA for the Move Data, and (3) Fast Reboot. I couldn't find the first one on the configuration window but the latter two were already set so I just left them.

Shadowing my 1541 made geoPaint and geoWrite work much faster and I thought I had the ultimate in speed until I saw John's demonstration. I was actually smugly pleased with the extra fun I could have with these GEOS Applications and the ease in scrolling and pulling in the various functions but John ruined all that for me. What was I to do? Sell my 64 and buy an Amiga? How could I convince my wife that I needed to spend all that money, especially after just investing \$110 in the new RAM Expansion? Believe me I was in a dilemma.

The next episode in this chain of events was the presentation by Ron Seigel of Berkeley Softworks at the February

SCCC meeting. It was evident that he was manipulating functions and files at speeds which were far beyond my experience and his screen had a special Icon for the RAM Disk which was new to me. At the break I got Ron to explain the mystery of getting full access to the 1764. I could hardly wait to get home and try out these new found goodies.

With the configuration Application loaded and on the screen I took courage and set the Normal 1541 box under Drive A. Instantly a new sub-window appeared and for the first time I saw a box labeled RAM 1541 under Drive B. Now why couldn't they have said as much in the first place? It didn't take long to learn how to move geoPaint and Desk Top on the RAM Disk. It gave me a surge of new found power to see that I really had two drives at my command and access to either was on the same screen.

When I double clicked on geoPaint my mind took a double take. Before I could say geos whiz a geoPaint screen materialized right in front of me and a dialouge box appeared giving me an invitation to create a new document. I gave my new creation the truly novel name of TEST and by the time my return key was released the document screen was being set up. Boy was that a thrill? Now to try out the various paint functions. No whirring of the disk drive--no waiting--there it was just like John's demonstration. VIOLA--EUREKA--PRAISE THE LORD. I had my new Amiga right there in front of me and I didn't have to spend one additional red cent. Thanks to Arna and SCCC. This is what our club is all about. Naturally I know that my 64 isn't an Amiga but if it does what I want it to do--so what?

Now for the first major project. My GEOS files were a mess. Everything had been saved as I went along and when one file disk was filled another would be started until a half dozen graced my file box--each with a wide assortment of subject matter. Something had to be done to eliminate a lot of dead wood and file the keepers in some sort of logical manner.

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Continued from Pg 10

Do you realize what that entails without the 1764? Boot GEOS--close and remove the boot disk--insert and open the file disk--lots of whirring and waiting between each and every step--drag the file down to the edge of the Desk Top--remove the file disk--insert the work disk--move the file from the edge of the Desk Top to the work disk Notepad--'Please insert the file disk'--'Please insert the work disk'--'Please insert the file disk'--'Please insert the work disk'--Now you take out the work disk and replace the file disk and move the file back into the Desk Note Pad as a good house keeping procedure.

Now remove the file disk and re-insert the work disk--next double click on the file and after waiting some time while the disk drive wears itself out the document appears on the screen--look it over and decide whether to keep it or dump it in the waste basket--if to be kept rename it, if required to meet the new filing standards you have established, and then place it on the new disk you created for that category by reversing all the above procedures and if you don't get dizzy with all the disk swapping just shut down and go to bed. Do the rest of the file cleaning as time becomes available.

With the RAM 1541 installed in you C64 it is an entirely different ball game. Format a new file disks named after the categories you want--this was necessary with the old method anyway. Place the work disk in the drive and transfer geoPaint (or geoWrite or both) and Desk Top to the RAM Disk. Did you ask how? I am glad you asked. It is real simple--just drag the application ICONS over to the outlined RAM 1541 ICON and click.

No disk swapping and you don't even have to move them back onto the work disk because the original just stays there anyway. Now replace the work disk with a file disk--you don't even have to close out the work disk--just click on Drive A icon and page one of the file disk

appears on the screen. This does require some disk whirring--the same as when a new disk was opened the old way.

Now the fun begins. Drag over the icons of all the files you want to look at. The real disk drive will spin a bit but remember that no disk swapping is required. As Alice in Wonderland would say 'When its done, its done'. Now click on the RAM 1541 icon and a new Desk Top appears showing what is on your RAM Disk which is now in your new high speed disk drive called the 1764. Now double click on the desired file icon and presto the document floods the screen. If you look it over and decide to erase it just drag it to the waste basket and it will be gobbled up faster than you can blink an eye. The file disk is still in the real drive so click on Drive A and its Desk Top reappears. The place the original document in its waste basket.

