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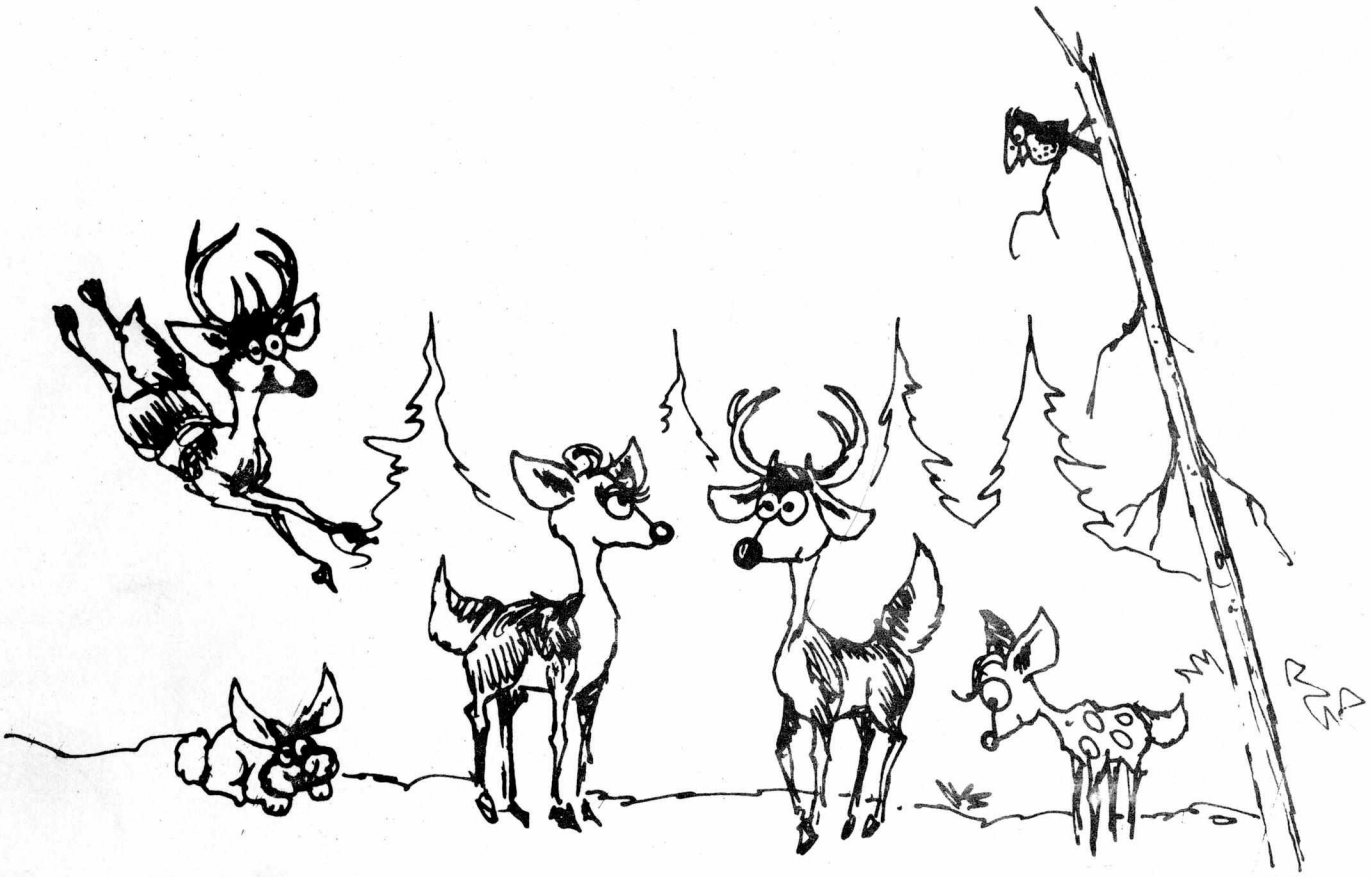

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Jan. 1986 shipments will commence Jan. 19. 1096.

THE CBUG ESCAPE

FIFTH ISSUE
Fall 1986

* *

THE CBUG ESCAPE is a 4 times a year publication of the Chicago B128 User's Group - International (CBUG), an international membership organization in support of applications and usage of the Commodore B128 Computer.

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CBUG SCRATCH PAD

By: Norman Deltzke

Dec. 7, 1986

The promptness with which THE ESCAPE gets out may soon get me nominated to the board of The Procrastinators Club!. Each issue I set a schedules for materials to come in and for the project to start/finish. Unfortunately time just is never enough, particularly with much of the best material flowing in after the closing date. Though I could have mailed this about a week before Christmas, we will now mail a day or two before Christmas to avoid the rush.

Again, as has been the general policy, I have emptied the IN box of absolutely everything. If you sent in an article or library submission which has not been released to date, let us know to look for it, or send it in again.

PET SPEED for the B-128 IS HERE!. Thanks to the continued investment and support of the B128 by Precision Software, the well known compiler PET SPEED is now available thru Progressivie Periferals. See also the article by Bing Hart briefly explaining the nature of compilers and assemblers. Order information is in the ad for Progressive Periferals. Again our thanks to John Tranmer, chairman of Precision Software.

Take a look at the Library. Liz Deal has a completely new offering. If you do anything at all with Superbase, there are some excellent Superbase applications from which to learn some important tricks of making Superbase dance. There is a whole new database program, D-File now available for the B-128. Tony Goceliak has struck again, this time with all of the Commodore factory diagnostics programs for the B-128, disk drives, and much more -- and they now all run on the B-128.

The JCL Workshop, previously priced at $395 is now available thru the CBUG Library at the outrageous price of $35.00! This is a must have product for anyone into programming. The extended basic is reported to provide commands remarkably similar to the new basic 7.0 and more; plus there is a professional assembler and a handy word processor. The JCL Workshop formerly required a special program cartridge, but now the CBUG version will operate with the standard RAM (read and write) cartridge such as Anderson's model. The cartridge contents are automatically loaded to the cartridge from disk by the program. Please ignor any references to a special cartridge in articles or advertisments.

You will likely have received the 1987 membership invoice a few days after Christmas. Renewals postmarked before Jan. 31, 1987 will receive a $5.00 discount on any disk in the CBUG library. Just fill in the blanks and it shall be so!

Next issue is targeted for March 1987 mailing. Please try to get materials in to CBUG no later than Feb. 15. Don't wait for the last day, the earlier the better.

Anyone operating the CABS accounting suite is reminded to send write ups on known bugs to Bob Loeffler who is indexing them so that the rework project can continue on course.

One of the more valuable programs, Calc Result has seen very little attention in the ESCAPE. How about some articles for publication and some templates for the library! For those of you who have Calc Result but not tried it, you don't know what a powerful program you are missing. Besides, if you are intrigued by number manipulation, Calc Result is THE Thing.

Oh yes, since I did not organize this issue with the easy stuff first and the high tech in the back, you may find yourself learning a few things never thought about. But do check all the articles. If you read carefully, you might even find your name inserted at random in this issue.

My apologies to the authors for mussing up the beautiful text. BUT if you do find your name, you may take $9.00 off the price of any two library disks in this issue when you use the order form (or copy of) in the front of this issue. Eligible names are listed as [lastname.city], for example " kernaghan.kansas city ". On the order form, write the page and line number where you found your name, and extend your choice of two less $9.00 at the extension column. P.S. there are eight names inserted.

I understand the Yell for Help effort is working well. We are pleased to add names to the list. If you feel qualified, just drop me a note with the necessary data. ALSO, we need to start two additional classifications, Superscript III and the CMS Accounting Suite. Even if you are already a Helper, let us know of your qualifications should you be able to assist in these areas.

Still looking for the near impossible to get 6400 printers -- try Progressive Peripherals or CSI. See the mention in Hints & Tips.

We are still getting buried in non-delivery address changed notices by the Post Office. If you move, won't you please tell CBUG right away. The postal notices are expensive, hard to process, take up to three months to get back to us, AND worst of you, your issue ends up in the garbage can at your old post office!

CBUG "headquarters" will be shut down for the first two weeks of January 1986. All shipments will be brought current by Jan 19th.

That's all folks, or this won't get done before Christmas 1987!

PUBLISHING NOTICE

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ANNOUNCEMENTS

9060/9090 SERVICE MANUALS

A number of members as well as many of the overall Commodore population have acquired 9060 or 9090 hard drives. However, Commodore has run out of service manuals for this product, with no plans for reprinting. Therefore, CBUG has entered into a license agreement

permitting CBUG to photocopy on of the very last printed copies (which CBUG obtained a year ago in anticipation of an exhausted supply). CBUG will photocopy this manual for the same price as CBM sold the printed copies, $25.00 each plus $3.00 handling fee. If you need one, write it in on a blank line in the order form, or order by letter. Allow a minimum of 3 weeks for processing, even on money orders. All other CBM manuals of interest to the B128/IEEE community are to be ordered direct from CBM, NOT from CBUG. Atleast till those supplies are exhausted too! Again, our thanks to CBM for allowing us to be of service to our membership!

VENDOR RELIABILITY

While CBUG can not be responsible for vendors' advertising, the contents of authors articles and disks, etc., we would very much like to hear from any person with an opinion either pro or con a vendor or author's performance. It is only thru this feedback that I can judge what and how things are going, and what action may be called for. Don't be shy. I do read everything that comes in even if there is not time to respond to many. Please, though, keep the comments short and to the point. Most important though, is to let CBUG know where something is not up to expectation.

SUPEROFFICE for the B-128

Last issue we asked for responses on who was interested in SuperOffice. This month I'm pleased to report that Super Office for the B-128 is to be made available thru N.W. Music. Thanks to the considerable efforts of several CBUG members, and most notably our dedicated librarian Marck Schwarzbauer, Precision Software (our good friend John Tranmer once again), have released the SuperOffice program. Deliveries should commence mid Jan, 1987. Call member Bruce Faierson at NWM to order.

The greatest value of SuperOffice is that you have both Superscript and Superbase present in the computer at all times. A mere couple of keystrokes and you can bounce back and forth without any reloading. Work in progress is preserved as you switch. You must have atleast 256K of memory installed to use SuperOffice. 1Meg and 256K upgrades have been advertised repeatedly in every issue of the CBUG ESCAPE.

load time: 1:59
keybounce: not present (no need of Liz's fix)
cursor hesitation: still present
bank availability: 2,3,5 to 9 if memory installed
memory requirement: 256K minimum, may be upgraded B-128
superspell: appears identical
superscript capacity: 577 lines per bank
(with 256K required minimum that's 1154 lines)
key error: F8 improperly programmed

:Text remains in memory when shifting from Superscript to Superbase and back.
The Superoffice version of Superscript is 1.14 7Feb84 Euro
The Superoffice version of Superbase is 1.1S
Labels program is identical with the one is Superbase I.
Superbase program memory available: fre(1) = 8188 fre(2) = 8191
Instructions are adequate for integrated access between Superscript and Superbase in mail merge type applications, however, other examples in the brief instructions need help.
Superscript can be accessed under Superbase program control allowing for major creative improvements in word processing and combined WP and DB work.
Labels can be executed via mail merge eliminating the need to use the slow labels program provided.

SuperOffice is virtually identical in operating aspects to the Superscript II and Superbase I with which we have all become experienced. Files are compatable with Superscript II and Superbase I. For those of you not operating with several computers side by side, SuperOffice is most certainly the way to go.

■■■■■■■

THE PENNSYLVANIA CONNECTION

KEYTRIX (v7) RENUMBER BUG

Late September news: when you renumber a ON xxx GOTO or ON xxx GOSUB statement, Keytrix fails to renumber some line references when xxx is an expression. My mistake of flagging things at the wrong time in the code. Apologies to anyone who is troubles by this bug (I actually heard only one report).

Fortunately the fix is simple consisting only of some code substitution, which we can do at loading time, so you don't have to get a new version. Here is how you can fix it all up:

Load the Keytrix loader program (KEYTRIX.v7). List it. Add a new line:

```
182 BANK 1:S=61133:POKE S,234:POKE S+1,234:POKE S+5,3:POKE S+8,134
```

by typing it (unshifted, please) and pushing RETURN. Scratch the old loader (SCRATCH"KEYTRIX.V7") then save the corrected version.

If you have renumbered or modified the loader, the line may no longer be 182. in this case insert this line wherever it logically follows loading of the bank 1 machine code segment.

Few people have the x1 version. Same fix, but the line number is 482 and S=59143.

SQUARE BRACKETS PATCH FOR THE 4023

Superscript-II and Superbase can't print square brackets, the backslash character, the up-arrow and backarrow characters. Neither can Basic. The fault is in the 4023 in text mode, not in the software. The chip has wrong codes in wrong places. Patching the problem is fairly simple, if the programs allow to be modified. Unfortunately the programs I just mentioned cannot be modified easily. The lack of square brackets in Superscript is not serious, but it is a big problem in Superbase. After all, all formulas use square brackets, and I find it distracting to get graphic symbols where square brackets are supposed to go. Also, the wonderful set of Superbase instructions contained on the Leighfield/Northrup disk need square brackets rather badly.

So, I wrote a patch that can be loaded into bank 15 and it works with all three programs, so long as the printer is in the text mode (normal Superscript/Superbase setting). The code will work in Basic, for lower case program listings, for instance. In addition, since you have control of the machine in Basic, you can switch my patch in and out, as you change the printer mode. You will NOT be able to switch the patch in and out in Superbase and Superscript, since these programs are protected. In the rare event of you actually switching the printer to the upper case/graphic mode, my code will fail. In Superscript the backarrow also will not print as it is a control character, but it does print in Basic.

In any case, the routine is on my UTILITIES#2 disk. It should be loaded and initialized before loading Superscript or Superbase. The address to turn the patch on is 1644, to turn it off - 1647 in bank 15 ($f0680):

```
BLOAD"+CIOUT.F0680",D1,B15:BANK 15:SYS 1644
```

From now, until the machine is reset, the patch is active.

Superscript-II people can attach this to the PRE-SUPERSCRIPT (Keybounce fix) program by inserting a Basic line early in the loader, which does the same thing. Then when PRE-* is run, this routine will also load in and be initialized.

This patch does not work in SUPERSCIPT-III. Obviously this program changes the vector at the beginning of its run, so at the moment there isn't a thing we can do.

The disk will include several other locations which may be better for Basic environment. In all cases, the ON address is the same as the loading address displayed in

the filename, and the OFF address is the loading address plus 3 bytes. Hence, you can put this code in various places, including the cartridge expansions. Machine code people can modify it further, as there is only one fixed address in the code, the patch itself.

CBM 6400 PRINTER CODES

Unlike other CBM printers, 6400 uses no secondary addres. All printer commands are sent via the 2 DIP switches or ESCape codes. The list of the codes in the manual is confusing at best. Example: to set absolute horizontal tab, you're to print, and now I quote exactly, ESC HT n. So I tried it: chr$(27)"HT50" and it certainly did not set any tabs at position 50.

Looking through the numerous examples in the manual makes it clear that some of those commands aren't what they look like. There is a list on page 27 which gives the values for things like HT, and there is a list on page 36 which gives the values for all codes which are not on page 27. Both lists are in hex. The first one shows the hex values in parenthesis, like this ESC (1BH). This is the same as $1B which is decimal 27. The second one shows things in binary and hex. Hex numbers are closest to the actual table, use that. First hex digit is above the table, second hex digit is to the left. So, for instance, in the CBM table, "3" is $33 and "a" is $41. And control character HT is $09, control character DC1 is $11, control character CS is $8D and so on.

Armed with a little hex to decimal converter, you can write any commands to the printer you wish. You may want to fix one bug, on page 27, CR or carriage return is $0D (13 decimal), not $0C. So how do you set absolute horizontal tab? Once the file is opened, say file #7, you'd print:

PRINT#7,chr$(27)chr$(9)chr$(50).

Watch it. Many settings are of the N-1 variety, so when you say, for instance, that you want the horizintal motion index to be 6, the printer interprets it as 5.

Programs such as Superscript handle all controls for you. But to access the printer yourself, you need to have a table of all commands. The table at the end of this article shows the ESC codes to follow PRINT#7, statement.

Putting some of the features together, this little routine will print in "bit-graphic" mode a square. The method can be used to dump hi-res pictures. A 320 pixels wide screen takes a full 13-inch paper.

```
10 es$=chr$(27):hm$=chr$(31):vm$=chr$(30)
20 cr$=chr$(13):hf$=chr$(es$+"u":rem try half linefeeds
30 open 4,4:print#4,es$"%"cr$;es$"2";cr$;
40 print#4,es$hm$chr$(6);es$vm$chr$(3);:rem tight vmi,hmi
50 tb$=".......................":rem 24 dots
60 sd$=".                      .":rem dot 22-spaces dot
70 print#4,tb$;hf$  :rem top line
80 for j=1 to len(tb$)-2
90 print#4,sd$;hf$:next j        :rem middle lines
100 print#4,tb$;hf$              :rem bottom line
110 print#4,es$hm$chr$(12)es$vm$chr$(9):rem normal vmi,hmi
120 close 4
```

HOW TO PRINT SEVERAL USER-CHARACTERS WITH 4023

Your 4023 manual shows how to build user character, something of your own. Then they hint that multiple characters can be sent if you play with carriage return without a linefeed. What they don't tell you is that their instructions are doomed to failure. Nothing works. I normally turn on the diagnostics to see why nothing works, and find that what the printer tells me is a catch-22 situation. I cannot send a second defined character until I terminate a line. I cannot terminate a line before redefinition.

But I read TPUG magazine and therein was a solution. (Ranjan Bose, The 1526/MPS 802 Printer, TPUG Magazine, issue 24, page 21). It turns out that the 4023 book is wrong, no great surprise really. The solution is simple - instead of sending eight bytes to the printer, send 9. The ninth byte should be a binary zero, CHR$(0) in BASIC. Actually, ten bytes need to go there, the last being a carriage return (important for Machine Code, but in BASIC if a line is terminated by NO semicolon, the return character goes out to the bus).

So, if you'd like to play with definable characters, just send that extra byte that's needed. If you need help beyond this description, there is a little demo on my UTILITIES#2 disk.

HIGH RESOLUTION 4023 DUMP

Since we can define more than one character per line, we can dump high resolution pictures to the 4023. B computer has no provision for HR pictures, but that does not mean we can't print them. I can load a graph that was developed on the C64 or +4 computer into the B. High resolution pictures of the CBM variety reside in memory just like any other memory. While I can't see those pictures, I can manipulate them. In fact, I've adapted some HR graphing routines and can invisibly plot and dump whatever I wish.

The algorithm for defining a custom character is: grab 8 bytes from memory at a time and scan their columns, starting from the left, for set bits. Add up the values and send the 8 values plus a zero plus a carriage return to the special character's channel. Position the print head to where it's suposed to be and put out the special character. If the 8 bytes in memory are all zero, we have a space. In this case, nothing is done. The counter is bumped until a non-space is present. Hence pictures with lots of spaces print faster. The time range I've had is from 24 seconds for a thin picture, one and a half minutes for a typical plot, and almost 4 minutes for a dense, digitized picture.

The program to do dumps is on my disk #2. It does not belong in the ESCAPE. It's a combination of a BASIC driver plus a Machine code section. The only requirements for running the program are: transfer sequences must be in bank 1, BASIC must start at hex $401 (1025 decimal) and some sort of a picture file should be loaded at $A000 (10*4096 decimal) in Bank 1. If you use Supermon or Keytrix, the machine is configured for you, otherwise you're on your own.

The demo program on the disk takes care of loading the machine code portion and one of several picture files. If you snoop the early lines of t*e program, you will see a BLOAD"PX?.*" type of instruction. That's where you can put your file names. PX? has a special meaning for me. If the third character is a zero, the dump is in a normal mode, black points on white paper. If you see PX1 in the file name, you'll need to set variable FL (flip it) to 1. The reason is that some C64 multicolour pictures would dump "in reverse", ruining the print head and not giving what you need. Any graphs developed internally on the B need FL=0, and the file name begins with PX0 prefix.

POOR-PERSON's TRACE

The TRANSACTOR once showed a SYS address which you can place all over your program in order to trace where the program is executing. One B-user wandered if we have an equivalent SYS address in the B. Quite likely we do, but I didn't feel we need it. We can do better - we can use a TRAP statement to do the job. The following routine shows how. I admit it looks peculiar, but that's the whole point: wherever an exclamation point appears in BASIC text it's an error, and errors we can TRAP! The instant a TRAP is executed, the offending line number is printed - precisely what the PET's SYS-call did. Bear in mind however, that the system should not be abused -- if you attempt to divide by zero (see line 130) we really must abort.

Anyway, this is in the department of foolishness. Type this in and run it, and edit it and run some more -- you can actually learn a lot about how BASIC thinks (loops, subroutines, etc.) by watching versions of this program run!

```
1 rem dsave d1,u9,"@line trap"
```

Book#	Basic code: PRINT#file,CHR$(27)+	Meaning
ESC 1	"1" number 1	set horizontal tab at car.pos.
ESC 2	"2"	clear all h-tabs
ESC 8	"8"	clear h-tab at carriage pos.
ESC 9	"9"	set left margin at carriage pos.
ESC T	"t"	set top page margin at current pos.
ESC l	"l" letter l	set bottom page margin ""
ESC C	"c"	clear top and bottom margins
ESC 5	"5"	clear backward printing in serial mode
ESC 6	"6"	backward printing on, serial mode
ESC LF	chr$(10)	negative linefeed
ESC D	"d"	negative half line-feed
ESC U	"u"	positive half line-feed, + and - in steps of 1/48-th of an inch
ESC US	chr$(31)chr$(6)	set horizontal motion index HMI to 6-1 or (5) 1/120-th of an inch
ESC RS	chr$(30)chr$(3)	set vertical motion index VMI to 3-1 or (2) 1/48-th of an inch; NOTE that the last two commands affect all motion commands: line-feeds, and horizontal tabs, etc.
ESC FF	chr$(12)chr$(66)	set to 66 lines/page in VMI steps
ESC S	"s"	top of form at current position, clear previous top & bottom margins
ESC HT	chr$(9)chr$(40)	absolute horizontal tab at 39xHMI
ESC VT	chr$(10)chr$(3)	absolute vertical tab at 2xVMI
ESC Y	"y"	print a character at position 14 of print-wheel (English pound sign)
ESC Z	"z"	as above, position 13, looks like graphic character on shift-o.
ESC CR	chr$(13)"p"	reset the printer = power on state.
ESC /	"/"	backward print, line mode
ESC bs	chr$(92) backslash	=english pound key; kills backward printing, line mode
ESC P	"p"	proportional spacing on. default sizes of letters are on p.34
ESC Q	"q"	proportional spacing off
ESC DC1	chr$(17)chr$(9)	offset or pitch selection, 9=15cpi
ESC E	"e"	underline last character printed
ESC R	"r"	underline off
ESC O	"o" letter o	bold print on
ESC W	"w"	shadow print on
ESC &	"&"	bold, shadow off
ESC %	"%"	carriage settling time set to 20ms.
ESC N	"n"	back to normal settling time
ESC SO	chr$(14)"m"	programmed mode - special handling of size and hammer force for any letter
ESC SI	chr$(15)	cancel prg mode
ESC BS	chr$(8)	backspace by 1/120-th inch
ESC X	"x"	cancel all of: underline, shadow, bold, program mode, proportional space, offset selection.

```
100 trap 20000
110 !:z=100:gosub 5000
120 for j=1 to 10:!:next j:print"z="z"j="j:gosub 5000
130 !:z=z/0
140 print"we must not get here!!":end
150 end
5000 !:print"subroutine":return
6000 rem undiscriminate use of syntax error trap can be,
of course,
6010 rem quite hazardous to a good program - use care!
20000 if er<>21 then print"real error #"er"in
line"el":"err$(er):end
20100 print"line "el:resume next
```

EXECUTE COMMANDS FROM A FILE

There is a way to run a bunch of commands or even a set of some programs, one after another, with the user not having to do anything. The requests come from a SEQuential disk file, such as the ones written in Superscript or my Notemaker program and many others. The uses of this sort of system are unlimited, they even include program modifications at the "RUN" time, since the SEQ file can well contain program lines.

Large computer users know this sort of a system as BATCH files, to cite just one name. PET and C64 users who have Brad Templeton's POWER have seen an XEC or EXEC command - it's the same thing, scaled down somewhat. I've written a routine for the B to do the same thing. As in POWER, there are no conditionals, no hopping all over the place to various labels. But I've expanded a bit on POWER's concept to allow the following features:

1. A program or direct commands may close channel 15 to the disk. My EXECUTE continues working even when that happens.
2. You can SKIP x number of lines. In the event of errors, EXECUTE aborts. The SKIP feature permits you to restart where you left off. The program prints the line number currently being worked on, so you know where to skip to on the second pass.
3. Deviating a bit from the "standard" of "automaticity" of EXEC files, I've added a WAIT command which gives user a chance to switch drives, swap disks and so on. Or do a simple pause. If you hit a key, the whole thing pauses. If you code the same key into your EXEC file, the line with the pause command is printed on the screen, so you can tell what the next step is. Usually you'd code such a pause when you need to swap disks to insert some other program or a file.

If you're interested, the program is on my UTILITIES#2 disk. The suite includes a Basic driver to set up things, instructions, a demo program and an assembly listing (PAL format) of the routine itself. If you have another assembler, such as Howard Harrison's, or the CBM assembler, you can process PAL through Keytrix LIST with no line numbers, Superscript edit it into single commands and let Howard's assembler do the rest.

SEQUENTIAL FILES AS DATA TO OTHER PROGRAMS

Superscript III (three!) users, please note: Unlike SS II, this one puts two lines of some internal information at the end of normally saved files. This is disastrous to programs such as EXECUTE, KEYTRIX GETL command, BTERM, BEE LINE or, various Assemblers and ANY OTHER PROGRAM WHICH USES SS FILES AS DATA. So do NOT save files in the normal fashion. You have no choice, such files MUST be saved under what we know from SS II as the DISK OUTPUT option (f1/p/s in the SS III parlance). Prior to such storing you should run (perhaps in another bank) a video output of a printer file where you MUST TURN OFF THE CURSOR-DOWN MODE, i.e. set it to zero -- if you forget this step, your file will have q's appended in front of each line. Also it's normally best to prhibit the output function to print the six or so blank lines between pages, as that often messes up programs which rely on exact record count (set top and bottom margins to zero).

GARBAGE CLEANUP

Old Pet files or Bterm files have linefeed characters at the beginning of each SEQ record. Superscript II users have learned from NORM how to remove such things (j). It's a bit harder to do in SS III. And anyway, the whole thing is a nuisance. Superscript II sends q's up front of each line, Bterm has j's and binary zeros (@-sign)... Well, the time has come to have a garbage stripper.

I've written a little routine which reads one SEQ file and writes another on the same or different drive, omitting the j-s, q-s and @-s. It, too, is on UTILITIES#2. All you have to do is load it, fill your own drive number and file names. and run it

BASIC 4.0+ Tutorial (Abridged)

by Warren D. Swan

0 INTRODUCTION

This starts our BASIC 4.0+ Tutorial, as promised in the last CBUG Escape. It is an abridgement from that on the CBUG library disk. The abridgement of the course is necessary so that the CBUG Escape not become a BASIC-only magazine. We will only touch on the highlights here. For the full BASIC 4.0+ story, order the BASIC 4.0 (Extended) Tutorial disk.

0.1 What is BASIC?

BASIC is a language that is used to talk to your computer in a way that is understandable by you and the computer. It is not the inherent language of the computer. Just as you must learn BASIC, your computer was "taught" basic when it was made. BASIC is a compromise; a language somewhere between the computer's language and the language with which we speak.

