# the MONITOR

*The Monitor* is published monthly by the **Commodore Users Group of Saskatchewan** (CUGS). Meetings are held on the first Wednesday of every month in **Room 173** of **Miller High School** unless otherwise noted. The next meeting will be held on **November 1**, 1995, from **7:30 to 9:30 P.M.**

CUGS is a nonprofit organization comprised of 64 and 128 users interested in sharing ideas, programs, knowledge, problems, and solutions with each other. Membership dues ($15) are pro-rated, based on a January to December year.

Anyone interested in computing is welcome to attend any meeting. Members are encouraged to submit **public domain** and **shareware** software for inclusion in the **CUGS Disk Library**. These programs are made available to members at $3.00 each (discounted prices when buying bulk). Since some programs on the disks are from magazines, individual members are responsible for deleting any program that they are not entitled to by law (you must be the owner of the magazine in which the original program was printed). To the best of our knowledge, all such programs are identified in their listings.

Other benefits of club membership include access to our disk copying service to make backups of copy-protected software, and any members who own a modem and wish to call our BBS will receive increased access. The board operates 300-2400 baud, 24 hours a day. The number is **565-6791**.

# Editorial

Autumn has beset us once more, and just as the trees are changing colors, so too does CUGS at this time of year. The November meeting has traditionally been the meeting where we elect our executive. Though the club has altered its governmental structure somewhat since years past (the size of the executive has been decreased slightly by removing several positions), we will likely be continuing our practice of electing members into what positions we have. Tentatively, members may volunteer to run for secretary/treasurer, newsletter editor, or disk librarian (there are four or five distinct disk libraries but we have found that just two librarians take care of job nicely).

This month's issue features some articles pulled by Drew and Judi Ruether from some of the other clubs' newsletters that CUGS has been receiving. Like all first-time submitters, Drew and Judi are now entitled to a free club disk of their choice, as well as eligible for our annual article-submittors' prize draw at the end of the year. With that said (and I direct this to the entire club), why not consider submitting an article of your own? The rewards, be they tangible are not, are well worth the time and the effort.

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## PRIZE DRAW

C128 keyboard & power supply
Monochrome monitor
1571 and 1541 disk drive
50 DSDD disks, some software

*Some restrictions apply*
**Prize will be drawn at an upcoming meeting -- be sure to come!!**

# PEEKs Into Other Clubs

*Judi & Drew Ruether*

This summer has been a busy one with lots of correspondence sent out to other clubs and lots of club newsletters being returned in kind. We started with a master list of clubs gleaned from a current LoadStar issue and have been slowly whittling it down, sending out around a dozen or so per week. Newsletters from around the country have been coming in dribs and drabs over the last two months. Many thanks to the following clubs for exchanging newsletters:

Tri-City Commodore Club of Richland, Washington

Commodore Computer Club of Jacksonville, Florida

M.I.C.E. (Miami Individuals with Commodore Equipment)

Meeting 64/128 Users Through the Mail of Palestine, Texas

Commodore User's Association of Medford, Oregon

Western Colorado Commodore User's Group of Mack, Colorado

A.B.C.U.G. of Glen Burnie, Maryland

L.C.C.U.G. (Lane County Commodore User Group) of Eugene, Oregon
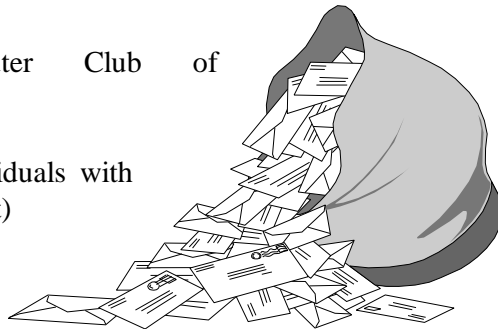
Coos Computer Club of North Bend, Oregon

Louisville Users of Commodore of Louisville, Kentucky

C.H.U.G. (Commodore Hayward User's Group) of Fremont, California

Club 64 of Patton, California

Honourary memberships have been offered to the above clubs in exchange for the same from their clubs so we may further the life of Commodore throughout the 8-bit world. We've also received a disk of the month from C.H.U.G. (Commodore Hayward User's Group) -- lots of interesting games and utilities for all. We will be giving a demo of this disk at the next meeting and the disk will go into our disk library for purchase by club members at the regular club price. On side one of the disk are 64 programs and on side two there are 128 version programs.