You can save even more time by looking at all the files which were moved over from the file disk and making a list of the ones you want to save. If you rename them be sure to use the new names in this list. Then insert the new categorized file disks in Drive A (one at a time of course) and move the appropriate files over. When all the keepers from the original disk have been saved to the new disks just set the original aside and when it is reformatted all the old files will be instantly erased. If you have done enough for one session don't worry about the copies of the keepers which are also on the RAM Disk. Just turn off the power and they will evaporate. Otherwise dump them in the waste basket to clear the Desk Top on the RAM Disk for the next series of transfers.

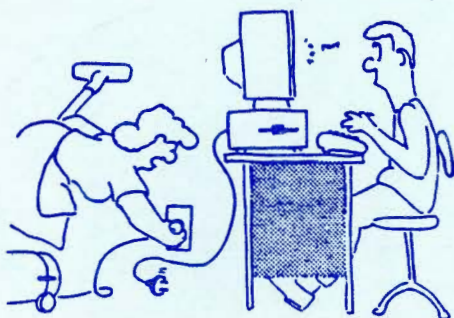
One club member bought a 1764 and couldn't get it to work so returned it for a refund. I wonder if this disappointment might not have been avoided if better instructions had been provided. I am anxious to learn how to use the 1764 with other than GEOS Applications. There has to be a way of loading any program in which there is a lot of interplay between memory and the

Continued on Pg 12

disk drive into the RAM Disk. I think this would be done by calling the RAM Disk device No. 9 and then after getting everything needed transferred reassign the RAM Disk to No. 8 since many of the subroutines calls are to drive No. 8. If anyone has tried this please tell us about it. If this works then we should be able to speed up Print Shop, Outrageous Pages, Paperclip III, etc. and a host of memory devouring games.

One thing the RAM Disk won't do is make your printer print faster but creating your document is so much faster the printer can start sooner. One most important thing to remember is that when you turn the computer off everything on the RAM Disk evaporates. Be sure to place any documents created in the 1764 on a floppy disk before closing shop.

The RAM Disk is the same size as a floppy disk so if you are working on a number of files such as for the housecleaning project described above it may get full. When finished working on a document I suggest saving to a real disk and then removing the copy from the RAM Disk by dumping it in the waste basket to keep the RAM Disk Desk Top more simple and perhaps save some confusion. If you are using GEOS you will never realize its full potential until it is hooked up with the 1764. I am sure geoPublish will take advantage of all this enhancement. I can hardly wait until I can save up enough to buy it and tell you all about it. Have fun.



"I'll just be a minute, dear."

CLUB BBS NEWS

By David Jones

One of the many things you can do on the club BBS is read and post messages. These messages are separated into different categories or subjects. On the club BBS there are discussion areas of a general nature, C-128, C-64, Amiga, telecom, Star Trek, Buy & Sell etc. To access these areas just type L at the Main Menu. This will take you to a list of options. It will look something like this:

Omega System Message Areas

- (1) Local Message Bases
 - (2) Local Echo Bases
 - (3) National Echo Bases
 - (4) Read All Messages in all selected bases
 - (5) Net Mail Matrix (National Private Messages)
-
- (!) Return to Main
 - (T) Time Remaining
 - (0) Logoff System

The first option (1) will give you a list of message bases that you can use to leave LOCAL messages on the BBS. These messages can be private or public.

The second option (2) will give you a list of LOCAL ECHO message bases. These message bases are seen by other users on this bbs and others in the local Sacramento area. These messages are all public messages.

The third option (3) allows you to participate with message bases that span the United States and beyond! These message bases are also Public only. They do not cost anything to use. The messages left here MUST fit the subject of the ECHO. Any ads are not allowed. Of course you can leave ads in the Local Echo area. There is a message area for such a purpose or you can leave it

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THE AMIGA CORNER

by John F. Zacharias

In last month's column we discussed how to control your printer using special escape sequences from your Amiga keyboard. The process was cumbersome and I indicated that this month we would discuss how to make the process more "user friendly" with something called EXECUTE files.