Just as our language uses nouns and noun phrases, verbs and verb modifiers, etc. so too does BASIC use these language elements. Since we must tell the computer what to do, all the verbs we use with the computer are in the form of COMMANDS or INSTRUCTIONS and are called either of these terms. The subject and object noun phrases are called OPERANDS in computer language. Operands are often numbers, but they can be, and often are characters or words. That is, we can instruct the computer to operate on different types of data, not just numbers.

Due to limitations in the text editor used to type in this tutorial, and limitations in the printer used to print it, you will occasionally see some strange things such as "back-arrow" which means the character on the key just to the left of the INS/DEL key. Oh well. It can't be helped.

1 SOME SIMPLE INSTRUCTIONS

1.1 Printing Simple Numbers and Strings

The print instruction is used to convey information from the computer to the user. This is also known as "output". Here's how to print some numbers:

```
print 1
print 3.1415926
```

Each number will be printed on a line by itself. Later we will show how to print many things on a line.

The print instruction can also be used to print messages that are not numerical. When doing so, the message must be enclosed in quotes (" NOT '). In BASIC these quoted messages are called "strings":

```
print "This is a silly message."
print "The answer is:"
```

Again, each string will be printed on a line by itself. The quotes will not be printed, just the message between the quotes.

1.2 Printing Simple Expressions; Using Semicolon

We will not explain all about expressions here. The intent here is just to show how to use the print instruction for more than just numbers and strings:

```
print 3+5
print (7+5)*(9+2)
```

If we want to print several items on a line, we can use the semicolon (;) as a separator between the items to print:

```
print "The answer is";3
```

Notice that there is no space between the word "is" and the quote following it. BASIC will print a space automatically here. The reason for this is that BASIC always prints a space before the first digit of a non-negative number. If it were a negative number, the minus sign is printed instead of the space. So, we would not use:

```
print "The answer is";-3
```

because there would be no space between "is" and "-3". Instead we use:

```
print "The answer is ";-3
```

The semicolon tells BASIC more than just that we want to print more than one item (operand). It also tells BASIC not to add any spaces between the items that were separated by the semicolon. "But wait," you say; "What about the space before the number 3 in the first example of the use of semicolons? How did that get there?"

Well, the answer is that BASIC prints that space as a part of the number 3, not because of the semicolon. If we were to do the following:

```
print "string 1";"string 2"
```

the result would be:

```
string 1string 2
```

No space between the two strings! That's also why we have to supply an extra space when printing

```
"The answer is ";-3.
```

Another thing that BASIC does when it prints numbers is to automatically print a "cursor right" character right after the number. So if you type:

```
print 3;4
```

It will look like 2 spaces between the 3 and 4. The first is actually the "cursor right" which is printed after the 3, while the second is actually the space printed before the (non-negative) 4. Don't worry. All of this will become much more clear with practice.

There is one more thing that semicolon can do for us. It can tell BASIC not to move to the next line after printing some information. For example,

```
print "The answer is";
print (10+21)/8
```

which, in a program, is the same as if we had typed:

```
print "The answer is";(10+21)/8
```

However, we could actually have done much more computation etc. between the print ending with the semicolon and the print with the expression. This will become very handy later on.

1.3 Statements; Line Numbers

Each of the above examples used an instruction (print) and some operand(s). Each instruction with its operands makes up a STATEMENT. A series of statements can be put in order together to make up a PROGRAM.

If you typed in any of the above examples you will notice that the information is printed as soon as you press the RETURN key. This is known as DIRECT mode (or IMMEDIATE mode or CALCULATOR mode). We may want the computer to memorize the statements we type in so that they can be executed later. That is, we may want to construct a program.

To do so, we merely place a number before each statement, called a LINE NUMBER. The number has to be a non-negative integer less than 64000. For example:

```
10 print "This is my first program."
20 print "20 + 40 ="; 20+40
```

You will notice several things. First, we used numbers that are not consecutive. This is a good practice. Most BASIC programmers use line numbers that increase by 10, although 5 and 20 or even 100 is common too. The reason for this is that it allows us to add more lines between existing lines by merely using a number between these lines numbers. For example, we could add a line 15 to the above program. The computer always stores the lines sorted in increasing order of their line numbers.

Another thing you will notice in the above meager program is a space after the semicolon in line 20. It only makes the program more readable. Since it is not inside the quotes, it does not add any spaces to the information printed. It can be ignored, or not even entered. In fact, the space that we have been putting after the word print is optional also.

When typing a print statement, we do not have to use the word print. Our BASIC understands the question mark (?) to be an abbreviation for print. This is easy to remember since the question mark reminds us of "What is ...". For example, "What is 13 times 78?":

```
?13*78
```

This will save us a little typing.

You may use the question mark in either immediate mode, or when entering a program.

Some commands are used more often from direct mode than in a program (such as list, or dload), but any command can be used in a program. The cont command, covered later, is the only real exception. Although allowed in a program it doesn't make sense.

1.4 LISTing the Program

Now we've learned how to enter a program. Easy! Just give the statement a line number. But now that we've gotten the program in and have cleared the screen we can no longer remember what the program looks like. We can list it with the list command:

```
list
```

We can also list portions of the program, rather than the whole program. For example, we want to see just lines 100 to 700:

```
list 100-700
```

or just the beginning of the program up to line 150:

```
list -150
```

or just the end of the program from line 600 on:

```
list 600-
```

1.5 Running the Program; Stopping the Program

So big deal. We have the program in the computer's memory and can list it; but what next? Well, we can tell the computer to perform each of the statements in the program; that is, "run" the program. This we do with the run command:

```
run
```

Or, we can tell it to start running at a given line number:

```
run 200
```

Some programs can get out of hand giving us too much information, or because of an error in the program, bad information. We can terminate the program prematurely by pressing the STOP key (upper-leftmost key).

1.6 Ending the Program

The STOP key can be used to stop a runaway program, but how can a program terminate normally? There are 4 ways that a program can terminate normally - assuming that it doesn't terminate because of some error:

(1) When the program finishes executing the physically last statement in the program (the one with the highest line number) it is finished. Using the simple, two-line program of section 1.3 as an example, the computer would simply execute these 2 print statements and would be finished and ready for its next command.

(2) If you want to have the program terminate other than at its physical end, you can use the end statement:

```
950 end
```

We will see how this can be useful after learning some of the "program flow" instructions, such as IF/THEN/ELSE.

(3) Similarly, you can use the stop instruction (not the key) to terminate the program just as you would use the end statement.

```
950 stop
```

The difference is that BASIC will print a message to indicate that the program stopped at line 950. The stop statement is very useful for debugging a program. You can "plant" them at various parts of a program that is having problems. When the program stops, you know where it stopped and can print out the value of some key variables or other useful information before continuing.

(4) If the list command is used within a program, BASIC will list the (portion of the) program when it is run, but it will not continue with the statement following the list statement; just as though an end followed the list. Thus, the end is redundant in the following:

```
1000 list -999: end
```

1.7 CONTinuing the Program

This section from the tutorial disk was omitted here to save space.

1.8 GOTO

The computer's usefulness hinges on several things, one of which is its ability to perform statements repetitively. There are several commands that allow us to modify the program's "flow". Remember that programs are normally executed in the order that their lines are stored (due to the line number). The goto command is one of the instructions that allow us to change this normal behavior. It tells the computer to go directly to the line whose number is the operand to the goto command:

```
50 print "This is a loop!"
100 goto 50
```

This dumb little program must be stopped using the STOP key.

Our BASIC allows us to separate the word goto into the 2 words, go to:

```
100 go to 200
```

which is a little more readable.

The goto command is not always used for loops. We will see later how it is used to skip sections of program that we don't want to have executed. For now we simply want to see that not all statements deal with data. Goto and others deal with the operation of the program itself, just as run and end do.

It is strongly suggested that you use the goto instruction as sparingly as possible. Profuse usage of goto leads to wanton programs.

1.9 Comments

Speaking of wanton programs, there is one feature of BASIC that is particularly useful for keeping programs from becoming unreadable. That is the comment or remark. You can place remarks in your program to remind you, or someone else reading your program, what the program is doing. This is done by using the rem statement (short for remark):

```
30 rem now open the files:
```

If the rem contains graphic characters or upper case letters (when in lower / upper case mode), you must precede them with a quote:

```
100 remark" Now open the files:
```

The tutorial disk discusses the 2 kinds of comments and some general guidelines on what kind of comments to put in your programs.

Any questions arising from this tutorial should be sent directly to the author, whose address is given below. Also, you may obtain disks containing the entire tutorial directly from the author. It comes in either a dot-matrix (4023, 4022, 2022, etc.) version or a letter quality version (6400, 8023, etc.). Each version (1 disk) costs fifteen dollars, or you can obtain both disks for twenty dollars (includes handling). Write to:

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Wheaton, IL 60188

■■■■■■■

NOTES FROM THE UNDERGROUND

by Angel M. Matos
(c) by Angel M. Matos

In my last column, I promised to review both (BTerm & BeeLine1.4) of the then available, and documented (TeleTerm80 has been around, but was not documented until Escape, Summer#2, 1986), telecommunications programs for the B' series of machines. However, in the interim, BeeLine2.0 has been released (I expect you'll see an ad in this issue), and there really is no reason to go backwards. I consider Beeline2.0 to be clearly superior over the other three. For the Novice, it is an easier program to learn, the beta review copy I received kicked out 92 pages of documentation. Experienced telecommunication power users will find its flexibility remarkable and addictive. See further comments below.

As you read this, or any of my columns, please keep three things in mind. <1> I always write with the "novices" in mind; I assume my reader is capable of reading basic instruction, inserting a couple of disk, and hitting "shifted-run/stop". Yes, I know that many of you have progressed beyond that stage, and I also realize that we have a significant number of "power users" in the group. However, my aim is to help the "novices" become "power users". Hey, a some years back, I was one of the "novices". Not to worry, yes Virginia, this too will pass. <2> I do float in, out and around topics. You will see various topic headings, but as you read, you'll probably find two or more sub-topics (or tangents) under each topic. If you read "Chaos Manor" in BYTE magazine, you should have no problem following my ramblings. <3> The English Pound Symbol does not appear in the text (sustituted with a simple X), because many printers will interpret it as a printer command and screw-up the print out. Anyway in this issue's column, we will cover the following seven (plus) topics:

(1) The Delphi Network
(2) BeeLine2.0
(3) Telecommunications
(4) PC Pursuit

(5) Data Portability
(6) Bits & Bytes
(7) Supporting CBUG, an Open Letter to the "NON" members

The Delphi Network

For those of you that are not currently on the DELPHI network, please be advised that one of the access networks has undergone a major change. The UNINET access network has disappeared, it has been swallowed by the TELENET network, which is a division of GTE, the folk that bring you US Sprint and PC Pursuit. Uninet died effective 30th October. Therefore, if you've been considering joining us on Delphi, please use Telenet or Tymnet (or DataPac in Canada). Please be aware that like all situations where progress is on the march, there are problems. Currently, the **DEL** key is not functioning very well, it works correctly, but causes confusion on the screen. This is being currently corrected. Even though the change has been poorly handled by Delphi and Telenet, I do expect things to get better soon. Telenet's PC Pursuit is a more complex system, and it has always received excellent reviews (from real people).

For those of you who have not yet joined us on Delphi, the Free Initiation/Sign on negotiated last winter is still available. See note at the end of this article.

The following will give you instructions on how to access Delphi directly, or via Telenet, Tymnet or DataPac (set protocol at 7/E/1). From the **Delphi Network Info Menu:**

```
NETWORK INFO Menu:

DATAPAC-NUMBERS
SIGNON-INSTRUCTIONS
TELENET NUMBERS
TYMNET NUMBERS
HELP
EXIT

NETWORK>(Please Select an Item)> sign
Signing on to Delphi Directly
-----------------------------
1. Dial (617)-576-0862
2. When you have carrier, press RETURN twice.
3. At "Username:" enter your membername and press RETURN.
4. At "Password:" enter your password and press RETURN

How to Sign On Using Telenet
----------------------------
1. Dial the Telenet number in your area.
2. Press RETURN twice.
3. When TERMINAL= appears, press RETURN.
4. When @ appears, type C  DELPHI and press RETURN.
5. Then provide USERNAME and PASSWORD as in steps 3
     and 4 above.

How To Sign On Using Tymnet
---------------------------
1. Dial your local Tymnet number.
2. When  "PLEASE TYPE YOUR TERMINAL IDENTIFIER" appears,
     type the letter A (this prompt may appear as a string
     of x's at 1200 baud).
3. When "Please log in:" appears, type DELPHI and
     press RETURN.
4. You will now be prompted for USERNAME and PASSWORD as
     mentioned above.

How To Sign On Using Datapac (Canada)
-------------------------------------
1. Dial your local Datapac number.
2. Type . for 300 bps or .. for 1200 bps and press RETURN.
3. Type PROF  1 and press RETURN to permit use of Xmodem.
4. Type SET  2:1 and press RETURN to allow echo of next
     command.
5. Type P  1  3106,DELPHI and press RETURN to use Tymnet.
6. Or type P  1  311061703088 and press RETURN to
     use Telenet.
7. Then type USERNAME and PASSWORD as mentioned above.
```

If you need assistance, call Delphi at 1-800-544-4005 (Mass. 617-491-3393).

If you want to know the latest changes/additions to the Telenet Network in your area, you can get the info, FREE, from Telenet directly. Set your protocol for 7/E/1, dial 1-800-424-9495, when you connect, hit <RETURN> three (3) times, then enter your area code, a comma (,), followed by your exchange (the first three numbers of you telephone number). As an example, my number is -2122316028- I would enter: 212,231 <RETURN>. This gives you a **@** prompt, now type: **mail** <RETURN>, at the **USERNAME** prompt type: **phones** <RETURN>, at the **PASSWORD** prompt type: **phones** <RETURN>. This gets you the most recent Telenet information for your area.

Please refer to the CBUG's Escape, Summer#2, 1986, p. 10 for Deb Christensen's article, **"DELPHI/FLAGSHIP HELPS".** It is an excellent primer on how to get on to Delphi, into Flagship Commodore, and finally into the B128 sub-section. Unfortunately, Deb didn't include a visual of what a typical log-on, or the first menu (the Delphi Main Menu) you see, looks like:

```
uninet pad 5b77 port 01
service : delphi

*u001 000 connected to 61703053

Username: AMATOS

Password:

            You have 3 new Mail messages.

Hello AMATOS

Welcome to DELPHI
Copyright (c) 1986
General Videotex Corporation

Logon at   : 29-OCT-1986 20:52:26
Last Logon : 26-OCT-1986 23:01:59

MAIN Menu:

Business & Finance     News-Weather-Sports
Conference             People on DELPHI
DELPHI Mail            Travel
Entertainment          Workspace
Groups and Clubs       Using DELPHI
Library                HELP
Magazines & Books      EXIT
Merchants' Row

MAIN>What do you want to do? gr fl

* Welcome to the *FlagShip* Commodore *
   ... pursuing excellence
     in Commodore Computing !

** New Conference Program in our SIGs for Testing!  Both
Uninet and Tymnet

Flagship Commodore Menu:

Announcements       Progressive Support
Conference          Topic Descriptions
Databases           Who's Here!
Entry Log           Shopping Service
Forum (Messages)    Old Conference
MAIL                Help
Member Directory    Exit
Poll

*FLAGSHIP*>What do you want to do?
```

As you'll note, at the Main Menu prompt you type gr fl, this gets you to the Flagship Commodore Menu, now follow Deb's instructions. The space between gr and fl MUST be there. It tells the system that it is a double command,

the gr goes to the GROUPS menu, and **fl** gives you the **Flagship** choice on that menu. If you want to see what **other** computer support groups are on Delphi, type only **gr**. This will show all groups available, type **fl** to get to **Flagship**, or the first two letter of the group name you **want** to explore and, you are there. For example, typing **ms** gets you the MS-DOS board, which supports Sanyo and Tandy computers. Sometimes you may have to type the first three letters of a choice, because there are at least two choices that share the same first two letters. For example in MAIL or FORUM, REad and REply share the **re**. Therefore, you'd have to type **rea**, for READ, and **rep**, for REPLY.

As you can see in the Flagship menu, there is another 'sub'-board available from the main Flagship menu, the "Progressive Support" board, run by Progressive Peripherals & Software. It provides a quick access point for all their customers (and customers to be). This sub-board has its own Forum (Messages) section. It is NOT accessible when you choose Forum (Messages) from the Flagship menu. The Flagship Forum choice give you the area which includes the B128 message sub-section.

I recommend that the first time you log-on, you SET TOPIC (SET) for **B128** and **NEW**. Then, when you are a little bit more comfortable, do a new set for **SET ALL**, this will allow you to see all the sub-sections' messages. After a few log-ons in the SET ALL condition, you will be able to decide which sub-sections contain information that is of interest to you. Then you can do a new set, for only those sections of interest. Another tip, to simplify things, if you have MAIL, access it through the Flagship menu, instead of the Main menu, it's faster. Again, please feel free to ask question. You can leave messages for me, AMATOS or for Deb Christensen, DEB, either in the FORUM or via MAIL. By the way, Ken & John Lemkelde are on Delphi, so if you have a BeeLine question, you can talk directly to "horse" !?!?! <<as in, "directly from the horse's mouth.>>

One of the best ways to get excellent hands-on experience and ask questions, is to join us in **"Open House"** COnference, held every Wednesday evening. The COnference starts at 6PM Eastern, and runs until... There is always a SYSOP (system operator) online, in COnference, to assist. I usually cover from 9PM to 10PM EST; Deb usually pops on at 9PM EST (6PM Pacific, her time zone). From the Flagship menu, choose COnference by typing **CO** at the prompt, you'll get the COnference Menu, which included various choices, including WHO, NAME-nickname, and JOIN. Type **WHO**, and the system will give you a list of the folks that are in the Flagship, you will be shown as -idle-, because you are not in a group. Also, you see a listing of the group(s) currently in COnference (with the name of those in each group), and the Delphi Usernames of those in the COnference area in general.

NOTE, that when the Usernames are in parenthesis, i.e. (AMATOS), this means that the person is in the Flagship conference area, but may not necessarily be in COnference. Those NOT in the parenthesis are in the Flagship, but not in the CO area. If someone is in Flagship and you want them to join you in a COnference, you can page them via the **PAGE** option in the CO menu. Give the person time to maneuver into CO and find you [meaning the group you've started; "HELP!", or "Hi Joe!" (or whatever) are good names to give your group]. Remember, it takes a bit of time to respond, if one is in the middle of sending MAIL. So be patient.

You can **JOIN** a group by typing j, you will be asked - which group ? Type the first word of the group's name, that you want to join. **NAME-nickname** allows you to give yourself a different name while in COnference. For example, my Username is AMATOS, I can use the NAME-nickname feature to rename myself "Angel", or "angel", or whatever. Most folk use the NAME-nickname option to show their real first name while in conference, instead of the usually, vague Username, for example "Fearless Fly" cannot be reached on Delphi by his name, **Norman Deltzke, because his Username is CBUG. Remember that COnference is always available, all you need is some one else to chat. The following is, basically, what part of a typical COnference session may look like:**

```
Flagship Commodore Menu:

Announcements        Poll
Conference           Progressive Support
Databases            Topic Descriptions
Entry Log            Who's Here!
Forum (Messages)     Shopping Service
MAIL                 Help
Member Directory     Exit

*FLAGSHIP*>What do you want to do? co
11/05/86 version.
Welcome to the Flagship Commodore Conference System
Conference Menu:
WHO (list groups) PAGE a user
JOIN a group      NAME NAME-nickname
EXIT
CONFERENCE>
w
GROUP LIST:   23:43:28
4)  Where *is* Dave?
      deb!, Sam H, Gary, Bill w/Stego, JGS, NJOHNSON
 - idle
      WA1POX, AMATOS
AVAILABLE LIST: () = in conf
(AMATOS), (DEB), (GARYWAYNE), (SAMHASHIMOTO), (NJOHNSON),
(TROUBLESOME), UG,   ROGERH, DURYEA, (JGS)
------ [10 in this area]
Conference Menu:
WHO (list groups) PAGE a user
JOIN a group      NAME NAME-nickname
EXIT
CONFERENCE>
j
Which group ( /WHO for a list)?Where
** AMATOS just joined "Where *is* Dave?" (6 members now)
**
(Type CONTROL/Z to exit back to menu)

<<Note lines folded to fit in THE ESCAPE 2 column format>>

NJOHNSON> hi
.Bill w/Stego> Hi Angel
.Gary> HI Angel/
.deb!> not much, Nancy, how are ya !?!  and how
          is the weather in Boston?!?
Good evenig, fol.Bill w/Stego> You mean Bawstun
k.  Again.
AMATOS> Good evenig, folk.  Again.
NJOHNSON> HI Deb well i am north of the city so it
          is snow mixed with sleet
.deb!> SNOW?!?!?!?!?!?!?!?!!!!!!!!!!
NJOHNSON> yes
.deb!> <<packing snow boots>>
.deb!> wow, I'me excited now!
.deb!> SNOW!!!
.Sam H> you LIKE SNOW??
NJOHNSON> It will all me melted by marca time
NJOHNSON> be
.Bill w/Stego> Good
NJOHNSON> Supposed to be in the 50s by the weekend
Better than NYC, or.deb!> <<sigh>>  and no more
          snow before
 forecas.deb!> .....t.....tears!
 says RAIN 4o NJOHNSON> Youa never know in New England
nd 40
AMATOS> Better than NYC, or forecast says RAIN 4o and 40
.Bill w/Stego> Come here in January, Deb.
          We'll fix you up.
.Gary> (knows what to send deb for Christmas)
.deb!> OK, a good dreary rain, that will do!
.Sam H> raining here in NYC now
.Gary> Raing here too. Lake Tulsa need to be
          filled up again.
NJOHNSON> I prefer the snow myselk keep the warm
          air down there
```

.deb!> ....loves the snow!!!
.deb!> January, huh? naw, its Vegas in January....
no snow there.
.....Etc., etc., etc.

As you can see, the messages flash back and forth, even chopping up what you are typing. (You should also note, that spelling is not one of skills that holds up very well in teleconferencing.) Not to worry, what you are typing is NOT sent through the system until you hit the <RETURN> key. When someone else's message arrives, and chops your message, it is only a visual effect, the system knows what you were doing, all you have to do is continue your thought. There is a command that will hold (buffer) all incoming messages so that you can type with no interruption. When you finish, you enter the transmit command, the system will then scroll all the incoming messages that have been buffered, and then transmits yours.

<<While the above example is a purely social exchange, often conferences are set up for specific technical subjects, for example disk drive adjustment, nuances of printer operation, etc. Or just simply a one or two student class or tutoring session. Besides providing answers to your questions thru the FORUM area (leaving messages and answers), our many experts on Delphi would be pleased no doubt to confer on a problem in real time via conference. Just set up the appointment. The advantage over a voice call is that you will have a complete transcript of everything automatically!>>

One interesting aspect of COnferencing, is the option to **close** a conference. Once all expected parties are in conference, you can change the the name of the group. By including the word **private** in the name, the group will be closed and limited to those already in the group, no one else can enter. This is a excellent option to tele(phone)conferencing, and by buffering the conference you have a transcript of all that was "said".

Telecommunicators usually employ some shorthand for commonly used expression. These are some of the commonly used shorthand terms: BTW= By The Way; BRB= be right back; MSG# or MSSG#= message number XXXXX; grin, <grin>, <<grin>> (varying degrees) or grrrrrrr or :-) and :-(convey feelings (turn the page on its side if you can't figure out the last two); ...(three periods) at the end of a transmitted line= have not finished my thought, continuation to follow. After a little practice, it's a piece of cake. So **join us** on the Delphi Network, for new horizons in computing.

Beeline2.0

Ken Lemkelde was kind enough to provide me with a beta copy of BeeLine2.0 for an evaluatative review, in one quick word, GREAT !!!!! Ken and John have done a great job in improving an already excellent product, BeeLine1.4. The two major improvements, as far as I'm concerned, are:

<1> The excellent flexibility now allowed in **viewing** data, once it's in the the Buffer. You can move through the data at intervals of one line, half screen (approx. 11-12 lines), full screen, or continuous scroll; you can travel forwards AND backwards (except scroll) through the buffer. You can go to a specified byte (by number), or employ the **find** feature, which allows you to find a specific word, or string of words; this is similar to SuperScript's "Search" feature. You can also extract data from the large buffer (#2) and transfer it into the smaller buffer (#1). This is a great way to extract important data to be printed directly from BeeLine2.0, or to be edited in SuperScript. This process has been used to incorporate online information into this article.

<2> My favorite new BeeLine feature, is its ability to zap out messages that have been composed offline. If you like me, are a miserable typist or speller, it is easier to go online, download all the forum messages and MAIL into you buffer, and sign off. Now you can read the buffer at leisure and compose a response or comment with the "EDIT Message Data" option. Each message is saved to the disk as message 1 (through 9). The set up allows nine messages, of 21 lines each. If the message you want to send is longer than 21 lines, two or more messages can be appended online. This feature becomes more powerful when joined with the programmable fkeys.

The power/flexibility allowed by the transmit message and the programmable fkeys features in combination, can be seen by the following example:
In using the "EDIT Message Data" by its self, when you arrive at the Forum area (as an example) you'd type **rep "xxxxx"** ("xxxxx" means the actual number of the message you are responding to, if you are continuing a Thread) this allows the system to tie in the message as a continuation of a THREAD, and it will automatically give you a **TO:** prompt [note: if you are leaving a NEW message, not continuing a Thread, you go directly to **TO:** by typing **a**(dd) for a new message THREAD]. By hitting <RETURN> it will automatically fill in the **TO:** with the name of the person who left the original message. If answering the message manually via BeeLine's "Transmit Message", you'd have to do the following:

<1> Hit "X" (English pound symbol) to take you to Menu#1,
<2> Hit "7" to enter the "transmit" feature,
<3> Then "1" to select the the "transmit message option",
<4> Then you type "1" (-9) to send the response message (number 1-9),
<5> Then hit "0" or "1" to specify which drive has the message file on it [which gives you 18 possible pre-written messages by having 9 on each disk].

This sequence would read/send the message from the disk and return you "OnLine" at its completion. If your message uploaded correctly, you'd type CTRL-Z [↑ (up arrow) Z, on screen] to send the message. INSTEAD, by defining one of your fkeys as "X7110" (**eng pd symb,7,1,1,0**), all you'd have to do is hit that fkey and BeeLine will do all the five steps automatically. BEAUTIFUL !!!!! The other transmit options also allows you to do this with ANY file on disk, or you can load data in the other buffer [the B128 has one 58K buffer (#2), and one 10K buffer (#1); the B256 also gives you buffers #3 and #4, of 58K each], and upload directly from that defined buffer.

The message option (or you can set up a separate file) also allows you to construct a sign-on "script", for some systems. The transmit option can be programmed to send each line (or word) with varied time delays, or NOT until you manually hit the <RETURN> key. By using the <RETURN> option you can set up a BeeLine message with all the responses to the systems prompts. At the first prompt you start your message/file's upload, you will see your response to the first prompt, hit <RETURN> and it will be sent, your next response will be sent to your screen. It may be printed to your screen before the system's next prompt, after the prompt, or may be srambled in with the system's prompt, not to worry, since your response will not be read by the system until you hit <RETURN> again. Continue until all prompt responses have been transmitted and you have arrived at your destination. Even though one can design a sign-on "script", as decribed above, I hope the next BeeLine will include a true "automatic" sign-on feature ("script").

There has also been some house cleaning done in BeeLine2.0, to facilitate things over Beeline1.4. For example, how many time did you hit "9" by mistake on BeeLine1.4's menu, and end up exiting BeeLine when you didn't mean to. Well BeeLine2.0 uses the "ESC" key to exit, and it provide two opportunities to change your mind. First you are asked "Do you wish to exit ?" y/n, if you hit "y", you are asked "Are you sure ?" y/n. EXCELLENT !!!!