Over the next months, articles taken from the above newsletters will appear in the Monitor for your information. These are just a few tips and techniques from the newsletters, with much more of interest to be viewed at club meetings or on a one-week signout basis for your viewing at home. The following articles are courtesy of M.I.C.E. (C128 Peeks & Pokes, Tricks and Tips for the C128) and the Commodore Club of Jacksonville for the C64 Reset Button write-up. See you all in the next issue of the Monitor with new club correspondence updates and new information to share!

# C64 Reset Button

*Larry Bailey, Rolf Miller, Arvid Nelson*

The following is copied from the September 1994 issue of the Lucky Report, Louisville Users of Commodore of Kentucky, author Larry J. Bailey and follow-up information from the November 1994 issue of the Gazette, CIVIC 64/128, Oxnard CA, author Rolf Miller.

For years I've heard and listened to people talk about reset buttons and switches for their Commodore. But usually you needed to take your computer apart to have the reset button installed or type in a program to do this. Well, several years ago, a friend of mine helped me put together a simple external reset button. This button will reset the C64 computer and disk drive at the same time. The great thing is you do not have to take your computer or drive apart; just plug it into a serial port. So here it is.

You will need a six-pin din (serial port) plug. You may use an old or extra serial cable and cut off one end or you can purchase a new din plug (Radio Shack catalog #274-020A). Next is a small (2"x4") utility box (Radio Shack catalog #270-220) to mount the switch in. Last, you need a mini SPST momentary normally-open push-button switch.

Now that you have the parts needed, you need some tools: a soldering iron, solder, a drill, a ¼" drill bit, pliers, and a continuity tester or multimeter. If you are using a serial cable, cut off one end and strip back the insulation from the wires about ¼". Using the test equipment, identify and tag the wires connected to pins two (ground) and six (reset) of the din plug. If you are using a newly-purchased din plug, you need to connect two wires, one each to pins two and six. The plug should come with a diagram of the pin numbers -- if not, look in the Commodore manual for a diagram of the six-pin din plug. You need to have about two feet of wire between the plug and the box so you can locate the box for your convenience. Now, take the utility box apart and drill one hole for the button/switch and one hole to run the wire/cable through. Mount the button/switch on the top or front of the box, run the wire/cable into the back of the box and connect the two wires (pins two and six) to the button/switch. Protect the wire/cable from chaffing on the box and put the box together.

Before we connect it, let's test it out. Using the meter or tester, check the continuity between pins two and six on the plug. It should be open. Now press the button and check the continuity between pins two and six. It should be a short or have continuity. If you do not get these results, go back and check your work. If you got these results, connect your reset button to any open serial port on your computer, drive, or printer.

Like any other time that you plug something into the computer system, make certain your equipment is off. After the reset button is plugged in, turn on the computer. Type something to display text on the screen. Now push your reset button and watch your screen. The screen should flicker or change size and return to normal and the text will be gone. You should also have noticed that the drive light on your disk drive flickered and the motor ran for a second or two. You just reset your computer

and drive. NOTE: On a very few C64 computers this setup will not reset the computer, but only on a very few.

I hope you have enjoyed putting together your reset button. This will keep you from wearing out the on/off switch on your computer.

Retyped by Arvid Nelson. Two advantages of this reset switch over all others I have seen: you are not opening and modifying the computer or disk drive, hence you will not void the warranty (just a little humour here) and you can move your reset switch from unit to unit.

I just read an article in the CIVIC 64/128 Gazette newsletter of Oxnard, California, authored by Rolf L. Miller. He tells us the advantage of resetting the computer, rather than turning it off and then back on, is that most of the contents of the memory are undisturbed. Resetting mainly resets the pointers and does not disturb memory.

Rolf goes on to discuss other possible connections for the reset button: the expansion (cartridge) port, pins A (ground) and C (reset); and the user (modem) port, pins one (ground) and three (reset). Rolf suggests the reset button can be added to a cartridge, modem, cannibalized cartridge or modem case, disk drive, or printer in addition to the computer. For a diagram of all these ports and their respective pins, please refer to your Commodore 64 System Guide.