But first, we interrupt this column for some special announcements:

* * *

Another Amiga/Commodore show is scheduled for the 14th and 15th of May at the Santa Clara Convention Center, 5001 Great America Parkway, Santa Clara. The show will feature the normal exhibitor booths as well as two full days of lectures and seminars. Show times are 10 am to 8 pm on Saturday, May 14, and 10 am to 5 pm on Sunday, May 15. Prices are \$10 per day without seminars and \$15 per day with seminars. A special two day price is \$15 (\$20 with seminars). SCCC is tentatively planning a both at the show. Golden Gate Shows is sponsoring the show.

* * *

Workbench 1.3 is scheduled to be released any day now. Both the April issue of The Amiga Sentry and the May/June issue of "INFO" have write-ups on what you can expect with 1.3. Among the new features are new and much improved printer drivers that are both faster and provide better and more flexible output, full command line editing on CLI with recall of previously entered lines, a recoverable RAM disk device that survives warm boots, upgraded math libraries with direct support for a 68881 math co-processor chip, and faster disk access for hard drive users.

Workbench 1.3 can work with KickStart 1.2, but an upgrade ROM (KickStart 1.3) will be available sometime after the release of Workbench (although 1000 users can get KickStart 1.3 on disk along with Workbench 1.3). The only advantage that KickStart 1.3 gives you is the ability to directly boot from a hard drive (however the hard drive must be set up properly to do this).

Version 1.3 is only a "moderate" enhancement to Workbench; a major upgrade is planned for version 1.4 of both KickStart and Workbench. Those 500 and 2000 owners may wish to hold back on getting the new KickStart ROMS until 1.4 is released (sometime, perhaps, towards the end of the year). Workbench 1.3 is a must, however!

* * *

And speaking of INFO, those members of SCCC who are also TPUG members will now be receiving INFO as part of their membership. I was considering giving up TPUG when they did away with the concurrent TRANSACTOR subscription, but with INFO I am seriously considering renewing my TPUG membership. INFO is now including a lot of AMIGA stuff as well as the standard Commodore fare

* * *

Now, back to the main subject of this month's column - the EXECUTE command.

If you tried any of the examples from last month's column, you probably have discovered by now they require a lot of typing and a lot of reference to manuals. So much so, that most people won't bother. Last month we promised that the process can be made much simpler, but we left it to this month to explain the process.

Last month we indicated that you can

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set up special command files that allow you to enter a statement like:

EXECUTE PGCHG

to cause the printer to page change, for instance. In fact, you can set up many printer functions in this manner. The general format of the command would be:

EXECUTE printer-command

where printer-command can be any name that you wish to use for the function. Naturally, you should pick names that are easy to remember and to type in. As an example, let's say we want printer-command to be the following:

PGCHG to cause a printer page change,
SET-SKIP to set up a skip over perforation,
P-INIT to initialize the printer, and
P-RESET to reset and initialize the printer.

EXECUTE command files are nothing more than files that contain a series of CLI statements that can be executed automatically by the AMIGA. The Startup-Sequence file that is read when you first turn your AMIGA on is an example of this kind of file. When the AMIGA is first turned on, KickStart takes over and looks for a file called Startup-Sequence in the "S" directory of the disk in drive DFO. It then starts executing the commands in that file.

When you construct an EXECUTE file and use the EXECUTE command to call it, you are, in effect, doing the same thing the computer automatically does at startup time.

We must create our EXECUTE command files in the "S" directory of our Workbench disk (not the "C" directory). So, the first thing you will want to do when you create the

commands is place yourself in the "S" directory. Do this by typing:

CD DFO:S

In order to send a command to the printer you need to create two files: one with the printer escape sequence in it, and the second which copies the first file to the printer. I initially tried to use only one file which "echoed" the command to the printer using this format:

ECHO >PRT:
"printer-escape-sequence"

This worked, however a carriage return was automatically sent after each command which caused the paper in the printer to creep forward after successive commands were sent to the printer. This was unacceptable to me, so I decided against using the ECHO command.

Here is the procedure that I followed in setting up my printer control files. Remember, all of these files must go in the "S" directory.