There are many new features, and refinement of features, in BeeLine2.0. It is impossible to cover all of them, or for that matter, to hypothesis all possible combinations

that can be implemented by combining the features. We will continue to keep you abreast of BeeLine improvements and to discuss its "power" features in future columns. If you come up with a unique combo, please let us know so that we can share them. By the way, if you hear someone refer to "macros" or "sripts" in other telecommunication programs, they basically do the same thing as BeeLine's programmable fkeys. They all represent the same concept, the ability to carry out a series of commands, or keystrokes with one keystroke. If you telecommunicate, or are considering it, then BeeLine2.0 is the way to go. For those of you that already have BeeLine1.4 and want to know if it's worth upgrading to BeeLine2.0, YES.

Telecommunications

When we speak of telecommunication, we don't limit it uses to 'keeping' informed on the group's development. Three other major uses of telecommunications are:
<1> Business, the original intent of OnLine services. This includes many research and business "data" geared systems, throughout the world.
<2> Local Bulletin Board Systems that are sponsored by local user groups. These are usually free (except for the phone call) or charge a minimal yearly access charge, $10-$25 on the average. Local Commodore user groups dot the US and Canada, most of these BBS's allow you to download programs. Though it may be true, that it is unlikely that a local BBS might have a a B128 program, if you are a BASIC programmer, you will have source code for translating. Also, you'll probably find programmers that go back to the PET area. They can probably supply lots of hints and tricks for you to try on your B'.
*******Remember that there is a **BBS currently running on a B128.** Sponsored by CBUG member Lewis Horn. The board is reachable at **(305) 726 4390.** ((Good Luck-Lewis))********
<3> The third use of telecommunication is one that may not occur to you, you may not need, BUT probable know someone who would love to know about it. Probably someone who has no concept of computers or telecommunications. I refer to shut-ins, folks that cannot move freely and comfortably due to a permanent or temporary physical problem. For folks in this condition, telecommunication can be a "window on the world". They can find topics of interest on national systems or on local BBS's. Their is a BBS or SIG to meet anyone's needs, from Astronomy to Zoology. And of course the teleconferencing option opens a window to new friends across the country, or the world.
In fact, the Compuserve Network already has an operational SIG (Special Interest Group) for impaired individuals, the **Handicapped Users Database.** This database was recently expanded to include the Rehabilitation Database, provided by the Office of Technology Transfer of the US Veterans Administration. To check this one out, type **GO REHAB** at any Compuserve prompt.

For those that have motor skill problems and therefore, would have difficulty maneuvering a standard keyboard, there is (was ?, my info pack is dated Jan 83) a company out of Canada that made a large, pressure sensitive "keyboard" for the PET series (probably usable/modifiable to the B') to assist with this problem (also available for Apple II). For information, try **Cacti Computer Services/ /130 9th Street S.W./ /Portage La Prairie/ /Manitoba, Canada/ /R1N 2N4/ /phone: 204-857-8675.** Another option along these line is the **"Muppet Learning Keyboard"** (for the C64, Apple II and Atari) by Koala Technologies, intended for small children. Yes, the folks that gave you the Koala Pad. To the best of my knowledge, Koala Technologies is dead, therefore you'll have to hunt around for the product. Best bets: locally try your Toys 'R' Us, K-Mart, Sears, and similar type stores. Most of these chains get tons of goods initially, which they fail to move, the products then become "surplus bin" goods. There are also many local/regional computer shows/flea markets, that should be investigated. On the national scene, call all the national dealers listed in any CBM geared publication, many have older products in stock which hey don't advertise, but would love to sell. You should be able to get very d prices on these type of goods, since the seller WANTS to get them off his es. If you are looking for rare VIC20 and Plus/4 (or older C64) software, hunting grounds will probably prove fruitful for you, also. Remember that a `mputer can be a magnificent instrument, tool and/or toy, for the physically ired, all you need do is apply a little ingenuity and do a little research.

For those that have considered telecommunication, but have been put off by the large phone bill that comes with it, please read the section on PC Pursuit, the answer to BBS addicts.

Some folk don't telecommunicate because they use the B' at work and don't run a B' or any computer at home. Any computer can telecommunicate, you don't necessarily need a B', a Commodore or an IBM (who said that ?????) at home to visit the B' section of the Delphi network. Currently the three best telecommunications programs for the C64 are: BobTerm, Higgy Term and Sixth Sense (as recommended to me). A C64 (or any computer) at home will allow you to expand all aspects of computing (see "Portability" below).

PC Pursuit

If you are interested in getting FREE information regarding PC Pursuit, you can call their FREE BBS. This is not PC Pursuit itself, it is a BBS that gives you all the info you need, and allows you to leave questions or comments for the system's operator (SYSOP). Set you communication's program for 7/E/1 (in BeeLine2.0 the sequence would read 7/1/E). Call 1-800-835-3001, once you are connected (CONNECT, or CONNECT 1200 on a Hayes or compatible), hit <RETURN>, and you should see the following:

```
Fido(tm) Version 11w
FidoNet(tm) Net 1 Node -1
            Welcome to "IN PURSUIT OF ..."
       Telenet's On-Line User Guide for PC PURSUIT

 FLASH!  XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
     XX  YOU can now access PC Pursuit from ANY  XX
     XX  city or town ACROSS THE U.S. which has  XX
     //  Telenet local dial-in access - and that //
     //  includes HUNDREDS of cities !!          //
     ////////////////////////////////////////////
                    /_____________/
       As a result, PC Users from over 17,000 local
    telephone exchanges nationwide can make calls to
 14 major metro areas, 24 hours a day, using PC Pursuit.
```

It is IMPORTANT for PC users - LIKE YOU - to understand that access to PC Pursuit is NOW available from just about ANYWHERE across the U.S.

After logging on to this bulletin board, you will be able to learn more about PC Pursuit and to subscribe for the service if you desire.

PHONE NUMBERS TO REMEMBER:

Registration & Information (voice)	(800) 368-4215
Customer Service & Billing (voice)	(800) 336-0437
On-line User Guide (modem)	(800) 835-3001

Portability

Since many of our members are not of the experimenting type, the following deals with methods of expanding you computing power. While it is true that there is no compatibility between a B', a C64/C128, an IBM, a Kaypro CP/M, etc., there are many ways of using these (or any) computers in an integrated way. ANY computer that has the ability to operate any simple communications program, can communicate with another.
Ever get an idea in the middle of the night, but by the time you power-up the "system", "boot-up" your program, zap through the menu(s), you forget what it is you wanted to do. Grrrrrr. Well use a portable. I use an Epson Geneva (PX-8) Portable to do work on the go (train, plane,

etc.), or anywhere (like in bed) that a "system" might not be practical. The Geneva has The WordStar Portable wordprocessor in an internal ROM chip. In order to maximize my computing power, I simple slap letters or documents together on the Geneva, then I upload them into my B', zap them into SuperScript (ah, home) where all final formatting is handled, printing is done, and storing of finalized documents is carried out. If I'm on the road and I'm scared of losing files due to a "batteries gone dead" condition, I zap the documents into my personal area (or leave it as EMail to myself) in Delphi or Compuserve and then retrieve (download) them with the B' when I arrive at home base. Of course, this type of data transfer can be handled by ANY & ALL types of computers. As long as both computers can produce ASCII files, you are in business. Note, preferably the document(s) being transferred should NOT include formatting codes, etc. If included, they will appear as junk characters in the "other computer", which you will have to delete, one by one.

Another type of compatibility exist between the B' and the C's (C64/C128), documents can be exchanged between the two systems as described above, BUT because there is some hardware compatibility between the B' series (this also holds for the PET's, of course) and the C' series, there are simpler ways of transporting data. The basic need: at the C's end, is for an 8050/8250/SFD1001 disk drive with an IEEE interface card (I use a Batteries Included "BusII Card"; the Skyles' QuickSilver is also, generally, well regarded); or at the B's end, a 2031/4040 disk drive.

I use the above techniques to transfer documents into the C64. This is profitable when I need text in special fonts, such as those provided by the C64 programs, FontMaster II and GEOS. By the way, if you need special fonts but don't want to go through all of the above, there are interfaces that allow you to produce special fonts on any dot-matrix printer. There are two products you may wish to consider: <1> StyleWriter from Carolina Engineering Laboratories (704 525-4423) supports five fonts (on interchangeable ROM chips) at a time, there are many available; the other product is <2> the Printer Enhancer from Xetec, Inc. (913 827 0685) supports eight internal fonts. Both products include other operational functions. For example, StyleWriter has an 8k printer buffer (expandable to 256k) and supports all "printer commands" sent by the word processing program, as well as its own command set. On the other hand, the Xetec has a 64k printer buffer and an A/B printer switch, but it will NOT support the "print commands" sent by the WP program, only its own command set; and the eight existing fonts are NOT changeable.

Bits & Bytes

Looking for a **Letter Quality printer ?**, two recommendations: <1> the now discontinued **Commodore 6400** (aka C.Itoh F10-40 and TEC 10) which can be found for $259 to $349. It's a sturdy work horse and a great bargain. <2> The other recommendation is the **STAR Micronics PowerType.** This unit averages approximately $300. It's a modern plastic construction unit, which leads to a higher than average noise level. However, it has built-in parallel and serial interfaces. Also, it accepts both Diablo and Epson printer codes. To me, these flexibilities outweigh the noise pollution problem.

If you are considering a newer **dot-matrix unit**, take a close look at the **Mannesmann-Tally MT85** (10" carriage) and **MT86** (16" carriage). These printers are sturdy, include a built-in, adjustable tractor, and produce a low noise level. They take "Interface Boards" which allow you to configure (or re-configure) for parallel, serial, or Apple inputs. They have a NLQ font, accept downloadable fonts, and optional, Font cartridges. They also support IBM printer codes (if this is a consideration) as well as the "de facto" norm Epson printer codes. One small problem, pin #18 doesn't carry the expected +5 volts to power external printer interfaces. You gotta tap the +5v. from the computer (the cassette port is the usual choice). The Manney-Tally's are superior products to the Epson FX series, and are in a competitive (discounted) price range. The MT85 runs $359, the MT86 runs $449 on the average, from two national Mail-Order houses.

1200B modems to consider, **Avatex 1200** (not totally Hayes compatible) approx. $90-$130 (various dealers). A nice unit for a bargain price. Manual "Data/Voice" switch is a handy feature. The **Avatex 1200HC** is 100% Hayes compatible, according to the manufacturer, it goes for about $150 (various dealers). The large swing in the 1200's price, is due to the changing corporate policy at Avatex. The story I've pieced together from three conversations with Avatex representatives, is as follows. Avatex was going to stop retail sales and concentrate on the OEM market, it liquidated its on hand stock of 1200's at a very reasonable price. Avatex then changed its mind again and started manufacturing the 1200's for the retail market again, and introduced the 1200HC. The 2400HC is due approx. Dec '86-Jan '87 at a very reasonable price, tentatively $235. Those dealers that got liquidation stock are the ones selling the 1200 in the $90 range. Please check with these suppliers first, since they may still have some pieces at the "el cheapo" price, but many are sold out. Another unit to consider, the **Zipper 1200** (very Hayes compatible), $159, from Priority One Electronics of California. Priority One has sold units from various manufacturers under their "house brand", Zipper. The current unit is actually a Prometheus 1200G, a none expandable version of their expandable (deluxe features, like a 12-digit display) Prometheus 1200, retail $299. This unit has a feature I like a lot, a DIP switch which allows you to defeat the Auto-Answer mode. [[NOTICE: I can make arrangement to get the Avatex 1200HC, with shielded RS232 cable, including UPS, for $150 per package. Those interested, please contact me directly.]]

If you just want to experiment with telecommunications, the **Webcor 300** is available from various sources for $20/$30 on the average. From the info I have, this unit has two different "boxes" currently. One is identical to the MURA M100, which is familiar to those that brought the Protecto package.

TPUG has stopped publishing it own **TPUG Magazine.** Instead, all TPUG members will receive the excellent publication --**Transactor**-- which will contain a TPUG insert. This policy went into effect with the Jan '87 issue of Transactor. Currently available.

If you looking for a 110v to 220v **Step Up Transformer** (actually this is a combinlation step up and step down transformer), contact Edlie Electronics at 800 645 4722 (in NYS, call 516 735 3330). They stock a full range from 80w to 1500w. As a pricing example, a 400w unit runs $38.00. These units are ry if you run across European goods, that you'd like to run in the states. Not long ago, there were European manufactured CBM D9060's (5meg hard disk) e for $400.00. A nice price, IF you had the necessary step up transformer.

Supporting CBUG, an open letter to the "NON" members.

It has come to my attention that some people who own a B' series computer have:

<1> not joined CBUG, instead, they will borrow (and/or photocopy) the "ESCAPE",
<2> duplicated CBUG disks for a fee (which they pocket),
<3> duplicated CBUG disks for free,
<4> continue to confuse CBUG with the B' User Group established in California, which has been long dead,
<5> etc., etc., etc.

The problem with all of these things is that they not only hurt CBUG's reputation, but more importantly, its "War Chest". CBUG is the crucial link in the future (YES, **Virginia, there is a future, and it's looking good**) of the B' series machines. In approximately 12-15 months, CBUG has:

<1> brought together over 2500 B' users,
<2> established a library of over 40, packed disk,
<3> published a quarterly "no garbage" magazine, at a very reasonable rate,
<4> established us on a Telecommunications Network,
<5> established a network of "helpers", that are only a phone call away,
<6> liaisoned/encouraged manufacturers/distributors to continue/start supporting the B' series of machines,
<7> rummaged through the CBM warehouses in the US and the UK for data/info and software/hardware,
<8> and most important, made the B' series, a usable computer.

Very few User Groups can claim the same track record, and when you consider we are talking about a discontinued machine (with very limited sales), it is unheard of.

Every thin dime that is denied to CBUG hurts, without a healthy "War Chest", some of the efforts currently under way, or being considered will die. So, if you are doing something which denies CBUG revenues, please stop. The next time you sit down to write out a couple of checks to you favorite charities, consider CBUG a charity and send a little contribution to keep the "War Chest" healthy. After all, this is a cause that has done, and will continue to do much good. 'Nuff said.

Comments, pro or con, are welcomed. If there is a computing, or computer elated topic, you'd like me to address, let me know. You can reach me via:

<1> Delphi----- Username: AMATOS
<2> Compuserve- ID# 75146,2224
<3> Ma Bell---- 212-231-6028 (Evenings 8-10pm, eastern; some/most weekdays/weekends 11AM-5PM, eastern)
<4> US Mail---- Mr. Angel M. Matos
3176 Decatur Ave #6E
Bronx, N.Y. 10467
ATTN: CBUG

Well that does it for this go 'round. 'Till next time, Keep On Truckin'./30/

If you have your copy of last January's Telecommunications issue from CBUG, please refer to the article writen by Deb Christiansen (Christensen) just past the center of the publication. In the left column at the numbered paragraphs are precise instructions for signing onto Delphi to obtain the Free membership and an hour or two of FREE online time. As mentioned above, Uninet is no more, but the instructions otherwise hold true.

Once you've received the USERNAME prompt, type in FLAGSHIP; at the prompt for user code (etc), type in CBUG. From there follow the on line instructions. Have a credit card number available for billing method, or alternatively you can arrange account or check debit accounts by calling delphi on their voice 800 number.

■■■■■■■

REVIEW OF "MEDICAL ACCOUNTING DISK"

by: Dr. James Rose

Robert Lackey's new medical accounting program is a significinant improvement over the first version. Medical accounting however is a little misleading. The program is actually a billing program designed to generate HCFA 1500 forms used by MEDICARE, MEDICAID, and many insurance companies. In most medical offices these forms are sent out sprunger.cordell repeatedly for the same patient and this requires a staff member to repeat name, address etc. for each billing. What Mr. Lackey's program does is eliminate the need for all this redundant typing. I know a chiropractor who pays part time help $170.00 to type each period's billing. If he used this program this portion of his billing could be done in 1/2 the time and expense.

Besides being useful for billing this program is a great example of SUPERBASE application. Mr. Lackey has shown us some of the tricks in the mastery of SUPERBASE. For example, the program called set.up illustrates the use of one program formating the machine for several other programs stored off disk which can be executed by the programable function keys. It's SOOO simple but if you're not a devoted hacker the concept may have gotten away from you.

Another example is the creation of a menu. The application of this concept is central to most of the DBASE II programs I've seen. MEDICAL ACCOUNTING DOES HAVE A FLAW CONCERNING THIS MENU. With most menus you are able to enter your choice directly. If you are at the MAIN MENU 1 of SUPERBASE and you want to enter a new record you push 1 and SUPERBASE does its thing to bring you a new record. In medical accounting if you are at the HELP MENU and you want to generate a single HCFA 1500 form which is F2 you must first return to the main menu and then push F2. If you don't return to the main menu you will freeze up the machine and you'll need to restart SUPERBASE. Most of us have been trained by SUPERBASE to feel safe and cozy at menus so this can be a little disturbing.

On the whole though the program gets high marks. It can be used as written or as a pattern for anyone who needs forms completed time and again for the same customer, client or patient.

■■■■■■■

A Hard Disk Story

by: James D. Tucker
309 Eliot Drive
Urbana, Illinois 61801

I have attached a hard disk sub-system to my B-128, and Mark Schwarzbauer and Norm Deltzke have asked me to relate the details of that attachment, and to entertain you with some of my thoughts regarding the -128s and hard disks.

At some point in the past, I added to my collection of "stuff" a Franklin Data X 10 hard disk sub-system which came out of an Apple IIe, complete with an interface card. The unit consists of a 10 MEG hard disk, SASI (Shugart Associates Systems Interface) hard disk sub-system, power supply (for the disk) and fan, all in a box with a long flat 50-wire cable running out the back. The Apple interface card consists of a ROM, in which is found the low level driver code for the SASI sub-system, and a few TTL ICs to act as buffers and latches.

Reading the documentation which came with the unit showed me that I had two choices regarding interface. First, I could wire the 50-pin cable into the user port, and drive the SASI sub-system directly. This, however, would require a handful of additional chips to act as buffers. Second, I could wire the Apple interface directly to the bus of the B-128. Either way, I would have to write my own low-level driver to reside in the B-128. I chose the second method, primarily because the logic on the interface card handles a small part of the handshake sequence in hardware, so I could read and write to the disk about twice as fast as I could through the user port.

Let's take a moment to look at what is needed to talk, and listen, to a SASI board. Figure #1, below provides a pin-out reference for this discussion. There are, of course, 8 data lines, over which information is passed. In addition, a number of control lines are needed to determine what action must be taken, and when to take it. In the list below, the word "sub-system" refers to the SASI controller, and "host" refers to the B-128.

Signal Pin	Ground Return	Signal Name
2	1	Data 0-
4	3	Data 1-

6	5	Data 2-
8	7	Data 3-
10	9	Data 4-
12	11	Data 5-
14	13	Data 6-
16	15	Data 7-
18	17	Spare
20	19	Spare
22	21	Spare
24	23	Spare
26	25	Spare
28	27	Spare
30	29	Spare
32	31	Spare
34	33	Spare
36	35	BUSY-
38	37	ACK-
40	39	RST-
42	41	MSG-
44	43	SEL-
46	45	C-/D
48	47	REQ-
50	49	I-/O

Figure #1

Note that all of the signals are active low, as signified by the trailing "-".

The following is a description of these control lines:

BUSY-: Busy: Driven by the sub-system, this active low signal is the response to the host activating the SEL- signal and the address bit (Data 0- to Data 7-). This signal informs the host that the sub-system is ready to communicate.

ACK-: Acknowledge: Driven by the host, this active low signal is activated after the sub-system wishes to make a byte transfer, and the host is ready to do so. This is the final part of the byte handshake to or from the host.

RST-: Reset: The host activates this active low signal whenever it wishes to force the sub-system into a know state prior to command transfer.

MSG-: Message: The sub-system activates this active low signal to indicate that the last sent command has been completed, and that status bytes regarding that command will be available when the sub-system activates the REQ- signal.

SEL-: Select: This active low signal is used to select one of a possible eight sub-systems residing on the SASI bus, by activating one of the eight data lines, followed by this signal.

C-/D: Command/Data: This signal is driven by the sub-system to indicate to the host which type of byte the next transaction will be. When low, the sub-system will wish to transfer one byte of a command, and when high, the transaction will be one of data to or from the host.

REQ-: Request: This active low signal is driven by the sub-system to indicate that it is ready to make a byte transfer, (message, data, or command) to or from the host.

I-/O: Input/Output: This signal is driven by the sub-system to indicate to the host in which direction a byte transfer it to take place. When low, it indicates that the sub-system wishes to send data to the host, and when high, it indicates that the host is to provide the byte for transfer.

The sequences required to talk with the SASI sub-system are quite straight-forward, but complex in detail, so I won't dig into those details here. This does, however, bring me to why I used the Apple interface card, instead of the users port, to handle the sub-system. This interface includes the ICs required to adapt the host processor bus to the SASI bus, and to provide an automatic ACK- when data is read or written to the sub-system. This reduces the amount of time required to make a byte transfer, because the 6509 has less to do. Remember that the SASI sub-system generally can read or write bytes at a much higher rate that can the 6509 under these circumstances. Additionally, the interface inverts all the control signals, as well as the data, so that they are conceptually easier to use.

There are four phases involved in speaking with the SASI sub-system, which are SELECT, COMMAND, DATA, and RESULT. In general, then, here is the sequence required to talk with the disk:

Phase 1, SELECT. Make sure that the sub-system is idle, using the BUSY line. Select the sub-system to which we wish to speak, by setting one of the data bits, and pulsing the select line. After this, the sub-system will use the C-/D, I-/O, and REQ- lines to show that it is waiting for a command.

Phase 2, COMMAND. Send a command to the sub-system. All commands consist of 6 bytes, and contain the information required by the sub-system to perform the command requested. Sometimes the command does not really need all 6 bytes, but they must be sent anyway. Any bytes not needed by the sub-system will be ignored. There are quite a few separate commands which the sub-system recognizes, but we are interested only in a small number. READ, WRITE, FORMAT, and STATUS are the ones we use.

Phase 3, DATA. Get or send the data. In the case of READ, we will be getting a sector's worth (256 or 512 bytes on this system) to move into our memory. WRITE, of course, is the opposite. FORMAT will be used only once (hopefully), but must be done sometime. STATUS is used to retrieve additional information regarding a fault which prevented the sub-system from performing the command, since the RESULT phase will only indicate that an fault of some kind occurred.

Phase 4, RESULT. Get two bytes of data from the sub-system, and check the first byte, bit 1. If it is off, then there was no fault. If on, then we must invoke a STATUS command to see just what went wrong.

Now that we have gone over the logic flow, let's look at some hardware details. Since I was connecting directly to the processor bus, I set about building an adaptor to plug into the cartridge slot in the back of my B-128. This slot has most of the required signals to accomplish this connection. The only ones missing are the reset line (not strictly required) and the $D900 chip select line (NOT CS1, P6/P7, pin 28), which is already decoded inside the B-128. One extra wire had to be run from U38, pin 14, so that the interface would appear in the space in which Commodore thought they would attach the disk drives. While I was looking around for something on which to mount the adaptation, I discovered that the pin-out for the cartridge port is very much like that of the C-64. Since I had on hand some old ROM boards for a C-64, I gave it a try. By removing some of the edge connector, turning the board over, and re-wiring three lines, it plugged right in. (Actually, this method was more trouble than it was worth: I should have bought one of Gary Anderson's bare RAM boards, but I did not want to wait for it to arrive.) Then I stuck a wire-wrap socket into the board, and wire-wrapped the data, address, and control lines to a connector into which was plugged the Apple interface. In addition to this kludge, I found that I needed more RAM space as well, so I stuck two more static CMOS RAM chips into the B-128, and used the already decoded chip selects for $0800-$0FFF, and $1000-$17FF, which are available at U39, pins 11, and 10. To tell you the truth, I am not all that proud of the way the arrangement looks, but it was fast, cheap, and I wasn't even sure that it would work. Since, however, it DOES work, I think I'll just leave it

alone, until I find a cleaner way to install it. I would also NOT recommend this pathway to those adventurers among you, unless you LIKE wires all over the place! Mechanically, the design is not very robust. I am sure that as time goes by, we will find a better way to do things like this.

The software is very straight forward, and does not use any "trick" code. The low-level (machine code) driver resides in RAM at $0F0800, and follows the phases mentioned above. The only thing not mentioned above which is included is a time-out routine in case if sub-system failure. Since the main driver was written in BASIC, and SYSes to the assembly code, I needed to add a short routine which changes the indirect register to bank $F, because BASIC leaves it pointing to the bank containing the BASIC text, when the SYS is invoked. I can assure you that forgetting to do this resulted in chaos, since I used LDA (DATAPOINTER),Y and STA (DATAPOINTER),Y to move the data to and from the sub-system. My first attempts always trashed my BASIC program! Speaking of BASIC, I should tell you that the very first driver, the one with which I tested the interface, was written completely in BASIC. This bit of information points out that the SASI interface has no critical timing requirements, and can be read and written to run with interrupts enabled. Those machine language buffs among you will see the advantage, since, for instance, the clock and keyboard can remain active.

There is, of course, more software to be written. There always is! I can move data on and off the disk, but it always ends up in bank $F. To be really useful, we need a way to patch the disk driver software into the operating system (KERNEL), so that BASIC does not know the difference. Some things that may help in this matter are KERNEL ROM listings, (I think Mark Schwarzbauer has these) and Gary Anderson's "Alternate Operating System Expansion Board". Who out there has some thoughts on how to "wedge" this (or any) hard disk into a B-128?

I have a few thoughts regarding expansion for the B-128 and (my favorite) the CBM-128, but they go well beyond hard disks. The first question that comes to mind is "Why should people loyal to their B-128s (or any orphan, for that matter) be left out when it comes to the economics of volume buying?". The answer is, of course, we shouldn't. High resolution graphics, hard disks, additional serial and parallel ports and battery-backed up clock/calendar boards can all be had at low prices if one looks in the "low rent district" (i.e. back) of magazines like BYTE. What we need is a bus adaptor or two. IBM and Apple come to mind right away, but I would add S-100 to that list. Norm Deltzke tells me that a few members have threatened to design and build these, and I have initiated contact with Gary "B-1024" Anderson regarding this matter. In a small (and messy) way, what I have described above IS an Apple bus adaptor. The real trick is to build it in a manner which can be installed and used as easily as an 8050 or 8250. Speaking of 8050s, I understand that someone is giving some consideration to replacing one of the floppy drives in an 8050 with a hard disk. I think that idea has merit, and should be pursued. I also hope that whoever you are, you contact me. Perhaps we can work together to bring it about a bit sooner, or come up with a better method.

Enough of my ramblings. We have seen that, for the hardware-minded, attaching a hard disk system using a SASI (or even SCSI, or Small Computer Systems Interface, a younger brother) is really a simple task. It took me less that two hours for that part. The low-level driver software, in its first version that worked, took about two days, and required a good understanding of how the SASI controller operated. The future, I hope, will bring more software, and a way to attach it to the KERNEL. I really had fun attaching the hard disk to my CBM-128, and I think the next thing I will try is to attach a 5-1/4"/8" floppy disk controller, either in the 8050 or directly to the CBM-128. Who knows what mischief is in the future?