# Book Reviews

*Bill Kemper*

**C128 Peeks & Pokes**
by Hans Liesert and Rudiger Linden
©1986 Abacus Software, Inc.

This book doesn't concentrate on these two commands. It is actually a set of instructions to help you gain access to the internal operations of your C128. You don't have to be a programmer -- or even be acquainted with programming -- to learn *something* from the sixteen chapters and seven appendices. Examples? How about these:

✎ The C128 microprocessor shouldn't be able to access more than 64K of memory but it switches between two 64K banks to become a 128K machine.
✎ In early printings of the C128 System Guide, there was an error in the information about FETCH, STASH, and SWAP commands. To correct the error, "some parameters must be exchanged".
✎ What is the "Zero Page"? It's a name that is not entirely correct. It's the first 256 bytes of microprocessor memory used to keep track of the state of programs, numbers, and codes.
✎ Every program on a diskette has an identifying entry in the disk directory.
✎ The authors say that "all sound registers are not described in the C128 System guide" and this book doesn't cover all of them. Apparently, there are other publications which do this.
✎ They also say the System Guide has no information about programming or using the user port. Here, they offer 6 pages of help.
✎ How about letting your C128 program itself? I'd say this should be labelled "For Programmers Only".

In 1986, all the program listings in the book were available on a disk for $14.95. [Whether you're a] serious C128 user-programmer or not, you will find this book intriguing, interesting, and informative.

### Tricks and Tips for the C-128
by Tobias Weltner, Ralf Hornig, and Jens Trapp
©1986 Abacus Software, Inc.

In the foreword, the writers say they have "written this book for every C128 owner wanting to make better use of his or [her] machine". Some of the things you can do: create your own character set, use the C128 FAST mode in C64 programs, and use the ROM routines. There are fourteen chapters (302 pages) of tricks and tips -- mostly tips; little ideas and programs to help you do things you hadn't though of before; things that will "enhance" your life with your 128. Some of the material in these chapters: graphics, BASIC 7.0 commands (pie and bar chart programs, windows), useful programs (music, clocks, autostart) and much info on programming, both BASIC and machine [language].

Did you ever get a "Formula too complex" error message? These authors say [to] try "POKE 24,27". (Did they emphasize "try"?) What's the simplest word processor you know of? Want to try a do-it-yourself version? These guys say: First, type in AUTO 10<return>. Then, type in a line number [sic -- AUTO will automatically do the line numbers for you] and a line of text, with <return> at the end. Do all succeeding lines in the same way: line number [sic] (increments of 10 is a good idea), text, and <return>. When you're through, type in "POKE 24,37:OPEN 4,4:CMD 4:LIST:PRINT#4:CLOSE 4". The text should print out -- without the line numbers!! You can SAVE this text as you would a normal program and print it out

later. [Note -- you won't be able to use shifted letters or question marks with this word processor -Ed.]

This history of the 128's BASIC 7.0 is interesting. MicroSoft developed the first version of BASIC, called MBASIC, used in CP/M. next was BASIC V2.0 (the grandfather of other BASICs -- it's used in the VIC-20 and the C64), then V4.0 (used in the Commodore 8000 series computers), then V3.5. (Why would 4.0 come before 3.5?) V3.5 was used in the C16 and the Plus/4 computers. It contained new graphics commands, programming aids and a machine language monitor. BASIC V7.0 in the C128 has other added commands: sprite control, music programming, and disk commands -- plus the GO64 command.

This is number three in the series on the C128 by Abacus Software. As in some of the others, all the programs in the book were offered on a diskette for $14.95.