First I created four files called FF, SK, IN, and RS in the following manner (remember, © preceding a character means that the "Ctrl" key must be pressed at the same time as the key representing the character. # is the backslash key):

COPY * TO FF
©1©#

The above establishes the form feed (page change) command sequence file.

COPY * TO SK
ESC[6q©#

The above establishes the skip-over-perforations command sequence file.

COPY * TO IN ESC#1©#

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The above establishes the printer initialization command sequence file, and

```
COPY * TO RS
ESCcESC#1@#
```

The above established the printer reset / printer initialization command file.

I then created the four EXECUTE command files (PGCHG, SET-SKIP, P-INIT, and P-RESET) as follows:

```
COPY * TO PGCHG
COPY S:FF TO PRT:
@#
```

```
COPY * TO SET-SKIP
COPY S:SK TO PRT:
@#
```

```
COPY * TO P-INIT
COPY S:IN TO PRT:
@#
```

```
COPY * TO P-RESET
COPY S:RS TO PRT:
@#
```

Notice a number of things about the examples above. First, don't forget the colon (:) after PRT. If you do, the commands won't go to the printer, but to a file called "PRT"

Second, each of the command file names is preceded by "S:". This is important since it allows you to execute the commands from any directory. "S:" is a logical device name that always refers to the "sequence" or "S" directory on the disk from which you booted or which you have re-assigned using the ASSIGN command. Since the PGCHG, SET-SKIP, P-INIT, and P-RESET files must be in the "S" directory (a requirement of the EXECUTE), the "S" directory also becomes a good, known place to put the command sequences.

The "*" that is used in all of the examples above means to copy everything that follows to the named

file until a CONTROL-BACKSLASH sequence is typed in.

Now if you want to print that favorite read-me or doc file and have the printer automatically skip over perforations and page change at the end, you could type in the following:

```
EXECUTE SET-SKIP
COPY DF1:NEWPROG/NEWPROG.DOC TO
PRT:
EXECUTE PGCHG
EXECUTE P-RESET
```

What does the above do? First the EXECUTE SET-SKIP sets the printer so that it will skip over perforations, the COPY command sends the file "NEWPROG.DOC", which is contained in the directory "NEWPROG" on disk DF1, to the printer. When the file finishes printing, the EXECUTE PGCHG causes the printer to skip to the end of form. Finally, EXECUTE P-RESET resets the printer so that the skip over perforation is no longer in effect. Remember, you should position the paper in your printer a few lines below the perforation before you send the first command so that you will have both a nice top and bottom margin.

If you were printing the same file over and over again, you could, of course, place the above command sequence in it's own execute file and then execute that. There is even a way that you could enter the file name you wanted to print in the EXECUTE call line such as this:

```
EXECUTE PRINT filename
```

and then the execute file would be more generalized. Next month, we will give an example of a fairly complex EXECUTE file that will be able to not only print a file like the above example, but also be able to print the file in hex or with line numbers (and even print directories!). In order to write such a file we will need to use an

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editor such as ED (part of CLI) or MicroEMACS which comes on your EXTRAS disk. Documentation on MicroEMACS is also on the EXTRAS disk in a file called "MicroEmacs.doc" in the "Tools" directory. Print it out, study it, and try it. MicroEMACS is a very good editor!

* * *

Don't forget . . . The Amiga SIG meets every first Thursday at the SMUD Service Center, Don Julio and Elkhorn, room C beginning at 7 pm. The next meeting will be May 5.



New Titles for the C64/128

BlackJack Academy	Print Kit
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Three blocks East of Sunrise Mall

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in the BBS Buy & Sell area too.

The fourth option (4) allows you to read all messages on all bases. You can select or deselct the bases before you do this. Be warned though if you havn't logged on in a long time you will be reading messages for a long time. So call often and be selective as to what you read.

The fifth option (5) allows you to send PRIVATE mail Nationaly. This is not free and is for Private messages other than those sent by Email on the BBS system. The usual cost is .22 cents a message for US and \$3.00 for elsewhere. You must have a seperate account with the BBS to use this. There are some local BBS systems you can leave net mail messages to that are free. The system will tell you if there is a charge and if you can send the message.