[redacted]
Teleterm80 Addenda

by: Neil Cumfer

When using Teleterm80's XMODEM downloading feature, the user is presented with the option of which error-checking protocol to use. Both Checksum and CRC (Cyclic Redundancy Check) are available. My previous ESCAPE article suggested using CRC. However, when using XMODEM to download files from Delphi, it is better to choose the Checksum method when prompted for a choice. Checksum is the default on Delphi. If you prefer to use CRC, you should first change your profile. Type "using settings" (without quotes) at the MAIN> menu prompt. Then, at the SETTINGS> menu prompt, type "xmodem" to access your profile.

[redacted]
DOWNLOADING MISCELLANY

by: Neil Cumfer

Downloading is a curious word. Everybody seems to know what it means, but it seems to mean something different to just about everybody! In fact, one person can use the word "downloading" in one context, intending for it to mean one thing. Then that same person can use the same word in another context and intend for it to mean something else.

But it gets even more confusing! One person can use the word "downloading" in one context, intending for it to mean one thing. Another person can use the word in the same context, and intend for it to mean another thing!

Let us take for an example CompuServe's use of the word "downloading" in its Data Libraries, and Delphi's use of the word "downloading" in its Databases.

CompuServe's Data Libraries are the areas where CompuServe stores programs and other user-contributed files (aside from messages). Delphi has similar storage areas for files submitted by its users, but on Delphi they are called Databases. If you want to transfer a program in a Data Library to your computer, CompuServe advises you to "Download" it. But if you want to transfer a program in a Database to your computer, Delphi advises you *NOT* to "Download" it!

Let's see how the services are using the same word to mean different things, oven though the context is identical. On CompuServe, "Downloading" is used to specify a file transfer using any of several rigidly defined protocols, one of which is XMODEM. Delphi uses the word "Downloading" to refer to a file transfer which does not use any special protocol, other than inserting carriage returns and line feeds every now and then, and ringing your bell when the transfer is complete.

Delphi allows four others options for transferring files from its Databases to your computer. List and Display are nearly identical to Download. Xmodem and Xdownload, on the other hand, use the same XMODEM protocol that CompuServe invokes when you use its "Download" command. In addition, the KERMIT protocol has just been introduced to the Delphi Databases.

So, to simplify, CompuServe's "Read" is the same as Delphi's "Download", and CompuServe's "Download" is the same as Delphi's "Xmodem" command.

Why you must use a protocol like XMODEM to transfer programs from the services to your computer is a subject beyond the scope of this article. Let's continue with a brief look at XMODEM itself.

Terminals which incorporate the XMODEM protocol have two Xmodem routines, the transmitter and the receiver. The transmitter breaks down the file to be sent into blocks of 128 characters each. Before sending each block, it adds

three characters to the beginning and one to the end. So the stream of characters sent out by Xmodem is not exactly the same as the file it is sending. No problem though; the receiver removes these four characters before it stores the block on your disk. The receiver also calculates the checksum for the data received, and compares it to the checksum the terminal sent. If they don't match, the receiver will request the transmitter to resend the same block. Otherwise, it will request the next block. The transmitter will send only one block at a time, and will not continue unless it hears from the receiver within a specified amount of time.

What is important about Xmodem though is that the 128 data characters in each block are sent exactly as they exist in the original file. Each data character can be any number from 0 to 255, and the communications networks echo them back and forth without any interference. Normally the networks follow ASCII standards, but the services let them know when you have an Xmodem transfer in progress.

All 256 characters are needed to transmit files such as BASIC programs, machine language programs, screen dumps, and even SuperScript files and some BASIC program listings. Because the ASCII "alphabet" contains only 128 characters, normal communications restricts you to using only these 128, and expects you to use them with their standard meaning. This is why you must set up your terminal to convert data to true ASCII before logging on (Commodore computers do not adhere to the ASCII conventions). Another thing Xmodem does is to turn the conversions off.

If you try to transfer a program file using CompuServe's "Read" command or Delphi's "Download" command (that is, without Xmodem), the services will change the data in the file so that only standard ASCII characters will be transmitted. Since your terminal will be making conversions to and from ASCII, the data sent out will be changed even further before it reaches your buffer or disk. It will then be up to you to convert the data you stored back to its original form. Special utility programs will do the trick.

Unfortunately, CompuServe and Delphi use different methods of changing data to make it conform to the ASCII standards. This means that a utility that will convert files received from CompuServe will not work on Delphi files. My utility "hexconverter", found on CBUG Pre-Release #5, converts a file received from CompuServe with the "Read" command when ASCII conversion was active and subsequently stored on disk, back to its original form.

The program which Delphi uses to change program data so it will conform to ASCII standards occasionally deletes data from the original file and does not transmit it. Therefore the only reliable way to transfer such files is with Xmodem. Even so, many program files will be completely transmitted without Xmodem. Sometimes you may request a transfer with the Download or List command, expecting to get a text file, only to discover that the file was structured as a program. In either case, you could try to convert the file received back to its original form with my utility "delphi fixer". Otherwise you will have to download the file again, this time with Xmodem.

The "delphi fixer" program should work on files that were received in the following way:
1. Use B-term, buffer open, with true ASCII conversions.
2. Go to Database.
3. "Read" file description, and at the ACTION> menu, use the Down option. KEEP ASCII CONVERSIONS ACTIVE.
4. After logging off, save the file starting with the fourth line (the line after [*BINARY 128*]) as a sequential file
5. If you received "MORE?" prompts, delete those lines from the file as well.
6. Allow the program lots of time to work (10 seconds per disk block).
7. Disk with your downloaded file must be in drive 0.
8. When prompted for new file name, limit is 14 characters.

To save time, use the alternate version, "fast fixer". This is a Basic program with an imbedded machine language routine which cuts the processing time to a half-second per disk block. It needs the binary-type file "+fixer tables" on drive 0 as well.

Before downloading programs from Delphi, you may want to review the procedures. At the FLAGSHIP> prompt, enter Help and then choose hint #3, Basics of Downloading, and hint #4, Database Commands. These help ranch.spokane files are also found on the CBUG Utilities & Misc #2 disk, #M20, as part of "helper1" and "helper2".

Hopefully this discussion of downloading has cleared up some of the confusion surrounding the subject. Whenever you encounter the word "downloading," it would be wise to remember that its intended meaning may be different from your own idea of what it means, and that the context in which the word is used is not always enough to judge what its meaning is intended to be.

<<Neil Cumfer's latest programs in part mentioned above are available on CBUG #M25 being offered for the first time in this issue -- see The CBUG LIBRARY.>>

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THE NEW JERSEY GOLDMINE!

by: Mr. Anthony J. Goceliak
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<<Mr. Goceliak has been such a prolific contributor of both articles and disks, all the result of hundreds upon hundreds of hours of research, that CBUG is belatedly assigning a column title to Tony's works. Like most everything else heretofore impossible that comes of CBUG's dedicated membership, gold in New Jersey has certainly been discovered!>>

The Joys Of a Bulk Eraser

This is a non-technical article. Ok, I just wanted to be sure that I don't scare anyone off right at the start. It was prompted by two separate letters that I received from CBUG members concerning 8050 Disk drive difficulties that they have been experiencing.

While a large percentage of difficulties will not be "fixed" by this proceedure, those of you who would prefer to save the combined expense and frustration of an unscheduled trip to the service center are invited to try this simple, inexpensive proceedure. I guarantee it won't hurt a thing, and it can save considerable numbers of four letter words. [Don t waste your limited supply of foul language on trivial things like recalcitrant disk drives. Conserve them for the Important things like yelling at the television set when the Umpire makes a bad call.]

Re-recording a disk

You Never do this do you? Don't answer, it's a trick question. Of Course you do. A disk is written to for the first time when you "header" or "new" it, and at Least once more when you save anything to it. Superscript file, basic program, you name it, if the disk ain't blank, you've written to it more than once. The Sole exception is a backup going to a brand new disk.

Now for my first point. Your two drives are NOT perfectly aligned. That is, although they may indeed be very close, they are not perfect. On an 8050, tracks are recorded at a spacing of 0.010" [1in./100 tracks per inch]. If a track is "off" by more than 0.005in. it is infringing on space normally reserved for it's neighbor. Ok so far? Not too impressive? Take a look at only one of your hairs. It is almost half that distance WIDE.

Given normal wear and tear, UPS shipping, half a pound of dust inside the drive, or you name it, it's a technological miracle that the doggone thing works at all, much less reliably.

Accepting that your two drives may not be 100% compatible, then why do you always backup d0 to d1? Probably because that's the way the example in the book was written, and they know best right? Fine. But only for well-aligned drives. If your disk was originally formatted on d1, but you are planning to use it on d0, I hope your two drives are closely aligned. Well, you made a backup this way, and the files JUST about loaded, accompanied by much error led blinking and drive bumping, so now we're gonna be smart and backup d1 to d0 right?

Wrong. At least not until we bulk erase! Aha! the long-winded boob is finally going to make his point after 50 lines of type. Hey, CBUG doesn't pay me, so I get to do things my way.

When you have a disk which has been formatted by, or even written to by one of your drives, it lays down the two Critical items which can make life miserable for your other drive, namely at least one bam block, and one directory block. If it is not within remarkably good alignment of your other drive, guess what, and if it's trouble you guessed, you got it. If these two tracks, (or any other two for that matter, but these two especially) do not overlay one another almost perfectly, some of the 'old' track written by the other drive can escape the erase proceedure. When the 'new' drive goes to read it, probably all is well, but when the 'old' drive looks at it, it's a mess. Blink, blink, blink, bump, blink, bump, and I think you know the rest of the words to this song that your drive likes to sing.

If your drive is not dead-on aligned, and by that I mean hand-carried from a really reputable service center yesterday, a simple precaution is in order. Whenever you intend to "header" a disk, mark it with the drive number it is to be headered in, and only write to it from that drive. If you no longer need the disk, and intend to re-header it, first bulk erase it. A simple device, such as Radio Shack's #44-232, which I bought for under $15, is adequate. Essentially any bulk eraser which will physically accommodate a floppy disk is fine, and don't worry about the Chrome-tape super power erasers, you don't need the extra flux, but if you use metal tape on your hi-fi system, and need it for that purpose, it will work fine with your disks too.

Why bulk erase when I only use drive #0 anyway you say? Well how do you think your two drives got out of compatability in the first place? Slowly but surely is the probable winner, and if the first time you backed up a disk on drive 0 it was brand new, and now it's a year and a half old and we've backed up at the end of every day for 300 working days.....

A good way to sum up [yes, I'm almost finished] is to ask yourself, would $15 cover the labor involved in re-typing all those files? If it won't then:

1. BULK ERASE BEFORE BACKING UP TO A DISK.
2. MARK YOUR DISKS WITH THE DRIVE # YOU USED TO FORMAT IT.
3. ONLY WRITE TO A DRIVE 0 DISK WITH DRIVE 0 [ditto for 1]
4. PLAN AHEAD. SCHEDULE DRIVES FOR ALIGNMENT BEFORE THEY DEMAND IT.

And, I almost forgot the most important of all,
5. SUBSCRIBE TO CBUG FOR FURTHER INFO ON CARE FOR YOUR SYSTEM.

NO BUMP LOADERS

On this disk are three disk drive programs which will only run on DOS 2.7 drives, designed to give the membership of CBUG "breathing room" before stampeding to Superscript III and Superbase II just because they won't make your drive sound like it's trying to grind grain instead of load programming.

If the writers of the programs have indeed produced superior programs, with a wide range of convienient functions that are valuable to You, then by all means purchase them. But if you only want to quiet your drive [and perhaps your nerves], quicken the loading time, and gain the flexibility of loading these two programs from either drive, then I don't think you should have to pay again to get something taken out of an otherwise satisfactory program.

Hence the following trio of pure disk drive programs:
1. no bump ss
2. no bump sb
3. drive 0 emulator

None of these programs have anything to do with the b-128, they run in your 8050, 8250, or sfd-1001. They use none of the code from Superscript II or Superbase I, and make no modifications to those programs.

What these programs do is to program your sophisticated disk drive with instructions indicating that it should not make rude noises when demanded to do so by the intentional errors placed on the program disks, and should therefore not waste it's time [and yours] in fruitless re-attempts to read purposely faulty data. Further, the programs educate the drive in the proper response to make to your b-128 in order to fool the Superscript II or Superbase I program into believing that the drive is abjectly apologizing for having failed in it's allotted 10 attempts to read certain perfectly invalid data, and then to "forget" the foregoing instructions. What this means is that your drive will load Superscript II or Superbase I in roughly 2/3 the time that it used to take, without [I can't resist] the 'bump and grind', or for those unfortunate souls whose drive #0 has become unreliable in loading <u>any</u> program, be it Superscript, Superbase, Basic programs or machine code, you can do anything from drive 1 that you used to from drive 0 with only four exceptions:

1. That ever popular u0 command. [No not u1 or u2, people use those and they work.]

A brief digression. If you have <u>already changed</u> the user jump vector tables through an incredibly complicated 2-byte m-w command, you could change it back to normal with this. Now I'm not talking about u3 commands and the like, this one is for those <u>REAL INDIVIDUALISTS</u> who don't like the way the drive reads and writes and intend to replace Commodore's code with their own. Should their code fail, you could restore the original routines with this command.

Wow, a truly Major loss, especially since it can be replaced with that wickedly complex 2-byte m-w command.

2. Rename. Ok, this one is useful. But there is an out. Just use drive 1 syntax. (ie. rename "abc"to"xyz" doesn't work, but renamed1,"abc"to "xyz" does)

3. Backup. But if both of your drives are working ok, what are you running the drive 0 emulator for anyway? You can backup but only using "crazy syntax" and <u>FIRST PUTTING A WRITE PROTECT TAB ON THE DISK THAT IS TO BE BACKED UP</u> but don't do it. Fix your drive instead.

4. Copy. Once again use drive 1 syntax for smooth operation. (copyd1,"abc"tod1,"xyz")

Now that we've disposed of these biggies like u0, what does this leave us with?

dload [including shift/run], dsave, bload, bsave, verify"0:...",8, collect, dclear, scratch, directory, dopen, dclose, header, u1, and u2 all work with either default syntax or explicit drive 0 references and will spin [and use] drive 1.

Converting programs like 'disk doctor' to run on drive #1 instead of drive 0 now means running the drive 0 emulator first, instead of searching the program line by line for references to d0 and changing them to d1. And best of all, the code <u>DOES NOT RESIDE IN A STANDARD BUFFER</u> which means that in spite of my own 'MAD MELVIN' testing, I have not been able to make the drive do anything unexpected except for the 4 commands mentioned above. (If the code sat in buffer #1 and you asked for an open1,8,1,"#1", you would probably be only a few program lines away from big trouble.)

One final point worth mentioning. The drive 0

emulator is an IP program. (That's Interface Processor), and as such, it will also 'fail' to correct direct operation of the disk drive through manipulation of the job queue, but let's face it, that isn't a 'real' mode of drive operation either.

SFD-1001 LOBOTOMY
Or let's move the mountain instead of Mohammad
8050 Disk Compatibility and the SFD Drive.

Last issue in the Escape, our fearless Editor <<who refuses to edit unless absolutly necesary, who does not read most articles till after they are in the mail, then only if time is available -- publisher maybe, editor NO>> published an article written by me on converting your 8050 disk to operate flawlessly with your SFD Drive that accomplished the trick of complete compatibility by means of disk surgery. It was [and is] perfectly acceptable, but outrageously (and it turns out needlessly) complicated. Last year when I wrote it however, I was Very happy to have any proceedure that worked. Now let's try again but with the knowledge gained from some of my more elementary research into the drives and their DOS.

On this disk is a Huge (10 byte) [yes that's byte not block] ampersand file which fools the SFD Drive into thinking it is indeed half of an 8050! I really like those & files, they let you do all Kinds of things. At any rate this gem of a program replaces 10 steps of disk surgery with a few [very few!] software instructions to the SFD informing it that it isn't as smart as it thought, so it no longer turns it's nose up when presented with an 8050 disk for the first time.

To run any of these ampersand [&] files, just send the file name to the relevant disk's command channel while the disk with the &file is in drive #0. Sorry, DOS won't let you do it from drive #1, (yet?). To clarify, since that last sentance wouldn't have helped me last year, just do the following:

1. If you are in direct mode [no program running - ready message and blinking cursor on the screen], type the following ==>>open15,8,15,"&sfd lobotomy" ending the line with return of course.

2. Typing F6 or close15 is nice in order to tidy up after the drive quits whirring.

3. To run an ampersand file in program mode, just stick a line number in front of the above commands.

4. If the command channel is already open, just use print#15,"&sfd lobotomy" to avoid having to open and close channel15. However, beware of what the ampersand file does. For instance, I have one that changes disk device #'s. Now it doesn't make much sense to leave 15,8,15 open when we just changed the disk's unit number to 9, does it? F6 [dclose] works wonders to keep the b happy.

5. From Superscript II, goto the disk mode and type &sfd lobotomy [and return of course], and that's all there is to it. For SS III, you'll have to figure it out for yourself, I don't own the program.

Now to my point, if you have some trick, or program, or proceedure to pull you out of a spot, please SEND IT IN to CBUG. Just like my disk surgery proceedure, perhaps it is tedious, it may not be elegant, or it may only work under restricted conditions, but to a fellow CBUG'ger, it may save the day. I know that I wouldn't have liked sitting with useless data disks for a year while "&sfd lobotomy" wasn't yet in existance. And who knows, maybe your proceedure will be refined by the combined brains of the CBUG group into something Really powerful. Not a bad exit line. Have a wonderful holiday.

DCLEAR AND YOU

In the last CBUG Escape, I saw two references to the 'obscure' disk command dclear. All it is is a convenience to the computer user, a simple way to initialize the drive. As a matter of fact, the b-128 automatically translates a dclear command to an initialize before even bothering to send it to the drive.

What does it do? It first picks up the disk id#s, reads the bam of the disk in the pertinent drive, and VERY IMPORTANT, as I point out in my program fdc zpage display, it CLOSES ALL internal disk channels.

What does this mean? Well for one thing programming the following lines in the order in which they are listed will lead to a lot of 70,no channel etc, messages from your drive, and unless you check for ds$, a lot of crtn's for data.

wrong example

```
10 open15,8,15:if ds<>0 then?ds$:end
20 open2,8,2,"#5":if ds<>0 then?ds$:end:rem so far, so good
30 dcleard0:rem whoops, you just closed #2. too bad
40 print #15,"u1:";2,0,39,1:rem might as well just end here, your channel was closed by dclear
```

better way

```
10 open15,8,15,"i0"
-------------or------------
5 dclear d0
10 open15,8,15
```

and now use lines 20 and 40 from above.

What is the significance of the drive stepping outward one track and then back? The 'home' position if you will, for your 8050 [and sfd] is track #39. It begins after receiving a "uj" command or on power up by assuming that's where it is. It's first order of business upon receipt of a command to initialize is to read the bam on track #38 [step out 1 track], and then prepare to read the directory on track 39 [step back].

Many of my disk programs that leave the head on other tracks and then do a "uj" will give people with recalcitrant drives temporary difficulty when the drive is subsequently asked to read the directory or dload a pgm. The drive spins and blinks for a while and then does the bump and all is back in sync. The trouble, of course is that the fdc looks at ram and says destination track is 39, origin track is 39, we DO NOT move the head. Computers are stubborn, almost as stubborn as I am, but not quite. After lots of tries DOS intervenes, says I don't care, just count tracks from #1 and then all is forgiven, the drive does what you want.

You can shorten this time considerably by just typing a 'dclear' or convincing me to re-write my disk program, but remember stubborn. DOS has a built-in 'give-up' point, but if I do, no one has yet found it.

When is the command necessary? It is really a question of how much control you demand over your disk's destiny. The 8050 is programmed to do enough of an automatic initialization when flags are set in ram by the write protect sensor being temporarily blocked by a disk on it's way in to keep you out of trouble if you only dload and dsave. In my personal experience, I have found it never to have gone wrong in the direction of disaster, as in writing a new file on top of an old one, just because the 'old' bam was left in place. But then, my write protect sensors work. It is indeed possible, if you maintain two disks with the same id#, to destroy files in the above manner, if the write protect feature isn't working. No disk id mismatch message, just Blotto.

When is the command useful? Want to use u1 u2 b-r or b-w commands? Want to design a really super program for your b that doesn't have to ASK which drive is disk so-and-so on? Want to be REAL SURE you aren't garbling something when preparing to dsave to a disk? Want to be SURE you write the correct data to a seq file? Just want to see if your drive is still alive after that fabulous disk program that seems to have left the leds the wrong color? Or how about wanting to keep working until the end of the week when you will be able to replace that write protect sensor that now seems a mite over-protective? Or

if you've never heard of my disk program to make an sfd think it's half an 8050, you can use it as that "first access of an 8050 disk" that doesn't work.

Quite a workout for a command that so few of us use, isn't it?

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SUPERBASE in the U.S. AIR FORCE

by: Lt Col John A. Wright
818 Juniper Dr.
Papillion Ne,68046

Just got to my new Superbase Corner and Hints disk (CBUG #31). Nice work here, but I have found a better way to merge Superbase and Superscript files for a mail merge or "Mail Shot" routine. What is on the disk will work, but it sure is a lot harder than my way. I have been using the following commands for about a year to create "Input Cards" for the Strategic Air Command Inspector General Team. It has saved me days, yes not hours but days, of time. Before I found this nice little command I was spending for ever trying to get these cards reproduced and out to all my fellow inspectors. Now all I need is a list of what cards each inspector wants and I can provide them within an hour. I will be sending you a disk with some Superbase programs I have written as well as some other things in a few months but I felt that I needed to get this to you before then. Here is what you do:

1. Set up your search as you normally would using the "find" command. This will generate a keylist known as "hlist" as I'm sure you're aware.

2. As a precaution, and a check, I now output all the records from this list to make sure that I have all the records I want. Do this by executing the following command:

output from "hlist"<field1><field2>.....etc.

3. Once you're satisfied that you have all the correct records then use following command to build your "fill list" for the mail merge.

output from "hlist" fill to "listname""²" <field1><field2>..... etc.

**NOTE: The "" is really a graphic character created by using the "CTRL key" and the number "0". (Graphic is on face of 0 key) The ² is another graphic formed by using the "CTRL" and "8" keys. (Graphic on the face of the "8" key)

4. The "²" will be the first field, so in your set-up in Superscript your first blank or "fill" record must be "b"

5. If you look at the Superscript handbook pages 54 an 102 (plus a few others) you will find reference to "beginning of record markers". You create these by using "ESC B" when setting up a data file. The key sequence "CTRL 0,CTRL 8" provides these record markers for you in your "fill list" when you create it as in 3 above. Now each record in your "fill list" will start with a record marker. That's what Superscript is looking for to separate the records

6. Using this method I haven't had to worry about trapping out blank lines either.

Now you have your list all set up but what do you do with it? Superscript tutorial lesson 5 starting on page 52 does a good job of explaining the "letter set-up" (starts on page 55). Reference section 6 also does a good job of explaining the whole operation.

But letters are not the only application. As I said I've used this procedure to create cards for the SAC IG team. I also have used it to print labels for all my disks. (Sorry Norm, I used the format I found on the disks I got from CBUG as my example).

Once you get the hang of it you'll find all kinds of applications for the "mail shot" routine. My only problem now is trying to get my 4023 to print 8 lines per inch instead of the 6 that Superscript is set-up for.

You can write programs in Superbase to do all this for you if you want. I have a few that I've written and will be glad to share them with anyone that is interested. Just drop me a line or call (after 6:00 PM Central time please or I won't be home yet) and I'll send them out.

I get on DELPHI once in a while so if you want to drop me a line there my "HANDLE" is "ORPHAN"

GOOD LUCK AND GOOD COMPUTING

About this author: Lt Col J.A. Wright, USAF

I've been in the Air Force for 19 years. Graduated from the USAF Academy in 1967 and attended Pilot training at Williams AFB, Phoeniz Az. Served at Homestead AFB from 1969-1970 flying F-4's. Served my first tour in Vietnam as a Forward Air Controller flying OV-10s from 1970-1971. Severed again flying B-52s from 1972-1973 flying from Guam. From 1975-1977 attended the Air Force Institute of Technology at Wright Patterson AFB and received my Masters in Aeronautical Engineering. From 1977-1981 taught Aero. at the USAF Academy. During this time I also did some Wind Tunnel research for both NASA and the USAF Armament Lab. In 1981 went back to flying B-52s at Wurtsmith AFB, Oscoda, Mi. Moved into SAC Command Control in 1982 and was the chief of the Command Control Division at Wurtsmith until 1984 when I joined the SAC Inspector General Team. This past July I went to work for the SAC staff as the chief of the Hq. SAC Training and Standardization Division.

I have a BS in Mathematics as well as my MS in Aero and am somewhat knowledgeable in both Fortran and Algol.

Present job keeps me on the road about 1-2 weeks a month so I may not be available to answer questions quickly, but will get them answered.

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ST10C HARD DISK - A REVIEW

by: Roy Sherman

A review of the ST10C hard disk drive manufactured by CSI, Inc.

The ST10C is a ten megabyte, Winchester technology, IEEE488 compatible "hard" disk drive for Commodore computers, specifically the B-128/'700' series.

The ST10C has a rugged metal case and takes less space on your desk than an 8050 floppy drive, although it is a little taller. There is a green light in front to indicate the unit has passed the power-up test and is ready to go. A red light will light whenever there is activity on the disk itself. In the back there is a switch for selection of drive number 8 or 9. <<The device number can be changed without repowering the drive!>> Another switch will allow you to reformat the disk <<it acts as a safety lock, you still need to issue the NEWING command from the computer>>. Of course, that would erase all of your data. A download program is supplied <<built in firmware>>, which will allow you to back up your data on floppy. This could take up to twenty floppies if the ST10C is full. That equates to several hours of disk swapping.

You can purchase the ST10C with Superscript and Superbase already installed. This is the first place you will notice the advantage of a hard disk, to switch from one to the other, just quit and load - no disk swapping. The load time is approximately the same with a slight decrease in time due to no head banging copy protection. There is a definite increase in access time when you are accessing the database itself, since you don't have to wait for the disk to get up to speed for each access.

The high capacity of the ST10C will force you to get organized in file nameing as it doesn't take long to get

many screens of file names in the directory. Using pattern matching gets it into a manageable quantity so that you can find the file you are looking for.

BASIC 4.0 is incorporated, with some minor variations. Shifted run/stop will load the first program after power-up, but after that it will load the last program loaded. This can take some time to get used to. Since there is only one drive, the drive designators, ie 0: 1:, will confuse the ST10C and cannot be used. The COPY command is not implemented, the use of Jim Butterfield's COPY-ALL program gets around that problem very nicely. The ST10C must be turned on before the computer or things will not work right.

When using a large data base in Superbase you cannot go over five megabytes of data as you need space on the hard disk to EXPORT your data to. Superbase will NOT export to another device, only the same or another drive and the ST10C is a single drive device.

Although the ST10C is rated at five years of continuous duty, don't get careless about back-ups. Like any hard drive, if it does fail all your data is gone.

The ST10C is a rugged, well built machine and should give you years of satisfactory service.

Roy Sherman (312)673-5094 (9am to 9pm CST), 5013 Main St. Skokie IL 60077.

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A FEW ADDITIONAL COMMENTS:

By: Norm Deltzke

Nearly a year ago I purchased my first ST10C drive only to let it sit and wait till the special hard drive version of Superbase became available last summer. That plus the final version of the ROMS for the ST10C which I received last spring made it ready for trial. Roy Sherman was volunteered to do the task, hence the review above. After he gave it a clean bill of health along with some strongly worded instructions to this amature, the drive was loaded up with the entire CBUG membership file (used to be on 4 floppy disks), along with several smaller CBUG related databases. The transfer proceedure is quite simple and it makes no difference which version of Superbase you used on floppies. BUT, it takes a huge amount of time as you are doing a full export, then copyall to the ST10C, then a reimport. You can figure about 1.5 hours of run time per 500K of data being transfered over.