Abacus Software, Inc.
P.O. Box 7211
Grand Rapids, MI
USA 49510

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║ Regina, Sask. -- (306)    BULLETIN BOARD LIST    September 29, 1995             ║
║      List compiled by Chris Karhut @ Fidonet Node 1:140/171                    ║
║ System Name              Number     BPS    SW   CPU     Nets      Flags         ║
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| #  | System Name              | Number   | BPS  | SW | CPU | Nets     | Flags |        |
|----|--------------------------|----------|------|----|-----|----------|-------|--------|
| 1  | Abyss                    | 569-6029 | 28.8 | RA | D   | FW       | 1     |        |
| 2  | Alpha Colony II          | 545-8342 | 14.4 | Su | D   | AFW      | Q     |        |
| 3  | Atmospheric Environment  | 780-6049 | 9600 | WC | D   |          | $     |        |
| 4  | Beyond the Grave         | 789-8352 | 14.4 | RA | D   |          |       |        |
| 5  | Crystal Visions          | 586-6790 | 14.4 | RA | D   | F        |       |        |
| 6  | Cyber Universe           | 543-8437 | 28.8 | RA | D   | F        | B1    |        |
| 7  | Cybertron                | 522-7143 | 9600 | QB | D   | FLY      | B     |        |
| 8  | Dark Tower               | 525-6857 | 38.4 | TR | D   |          | 2     |        |
| 9  | DLC-West                 | 352-9378 | 2400 | -- | D   | F        | L$    |        |
| 10 | DLC-West                 | 352-9387 | 14.4 | -- | D   | F        | L$    |        |
| 11 | Tumorhaus                | 585-3973 | 2400 | AW | D   |          |       |        |
| 12 | Fourth Floor             | 352-0472 | 14.4 | Sy | D   | F        | Q2    |        |
| 13 | Green Zone               | 789-7652 | 28.8 | Mx | O   | FI       | BQ2   |        |
| 14 | Green Zone II            | 789-4684 | 14.4 | Mx | O   | FI       | BQ2   |        |
| 15 | Hell's Fires             | 789-8291 | 19.2 | RA | D   | BLY      | BQ2   |        |
| 16 | Holistic                 | 789-5070 | 14.4 | Mx | O   | F        | BQ    |        |
| 17 | IEEE South Sask.         | 586-1939 | 9600 | RA | D   | F        | B     |        |
| 18 | Industry Canada          | 780-6985 | 28.8 | WC | D   |          |       |        |
| 19 | Kyrandia                 | 585-3527 | 14.4 | RA | D   | F        | 2$    |        |
| 20 | M.E.S.S                  | 791-4630 | 14.4 | TB | D   | F        | Q     |        |
| 21 | Menzoberranzan           | 543-4605 | 28.8 | RA | D   | L        | B     |        |
| 22 | Micro City - New Users   | 569-2886 | 14.4 | -- | D   |          | $     |        |
| 23 | Micro City Online        | 757-0088 | 28.8 | -- | D   | JR       | $     |        |
| 24 | Milliway's Restaurant    | 949-6423 | 19.2 | RA | D   | LY       |       |        |
| 25 | Missing Link             | 775-1512 | 28.8 | PB | D   | F        | L     |        |
| 26 | MR. ComTek               | 777-1512 | 9600 | TB | D   | F        | Q     |        |
| 27 | No Quarter               | 584-7428 | 14.4 | TR | D   | FLW      | Q     |        |
| 28 | Pool Hall I              | 731-2466 | 14.4 | PB | D   |          | 1     |        |
| 29 | Q-COMM Data Services     | 584-2916 | 9600 | LN | D   |          |       |        |
| 30 | Raven's Oracle           | 545-5941 | 19.2 | Re | D   | FY       |       |        |
| 31 | Scout's Own              | 777-2998 | 14.4 | RA | D   | FI       | Q     |        |
| 32 | Seventh Heaven           | 781-4947 | 14.4 | RA | D   | FL       | B1    |        |
| 33 | Shadowland               | 789-1899 | 14.4 | RA | D   | F        |       |        |
| 34 | Sideline                 | 924-4105 | 14.4 | QB | D   |          |       |        |
| 35 | Skywatch                 | 569-0581 | 14.4 | TR | W   | F        | Q     | Change |
| 36 | Somewhere Out There      | 781-4583 | 14.4 | PW | W   | U        | Q$    |        |
| 37 | Superboard               | 789-8690 | 28.8 | PB | D   | F        | 1$    |        |
| 38 | Taylor'd Information     | 543-0020 | 14.4 | RA | D   | F        |       |        |
| 39 | The Neutral Zone         | 731-2583 | 14.4 | Vi | D   | FWS      |       |        |
| 40 | The Underground          | 585-6077 | 9600 | RA | D   | DFTLU    | B     |        |
| 41 | Thee Basement            | 761-5289 | 14.4 | RA | D   | FYN      | Q     |        |
| 42 | Tower of High Sorcery    | 545-0801 | 14.4 | Vi | D   | FW       |       |        |
| 43 | C.U.G.S.                 | 565-6791 | 2400 | EB | C   |          |       |        |
| 44 | Woofers                  | 359-1709 | 14.4 | Mx | O   | F        | 2     |        |
| 45 | Hawk's Domain            | 789-8253 | 33.6 | Mx | O   | FI       | BQ1   | New    |
| 46 | HealthNet                | 569-0941 | 28.8 | RA | D   | A        |       | New    |
| 47 | The Neutral Zone         | 731-2583 | 14.4 | Vi | D   | DFILSVWY | QB1   | Change |