The following National Echo areas are now available to members:

- Amiga
- Amiga Video
- Trek
- SF
- Comm
- CBM (Coming Soon!)
- Humor
- Ham (Coming Soon!)
- Geneology (Coming Soon!)
- Chatter
- HDCConf

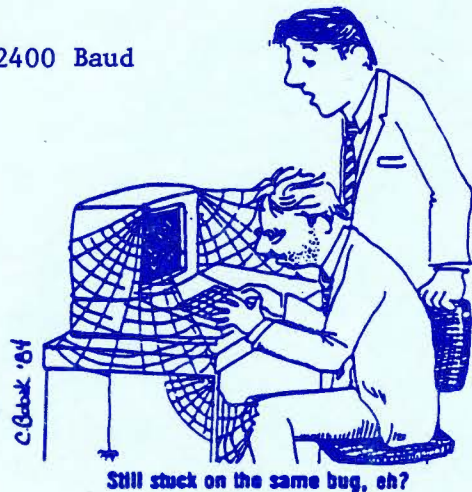
I think I mentioned about all that the BBS carries at this time. It can carry more if there is enough interest shown in a particulair subject. Some of these are cooking, writing, vietnam vets, disabled, gardening, mystery etc. The CBM, HAM and Geneology should be here pretty soon. CBM is for C-64 and C-128 users, HAM is for all you Ham radio buffs out there, and Geneology expalins itself.

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Next month I will talk to you about transferring files between you and the BBS system, till then have fun online and don't be afraid to press keys. Ask me questions!

David Jones System Operator
Omega System/SCCC BBS
991-7319
22 hours
300/1200/2400 Baud



The Modem Characters

Ever wonder what the other guy on the phone line looks like when calling another computer? Well here are some of my favorite descriptions.

David Jones



1. User



2. Hacker



3. Phreaker



4. Cracker



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From INFO Magazine, Jan/Feb 88 issue,
#18, 'EDITOR'S PAGE':

WHY COMMODORE IS SHUNNED

I won't be startling anyone when I say that Commodore is virtually ignored by most general computer magazines, trade publications, newspapers, and TV computer commentators. If you have any doubts, just pick up a copy of InfoWorld, USA Today, Personal Computing, or tune in Computer Chronicles on PBS: if you were viduting from another planet, you would never guess from these high-profile sources that Commodore, at last count, outsells IBM nearly 2 to 1! It used to be generally accepted in the days when CBM meant only VIC 20 and C64 that this was because of the so-called "game-machine" image, but with the advent of serious software and capabilities for the 8-bit machines as well as the arrival and success of the Amiga, how can this continued freeze-out be explained? I have pondered this curious phenomena for some time, and I have developed a theory:

Personal computing evolved from a mainframe and "mini" past (when, it took a computer science degree to run a computer, and a corporate bankroll to buy one.) Many individuals in both business and academic circles were overjoyed when the first Personal Computers were introduced- they awed their friends, their bosses, their spouses, and even themselves with this new found power: 'Yes, I have a computer, and I know how to use it.' Computers were still expensive enough and complex enough to be the exclusive toys and tools of the Yuppie Elite (and most establishment journalists are card-carrying members of the Yuppie Elite). Then along came Commodore, virtually GIVING away powerful (and fun) computers (the C64 wiped the smiles off many a smug face, then the Amiga 500 totally fried 'em!) Suddenly, anyone who wasn't on welfare could own one of these shining marvels, and virtually anyone who could make Jello could figure out how to use one. The hostility is quite understandable: Commodore gave computers to the common person, and the Old Guard, High Priests,

and Yuppie Elite have never forgiven Commodore for giving the Secret Of Fire to the masses. (end quote)