The Superbase version supplied by CSI for the ST10C appears to the user to operate identically to the upgraded floppy version offered by Progressive Periferals. However the directories are radically different! Most importantly, you do have the ability to export from an HLIST so you can split the database up for export to multiple floppies -- and get around the requirement for holding so much empty space on the disk.

Backup can be made not only to a floppy drive of any kind but to other hard drives. The advantage of the later is unattended backup. With floppy drives the system will prompt you to insert a new disk when required. The firmware backup disk can then be "restored" to that or another ST10C (only) using a program which comes with the drive. Restore is a separate program, and while it is, unfortunately, very very slow it hopefully will never be needed. Remember though that the firmware backup is a "bit dump" of the hard drive contents. At the moment no other program is reported to exist to salvage that data to another type of drive. Truly portable backup requires export and Copy-All.

The advantages of having the entirety of a large database on one disk can not be heralded enough. The faster disk access is most noticable on database applications where most disk operations are but short data blocks.

I am very positively impressed by the currently delivered ST10C product. They appear well built, unlike the discount merchandise being offered for basement prices in the clone market. They appear compatable with the B128 for normal business use atleast within Superbase and Superscript which is the sole purpose of my use of the ST10C.

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THE LONDON REPORT

by: Mark Schwarzbauer

As CBUG librarian, I was trying to find more of the commercial software originally designed for our machine. If you ever noticed, on the side of some of the SUPERSCRIPT and SUPERBASE manuals there are the numbers B030 and B031. These were the 30 and 31st pieces of commercial software designed for the machine. Well, I tend to be inquisitive and like everyone else I wanted to know what happened to B001 through B029 and if there were B032 and beyond.

In contacting CBM I obtained a partial listing on the original designations. Of course, the accounting suite, Calc Result, and our other released software were included. But this still left a lot unaccounted for.

Having contacted England previous to being involved with CBUG I had some knowledge of the activities there. The B was released there twice! And, it was on the market longer there than in America. In fact, when I was there this last August they still had hundreds of them in the warehouse. Don't rush to buy them up though. They are all with 240 volt power supplies and are not FCC approved. Such is life.

Commodore U.K. (United Kingdom) published the CBM approved software guide (now out of print). There were listings of all sorts of software available for the B-128. I also had other lists of companies that were involved in software production and distribution. It was in the midst of contacting these that I discovered the lost vaporware!

One of my contacts was Richard Leman of JCL software. Richard produced the destined to become famous (before CBM dropped the B) piece of software known as the 700 WORKSHOP. This was a phenomenal editor assembler and extended basic tool for writing programs with very little effort. I mentioned to Richard that CBUG was interested in marketing the 700 WORKSHOP and to convince him that we had the goods to make a deal out of it, I told him of the tremendous progress we had made with the machine and that we were even hoping to get the co-processors working. Richard remarked that he had the 8088 co-processor there in his office and also had a bundle of software to go with it. In fact, Richard had most of the list I shared with you in the last issue including CPM 86, Cobol, Pascal and more. With my eyes bugging out and my software tongue drooling to the max, I explained that CBM had given us a release to obtain the materials in question if we could ever find them. Richard then invited me over for a bite of lunch and to pick them up. He was joking of course.

Leave it to crazy Norman. This was the chance to get the materials and make the contracts that we needed. So Norman called the travel agent, I told my wife and and it was off to England. Richard was surprised. To be honest, so was I. But Norman said he needed a good talker to go especially to make software deals. Who better than a preacher eh?

After being stranded in Pittsburgh (because of a storm in Chicago?) I finally got to Newark to catch my London bound flight. 5 hours of sleep and a few orange juices later I arrived in a country where they use the same words, but speak a different language and drive on the wrong side of the road. I was ready for a hot shower and a change of clothes.

Alas, England is not like America. There weren't 2 hotels on every street corner fighting for your business. And I had to make a deadline at Precision Software. So, I was off to Precision.

Precision Software is a group started by John and Simon Tranmer. I guess the roots began when Simon, for the

local commodore users group, wrote a program called SUPERSCRIPT. Yes, SUPERSCRIPT was originally a users group piece of software. This excellent piece of programming launched them into a world wide software business. Precision based it's work originally for the CBM group. However, they have since launched off to cover other systems now too.

When I arrived, after having to stop 5 times for directions, I was still in my Lee jeans. They probably just figured that's all we wear over here anyway. I was met was met by the kindest personnel I have ever met. Some of them were working overtime for a big demonstration on the Amiga and were just as cheerful and polite as one could only imagine. They even served me a diet coke in a champagne glass while I was waiting for John Tranmer. I was really beginning to like English courtesy. Yes John, you do have a tremendous staff of people.

It was out to lunch for a sandwich with John and my chance to quickly persuade him to release SUPEROFFICE, the Superbase and Superscript integrated software, through CBUG. The channels were opened. We are reviewing SUPEROFFICE now. In fact, I am using it to prepare this article. Please let Norm know if you are interested in getting this piece of software so we can decide whether to spend the money to obtain it.

After some discussion I was introduced to Peter McClauren. Pete is the one who wrote the PROGRAMMERS REFERENCE MANUAL, worked on the ROM updates, and debugged alot of the machines problems. He showed me all sorts of equipment that was never released here in the states. And Pete had more information about the B than anyone else. So, I took Pete out to dinner to a nice Italian restaurant to tap his mind on all the wonders and odysseys of the B.

Did you wonder why the internal disk drives were never released? Well, when designed, the B had a smaller power supply planned. They started manufacturing with this smaller supply. However, ONE OUT OF EVERY TEN WOULD BLOW UP! Yup, the under powered power supplies would blow and sound like a shotgun going off. So, they were forced to go with a larger power supply. However, this presented a new problem. The larger power supply took up space inside the machine that was designed for the drives so the drives would no longer fit without redesigning the case which was by this time out of the question.

The smaller power supply also explained why the B was only designed to have 256k internal and the remaining 720 external. The larger power supply made it possible to put all the 1 meg of ram inside the machine. <<Remember though that when the B series and the memory expansion was envisioned, there was only 64K memory chips available. Now with 256K chips, the total memory as installed by Fred King or as on Gary Anderson's ad on board require virtually the same amount of power as did the origianal 256K maxium for which the smaller supplies were intended.>> So what did they do with the thousands of slim line 8050, and 8250 drives that were designed for the internal application? Well, they built a slim line case and put them in to release the afterthought slim line (1/2 height) 8050s and 8250s in external cases. Thay look like our 8050 units but the are about 3 inches shorter, as if they where driven over with a car. Actually they looked nice. But I kept thinking that these where what everyone wanted inside the machines. Life goes on.

In the course of our conversation, Pete also brought up the Hi-resolution board that was designed for the B series. When the series was dropped, the Hi-res board was tranferred over to the Commodore 8032 computer. Yes, the His res in the 8032 was designed for the B and not the 8032! I am not sure about the one that is being offered for sale from the Canadian firm. It could be the same board or a new board. They felt they had to rescue some of the tremendous efforts that went into the designing and production of the B series. It makes me wonder all the more though, WHY DID THEY DROP THE B?

When Pete was assigned the job of making the programmers reference manual, he was taking over a task that apparently was abandoned by Commodore America. He was supposed to have it done in one month. However, after three weeks CBM America had still not sent him and information. Pete figured that they already knew that it was destined to be dropped from the product line. When he did get the materials it was a rush job to get it together. Pete explained that the memory maps were wrong and that other information was not always accurate but by the time he got the updated and accurate material, the project was terminated.

Pete also worked on the ROM version 4 for the machine. There were three different roms released. This accounted for part of the problem in marketing. In an effort to get quick release, they released bugged machines and the dealers screamed. We think we have rescued Pete's rom version 4. If so, we hope to have CBUG release it so all our machines will be as debugged as possible.

Pete mentioned alot of other interesting facts about the wonders of the B. It was released Twice in England in one month's time. Then the final axe came. Many of the workers were made redundant. (That means laid off). The experts like Pete were quickly absorbed by companies like Precision.

Ever think a nice printer buffer would come in handy? Pete was working on an internal IEEE 64K buffer. The buffer would actually use a ram bank as a print buffer with the inclusion of just a couple of common chips and a patch. We will have to let our friends like Gary Anderson and Fred King figure it all out along with the ram disk.

Pete was also working on multiple resets for the B. He explained that the IEEE can have a reset of it's own. This would prevent lockups from happening by being able to reset a portion without having to totally reboot when a lockup occures. This could also be incorporated on the rs232 or just on the IO. There was so much that could have been added.

Pete also gave me information on the only copy of SPACE INVADERS that was produced for the B series. It was put together by a Newspaper man in Kettering England that worked for the Kettering Telegraph. We still haven't located him yet. So, anyone interested in Space Invaders will have to get an Atari 2600.

So, the logical question; why did CBM drop the machine when they were just getting it ready for stardom? Pete could only guess. He, like many others, didn't understand the thinking of the management. The people he worked with all felt that the B was a winner of a machine. It was to be their answer to the business market and was a wonder ahead of it's time. And at that time, Commodore controlled the computer market in England, hands down. Like others, Pete was very disappointed. But, there was the Commodore 900 and that might be better!

Yes, I did say the Commodore 900. It was a Unix machine with detachable IBM style keyboard and tons of features. It had a one meg floppie and a hard drive internal. It also had IEEE, 3 RS232, and 3 Centronics ports. It was a wonder machine. Pete showed it to me at Precision. They were supposed to begin designing software for this too. But it met the fate of the B while in the prototype stages. Others I spoke too just shook there heads in wonder as to why the machines were dropped. Jack Tremiel where were you?

While examining the wonder of the CBM 900, Pete also showed me alot of amazing other products that were never available here. Like the Plus 4 disk drive. This was designed as a 1541 with a case matching the Plus 4. They were expecting great things from this machine however, there was a catch. As most people know, the plus 4 died for two simple reasons. One, it was not C64 compatible. Well, at the time that could have been forgiven. However, it was supposed to come with SUPERSCRIPT and SUPERBASE and

other top notch programs in the rom. Instead, CBM lowered the cost by including rather poor software and the result was hundreds of thousands of plus 4s that had to be liquidated.

They also had a different version of the C128. It looked like an IBM PC with a detachable keyboard. I thought it was the CBM PC clone. The place had a load of CBM equipment as Precision was a big part of Commodore computing software.

It was once again time to get lost and to attempt to find a hotel. I was so frustrated I almost slept in the car! But, I was ready for a bed and my brain was 6 hours off track. So, after a while I found a lovely hotel with a converted closet they passed as a room and made my attack plans. I felt like I was on a treasure hunt.

The next day it was off to Maidenhead where the international offices of Commodore are located. Here I was to meet with Gail Wellington the International Software and Distribution Support Manager; a lovely American transplanted there. Gail had some more good leads and also had a little treasure collection of her own. In her desk drawer, Gail had a box of software that she said she didn't know what it was too but didn't think she should toss it out. It turned out it was the only known copy of the MSDOS for the B. Thank you Gail! She also had Demo's about the B and other lovely bits of software that we hope to have available soon.

Gail even had the original demo programs for the P500. This was the original C128 that was like the B only it had 40 columns and color. This machine was not supported at all and was bought back by CBM dealers because they had nothing to go with it! I have seen a few floating around but they are very scarce.

While there I was put in contact with the editor of Commodore Computing International, Anthony Jacobson. It seems that there is still interest in the amazing legacy of the B series. We are putting together an article for them to ship around the world and help more people that are hidden out there with the B series computers. I tried to get the chance to meet him but I was delayed on my next trip.

With the names of those who had worked on the B series in England, I was off to visit the English branch of the Commodore network known as Commodore U.K. They were stationed up in Weldon Corby. After a couple hours of driving, and not getting lost for once, I made my way there. When I arrived I was graciously welcomed by one of the Commodore U.K. heads, Mike Handley. Mike was a former CBM dealer that was brought into the CBM U.K. to help them out of their troubles.

Commodore U.K. was suffering the same plight as Commodore America. They had blocks of warehouses that they were liquidating. Included in the warehouses were hundreds of B computers. They were stacked up and were for sale. However, they are all 240 volt and not F.C.C. approved. They were preparing to shut down the Corby division and a few select people would continue the Commodore U.K. division merged with the folks at Maidenhead in the international offices.

To see the massive warehouses emptying out was sad. It represented an industry whose status was always unstable but also a company that had the market sewn up and blew it by what many felt was short sightedness. CBM never did much for their dealers. In fact, the B series was supposed to be what made the dealers effective in competition in the home and business world beyond the C64. The dealers were all excited about the B series. When it was dropped it was the final blow for many CBM dealers. Similar management brought about the end of the Columbia Computer Company. Radio Shack is trying hard not to make the same mistake. However, they too could run into trouble as I'm told by one of their retailers.

I arrived just in the nick of time at Corby. They were dumping loads of data, software, records and more into the trash. Mike got additional help from Rod Welbourn who did alot of hardware work on the B, and from Pete Procop- a technician who was doing repairs for CBM U.K., and we began searching the vacated offices for anything that related to the B series. In one of the archive rooms of software we found hundreds of copies of Superscript, and Superbase. There were also copies of other things such as Petspeed and more.

Finally, we hit gold! In a room where they were stacking more material to be dumped we began searching file cabinettes and closets and stacks of software containers for the hidden treasures. In a matter of minutes, the guys had pulled out stacks of the original paperwork for the series including technical notes and many of Pete McClaurens early writings. We starting stacking up the treasures. We continued searching through stacks of software and came up with all sorts of software that was still in it's preliminary and prototype stages. Suddenly we had stacks of disks too!

There were stacks of boxes and computers in the room too. Even another copy of the never produced 900 was there. We found a couple of dead B series machines and a B-700 that was converted into an eprom programmer! It looked like a regular low profile machine but instead of a keyboard they had slots for the chips to be placed into. The B was a most flexible tool to be sure.

Then we came across some more real treasure. There were a couple of boxes located in the middle of the floor. Both boxes contained 8088 co-processor boards. There were 27 boards in all. These were part numbers 326234. But they were artwork 326236 revision F. Yes, they had to revise the board that many times. Richard Leman told me that they sent him three non working boards before they finally sent a working one. These were the final boards revisions and were known to be working.

We searched to find the artwork for the boards but that material had already been dumped. These boards were the last in England. They were the results of alot of hard work to debug the system. I was thrilled to see these and was startled at the same time. These were not supposed to exist. Rod told me that these were the only co-processors made that he saw. The Z80 board and software was never heard of. However, we have some information that Denmark or Germany might have the Z80 co-processor and software and may even have released it. When we find out you will too.

The B was designed to handle some heavy duty hardware. Rod told me they had several hard disks lined up for the system. These were to be released too but the dropping of the machine quickly stopped all these efforts.

By the time we had finished running around and collecting materials we had enough to fill the Ford Siera I was driving. I also needed a release for all this material. So, I had to spend the night in Weldon Corby to wait for the release. The next morning I was all set to head out at 5:00 am. However, my appointment was not until 9:00. So I hung around and with all that time on hand I should have had no trouble arriving on time. But, they get flat tires in England too. I can't remember when I ever had one in America but I will not forget the one that I had there and had to change in a suit.

When I arrived we did a bit more searching. Rod came up with a tube of roms for the B series. We expected that these were the never released version four roms that Pete McClauren had finished debugging. Most of our machines contain the version three roms. We packed these lovely little chips inside a dead Hy-boy machine and planned to ship them back inside of it. However, it ended up that shipping was more than the machine was anywhere near worth. So, we are having them sent back separately.

So why didn't I just carry the roms? Well, by this time I

had boxes of computer disks, boxes of boards, and boxes of papers all for the B series. There wasn't room for even a few more chips! My Ford runneth over.

After getting it all packed up, I went on my happy way feeling like I had just discovered the largest buried treasure. I had what CBM made and never released and what so many people wanted, including me. I was worried though to. Ever have a bad dream that you win Publishers clearing house sweepstakes and you die of a heart attack as they're handing you the check? I had all these wonderful discoveries and now I had to safely get them back to the United States so we could make B users all over the world even happier with their B's.

I was now off for a long drive from North Hamptonshire down to Kent. However, I couldn't make it the whole way. I had to stop and call Norm and ask how I was supposed to get two dead computers, two boxes of boards, a ton of disks and papers all back through customs and safely survive both my carrying it and the awesome threat of the airline baggage monsters. You know, the ones that eat your suitcases and send them to Tahiti instead of Chicago.

Well Norm was busy working with Customs and I was off to get down to see Richard Leman of JCL software. By this time I was almost getting into the spirit of driving on the left at 100 miles an hour on the motorways. Although this was stimulating, to say the least, it was tough to sightsee at the same time.

JCL is located in a city called Royal Tumbridge Wells. I made my way there and after spending an hour at the police station trying to get information, I finally got to Shefield Rd where JCL is located. In a quiet alleyway I found the offices shared with a friend of Richard's who runs another company. He was so gracious as to get me in touch with Jackie, Richards wife, so we could make our meeting arrangements.

After finding a pleasant hotel, I starting rummaging through all the paperwork on the B. There were memos from the states and back from England. There were specification sheets that were nothing like the final design. It was amazing how many changes were made. Included here was Pete's original programmer's reference guide. Pete told me that they borrowed material from the c64 guide and used screen displays off other machines in order to speed up the work. Here were the notes and confessions.

Reading all of these notes was like reading a history book that contained history that was never told. I sat and enjoyed it all. Not bad for a person who got Xs in history. Included were about 20 technical sheets that pointed out bugs and gave the necessary information on how to fix them. We hope to begin to publising some of these soon.

Sunday arrived and I finally had the chance to meet with Richard Leman. He had put eight month's worth of work into the JCL 700 workshop and in that time grew to enjoy the machine. He still had one sitting in his office. Recently he has been working on "Micro-Clerk" a super integrated package for the C-128. He and Jackie were super; even served me a most needed real home cooked meal (thanks again Jackie). Afterwards, we delved into the contracts and made arrangements to release the workshop.

Richard booted it up and showed me some of the wonders of the workshop. I was impressed, to say the least. It certainly had great values for our programmers. A review of the program is contained in the Summer 86, part two of the ESCAPE.

I also had the chance to learn more about the business of JCL and the inter-relationship they had with CBM. They were strictly CBM software suppliers. Like Precision's John and Simon Tranmer, with whom Richard and Jackie are good friends, they depended on CBM's success. The dropping of the B was a big blow to their efforts. They too were blessed with prototype machines. In fact, Richard had several 8088 boards before they sent him a working one!

I questioned how JCL came to be, and Why "JCL"? Richard explained about their involvement with early CBM material. When they went solo, they needed a name. They had one all picked out and only hours before they had to have it entered they found out another company already was using that name. So they had to come up with a fast name. So, what does every super nice husband do? He names it after his wife of course. JCL stands for Jackie Carol Leman!

Richard went through the disks and the board that he had received from CBM. We were unable to boot them up and run them on his machine reason being his B256 had blown up and when he sent it back they returned it with a 128 board inside. The co-processor will not work on the 128 machines. It is not due to the amount of ram because there is still 217K or so left over with systems booted. The problem is that the 256 machines have a different rom and the co-processor eprom calls on some code in this rom that the 128 does not have.

As a side note, when I got this board back it didn't run! Only the boards from CBM that I picked up in Corby actually worked. I'm not sure why. However, Richards board was definately a prototype version and it may have only worked with the earlier rom that was in machine he received. However, the software was definately a super strike. I have been working my way through much of it and I'm enjoying every minute of it. Only problem is everyone sees my lights on at midnight and stops over to see what I'm up to now! Of course, I just have to show them.

I finally got the chance to meet with ICPUG (Independent Commodore Products Users Group) of England. As Norm has pointed out they share the glory with us as the 2nd largest CBM users group in the world. The difference is that ICPUG deals with all CBM machines and we are soley B people. Now ICPUG people like to do crazy things with their computers. When I arrived they were playing with an Amiga. They were talking to it. No they weren't totally strange because it was talking back to them!

The President of ICPUG was then Mike Todd. He arranged our meeting ICPUG and coordinated the communication between CBUG USA and myself in England both by phone and Delphi. Mike was stepping down from the Presidency to pursue other areas in the group and was being replaced by Jim Kennedy. Mr. Kennedy is a retired American Major. He fell in love with England when stationed there and decided to make it his retirement home. Several other ICPUG members were there too.

I was led up to one of their toy rooms where they had more amazing wonders. There one of them had rigged up a 3 foot by 6 foot computer controlled plotter/grapher. They used it to design bicycle frames. And it was all run off of non other than a little baby Vic 20. It was an amazing demonstration in what can be done with a few little toys and alot of ingenuity.

After a little demonstration in Superscript III, we decided to head off to supper. How could I argue with ICPUGs gracious offer. They wanted to expose me to more culture so they decided to take me to an India Indian restaurant. I point out that it was India Indian because I am part American Indian and there is absolutely no relationship between their foods. Mr. Kennedy, the up and coming president, was kind enough to steer me away from that which would have otherwise burned a major hole in my stomach.

Please don't get me wrong, It isn't that I don't like trying new food. But I was now in England for almost a week and I was dying for a steak! They had almost every type of fish and even had pizza, but getting a steak seemed to be impossible. I was fortunate enough to find none other than a McDonalds in Tumbridge Wells (real American food). I now have really learned to appreciate

having a Beef Farmer for a Father in Law. Oh well.

During our dinner, we were able to discuss about our groups and how we could be of a help to each other. One valuable asset is ICPUGS close relationship with Simon Tranmer, author of SUPERSCRIPT & SUPERBASE. They have a special "SUPERBASE CORNER" in their publication that deals with important SB helps. They were so kind as to allow us to borrow from their help files and even further offered to help by addressing questions to Simon when no-one else had the answer. I sincerely thank all of the ICPUG people and their excellent leadership for their gracious hospitality and assistance. Being able to work together with a group like ICPUG is a great blessing for CBUG. We hope to be able to help with their needs relative to the B series.

Back to the hotel to get more material ready for the flight home on Monday, I felt that we had accomplished a great deal in our trip. There were more companies that we wanted to contact but simply ran out of time. After we make our way through what we have brought back we will once again pursue more. Already we are contacting Germany to find out what materials they currently have. The people at Weldon Corby thought that Germany was still very alive. A large number of B's had recently been shipped there and were for sale. Some thought that Germany was where production was going on for the models of the Amiga and the C that the English were receiving.

The next day I was on my way back home. Well, sort of. I sat for 3 hours on a PEOPLE'S EXPRESS airplane because they lost the flight plans! Next, they got the wrong flight plans. Next they had to re-route through Iceland and Greenland (an extra couple hours) because they were so far behind in getting off the ground. PEOPLE'S EXPRESS won my award for the world's most incompetent airline especially after admitting that although they accepted full responsibility for the delay, they would not put any one up for the night even though most people missed their connecting flights soley because of PEOPLE'S EXPRESS poor quality. But, Zig Ziglar would say that you don't want to rush an incompetent person especially when he's supposed to be flying the plane! I was smart though. I didn't trust them with handling the Co-processor boards or the disks. I was afraid of what PEOPLE'S EXPRESS would do to them. Can you imagine why?

Having arrived back in the wonderful U.S., I then had to explain why I was carrying boxes of software and computer boards and documentation. Fortunately, Norman had done his homework to help with customs. They had some new rulings that pertained to our materials. The release letters from CBM were really helpful as they explained exactly what U.S. Customs needed to know. The Customs people were very helpful and responsive, so I was able to bring all the material back for us after all -- and duty free!

In the upcoming issue I will share a few more tidbits of information on the trip. I have also enclosed a few photos for your viewing interest which are "reproduced" at the end of the library section in this issue. If there are some questions you have about the trip or you would like further information on what was highlighted here please write with your questions. I'll try to address them in the next issue.

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ERRATA re SUPERPRINT -- CBUG #37

by: Mark Schwarzbauer

In the great footsteps of Superscript and Superbase <<and virtually all software>>, my little toy SUPERPRINT has been found to have a bug. I am sure that if someone was to carefully scrutinize the disk they would probably find a good number of them. Since this is a collection of programs that have been written, combined, modified, and revised for our machine on a non-commercial basis, we cannot expect them to be perfect. The prices of CBUG software is so very low that we can't "beef" a few problems. Nevertheless, when a bug becomes an irritation, we swat it. So here's my latest swat.

In the "SCREEN ED-LARGE" program, there is a statement that you can enter up to 9 letters on a line. However, if you used the program you have discovered that it bunches up the last letters. If you have an early version of superprint it will need to be corrected. The correction is very simple and you can do it yourself even if you are not a programmer.

Begin by booting up SUPERPRINT. Then enter the number 40 on the menu for the SCREEN ED-LARGE program. Hit the stop key. The screen will then signal "ready". Type in "list 710-720". Now hit return. You will then have similar to the following:

```
710 PRINTLEFT$("SQQQQQQQQQQQQQQQQQQ",L*7-6);
720 PRINTLEFT$("]]]
```

Fault' will need some provision for those. Most printers don't need them.

To reduce the chances for problems, I'd suggest testing the IEEE board on a 6400 printer before cutting off the header plug. If you can't, you can't.

The ribbon cable from connector CN-2 on the IEEE board has 34 wires; wire #1 is red, and the board is also marked '1' near #1 wire. Wires 5, 10, 15, 20, 25, and 30 are green. (I hope all the P C boards are the same).

To begin the modification, first get the appropriate connector (male or female, according to your preference). Jameco has them for $1.89/2.79 male/female, for metal shell solder-type contacts. Jameco also has a minimum order requirement of $20. Radio Shack lists one for $4.99, but doesn't specify male or female, so you'll have to look at one to see if you can use what they have. Many electronics supply houses also stock them, at widely varying prices. Because I was impatient, it cost me a little over $8.

When ready to proceed, locate the place in the ribbon cable nearest the header socket where the wires are separated from each other. This will make it easier to strip each wire and solder it into the connector. Using tin snips or heavy shears, cut across the ribbon cable.. Strip each wire for 1/16" to 1/8".

Follow the table below, connecting the wires as indicated. You'll note a fairly orderly sequence until you get to wire #26. This is why use of a ribbon type connector isn't practical. Proceed more carefully from here on as a mistake could let the smoke out of an integrated circuit or other solid state device. If you think these don't run on smoke, try using them after the smoke has been let out. Pin #18 and wire #33 are especially critical, as this conductor supplies +5 volts from the printer to the IEEE converter.

IEEE Converter PCB			Centronics	
	CN-2			
Red	1	-Data Strobe	1	-Strobe
	2	Gnd	17	Chassis gnd
	3	Data 1	2	Data 1
	4	Gnd	19	Pair gnd
Grn	5	Data 2	3	Data 2
	6	Gnd	20	Pair gnd
	7	Data 3	4	Data 3
	8	Gnd	21	Pair gnd
	9	Data 4	5	Data 4
Grn	10	Gnd	22	Pair gnd
	11	Data 5	6	Data 5
	12	Gnd	23	Pair gnd
	13	Data 6	7	Data 6
	14	Gnd	24	Pair gnd
Grn	15	Data 7	8	Data 7
	16	Gnd	25	Pair gnd
	17	Data 8	9	Data 8
	18	Gnd	26	Pair gnd
	19	-ACK (not used)	10	-ACK
Grn	20	Gnd	27	Gnd
	21	Busy	11	Busy
	22	Gnd	28	Gnd
	23	PE (not used)	12	Paper Empty
	24	Not used	29	Gnd
Grn	25	Select (not used)	13	Select printer
	26	Not used	31	-Input Prime
	27	Gnd	14	Signal Gnd
	28	Not used	32	-Fault
	29	Not used	15	Not used
Grn	30	Not used	33	Not used
	31	Gnd	16	Gnd
	32	-Ex Prime	30	Gnd
	33	+ 5 volts	18	+ 5 volts
	34	Not used	34	Not used
			35	Not used
			36	Not used

<<Should some one of our electronics wiz's wish to layout artwork for a pc board which would mount the mating male 90 degree header (1/10" inch centers std) and a pc mount version of the male centronics connector, CBUG will have some board fabricated and lay in some appropriate connectors. Ah yes, a kit you say; no tedious stripping of wires, etc. Meanwhile, the converters are CBUG stock number 11221 for $35.00 each>>

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*** STRAIGHT FROM THE SHOULDER ***

by: Frederick "Frank" Lovejoy

These remarks represent the views of a long-time B-User who has as his main interest ... getting the most productivity he can out of his beloved and loveable "B" Series machines. Frankly ... I could care less about expansion to a megabyte ... or the wonders of making my "B" run MS/DOS software. Nor do I care about games .. as there are plenty that work well on my C-64. Nor do I have the time to get into programming. Most these efforts by others are worthwhile contributions ... but not my "bag". What I care about is productivity ... that is getting the "B" to do what it does best. In my case the emphasis is on business productivity. After all it it was designed basically for the business environment. I bought it for business, because .... at the time it was the best deal around. I do suspect that there are some members out these who feel as I do. So ... here are a few observations about how you can get more out of your equipment ...