I have my own theory about coverage of Commodore computers in the magazines (or the lack of it). I believe that it is the lack of interest or understanding on the part of the Commodore computer owners, which includes me, in the true quality of their machines that keeps the Commodore relegated to the 'CLASSIC' computers section of magazines like Computer Shopper. We still tend to think of our machine as arcade game machines and are complacent in what else is available since there are many games out there. It is only after we actually start using our computers as a productivity tool that we realize its true potential. Many of us never get beyond the games playing stage and are perfectly comfortable there. What's that saying 'Ignorance is bliss'? Those of us that have realized our computers true potential don't have the time and/ or energy to write letters and speak loudly to manufacturers and dealers about the quality items we want for our systems. For example, we still do not have a reasonably priced, quality hard disk drive for our Commodore computers, but there are plenty out there for the IBM. Hey troops, my system may be slower, but I can do everything on my Commodore that my brother-in-law can do on his IBM, and then some. Maybe it's time for us Commodore owners to start talking quality tools and producivity programs when we visit the local dealers, as well as promoting our systems to anyone that mentions computers in our day to day affairs. When the word becomes stronger that Commodore is a computer as well as a game machine, then and only then will more quality and in-depth products be made available. Whooooooooooooooooosh, I can hardly wait! Stand up, talk it out loud, be proud of your COMPUTER, that just so happens can also play a mean PacMan game or excellent Bach Fugue. Through your support and promotion as well as that of user groups like Basic Bits Commodore Group more and more people will learn about the quality of Commodore computers. Enjoy! COORDINATOR

Copy Autoboot to 1581

by B Smither

Can you transfer any program from a 1541/1571 to a 1581? Aside from the more esoteric copy protection methods, I would say yes. But there are some obstacles to look out for. One is the autoboot sector(s). Another is the random filetype, direct block-reads and block-writes. There may be even more.

Consider the autoboot sector. Here lies information that may be handled in a variety of ways. For the most simple autoboot, the system merely loads a pre-designated file (as found in the directory). It is these kinds of autoboots that can be created by various utility programs. A more complicated autoboot sector might contain some machine language and might even reside on more than one block. (VizaWrite Classic is a good example. VizaStar possibly as well.) Recognize the fact that the sector layout is the same between a 1541 and a 1571, but radically different on a 1581. Thus, it's near impossible to find a copy program that will do block-to-block transfers between these two types of drives.

But the routine to accomplish this job is really very easy. Here is the listing and the discussion follows:

```
5 GOSUB 90
10 OPEN FS,D1,CM,"I0": OPEN
BS,D1,SD,"#"
15 OPEN FD,D2,CM,"I0": OPEN
BD,D2,DD,"#"
20 FOR S=0 TO 2
25 PRINT#FS,"U1:" SD; DR; TR; S
30 PRINT#FS,"B-P:" SD; 0
35 PRINT#FD,"B-P:" DD; 0
40 FOR D=0 TO 255
45 GET#BS,A$:A$=A$+CHR$(0)
50 PRINT#BD,CHR$(ASC(A$));
55 NEXT D
60 PRINT#FD,"U2:" DD; DR; TR; S
65 PRINT#FD,"B-A:" DR; TR; S
```

```
70 NEXT S
75 CLOSE BS: CLOSE FS
80 CLOSE BD: CLOSE FD
85 END
90 FS=15: REM LFN SOURCE COMMAND
91 FD=16: REM LFN DESTINATION
COMMAND
92 D1=8 : REM DEV# SOURCE
93 D2=9 : REM DEV# DESTINATION
94 CM=15: REM COMMAND CHANNEL
95 BS=8 : REM LFN SOURCE BYTES
96 BD=9 : REM LFN DESTINATION BYTES
97 SD=8 : REM DATA CHANNEL SOURCE
98 DD=9 : REM DATA CHANNEL
DESTINATION
99 DR=0 : TR=1 : REM DRIVE 0 TRACK 1
100 RETURN
```

Line 10,15: Peripherals are most easily communicated to through the use of files and channels. Both drives will have two logical files opened, one to pass commands, the other to pass data. First, each drive is initialized. Because my source drive is an MSD dual drive, I had to include this command to prevent a unique error, Disk ID Mismatch. I suppose if I had specified buffer numbers (due to a characteristic of duals), I might not have had this problem.

Line 20: Starts a loop to read sectors 0, 1, and 2.

Line 25: "U1" is a form of "Block-Read". A block of data will be transferred into the buffer (assigned this task when the data channel was opened). The data will come from drive 0, track 1, sector s.

Line 30,35: These commands are perhaps not necessary, but in one of my failed attempts, I found that either the source or destination buffer became preceded by a zero byte. What actually happened, I don't know. However, making sure that the buffer pointers are set to position 0 is a good idea to me.

Line 40: Starts a loop to read 256 bytes of data.

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Line 45: I once read about a problem with a particular BASIC and/or DOS. If you were to GET# a byte of data, and the value of that byte was zero, what would actually end up in A\$ would be nothing, symbolized by a string (delimited by quotes) of zero length, i.e. A\$="". So what we do is add a character code of zero to whatever we got , if anything.

Line 50: Then what happens is that when the ASC function is used on A\$, only the first character's value is returned. If there was nothing in front of the CHR\$(0) when it was added, then CHR\$(0) will be the first (and only) character in A\$. Now that we have a good number, it is used as the argument to convert back to a character byte.

Line 55: The data loop finishes.

Line 60: "U2" is a form of "Block-Write". A block of data will be transferred out of the buffer (assigned this task when the data channel was opened). The data will go to drive 0, track 1, sector s.

Line 65: Now that there is important information on this block, the BAM needs to be updated so that DOS will not later try to save part of a program here.

Line 70: The sector loop finishes.

Line 75,80: All channels are closed.

The acid test. Reset the 1581 as device 8 and press the reset button. If your program doesn't boot up, recheck everything. Don't be afraid to jump down my throat when your attempt didn't work. For new people, it's a bit tricky, and maybe I can tell you where you went wrong.

The other obstacle mentioned is programs which operate on direct block access. Practi-File (Flex-File) is a database of a few years back that used this technique.

I have also read somewhere that Fast-Hack'Em uses direct block access to collect the required ML routines needed for the options selected.

By modifying the above program, and after careful and painful study of how your favorite program communicates with the disk drive, you too can achieve success at transferring problematic programs to the 1581.

If you have any questions, I'M at (916) 682-4644

PaperClip III

a review by B Smither

Afficionados of PaperClip in all its previous incarnations will be mildly pleased at the current release. There are no really major-major improvements since PC/II, but should you be upgrading from an even earlier release, be prepared for an onslaught of features and functions. To upgrade, send \$18 and the cover of any version of PaperClip's manual to Electronic Arts. Send \$28 (double check this) and the cover of any other word processor's manual for PC/III.

PC/III still does not do newspaper style columns, a feature I was really anticipating. But new to this version is support of the various RAM expansions to hold the dictionary. Also, there isn't any complicated autoboot for this package, so transfer to the 1581 is an easy and straightforward file copy procedure to be followed by creating a boot sector to load a file called "PC".

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Some time ago, with PC/II, I tried to upload a file to our bulletin board using the built in telecommunications functions. There was some difficulty as to exactly what protocol I was using. The sysop said I was sending one protocol while the menu choice indicated another. In a trial attempt to transfer a file to my other system, it appears that a problem still exists. Stay tuned for further details.

For readers who do not have a full reckoning of PC/III, it is a Jerry Pournell type word processor (he is the most vocal, hence the leading force against WYSIWYG type processors. Which is to say, it's not important to see what the layout of the text is during the text entry phase [post formatting]. Better to see as much text as is possible on the [relatively] rather limited 25 screen lines.) PC/III will check your spelling, send and receive text over the modem, has a few special video preview modes, accomodates any printer either through its printer drivers or by in-text codes, mail merge features, column manipulation (ragged right newspaper style columns is possible accompanied by extreme amounts of mental pain and anguish), and some really neat text formatting commands.

Some new, never before seen format commands are: alternate page printing, where odd numbered pages are printed, the paper is put back in the printer back side out, and the even numbered pages are printed; full and true proportional printing (unverified); letter quality mode switched on and off in text; and double height mode (if your printer has this mode built in), where the letters are twice as high and when combined with double width mode, makes for some easy to read, stand-out text.

Most formatting commands can now be embedded in text (instead of having their own text line). There is an outlining mode using Roman, Arabic numbers and Upper, Lower case characters. Multiple line headers and footers (max 129 chars per head or foot), and a mirror function which if on odd numbered pages you had -chapt title page-, then on even numbered pages they would be -page title chapt-.