COMMENT 1: ADDRESSING ENVELOPES AND SINGLE SHIPPING LABELS ... One bug-a-boo facing some ... is how to address envelopes after a letter has been typed. Some keep a typewriter along side their computer to address envelopes. I have even seen this in some MicroAge Computer stores. However ... if you are lucky enough to own a fifteen inch wide printer such as a CBM 6400 (daisy wheel), until recently available for $349.00 plus shipping from a number of suppliers ... envelope addressing is "duck soup" with Superscript II. Here's how ...

Just use the handy pause command before and after the address in your business letter ... <reverse*>ps<cr>. Be sure to set your margins so as to allow plenty of space on the left hand side of the envelope. I use <reverse*>lm25:rm86<cr> ... and mark where to position my letterhead on the ruler on the printer. This means that you get a pause after the date and again after the address. With Superscript II ... you ESC, O, P to start printing the letter ... then P after the date ... then P again after the address to print the rest of the letter. To print the envelope and/or label ... ESC, O, V ... then P and the address prints. You can do the same with a narrow carriage printer ... if you change the margins after you print the letter. This little trick has saved me hours in the past two years.

COMMENT 2; MANAGING SMALL MAILING LISTS ... You can use Superscript and <reverse *>ps<cr> to manage small mailing lists of up to about one-hundred names. Just do your sorting prior to typing them in columns with Superscript II. Be sure to set page length and text length to 99 lines ... and put a <reverse*>ps<cr> between each name/address on your list. Again to print envelopes ... ESC, O, P ... and then P after inserting each new envelope (or individual large shipping label). Your printer will stop after printing each name/address so that you can insert another envelope. As you will soon see ... it is easy to edit such a list. Even better yet ... you don't have to fool around with SuperBase ... for a small list.

COMMENT 3: WINDOWS ... I have read a great deal about windows in the computer press. Frankly ... most of it is

As usual, the CBUG Library continues to grow with nothing but highest quality materials. It is truly amazing to see the outpouring of mutual aid represented by these contributions. There is always something, often a great deal, for everyone.

An appropriate form of programming is worth repeating here. "Monkey see, monkey do." While most of us can not understand the arcane reaches of Superbase for example, if we are presented with an application which has implemented advanced features, it is far easier to 'borrow' a few lines of code from the public domain materials in library. Many of the output programs in these applications can be readily adapted to many other uses rather than re-inventing the wheel!

Gary Anderson has offered a RAM cartridge for the B-128 for many months. It's purchase is becoming more and more important. Firstly, any information stored in ROM cartridges such as Calc Result is vulnerable. That data can be protected by downloading it to disk then uploading it into an Anderson RAM cartridge or similar device. New advanced software is coming into being for the B-128; both Howard Harrison's assembler and now the JCL workshop operate with a RAM cartridge. Why have a different one for each program, when the code can be stored on disk and uploaded into the additional cartridge memory.

I want to thank this last round of contributors for making my life much easier -- the authors names on the jacket, the from.nn files, blurb files etc. save huge amounts of time.

With regards to the JCL Workshop, anyone developing substantial expertise with this program is requested to send us a memo to that effect so that we can start up a JCL Yell for Help function.

On to the new library listings.....

CBUG UTILITIES & MISC #2 CBUG #M45 NEW RELEASE #11837

Another collection of fine goodies from some of our expert members. Now the first one has become a bit of travesty on versions. I'm taking the bet that Matt Goldstein has finally got the checkbook program in first class working order. Then comes Neil Cumfer: Confused about downloading? Read "downloading misc". Got a garbage download from Delphi? You might be able to restore it with the "fixer" utilities. What are all those cryptic files on CompuServe? Let "bfiles.cis" explain them! Tony Goceliak of Goceliak's Gold fame has given us a bunch more of outstanding programs and text files. Carl Caple donated a program for generating 3/8" high letters on an Epson printer (knowing that atleast a few of our members have interfaced them to the B128). Robert Fuerman, esq. tells us how to access the several characters on a daisy wheel type printer which are not directly available from the B-128 keyboard. Dave Runnion is another collector of useful programs and a few (converted) C-64 games. Donald Kuhn gives us a very powerful menu driven sequential file reader/writer/editor/printer.

What you ought to pay atleast $700 for all this stuff, but then, since it was donated to CBUG, look what a bargain. Shareware is what many call it. Help thy neighbor and it comes back a hundred fold! Who is going to contribute their best and greatest creations to the next CBUG pre-release or utilties disk? Remember to send a note of thanks to those whose programs you like and use.

19	" Mastermenu/c1.1"	prg	faster multicolumn display to screen
34	" Mastermenu v1.1"	prg	accurate blocks left count
3	"Masterdirectory"	rel	from seq & rel display
1	"--applications--"	seq	
6	"checkbook v2.0"	prg	load and run, withdrawals,
120	"%checkbook v2.0"	prg	user-friendly, insert/delete,
2	"check.sample"	seq	sort, move, checkcatgry files
2	"+bank.ram"	prg	initializes ram for checkbook
1	"--instructions--"	seq	
42	" Master1.1.instr"	seq	get the most out of programs
20	"checkbk2.0.instr"	seq	by reading the instructions.
2	"checkcatagory1"	seq	
2	"checkcatagory2"	seq	These four files created with
1	"checkcatagory4"	seq	checkbook v2.0 by the user for
1	"checkcatagory3"	seq	catagorizing transactions
	"-------nc-----"		
	"tt80 addenda"	seq	using TT80's Xmodem on Delphi
31	"downloading misc"	seq	downloading in CIS vs Delphi
20	"fixer instruxns"	seq	instructions for next 3 files
7	"delphi fixer"	prg	converts garbage files to prg
6	"fast fixer"	prg	converts garbage faster
5	"+fixer tables"	prg	machine language for fast fixer
63	"bfiles.cis"	seq	describes files in CIS library
2	"from.nc3"	seq	about the author
2	"blurb.nc3"	seq	blurb for these files
3	"adirectory.nc3"	seq	this file
	"-------dk-----"		
13	"sys.mstr"	prg	seqential file handler
16	"sys.mstr.ss"	seq	ss2 instructions & tips
1	"-------dr-------"	seq	
50	"ez mail/file 1.8"	prg	mailing label & filing system
89	"r/m inv pro 1.8"	prg	raw material acctng per formula
56	"s/r inv pro 1.8"	prg	supply items accounting
22	"job cost est 1.8"	prg	based on time & materials est.
1	"no. of records"	seq	files used in inv pro 1.8
3	"rm inventory"	rel	"
1	"r/m names"	seq	"
1	"no. of formulas"	seq	"
1	"formula names"	seq	"
1	"f-100"	seq	sample formulas
1	"f-200"	seq	"
1	"f-300"	seq	"
1	"[numbers"	seq	used by S/R inv pro 1.8
3	"sr inventory"	rel	"
1	"sample file/par"	seq	example file for EZ mail 1.8
1	"sample file/fld"	seq	"
3	"sample file"	rel	"
11	"scrambled eggs.8"	prg	C-64 games converted to B-128
3	"jugger-naut.8"	prg	"
12	"word finder.8"	prg	"
7	"get'em.8"	prg	"
8	"draw & print.8"	prg	"
25	"phone list 3.8"	prg	company phone list
1	"-from.dr"	seq	

```
1    "-------tg-------" seq
3    "no bump loaders"  prg
19   "disk programs"    seq
21   "bulk erase"       seq
13   "sfd lobotomy"     seq
17   "dclear and you"   seq

1    "&sfd lobotomy"    usr
2    "&rename asr"      usr
2    "&rename seq"      usr
1    "&no bump sb 2.7"  usr
1    "&no bump ss 2.7"  usr
8    "ss file autolink" prg
7    "disk concatenate" prg

1    "-------cc-------" seq
84   "3/8 Epson Letter" prg
1    "-from.cc"         seq
1    "-------bf-------" seq
1    "f96"              seq
17   "print96"          seq
1    "-from.bf"         seq
1062 blocks free.
```

LIZ'S UTILTIES #2 CBUG #46 NEW RELEASE #11841

Our dear mentor, salvation from the Superscript key bounce, Keytrix, and the invaluable Copy All modified from Butterfield's for the B-128 is up to her tricks again. A whole new disk! Now we know what Liz does when she is supposed to be soundly sleeping! (pardon if I left your favorites out of that tiny rendition of great Deal's!)

```
UTILITIES#2 DISK CATALOG:

 "liz util#2 9/86 " u2 2c
?? "w.contents"      s -all w.* files are superscript format. read with ss
                       or keytrix 'text"0:w.*" command.
1  "<---- b ---->"   p
2  "+btxfer.fe48"    p -transfer sequences. needed for all machine code
                       running in non-15 banks.
1  "<---- k ---->"   p
4  "change dev#"     p -jim butterfield's software change of disk device#
23 "copy-all b128.4" p  converted from jim's prg, allows rearranging,
2  "+copy-a.21c3c"   p  skipping files etc.
1  "<---- i ---->"   p
7  "execute.v1"      p -loader for +files and does demo. load/run.
1  "e.demo"          s  sequential-execute file for a small demo.
2  "+xec b128.f0400" p
2  "+xec b128.f5a00" p
2  "+xec b128.f7a00" p
2  "+xec b256.f0400" p
2  "+xec b256.f5a00" p
2  "+xec b256.f7a00" p
24 "xec.pal"         p -source file. list to see what's happening and
                       for suggestions for additional coding ideas.
3  "e.xall"          s -example file for assembling xec versions (list).
                       you can't really use e.xall without pal, but it
                       shows how program modifies itself as it runs.
1  "<---- t ---->"   p
18 "list/conv v4"    p -fast lister and conversion-helper for programs
10 "+b128.klst v4"   p  from all other cbm-computers. can tokenize.
                       this b128-only-version is yours under the freeware
                       agreement. if you use it, please send $5 to me.
                       you must have at least 1K of extra memory in
                       bank 15 to use this program. use anderson's
                       cartridge or calc-result expansion.
                       mini-promotion: i also sell versions which run in
                       all other cbm-computers. Send $10 to me (not cbug),
                       specify drive you use (1541/4040/8050).
24 "list all"        p -jb lister just goes with my prg for a fancy job.
5  "ted prg.draw"    p -use as a demo for list/conv to learn how it works.
9  "c64e.prog"       p -i didn't write it (c64-expander) demo for list/conv
1  "<---- a ---->"   p
2  "ramtestb.v1"     p -jim b. ramtest. modify the loader to make it
1  "+ramtestb.v1"    p  run any place in the b. Rotates through all bits.
15 "ramtestb.v1.pal" p -source file. list.
1  "<---- c ---->"   p

9  "alarm thought"   p -an idea how the chip's alarm can be set&used.
                       basic demo and a bit of machine code. load, run.
4  "rel-len calc"    p -figures out length of records in relative files
                       without bitpicking through directory. for all com-
                       puters and drives. non-destructive.
1  "configure b128"  p -helps avoid zero-page programs which are so hard
                       to list on other cbm computers. use this if you do
                       not use keytrix/supermon loader.
                       moves to 8432 are made easier!
4  "verifizerb128"   p -helps type transactor programs error-free; there
                       will have to be some errors depending on which
                       computer transactor verifizes, but they are few.
3  "basic compare"   p -jim b. compares and shows differences between two
                       similar basic programs.
4  "scrn input b128" p -grabs pre-printed info from screen. just run
6  "pre-superscript" p -fixes the old keybounce. just run.
5  "sq.brackets.ins" p -instructions how to use square brackets fix on 4023
1  "+ciout.f0680"    p -fixes square brackets on 4023 for s/script,s/base.
1  "+ciout.f5bd3"    p -these versions for basic   (see article and
1  "+ciout.f7bd3"    p                              the .ins file)
1  "+ciout.f02a8"    p
1  "+ciout.f0400"    p
1  "+ciout.f0500"    p
1  "+ciout.f0800"    p
2  "seqfilesplitter" p -files too long? use this to split. read rems.
5  "notemaker.v5"    p -tiny, 17-line wordprocessor, helps write tiny
12 "notemaker.ins"   p  messages for execute files, telecommunications,etc.
2  "q j at stripper" p -bit of file cleanup. read rem lines.
1  "bterm.ldr"       p -read .ins file. new loader fixes bterm so you can
5  "bterm rescue.ins"p  rescue the buffer contents.
3  "4023 define"     p -how to print >1 user characters/line
6  "4023hr dump.ldr" p -dumps c64-type high resolution pix via b to 4023.
1  "+b128/4023.10220"p  + file is loaded by above. read rem lines in ldr.
32 "px?.sample pict  p  11 high-res picture files from c64,c128,b128
   ...    .           to use in the dump program.
6  "area computer"   p -feed it lots of points and it will tell the area
                       of the enclosed figure. just run.
11 "pf.ss3.4023"     s -two files for superscript-3. they replace the
11 "pf.ss3.daisy"    s  original 4023 and 6400 files which did not work.
                       (daisy file works better on 6400 than diablo file.)
1  " a"              p -placeholders, nothing there
1  " b"              p
1  "<---- --------->"p
1  "<- the -- end ->"p
1  "<---------- -->"p
1237 blocks free
```

DFILE CBUG #47 NEW RELEASE #11856

Yet another feather for CBUG, -- only possible thru the dilligent efforts of Warren Kernaghan. Dfile is a significant data base program which operates in memory rather than continuing disk access such as in Superbase. The result is a nearly instantaneous response time at the trade off of database size being limited to memory size. Warren has converted the program and instructions from the C128/64 versions for easy and direct use by CBUG members. Best yet, Mike Konshak, the author of the program has licensed CBUG to distribute this fine product at a fraction the price charged in the commercial world of Commodore! See Warren Kernaghan's article in this issue about Dfile for the rest of the story.

```
1 "dfile128(c)1985 " mk 2c
163  "dfile dbms"       prg

118  "dfile128-1.doc"   seq
64   "dfile128-2.doc"   seq

129  "dfile128-3.doc"   seq
16   "dfile info-ad"    seq
1562 blocks free.
```

DIAGNOSTICS CBUG #48 NEW RELEASE #11860

CBUG never sleeps! Legions are always planning, creating, programming, negotiating, etc. This cooperative effort really paid off! A few of our members have had difficulty getting their systems repaired -- generally speaking there are almost no commonly advertised service facilities who have ever heard of a B128 or an 8050, or for that matter the IEEE-488 (which is one of the most important international standards for computer and instrument interfacing). What this all says is that we as a group needed to assure access to schematics, service information, and the factory diagnostics programs. Then when we are in trouble we have a chance of finding out what it is before making the mistake of going to an unqualified service shop. But even the competent shops rarely have this information, and Commodore charges several lungs and a ring finger (with ring in place of course) to their service shops for the schematics and even more for the diagnostic programs!

Thanks to Commodore's continuing assistance, CBUG has been licensed to publish the programs via the library, BUT ONLY FOR CBUG MEMBERS. You must not do any more than loan the copy to your local service station and they are prohibited from copying it. We can not provide this disk to any party, including service stations, which are not a current CBUG member.

Once again, Tony Goceliak came to the rescue. All of the diagnostic programs save the one for the B128/256 were written to run on the 8032 computer and would not run in any way on a B128. Most service shops let alone our members do not have 8032's laying about! Tony has taken all of these programs and reworked them to run on the B128! Please note his caveat, however, that he was unable to test all of them for want of having certain pieces of equipment not commonly associated with B128 systems.

CAUTION. These program have both US and European origins. In that there are some subtle differences in products built for those two separate markets, there are often some reports of problems by the diagnostic programs which problems simply do not exist; the diagnostics are detecting the differences between models. Additionally, please remember that these programs are primarily designed as final quality control or adjustment aids. In and of themselves they can not fix anything, and any "advise" they dispense must always be evaluated by a qualified person! Beyond the need to adjust the disk drive, the best advise is "if it ain't broke, don't fix it!"

LEGAL NOTICE: Any party purchasing the Diagnostics disk is hereby noticed that the terms of sale of the Diagnostics disk include the purchasers agreement as follows. The Purchaser: agrees to accept sole responsibility for use and performance of the Diagnostics disk; agrees to make no contact with Commodore Business Machines of any kind regarding this product (rather communicating solely within the CBUG organization); guarantees that no copies will be made by or given to any other person; will save and hold harmless CBUG, Inc. et al and CBM in the event of any claims or assertions made based upon or derived from the purchase and/or use of the Diagnostics disk. The purchasing member acknowledges that there is no warrantee of any kind including consequential considerations related to the Diagnostic disk or use thereof; and acknowledges that at best, the Diagnostics disk is merely another tool available to those appropriately skilled in such usage. CBUG, Inc. is an independent organization and is not related to Commodore Business Machines, Inc. (CBM) in any way.

Sorry about the boiler plate, but thus is life. We think this is one of the handiest things to have since a fork and spoon. Like a first aid kit, you hope you never need it, but someday it will come in handy. These are far more extensive tests than simple programs such as Physical Exam. Some of the program names will give you an idea what they do.

Again, thank you Tony Goceliak for all the effort you've donated to CBUG members!

```
1 "b/i3e diagnostic" aj 2c     32  "2031 sys test"     prg    4   "change device 2"  prg   1   "--b 128/256 but-" seq
1   "----computer----" seq     35  "analog test"       prg    1   "drive 0 format"   prg   1   "---only those---" seq
1   "b-128/256 test"   prg     36  "2040/4040 test"    prg    1   "drive 1 format"   prg   1   "--dealing with--" seq
20  "load 1          " prg     38  "drive perf test"   prg    3   "drive identifier" prg   1   "--mpi dos 2.7 --" seq
1   "load 2          " prg     19  "pll test"          prg    1   "--print tests---" seq   1   "----have been---" seq
1   "----monitor ----" seq     1   "---alignment ---"  seq    27  "printer demo"     prg   1   "tested by being " seq
1   "screen 80"        prg     1   "----of drive----"  seq    9   "printer test"     prg   1   "--actually run--" seq
1   "---disk drive---" seq     1   "---unit tests---"  seq    1   "---extra test---" seq   1   "--caveat emptor-" seq
1   "---basic xfers--" seq     64  "mpi test"          prg    39  "new rom analog"   prg   1   "----------------" seq
49  "prod soft 2.5"    prg     60  "sfd-1001 test"     prg    1   "----demo of ----" seq   1   "--happy testing-" seq
30  "prod soft dos2.7" prg     63  "microp test"       prg    1   "--fast m/l xfer-" seq   1   "++++++++++++++++" seq
6   "caution"          prg     60  "tandon test"       prg    30  "prod soft 2.7+"   prg   1   "++++freebie ++++" seq
18  "8050 memory test" prg     55  "shugart test"      prg    1   "disk m/l xfer+"   prg   1   "++++++++++++++-" seq
17  "4040 memory test" prg     1   "--max run time--"  seq    1   "---  notice  ---" seq   7   "disk concatenate" prg
13  "2031 memory test" prg     72  "10 pass softerr"   prg    1   "---the above----" seq   2   "screen gong test" prg
37  "digital 2.7 test" prg     72  "100 pass softerr"  prg    1   "--programs have-" seq   5   "uk test loader"   prg
31  "2031 board test"  prg     81  "disk final test"   prg    1   "--been patched--" seq   13  "uk diagnostic"    prg
36  "system test dual" prg     1   "---disk utils---"  seq    1   "by a j goceliak " seq   894 blocks free.
32  "sys test"         prg     5   "change device #"   prg    1   "--to run on the-" seq
```

MEDICAL FINANCE #2 CBUG #49 NEW RELEASE SUPERBASE APPLICATIONS #11875

With a bit of juggling, we managed to get both of these contributions onto one disk. The dental (DENT) program is a straight forward billing/statement system useful for most any kind of practice --- not just medical. It keeps track of each customer (patient) as to amounts charged and paid. There are programs for pulling out past due accounts on screen or on paper under whatever sort criteria you may need. Producing mailing labels for birthday cards and reminders, etc. Easy to understand programs so you can adapt this database easily to most anything. Our thanks to Jim Williamson of National Artificial Intelligence Labs for the contribution. This is a freeware program.

The first database is quite interesting and no doubt of great value to our medical members. Following are a few lines from the program description and instructions on the disk:

Originally, I never had a fee schedule. I just accepted whatever the patient's insurance would pay. This worked fine for about ten years; then began the furor about 'rising health care costs'. The insurors began to turn the screws in one direction and office expenses - specifically medical liability insurance rates - began to turn them in the other direction. When I had to borrow $50,000 to stay in business it became obvious to me that I was going to have to raise my fees, but how? I didn't have any! What would a fair fee (fair to my patients as well as fair to me) be? Superbase to the rescue: I entered all of the fees that the major insurors paid for the procedures I do most commonly, and then (since the major insurors all pay highly discounted rates) entered calculated fees (RVS) obtained by multiplying a "relative value" for each procedure by a dollar amount. I employed three different relative value scales in an effort to be sure that I wasn't too far out of line.

The program takes into account: the "CPT-4 code" (actually the CPT86 code); "RVS.NY" is the unique 5-digit code

assigned to the procedure by the 1975 Relative Value Scale published by the Medical Society of the State of New York; "NYDAC" (days of aftercare listed in NYRVS); "RVS.MH" and the other "MH" items refer to "Relative Values for Physicians"; "WMC" refers to Workman's Compensation; "MA" refers to Medicaid - Title 19 - welfare rates (not yet entered into database); "MC" refers to Medicare; "MC-75" refers to Medicare's 75th percentile; FSY86 COBRA NEW YORK PROFILE MAINTAINANCE SYSTEM LEVEL 2 PROFILE FULLFILE VISIBILITY (whatever that means); "BC" refers to Blue Cross; "BS" refers to Blue Shield; "CARVS" refers to the California Relative Value Studies

There are probably many other ways in which these data can be displayed and used. However my only purpose in compiling all of this was to make sure that my fees are both fair and reasonable, and I am now sure that they are both.

Incidentally, there is a bug in v2 of SB that was not present in v1; I haven't complained to Precision about it, but I'll warn you: don't hit the "CE" key if you want to clear an entry--it will wipe out half your data-entry screen. If you do it anyway, you don't have to start all over, just reselect the file you want to work in and the format will return to the screen. I don't think that this bug loses any data; just an annoyance which makes the "CE" key useless.

JAMES KILMARTIN CONDON, MD
General Thoracic Surgery

Note, Dr. Condon practices in N.E. New York and as such the values coded into the databae relate to the prevailing rates and practices in that area. Users need only enter their local rates and go to it. Some of the data tables Dr. Condon used are outdated due to his resignation from some of the services providing the data.

There is yet another reason to obtain CBUG #49. The start.p program is implemented for the 6400 daisey writer printer (it can be easily set back to CBM 4023/8023 by just REMing out a few obvious lines). Better yet, Dr. Condon has rigged this program so that it AUTOMATICALLY boots you into a special opening menu so you can select what you want to do in common english. CBUG has modified this menu to add direct access to the DENT database. And you get a collection of super operating programs to handle the database, examples of on screen (in record) math, etc. Dr. Condon originally provided the database in Superbase 2 form, but via simple export and reimport, CBUG has returned it to Superbase 1 form where it can be used in either SB1 or SB2.

No question any student of Superbase will find these programs interesting and educational. You may also find the complexities of medical billing and rate manipulation a real eye-opener.

```
1 "cbug med acctng " cm 2c    3   "compschedule.p"   seq   5   "-read firster!-"  seq   7   "recalls-label.p"  seq
1    "sb2 loader"       prg   8   "changeconv.p"     seq   1   "----------------"  seq   4   "programs.p"        seq
1    "start.p"          seq   5   "surg.fees"       seq   7   "-------jw-------"  seq   7   "recalls-phone.p"   seq
6    "changeall.p"      seq   5   "med.fees"        seq   10  "currie"            seq   3   "--THIS DISK IS--"  seq
3    "oldschedule.p"    seq   30  "read me first"   seq   2   "addresses"         seq   3   "--COPYRIGHTED!--"  seq
5    "allschedule.p"    seq   1   "hlist"           seq   5   "billings.p"        seq   1   "DENT"              seq
4    "jkcschedule6.p"   seq   1   "FEE SCHEDULE"    seq   10  "pbillings.p"      seq   1   "-end cbug disk-"   seq
4    "jkcschedule8.p"   seq   2   "--about above--" seq   9   "birthdays.p"      seq   1424 blocks free.
```

EDUCATIONAL RECORDS CBUG #50 NEW RELEASE SUPERBASE APPLICATIONS #11889

With a bit more juggling, we assembled two databases contributed by Jon Whatley all onto one disk. The QUIZ database is for storing and compiling student test scores, and the STUDENT records are described by the various file names listed. Again, I'll borrow from the author's read me files:

"quiz data" allows the user to enter complete data of objective test contents, i.e. multiple choice and true-false. The program allows the user to sort the individual quiz contents in 6 different possible sequences thereby allowing different formats of the same quiz when desired; it then renumbers them and prints them out with a sort code printed in the upper right hand corner for easy identification. After completion of the newly printed test format, on prompt, it prints out an answer key. This program is especially useful where a Scan-Tron test response system is used. In accordance with the limitations of SuperBase, each database will hold a final exam and 14 related quiz formats. "quiz data" is programmed for up to 50 questions but the user can change this number upwards by changing the value of i in the program.

"student records" allows the user to maintain a complete grade record for each student. It includes 3 separate grade periods each with space for 6 daily grades, 6 quiz grades, 6 special or project grades and a period exam grade in each grade period. The period exam in the third grade period is used for recording the final examination for the course. Through the calc function the exams may be given additional weight and the final may receive a special weight calc for the entire course average. Programs include a progress report, daily record, easy grade posting of calculated grades, and better yet, data posting of uncalculated grades (allows one-time entry of no. possible and entry of no. wrong for each student for automatic calculation and posting). You get a complete printout of the posted grades which includes the item posted, cumulative grade averages in each period, and the running grade average for the semester plus a ranked class listing if desired. Additional programs include an absentee list summary, student list, ranked class listing by grade, automatic determination of letter grade and posting if desired, and a program to automatically clear entire class files at the end of the year.

The system is based on the Texas Education Agency rules (three grade periods of six weeks each per semester) and the letter grade poster (optional use) posts A,B,C,F (70 to 100 passing). A knowledgeable programmer can make any changes desired to suit his needs in the use of this system. The system is very practical and useful and can probably be much improved upon by some of you experts out there.