If you have a RAM expansion cartridge, the first time the Check Spelling function is called, the dictionary files are loaded into the RAM cartridge. A sub-function, new to PaperClip III, because the dictionary is now in RAM, allows as-you-type spell checking. The process does not noticeably slow the entry of text. There are three parameters to this function:

Auto-Check: Whenever the space bar is pressed, the word just typed or edited will be checked against the dictionary. Normally, when a word fails to appear in the dictionary, it will be printed at the top of the screen and text entry is suspended. All keys will be ignored except for (S)kip, (I)gnore, (R)eplace, (A)dd, or (D)elete. This however produces one big headache. If you do not notice that text entry has been suspended, parts of words will not be entered while PaperClip is waiting for one of the five action keys. Look at this sequence, -release tab-. The first word will not be found in the dictionary and text entry will be suspended. The first letter of the second word is ignored because it is not an action key. The second letter, however, will cause the first word to be added to the dictionary, in this case, an undesired action. Thus the next feature.

Continued from Pg 22

Type Ahead: The word not found will still be displayed on the top line. This time tho, text entry is not suspended and there appears to be no way to immediately add the unknown word. How then will you know when a word has not been found in the dictionary? Check out the next feature.

Bell: Every time a word is not found in the dictionary, and if your monitor has audio capability, a bell will ring.

In PC/II, there is a function called External File Print. Calling this function will have PaperClip suspend output of the text in its buffer, and begin a direct transfer of data from the specified filename to the printer. Thus, complex printer control codes, including downline loadable printer fonts and even hi-res pictures, such as graphs, can be sent without PaperClip trying to interpret it as text or otherwise in any way altering the data. It appears very likely that PC/III has had this feature removed. With the coming on the market of very affordable laser printers, this is one feature that I'm sure many users would have silently blessed. Its disappearance is a very big black mark in my book.

The most bizarre thing I have ever seen is PC/III's ability to preview your text with fifty (!!!) lines on your RGB monitor at one time. What PC/III does is reconfigure the VDC chip to accomplish this. Hellish flicker is the result but most of it can be eliminated by adjusting the brightness and contrast. Also, 80-column monochrome (on a separate pin at the RGB port) used with a long persistence phosphor monitor is best to see this. Viewing this mode for a length of time gave me a headache.

One last thing, using the 1581 to save and load text is real fast. How fast is real fast? Don't blink or you'll miss it.

I would really like to talk about PC/III with anyone who cares to. (916) 682-4644.

Editor's Column

By (Who Else) David Jones

Well here it is midnight..... And the eyelids are beginning to close no matter how much water I throw in my face. It has been a tiring week and getting the newsletter together has taken some time. But looks like it will be ready for pick-up on time tomorrow.

As you have already noticed we have a 24 pager this issue, thanks to the contributions of Brian Smither, Elmo Hoffman, Gene Hollingsworth, John Zacharias and others. THANK YOU and keep it coming!

Want to remind you all the clubs NEED for a SIG Coordinator. If you have some time you can spare please take the time to talk to one of the board members. As Cy mentioned in his president page we lost two board members... so if you would like to volunteer for any of the above please get in contact with one of the board members listed in S C CUBED.

If you havn't already heard there is alot of HEAVY rumors about, that point to a different C-64 to be introduced at the Summer CES. A C-64 with the 256k ram already built in with 80 col capabilities with a built in 1581 with fast roms so that drive will be lightning fast. Sounds like a interesting combination. Question is how much, and why now? Till next time, happy computing!

David Jones

SPECIAL INTEREST GROUPS AND LIBRARIAN'S SCHEDULES

BEGINNERS - Juanita Eroles - 929-4058
(call for more information)

128 USERS - Efren Mayhill - 648-1812
May 19 7:00 p.m. SMUD, Room D**

ALPHA-OMEGA TELECOMMUNICATIONS
Tim Ryan - 485-3138
May 10 7:00 p.m. SMUD, Room D**

MUSIC - Earl Langguth - 454-4666
(call for more information)

AMIGA - John Zacharias - 363-9153
May 7 7:00 p.m. SMUD, Room C**

** SMUD's Service Center, Elkhorn and
Don Julio, North Highlands

OTHER INTERESTS AND CONTACT PERSON:

EDUCATION Jan Zacharias- 363-9153
COMAL Bob Collins- 363-6474
SUPERBASE-Gene Hollingsworth- 483-3558
GEOS Elmo Huffman- 457-6255
ASSY.LANGUAGE John Zacharias- 363-9153

Librarians schedule
Always 1pm to 5pm

	May	June	July
Candy Computer	7	4	2
Put's	show	11	9
Computertime	21	18	16

	April	May	June
Software Plus	30	28	25

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