More for your collection of interesting Superbase application programs both for study and adaptation. With all the hard work completed and debugged, this type of application is a snap to adapt to other uses, different semester organizations, etc.

```
1 "quiz data       " 0 2c    3   "quiz 10"          seq   11  "record"           seq   11  "period 2"         seq
1    "QUIZ"data          seq   3   "quiz 11"          seq   7   "report.p"         seq   11  "period 3"         seq
3    "final"             seq   3   "quiz 12"          seq   2   "student list.p"   seq   11  "period 4"         seq
3    "quiz 1"            seq   3   "quiz 13"          seq   3   "grade list.p"     seq   11  "period 5"         seq
3    "quiz 2"            seq   3   "quiz 14"          seq   3   "ranked list.p"    seq   11  "period 6"         seq
3    "quiz 3"            seq   4   "quiz format.p"    seq   5   "daily record.p"   seq   11  "period 7"         seq
3    "quiz 4"            seq   1   "key.p"           seq   2   "ltrgd.p"          seq   1   "hlist"            seq
3    "quiz 5"            seq   1   "clear files.p"   seq   5   "grade poster.p"   seq   1   "STUDENT"records   seq
3    "quiz 6"            seq   6   "start.p"         seq   6   "grade poster2.p"  seq   11  "---read me------" seq
3    "quiz 7"            seq   1   "----------------" seq   1   "absence list.p"   seq   5   "--read me first-" seq
```

Mike Konshak's dfile DBMS for C-128 is now available for the B-128

Readers of RUN magazine will know Mike as a regular contributor, especially for the "Datafile" series of programs published in several installments beginning in November, 1984. In the nearly two years since then, it has evolved from a comparatively simple program to a full featured database for the C-128 computer. Now, with appropriate changes, it is released for the B-128 with a licensing agreement to Chicago B128 User's Group - International. Distribution initially is limited to the U.S. only.

The newest version, now sold commercially, is "dfile128". This program is the result of input from thousands of users of Mike's earlier programs. It is highly recommended in the Midnite Software Gazette.

Being memory-based, rather than keeping all the files on disk for processing, operation of this database is much faster than Superbase and similar databases. All processing takes place in memory, without waiting for disk access for each record. When entries or changes are completed, data is stored on disk in sequential files. This speed does have a trade-off: the amount of data that can be in memory is limited by memory size. However, most folks don't have an enormous number of records, and do desire speed and ease of use in preference to capacity and complexity. dfile, as an example, will allow an inventory with 8 columns to have 740 records. If that isn't enough, a program awaiting conversion for later issue can combine up to 30 compatible files into one large record file for printing reports, labels, etc.

dfile DBMS main menu options:

Create new file	Add record to current file
Print records	Modify record in current file
View file on screen	Delete record in current file
Sort records by field	Read old file from disk
Disk commands	Write new file to disk
Print records	

dfile for B-128 includes provision for IEEE interfaced printers as well as RS-232-C printers at both 300 and 1200 bps. Escape codes can be sent to printers to control modes and styles. Output can be unformatted, report format (set up as desired), mailing labels, or calculated reports that offer column totalling, averaging, and calculated fields such as in a spreadsheet.

The complete instruction manual is included on the disk. A commercially published booklet (for the C-128 version) is available from Mike Konshak for $5. Printer options are the most noticeable difference in manuals.

A companion disk of utility programs is expected to be offered. These programs allow manipulation and modification of your record files. They were created because they were requested by users of dfile128.

One program will merge files for those requiring files larger than can be stored in memory. It can merge up to 30 compatible record files into one huge record file for printing with a print file utility.

Clone file will clone or copy the data from one record file into a new record file with a totally different structure. You can even combine the data from several old fields into one of the new. The ability to change the structure as the need arises, without re-entering all the data, makes expansion or modification much more feasible.

Xport file will strip all non-essential structure data found in a dfile128 record file and leave just the records so that the files can be transferred to other databases or wordprocessors for form letters.

Conversion effort applied to these already existing utilities will be proportional to CBUG member reception of dfile.

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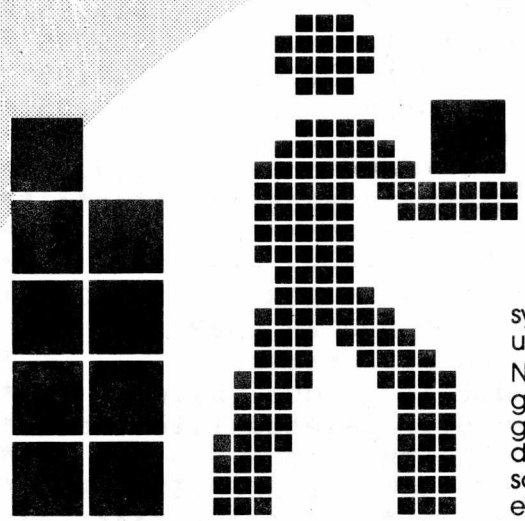
Does this sound like your inventory system?

- painfully long modules loading times
- check digits that have no relationship to the item selected
- limited editing features such as typing over into the next field and not being able to correct it on the spot
- inconsistent program function keystrokes
- hit "exit" by mistake and end up with a 50 second round trip to return
- being mentally tortured for 15 seconds when you make an error and the system doesn't let you forget it!
- excessive keystrokes to answer forced prompts when you are working in another area!
- not being able to search quickly for a particular record because of the "check digit" scheme

IF IT'S THAT HARD TO USE... GET RID OF IT!



Replace it with NWM's INVENTORY CONTROL SYSTEM*

This system was developed by a user for users. It seems that most systems are developed by computer engineers that never see or use the product when finished.

NWM, inc. chose the toughest software analyst we could find to give a complete and unbiased review. Bob Loefler is the gentleman that tore apart the CABS Accounting system and documented all the bugs in most of the modules. To have someone of this caliber make suggestions means better, more efficient software available for CBUG members.

Ours sounds like this:

- loads program modules in less than **8 seconds** (superbase 2) to main menus in **3 seconds** or less
- on screen **pop-up calculator** in transaction modules
- most data centered functions use the **calculator keypad**
- versatile report features allow for **3 ways** to print the same report. User selects the fastest method
- built in sophisticated export program allows for **complete packing** of the database
- type ahead feature allowed
- you can display reports on screen
- access to superbase menu for user developed applications

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B Version 1 8050	**$49.95**	C-128 Version 1 1571	**$49.95**
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*Requires use of Superbase®

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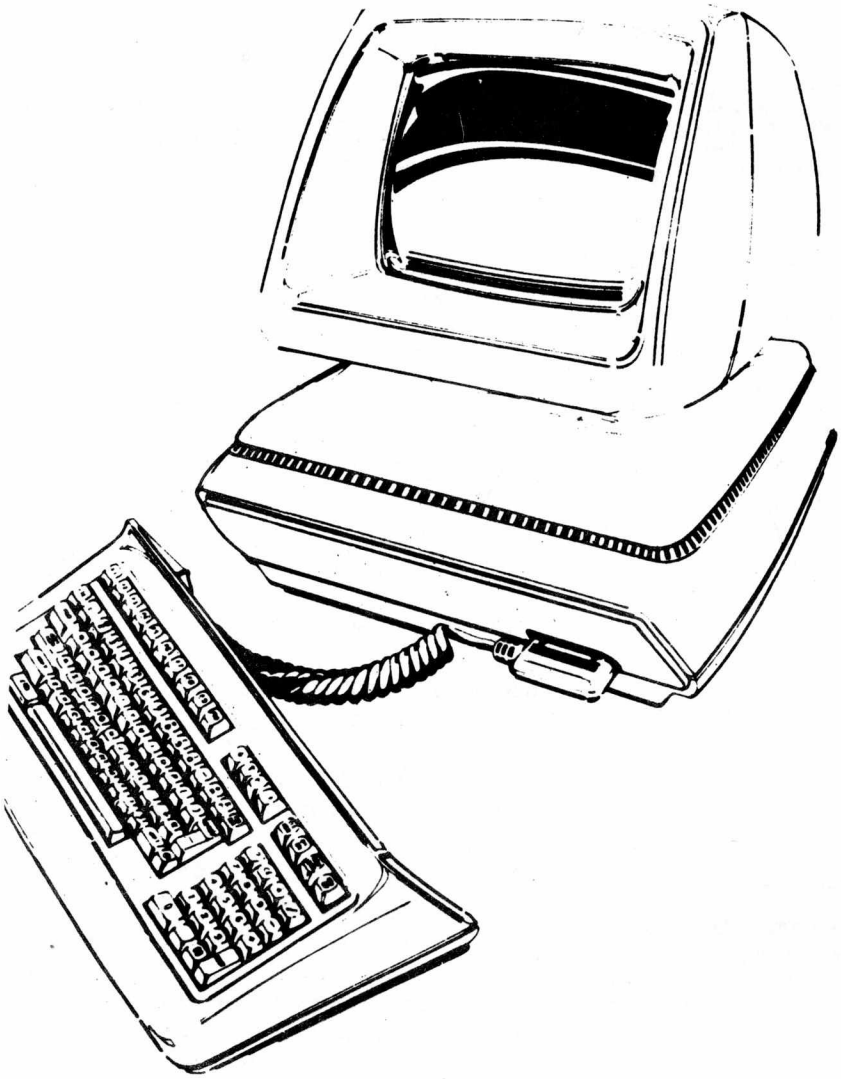

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W/ 8088 Co-processor
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Very Limited Quantities

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CBM 128 & 256 features:

* SWIVEL MONITOR
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* INCREDIBLE RESOLUTION
* DESIGNED FOR 2 INTERNAL DRIVES

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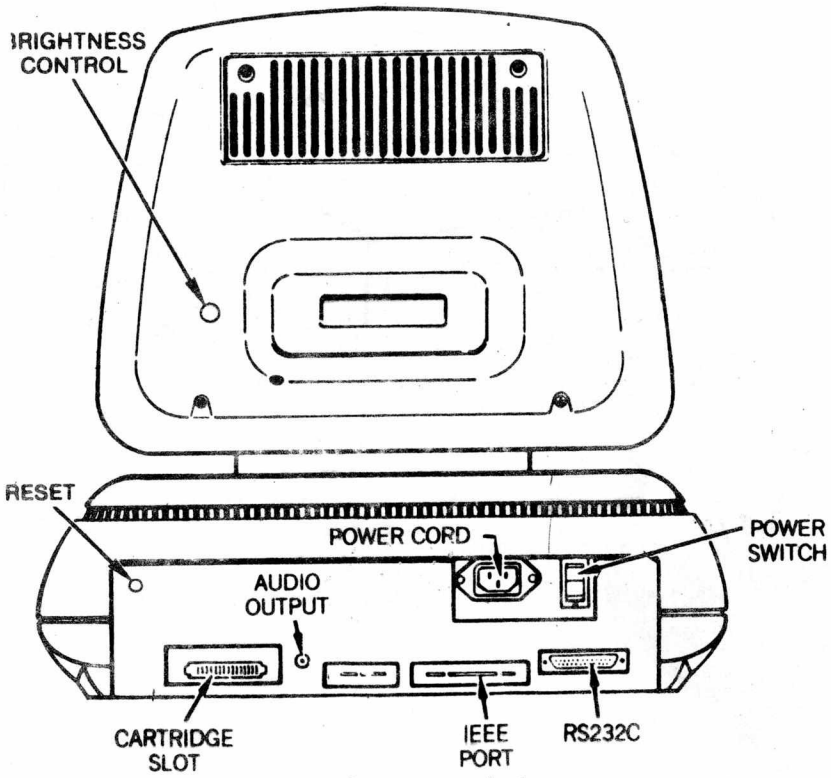

You really have to see the green phosphor display to believe it. This model has at least as good a display as the other company with those three big letters.

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FOR SHIPPING CHARGES

CBM 128 LO PROFILE

We have just received another shipment of B-128 lo profile computers. There are not very many of these computers left in the United States. These are expected to run out before the end of the year. If you would like to have a backup computer for your system, it is suggested that you do not wait too long ! It is certainly less expensive to have a backup computer than sending it out to be repaired and paying for parts.

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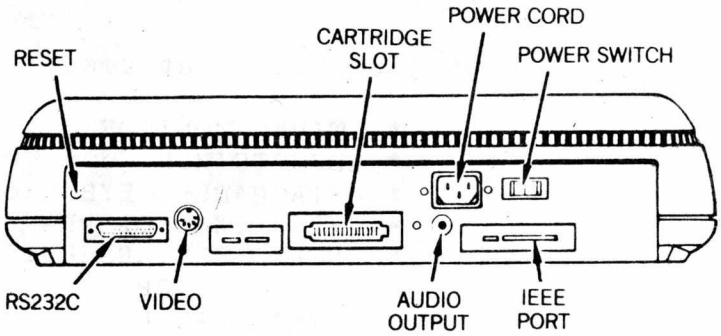

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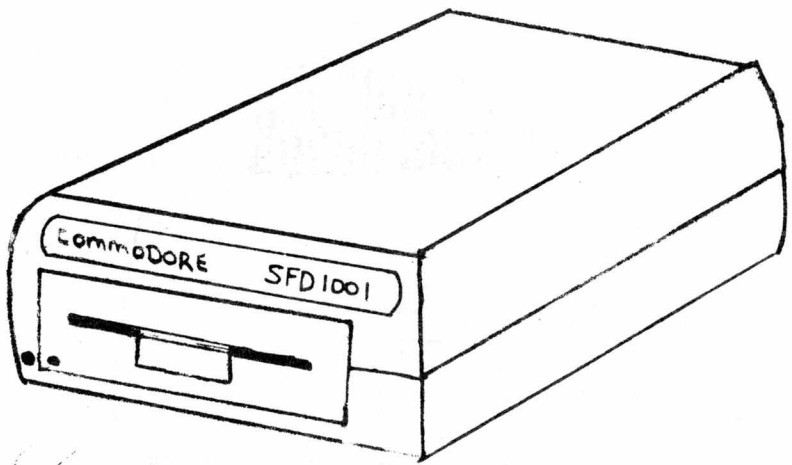

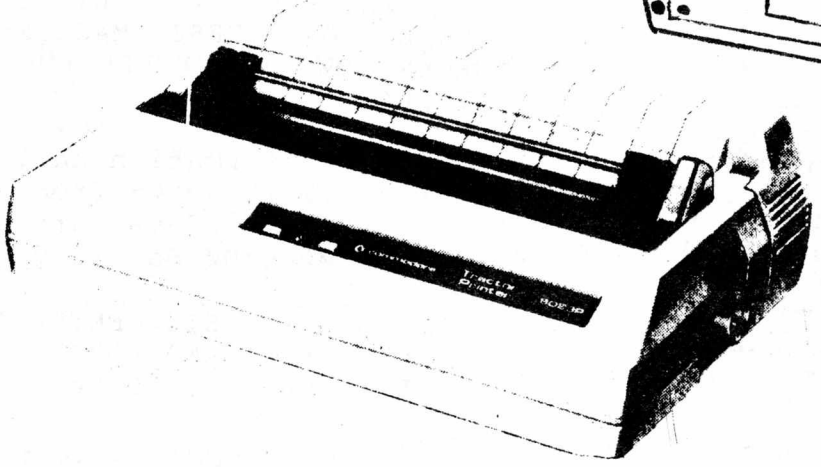

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- 15 1/2" carriage

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Authorized Commodore service center, we repair B128, 8032, 4023, 8023, 6400, 4040, 8050, 8250, 2031, C-64, C-128, etc. Rates are $50/Hr plus parts. We will diagnose & quote repair cost for $25. Normal turn-around time is 5 business days. We ship via UPS. Limited supply 8032's & 4023's (new) at $189 each.

For Sale: I have two (2) 4023 printers that have printed no more than 20 pages of print from new - just enough to make sure they're in good condition but not enough to put any wear on them. Both in original cartons and with all parts and documentation. Each $100 or best offer. I also have the full CABS accounting software, all unused and in their original packages. Was $250 from Protecto, asking $60 for the set or best offer.
Warren D. Swan, 1 N 114 Woods Avenue, Wheaton, IL, 60188, (312) 665-1514

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There are no hidden fees for shipping or documentation, and no clubs to join. The package is not public domain software, and is sold only direct to customers by mail: it supports all available printers, and will run on any Commodore computer [except Amiga] with a minimum of 10k RAM, including the C-128 in C-128 mode.

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Database—A complete database manager. All fields completely user-definable. Can be used for any number of tasks, including accounting, checkbook and tax records, mailing lists, inventory control, catalog maintenance, or as an electronic rolodex. A customer writes: "*I am especially impressed with Database, and have used it to replace a half-dozen other database type programs I had been using.*"

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JCL SOFTWARE 700 WORKSHOP

The special CBUG version of the Workshop is supplied on disk. It requires a 24K RAM pack mapped into the system bank cartridge space.

The disk includes.....

* EXTENDED BASIC which links over 39 new keywords into the BASIC interpreter. Your programs become faster, more reliable, smaller and generally better structured and readable. Many useful routines and small programs are included to demonstrate the flexibility and power of the system.

* SOFT LOADED EXTENSIONS for further BASIC extensions with your own machine language routines called by your choice of keyword. Many essential parsing and utility routines may be accessed from a convenient jump table.

* PROGRAMMING AIDS include AUTO line number generation, re-NUMBER, FIND, program JOIN and a true ASCII file MERGE.

* ASCII FILE EDITOR for assembler source file preparation. Includes screen scroller and special keywords for file loading, saving, viewing and printing.

* FULL SYMBOLIC ASSEMBLER that can assemble source files from disk or memory. The assembler and editor may be in memory together, reducing the need for repeated loading.

* DOS SUPPORT the classic disk handling utility.

* WORD PROCESSOR an example of the type of utility JCL created using the editor and assembler!

* DOCUMENTATION in file form which may be printed with the wordprocessor.

* 8050 DISK copyable, suitable for 128K RAM machines only.

700 ASSEMBLER

- ★ Editor with screen scroller, FIND, AUTO, etc.
- ★ RENUMBER for BASIC programs as well as for source file lines.
- ★ TYPE command provides adequate performance for simple word processor jobs.
- ★ 14 assembler directives.
- ★ 'B SYS' allows machine code to call kernal from any bank.

700 WORKSHOP

Your programs will become faster, more reliable, smaller and much easier to write!

- ★ 10 TOOLKIT-type programming aids.
- ★ Enhanced BASIC with 39 new KEYWORDS.
- ★ Comprehensive data input systems with efficient File Interfacing.
- ★ DOS-SUPPORT available all the time.
- ★ ASCII-editor for text and assembler files with screen scroller.
- ★ Elementary word processing facilities.
- ★ BANK-SYS, Kernal in every bank.
- ★ Design and add your own BASIC extensions.
- ★ Extra RAM in system bank.
- ★ Comprehensive manual.

ORDER FROM THE CBUG LIBRARY, CBUG #51, stock #11894

FUNCTION LIST - JCL SOFTWARE 700 WORKSHOP

1. DOS Support . . . Enhanced version of the standard system.

2. Thirty nine NEW keywords:-
STOP KEY OFF and STOP KEY ON . . . mutes the STOP key for safety.
BELL . . . sound the internal bleeper.
DELAY . . . programmable wait period. 1mSec to 64 Seconds.
TRANSFER . . . move RAM contents from any source to any destination.
WINDOW . . . set a window on the screen to constrain cursor.
FLIP . . . reverse field the current window.
FLASH . . . flash the window to get attention.
FRAME . . . draw frame around window or at any other place on screen.
EVALUATE . . . calculates the value of an expression held in a string.
ROMOFF . . . Guess!!!
UPPER CASE and LOWER CASE . . . select screen print mode.
GETKEY . . . single key response of program defined letters.
RESPOND . . . safe and filtered replacement for INPUT with length limit.
READSCREEN . . . pick data off the screen and asign to string variable.
PLIST . . . print a listing of the current program, upper,lower and graphics.
DUMPLINE . . . print a specified screen line to the printer.
SAVE/GET/EXCHANGE SCREEN . . . move screen contents to and from memory.
SKETCH . . . Free drawing over the current window, used to design forms.
PRINT AT . . . co-ordinate specific printing system.
OUTPUT . . . alternative to PRINT# that sends ASCII or CBM mode.
ASCII/CBM . . . Switches OUTPUT to standard ASCII or CBM printer convention.
DISK . . .directory listing to screen window. Multi column, screen full pause.
LAST . . . specify alphabet limit for filters on RESPOND and SCRINP.

Screen Input (SCRINP) and related commands, forms generator/servicing.
DEFINE . . . set up characters to define screen limits.
SCRINP . . . let user enter data on to the SCREEN INPUT SYSTEM.
INPUT FIELD . . . read specific field into a specific string variable.
CLEAR FIELD . . . clear all or a specified field.
DEBRACKET . . . remove screen field characters prior to printing screen.
CHECK FIELDS . . . validate a screen field layout.
SEND . . . transmit screen field contents to a relative file record.
RECEIVE . . . fill screen fields from a relative file.
MATCH . . . compare screen fields with a file record.

3. EBR Machine Language Environment.
BANK SYS . . run code in any bank, any address. Kernal available in ALL banks.
FIXMEM . . reserve memory in bank 1 for integrated machine code/BASIC.

4. Programming Aids.
AUTO . . . automatic line numbers of specified increment.
NUMBER . . . three parameter re-number system.
JOIN . . . adds a BASIC program to the end of a current program.
MERGE . . . reads a sequential file and executes contents, in command level.
EDIT . . . turn off BASIC, edit ASCII files such as Assembler source code.
PUT . . . make a sequential file of ASCII text whilst in EDIT mode.
FETCH . . . read a sequential file into the ASCII editor.
TYPE . . . display/print an ASCII file with page breaks, right justify etc.
GOCOM . . . convert Assembler object files to CBM program files.

5. Soft loaded BASIC Extensions . . . Simple system to add your own keywords.
6. Blended Machine Code and BASIC . . . Simple system to produce hybrids.

THE CBUG ESCAPE -- COMMERCIAL ADVERTISING

CBM 700 (B Series) ASSEMBLER PACKAGE

* Compatible with CBM assemblers for 4000 and 8000 series machines.
Assembled CBM's own source files for the 700 Kernal as an independent test.

* Editor commands

EDIT	- Activate editor mode, flagged by switching cursor shape.
PUT	- Save all or part of a source file to disk.
FETCH	- Load or join a source file back into memory.
DRIVE	- Specify default disk drive for PUT/FETCH.
FIND	- Look for a string in memory. (*)
AUTO	- Generates line numbers for text entry.
NUMBER	- Renumbers all or part of text. (*)
TYPE	- Displays or prints a source or text file.
ASCII	- Switch output from TYPE and PLIST to standard ASCII.
CBM	- Reset to normal CBM output for TYPE and PLIST
SCROLL	- ESC 'pi' followed by :- CRSR up/down scrolls source up/down screen. T/B/C re-writes screen from top/bottom/cursor.
GOCOM	- Convert standard CBM Assembler hex file to program file.
KILL	- Return to BASIC environment.

* General purpose commands

PLIST	- Like LIST but outputs to printer without OPEN4:CMD4 etc... (*)
MERGE	- Execute a sequential file's contents as if typed from keyboard. (*)
JOIN	- Links a program file to the end of a program in memory. (*)

* Machine language execution

BSYS	- Executes a program in any bank and automatically makes the Kernal available in the bank called.

* Assembler

ASM	- Run two pass assembler with standard .BYT .WORD .PAGE .SKIP .OPT .END .FILE .LIB .LIST .NOLIST .NOSYM directives. plus .IFE and .IFN conditional assembly directives and .NARROW for printers with 80 character buffer limit.
	- Source may be assembled from disk files or directly from core to produce screen or printed listings and hex or binary output files.

Commands marked with (*) are able to be used with BASIC as well. ASM and BSYS may be used in a BASIC program so a command file can automate the assembly cycle. TYPE includes optional automatic justification and paging so can be used to produce short reports without a wordprocessor. Instructions supplied on disk including demonstration and useful source files.

	NEW	UPGRADE EXCHANGE
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SUPERBASE THE BOOK	15.95	
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We are proud of our product. Each disk bears the OPUS corner label; you can be confident you are buying the real article -- no misrepresented no-name seconds. Each disk is factory inserted in its sleeve. A supply of labels + write protect tabs is encluded in each factory sealed package.

SSDD and DSDD 5.25" product come 10 in a poly bag; Quad Density are 10 in a display type vinyl library case. 3.5" micro disks are packaged 10 in a Flip n' File box.

BUY THE BEST -- OPUS!
THRU CBUG PAY THE LEAST!

3	"quiz 8"	seq	1	"-student records"	seq	1	"clear files2.p"	seq	1827 blocks free.		
3	"quiz 9"	seq	1	"------- --------"	seq	11	"period 1"	seq			

JCL WORKSHOP CBUG #51 NEW RELEASE #11894

* For the B-128 This is a COPYRIGHTED commercial program!

Some of you may remember mentions of this fantastic set of programs nearly two years ago. Back then it was selling for about $400.00 and required a ROM (read only memory) cartridge to operate (much like Calc and Word Result). There were a few ads for the JCL suite, but not enough sales to make it fly. Well, as you have read in Mark Schwarzbauer's article in this issue, JCL too has taken up the cooperative spirit of CBUG. John Leman spent nearly a week remodeling the program so that the ROM cartridge was no longer required and so that the entire suite including instructions fits on one disk! Since the program requires additional capacity in bank 15 (where the cartridge port lives), the CBUG version operates with Gary Anderson's (or other) RAM (read and write memory) cartridges. When you boot the program, it automatically uploads the necessary code into the cartridge.

I'll not belabor the value of the JCL workshop since it is well covered by Mr. O'Henly's article in the Summer 86 part 2 issue as well as some commentary in this issue. Try it, you'll love it.

* This version is for computers equiped with B-128 ROMS. It will not operate under B-256 ROMS. Additional memory does not have any bearing on compatability.

There is one minor issue to remember though, programs written using the extended basic can only be run with the RAM cartridge in place and loaded with the required portion of the JCL software. Hence, any materials you write with this program that are submitted to the library must be CLEARLY marked so we can keep them apart from the unenhanced basic programs.

Machine language programming completed with the JCL Assembler does NOT place any restrictions on how the software is subsequently used on a B-128.

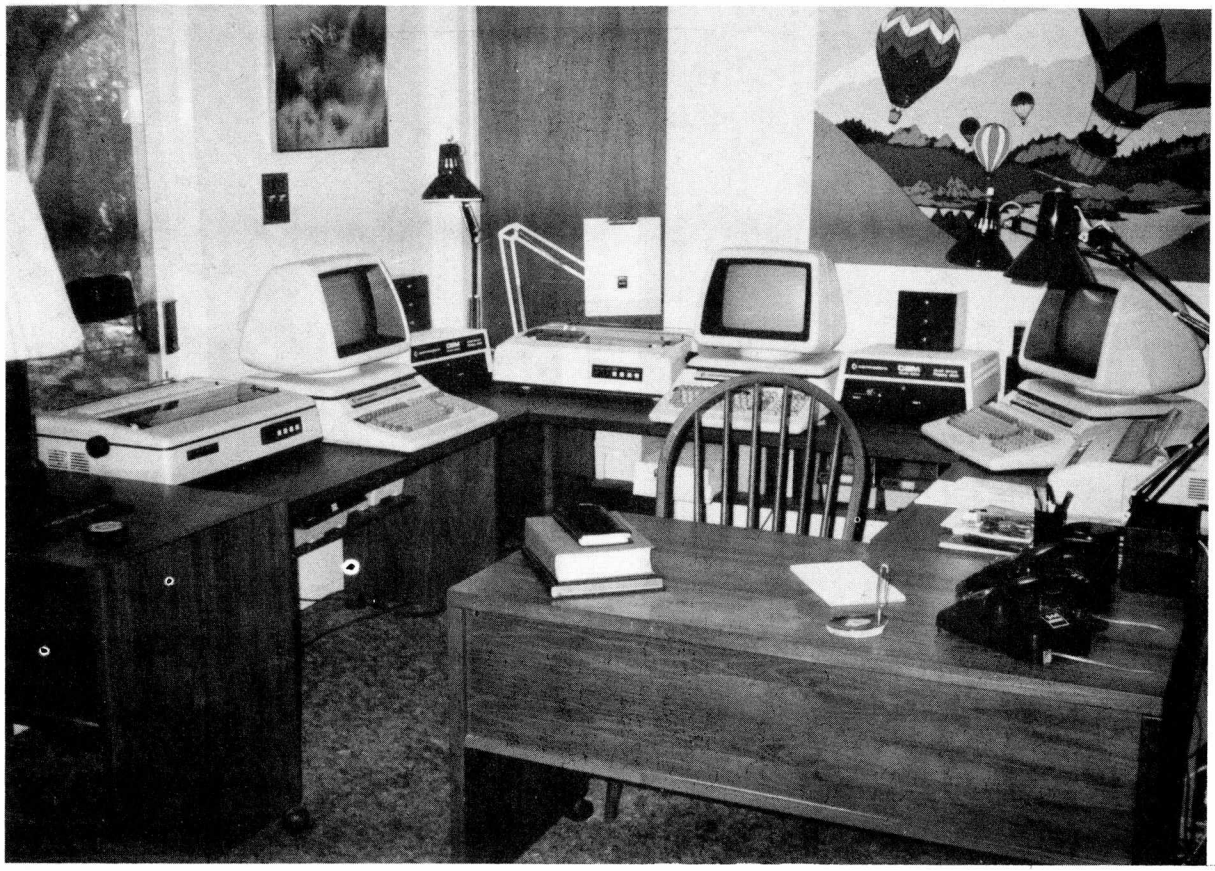
The instructions on disk are accessable via the mini-word processor Mr. Leman has added to the disk. For those of you more comfortable in Superscript, Warren Kernaghan is currently transfering the instruction files to Superscript. A second disk will be included with your purchase of the JCL Workshop containing the instruction files in Superscript form, as they won't fit on the chock full JCL Workshop disk.

1	"(c)jcl 700system" r1	2c	1	"getchr.mod"	prg	13	"printat.....+wp"	prg	21	"dos support..+wp"	prg
9	"boot"	prg	2	"getchr.bas"	prg	9	"romoff.....+wp"	prg	30	"title page...+wp"	prg
97	"m/code"	prg	9	"pgetchr"	seq	24	"scrinp intro.+wp"	prg	7	"prog.....+wp"	prg
31	"asm700"	prg	1	"pgetchr.mod"	prg	16	"scrnp+relfile+wp"	prg	50	"ebr mark3....+wp"	prg
8	"testsrc"	seq	3	"pgetchr.bas"	prg	11	"clrfld.....+wp"	prg	12	"overlay.....+wp"	prg
2	"testsrc2"	seq	14	"brag"	seq	21	"ebr.....+wp"	prg	32	"conditional..+wp"	prg
1	"testsrc.sym"	seq	3	"math strings"	prg	49	"asm1.....+wp"	prg	36	"ebr toolkit..+wp"	prg
8	"boot hs700"	prg	7	"tinycalc"	prg	14	"ascii/cbm....+wp"	prg	27	"type.....+wp"	prg
1	"testsrc.mod"	prg	8	"card1"	prg	14	"transfer.....+wp"	prg	13	"u/case etc...+wp"	prg
6	"sort demo v2.2+"	prg	1	"fix8250"	prg	12	"flip.....+wp"	prg	11	"screen editor+wp"	prg
4	"kalculator"	prg	1	".sym"	seq	13	"flash.....+wp"	prg	19	"sort.....+wp"	prg
4	"evaluate"	prg	26	"wpro"	prg	13	"frame.....+wp"	prg	15	"scroll.....+wp"	prg
2	"glide"	prg	25	"m2"	prg	13	"debracket....+wp"	prg	15	"appendix 1...+wp"	prg
5	"frame"	prg	2	"m3"	prg	16	"define.....+wp"	prg	8	"texthelp t"	prg
6	"window"	prg	9	"kernaljt"	seq	19	"check field..+wp"	prg	8	"texthelp p"	prg
29	"tiny office2"	prg	4	"util"	seq	15	"read screen..+wp"	prg	8	"texthelp r"	prg
8	"instruct 1"	prg	1	"util.mod"	prg	13	"window.....+wp"	prg	8	"texthelp l"	prg
8	"instruct 2"	prg	40	"wpro instrns.+wp"	prg	17	"evaluate.....+wp"	prg	8	"texthelp s"	prg
8	"instruct 3"	prg	28	"personal view+wp"	prg	10	"last.....+wp"	prg	8	"texthelp i"	prg
8	"instruct 4"	prg	4	"names.....+ca"	prg	19	"bank sys.....+wp"	prg	8	"texthelp w"	prg
4	"demo file....+ca"	prg	14	"upper/lower..+wp"	prg	35	"asm2.....+wp"	prg	8	"texthelp c"	prg
22	"lister"	prg	20	"bell/delay...+wp"	prg	31	"asm3.....+wp"	prg	8	"texthelp d"	prg
12	"typewriter"	prg	13	"getkey.....+wp"	prg	29	"ebr m/code...+wp"	prg	8	"texthelp a"	prg
4	"match#1 1 5 etc"	prg	17	"save/getscrn.+wp"	prg	48	"ebr example..+wp"	prg	8	"texthelp h"	prg
4	"match#1"	prg	19	"exscrn/sketch+wp"	prg	14	"fixmem.....+wp"	prg	8	"texthelp e"	prg
1	"crazy"	prg	17	"respond.....+wp"	prg	32	"ebr soft extn+wp"	prg	8	"texthelp u"	prg
5	"example"	seq	19	"stopoff/on...+wp"	prg	15	"send.....+wp"	prg	8	"texthelp z"	prg
1	"example.mod"	prg	19	"plist/dumplin+wp"	prg	14	"receive.....+wp"	prg	8	"texthelp q"	prg
1	"example basic"	prg	19	"disk.....+wp"	prg	20	"match.....+wp"	prg	8	"texthelp m"	prg
7	"table"	seq	19	"scrinp.....+wp"	prg	11	"output.....+wp"	prg	351 blocks free.		
3	"getchr"	seq	15	"inpfld.....+wp"	prg	16	"install.....+wp"	prg			

SUMMER 86 PART 2 PRINT FILES CBUG #52 NEW RELEASE #11906

For those who want the CBUG ESCAPE on disk, here is the print files master for the Summer 1986 Part 2 issue.

1	"summer 86 part 2" s2	2c	2	"11822"	seq	11	"brugbacher.modem"	seq	31	"kernaghan.xer-di"	seq
49	"scratch pad"	seq	7	"print4"	seq	9	"mark.epson"	seq	13	"kernaghan.rs232"	seq
27	"library lead"	seq	4	"want ads"	seq	11	"kernaghan.dos2.5"	seq	5	"cumfer.errata"	seq
15	"print utilities"	seq	9	"display ads"	seq	22	"kernaghan.index"	seq	19	"superspell.tm"	seq
10	"caseys scrubber"	seq	12	"beeline 2.0 coup"	seq	21	"anderson.exp"	seq	19	"mills"	seq
1	"MT"	seq	17	"cabs dir"	seq	22	"basic4.0 conts"	seq	27	"0986 yell for he"	seq
50	"pre5"	seq	30	"upgrades"	seq	25	"cumfer.grap.up"	seq	4	"anderson layout"	seq
7	"pre6"	seq	9	"harrison.a"	seq	43	"cumfer.teleterm2"	seq	18	"library to date"	seq
8	"700 sampler"	seq	63	"announcements"	seq	13	"goceliak.p8050ip"	seq	13	"table of content"	seq
18	"pd math a"	seq	15	"mark europe"	seq	24	"goceliak.swap"	seq	24	"order form 1 098"	seq
16	"pd eng a"	seq	53	"swan"	seq	47	"goceliak.8050cmd"	seq	27	"order form 2 098"	seq
16	"pd ghbt"	seq	55	"hints & tips"	seq	19	"goceliak.to8250"	seq	6	"front cover"	seq
11	"pd sci a"	seq	37	"ohenly"	seq	31	"deb.delphi"	seq	4	"tgif"	seq
11	"pd sci b"	seq	16	"brugbacher.scree"	seq	44	"loeffler.nwmi"	seq	932 blocks free.		



Two views of Fred Lovejoy's work area

ridiculous. Let's face it ... the text resolution on most computer screens makes looking at one window ... on the monitor in front of you ... difficult enough, without splitting the darn thing up into two, three or more sections (windows). Nor would RAM resident programs like Sidekick, make much sense on 128-256K machines ... unless it was available on cartridge for the "B". Now there is a good idea! Anyone who could put this type of program on Anderson's or a Calc Result cartridge would have a winner. ANYWAY ... I HAVE SOLUTION that really worked for me. And I got the idea from watching the evening news!!! Did you ever see an anchorman (Oops ... person) with windows on his monitor. No they use multiple monitors!!! The B-128-80's at the time I bought them were about the lowest cost alternative in town. So ... I reasoned ... Why not use two at a time!! The result ... I bought a Protecto system, liked it and before long added two more. I placed these in a U. See the photograph of my productivity center for the layout. It works like charm. I have at least two machines ... if not three machines going all day long. THE NET RESULT IS ... I have saved literally days of time in the past two years ... AND I HAVE MULTI-TASKING THE EASY WAY!!! IN ADDITION ... I SOLVED ANOTHER PROBLEM at the same time. Yes ... anyone with only one "B" System and using it for business ... or any other serious purpose is courting disaster. This goes for any make of computer. With three "B" Systems up-and-running ... I never worry that our operation will be shutdown due to a hardware failure.

COMMENT 4: CBM 256-80 HIGH-PROFILE ... Now let me tell you how I improved my productivity center even more!!! Let us be honest and admit that the screen resolution on the B-128-80 low-profile leaves considerable to be desired. Further ... my eyesight is not the best. SOLUTION!!! Enter the CBM 256-80. In the Spring of 1983 ... I learned of the existence in the USA of Commodore's high-profile models. As far as I can tell they were first seen in the US at the NCC show in Houston in June 1982 (apparently handbuilt models) ... and called the "Porshe PET". Anyway ... I was finally able to replace my B-128-80 low-profile keyboards with three of these beauties, that I was able to acquire in the Spring of 1985. What an improvement!!! The swivel/tilt monitor (with shroud) is mounted on a pedestle attached to the base of the machine which contains space for two disk drives. BUT ... no drives are in mine. The keyboard is detachable. SCREEN RESOLUTION IS INCREDIBLE!!! Each character ... 9 x 14 pixels. The green phospor screen is sharp. Result ... absolutely no eyestrain. I have never seen a monochrome monitor that has less glare. AND THE PRICE WAS RIGHT! If you intend to make heavy use of your B System ... get one of these HIGHBOYS if you can. Note that they came both as CBM 128-80's which are compatable with CAB's ... the CBM 256-80 which is not. These machines were built in Germany ... not in Santa Clara, California ... as were the low-profile B-128's. The only drawback is that I now have three extra B-128 Computers ... from Protecto in original cartons that have not been used by me other than burn-in. With three B-256-80 highboy's and another B-128-80 ... I certainly can spare these ... if there are any members needing a back-up machine. I hear that B-128's low-profiles are now hard to find. I have no idea of the current market price of these machines ... but am willing to sell mine at $140.00 each plus shipping to anyone who wants to add a back-up or second machine to their productivity center. Call me at (602) 946-0202 on weekends if this will help.

COMMENT 5: MANAGING YOUR DISKS ... Commodore 8050 Drives hold over 2050 blocks of information. Those of us who use our "B's" to process a heavy volume of correspondance, mailing lists, spreadsheets ... as well as ... other uses ... soon find themselves with a large number of data as well as program disks that contain programs and information. Some of this data need never be accessed again, some must be kept for possible later referral ... and some must be used on a daily basis. Effective disk and data management procedures can save time and money. In our company alone we have saved a great deal by storing letters and other documents on disk ... rather than in file cabinets. In fact we have not been forced to purchase any additional file cabinets in the three years since we have begun keeping most of our letters and documents on disk only. Of course the real problem is to develop a simple but effective system of identifying disks and files ... so that one can find letters and other documents in a hurry. Here are some of the easy approaches we use that may work for you;

(1.) All file names include the date. Thus ... if someone refers to a letter we sent to them ... we ask for the date (if known) and search for the file on disk by name followed by date ... as Deltzke/11/22/86.

(2.) We slip a piece of colored bond ... 11 by 5 1/4 inches folded to 5 1/2 by 5 1/2 inches ... in each disk jacket. With Superscript II ... we print out the disk directory of the disk on this sheet ... Shift/F8, <CR>, ESC, O, P. This gives us an up-dated printout of our directory right in the disk jacket.

(3.) The colored bond is varied to identify different types of data and/or programs.

Variations of this simple system (customized to our unique requirements) work like a charm. You can do the same.

COMMENT 6: GETTING ON WITH CALC RESULT ... My favorite "B" program is Calc Result. So far we have had very little coverage of this program in The Escape ... and none in the library. It is really a pretty useful program ... and not too difficult to apply once you get over the initial period of trying to understand the Calc Result manual ... which is not very complete and rather poorly done. Handic also published a book called Applied Calc Result by Erik Fagerlund (175 pages ... ISBN 91-7880-001-5) ... which is basically for the C-64. Elizabeth Deal reviewed it on page 9, The Escape Volume 2&3. She seemed to find it useful and labeled it a good book. Frankly ... a large part of it is difficult to read ... refers to a disk with 25 models ... priced at $50.00, which to my knowledge is only available for the C-64. I bought this book a couple of years ago (no review copy here) for $15.00. Frankly ... I found it to be a real Swedish turkey ... and do not recommend it for a novice Calc Result user.

COMMENT 7: LEARNING CALC RESULT THE EASY WAY ... The Power of Calc Result is a small book (192 pages ... ISBN 0-43518-12-1) written for the C-64. I purchased it from a local Commodore dealer for $14.95. To convert to "B" use ... about all you have to do is change F7 to CTRL in the examples. It takes a cookbook approach to Calc Result ... leading you by the hand thru ten useful exercises. Each is a spreadsheet application that can be used as is or revised to meet your needs later. Sample spreadsheets include: 1. Accounts Receivable Aging Report; 2. Cost Recovery; 3. Maintaining a Stock Portfolio; 4. Financing and Purchasing a Home; 5. Amortization Schedule; 6. Computing Rebate Due; 7. Checkbook Ledger; 8. Daily Inventory; 9. Sales Reporting; and 10. Payroll Reporting. The book shows you what the manual does not ... that is how to use and apply DIF Files to advantage. For me ... this was worth the entire price of The Power of Calc Result. This book is so clear that I think that anyone can get started with Calc Result by using it as a guide. Illustrations are clear as a bell. Check with your local Commodore dealer ... as he may have a copy still around unsold. Regretfully the book is now out of print ... and the publisher, Management Information Source, Inc. has no copies left. Recently ... I was able to find a source of a very few copies and grabbed them so some CBUG members could have a copy. I am pleased to be able to offer them (only one to a CBUG member) at $10.00 per copy plus postage and handling of $1.00. If you want a copy ... please send $11.00 US Funds (check or money order) along with an SASE so that I can either confirm your order which will be sent book rate ... or return your payment if I have exhausted my limited supply of these books. Make check or money order payable to Frederick A. Lovejoy and send it to 2101 North 69th Place, Scottsdale,

Arizona 85257. Checks held two weeks to clear before shipping. Offer good US and Canada only.

PLEASE SUPPORT CBUG ... BY RENEWING YOUR MEMBERSHIP FOR 1987 ... That's all for now! Wishing you all productive computing in 1987 ... and a Happy Holiday.

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ALTERNATE OPERATING SYSTEM EXPANSION - PART 1

by: Gary L. Anderson, 1528 34th St. SE., Cedar Rapids, Iowa 52403

(Preliminary project announcement - more next issue)

INTRODUCTION: I presently have a handwired prototype working and am laying out a printed circuit board that will allow the "B" user to run other operating systems inside the machine. Specifically, B-128 users with at least 256K memory can run the CBM-256 operating system that will allow more room for arrays, strings, and simple variables. CBM-256 users would be able to load in the B-128 operating system and run software reportedly specific to the B-128 that presently does not run on the CBM-256. Our software experts could fix reported bugs and develop new software features very easily with this product. New and improved operating systems can reside on diskette and be loaded and executing in seconds with a shift/run or reside in PROM and be there at power up.

HARDWARE DESCRIPTION: Physically it is a circuit board approximately five inches square that plugs onto a pin field on either the "B"'s main board or a pin field on the B-1024 1 MEGABYTE MEMORY EXPANSION BOARD. No cuts, jumpers, or soldering required, just drop it in. There are three groups of sockets on the board, one group for the original ROMs on the "B"'s main board, another group for an alternate ROM set using 2764s, and the last group for 6264LP-15 static RAM which can be loaded with a new operating system from diskette. A ribbon cable connects this new board with the original ROM sockets on the "B"'s main board. A moveable jumper selects which ROM set, original or new, boots from power up.

SOFTWARE CONTROL: Software control is important to eliminate the hassle of always having to lift the cover to change something. All the parameters of this new board can be individually altered through the bits in the on-board control register. These parameters include, 1. Changing which ROM set is presently executing, 2. Switching execution to a previously loaded operating system in static RAM, 3. Enabling or disabling the write capability to the on board static RAM to protect its contents, and finally, 4. Generation of a cold start reset when switching execution to a significantly different operating system.

In the next issue I'll go into more detail describing the design, control, and operation of the Alternate Operating System Expansion Board.

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TELECOMMUNICATIONS -- DATABASE SEARCHING

by: Bing Hart

There's a world of information out there!
And its expanding incredibly. Especially publicly available. One database describes publicly available databases, and there are more than 2,500 databases listed in this database.

Why search databases? And why search them with a microcomputer and modem?

You search them if you need information. And who doesn't? Perhaps those who don't have the knowlege that they need some knowledge.

Perhaps some can't pay for the information from databases, even though it might save them money or make them money.

Other than knowledge for knowledge sake, many people are employed or self-employed as information brokers to earn money. Such Professional online searchers often charge about $70.00 /hour in addition to expenses. I charge $25.

Online searching could be done by every individual who needs the information (called the "end user"), except most of them have discovered limitations, including: to search efficiently they must learn the specialized commands of each vendor (similar in difficulty to learning to operate a software package) as well as the terminal software. Once online they need to type fast and accurately. They need to be conscious of the expenses incurred at various stages in order to not go over their budget. And they need to not have so much adrenergic fun as a surrogate Sherlock Holmes that they get hooked and fail to logoff in reasonable time ($$$). In summary, most are agreed the professional online searcher fills a niche.

Good software has not replaced the professional online searcher, although good software can make a good mind into a decent searcher quickly.

Such information brokering businesses will expand especially as the business world learns how important it is and useful in business - just like they finally learned to use wordprocessing or dataprocessing.

Why would you want to use such databases? Many reasons. Other than knowledge for its own sake, you may wish to make money as a professional searcher, or to help your business or get employed.

Some specifics might include mailing lists or phone # lists, patent or trademark information, Dow Jones, legal/regulatory, medical, scientific, humanities, business details about your competitor, jobs available, place a resume online for prospective employers, find out about a prospective employer, advertisements, publicly available databases (>2,500!) tax information, Grants available, college selection, plane schedules, microcomputer software available, and much much more.

Some examples: one associate had an invention - he found a patent attorney that would knock off $400 if he did his own preliminary patent search. I quickly did the online search for him on a patent database and found exactly what he wanted. The vendor charged me about 79 cents total. I charged him at the rate of $25/hr, with a total charge to him of $3.35. Needless to say he was ecstatic.

My son had a medical problem. After thousands of dollars worth of medical care with numerous medical specialists and trying to get an answer to a couple of my questions, to little or no avail, I did an online search of the medical literature - you guessed it, my questions were answered marvelously. Cost me about $5.

All of this was done with the aid of LitSearch, but any terminal program would work, just not as well. It also would work with a 300 baud modem and a used commodore Vic 20. If you are happy with such a minimal computer and modem, you'd likely not want LitSearch either. Why would you want LitSearch? Same reasons you want a 1200 baud modem (to save money and time) self-dialing (fast, easy, accurate), but LitSearch accomplishes these goals in numerous ways.

Above I listed some of the types of information available on the databases. But one needs to inspect first hand some of the information available. Everyone needs different kinds of information. We often don't even know that we need a type of information until we see that its available. So do yourself a favor and call toll free and have them mail you this information.

Dialog 1-800-334-2564 (express an interest in both Dialog and Knowledge Index). They won't send you their database catalog until after you sign up, but its a start. They have more databases than anyone.

BRS 1-800 833-4707 (express an interest in BRS regular system plus BREAKTHRU plus AFTER DARK systems). Some of lowest connect time rates available.

SDC (orbit) - 1-800-421-7229 from 8-5 western time, or 1-800-336-3313 from 8-5 eastern time. Emphasis on patents, industrial & specialty sciences. If you are not interested, get a password anyway: it costs nothing!

If you are interested in chemistry, physics, math, biology, patents, general science, & dquip, call STN 1-800-848-6533 from 8-6.

That done, you will have a better idea which vendors have the information you may be needing. The next step is to determine how to save money and time (other than with a good modem and software). That will be the topic of next CBUG ESC article. But one example now:

If you already have a Delphi membership, indeed you can search the Dialog databases. The rates are much steeper than if you have your own Dialog password. Delphi costs a minimum of $10 just to start, and you pay instantly. You also pay the hourly Delphi rate plus an additional $21/hr for accessing Dialog. And you pay what Dialog charges. The Dialog charges, for example, on the biology databases is $75/hr plus $.19/record, whereas BRS AFTER DARK charges $13/hr plus $.03/record. And the latter cannot be accessed via Delphi. Some information is "free". In conclusion, there are lots of ways to save time & money.

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COMPILERS & COMPILING PROGRAMS

By: Bing Hart

Untill it gets too hectic, I'll try to compile programs free to fellow CBUG members. Call Bing at (816)-373-5523 (not collect; after 10 am Central) for more information or mail disk with your program on it to 17311 E. 40 Hwy A34, Independence, MO 64055 with $5 check for handling (additional $3 for each additional program on the disk that you want compiled).

WHY compile?
The usual reason is speed. Compiled programs run much faster.

Additional reasons:

- During compilation most syntax errors are announced by the compiler. This includes syntax errors included in rarely used subroutines that may normally go unnoticed while running the uncompiled program.

- Confidentiality - if you disseminate or sell your programs and don't want others to easily inspect your code, or mess around with it and breed bugs in it, compilation goes a long way. Some compilers will require the user of a compiled program to use a dongle that fits into the cassette port, thereby providing excellent copy protection without preventing backup.

- You can avoid worrying about speed and memory limitations in most cases and write your programs with modern techniques - e.g. lots of REM statements, spaces between keywords, long mnemonic-ful variable names, none or minimal machine language, modularization, ignoring advantages of integer variables, ignoring code and variable location for speed, etc. Extended commands are sometimes available.

- RAM saving if your program is a long one.

-Transport from one computer to another is often possible with a compiler.

COMPILERS AVAILABLE:

PetSpeed - The first optimizing compiler on any microcomputer - its really optimized for speed - so much so that BASIC programs compiled with it sometimes don't work without some modification. Its really excellent though. I loved it so much that I wouldn't program without it. I have one version for the 8032, another for the PET. I have had little/no luck running these compiled programs on the EMULATOR. <<B-128 verions promised for imminent release.... watch for further announcements in futher CBUG ESCAPEs.>>

INTEGER COMPILER - requires a special form of BASIC unique to this compiler, but produces real machine language for the ultimate in speed. It relies infrequently on the kernals, so transport possibilities are pretty good. Location of the resulting machine language is severely limited with regard to B128 needs however. It runs well on the 8032. It generally consumes more RAM than the corresponding BASIC code. Don't use this compiler unless you really need more speed than the other compilers are capable of. I find it often easier to write the machine language myself than to use this.

C64 CROSS COMPILER - The compiler runs on the 8032, using 8032 BASIC programs or programs that work on either computer (loading addresses are taken care of by the compiler) but it produces 2 different versions of compiled programs: one runs only on the C64, the other runs only on the 8032. Most of the poke/peek/sys addresses need modification. It does offer the prompt and option of translating screen poke/peek addresses for you however. DOS & Basic version & IO commands used should generally be made compatible with both machines before compilation.

B128 CROSS COMPILER - This is remarkably similar to the one above: it runs on the 8032, takes 8032 BASIC programs as source, and produces two versions: one runs exclusively on the 8032, the other exclusively on the B128 (probably memory upgrades as well). You must change screen (and other) poke/peek/sys addresses, or put them into variables to be assigned at compiled program RUN time.

Some specific precautions & tips for this cross-compiler: compiled program assumes bank 1. Poking & peeking to other banks requires, If I recall correctly, e.g., a POKE 0,15 in place of BANK 15 that you would normally use for the B series. Of course with this command in place the source code won't run on the 8032. This technique does not work for a SYS address, and Liz Deal's XFER routines/procedures have been problematical for me. Other items not in common with both computers may give some problems, e.g. the reserved variable ti for jiffies. If you input# from the screen some weird things can happen -- even sometimes get# from the screen, especially in interaction with ds$ and the disk in relation to when files are opened and closed -- can cause problems. Come to think of it, maybe this is true of the DTL compiler - or uncompiled 3ASIC. Have to check my notes.

Another example of a task that this compiler doesn't deal with is opening a file to the RS232. It doesn't do it. However, one can load the compiled program, open such a file as a direct command, and then proceed.

If there seems to be sufficient interest in this compiler, I'll dig through my notes and find more specifics and write about them in the next CBUG ESCape.

PETSPEED B - runs on the B128 (and probably upgrades), and produces a single compiled program that runs exclusively on the B. An older (?) version requires a dongle for the compilation process, but that is of no concern to the end user of the compiled program.

My current LitSearch source code is about 190 blocks long, whereas compiled its about 128 blocks, and much of that is RAM space reserved for variables (the compiled program has variables space saved along with it, so it really is shorter than it looks). You can imagine how dependent upon the compiler I am for detection of syntax errors in such a long program. Likewise for finding branching

commands with line numbers that don't exist.

The manual is simply the old manual for the 8032, so most of the information about locations is inappropriate (e.g. location of DATA statements, variables, pointers, etc). Some I have discovered the hard way. This is true for the cross compilers above-mentioned as well. A single sheet came with it, and it indicates that one can't use the PRINT USING command or the RESUME NEXT. RESUME <linenumber> is allowed. The sheet says that the compiled programs make use of all the B's memory, but unless I fail to understand this statement, it is incorrect. At any rate, its of no concern to most of us. Continuing, the sheet says that simple variables are held in bank 2 not in bank 1.

Rarely an expression is too complex for the compiler. Complex string array manipulation with lots of parentheses is an example.

Some additional discoveries I have made include:

- Sometimes you need to use a variable instead of CHR$() in assigning function keys.

- Be sure to have the p# in the bload command.

- Machine language located above 1024 decimal works nicely, and the compiler assumes a SYS or PEEK or POKE to be bank 15 unless otherwise stated.

PETSPEED compilers (all the above are from Oxford Computer LTD in England, which is now defunct) generally don't allow commands in the program including LIST, RUN<linenumber>, CONT, SAVE, and DSAVE. The dimensioning is defined at compile time by a specific single number, thus DIM x$(x) or DIM x$(5+3) won't work. REM!ES enables the STOP key, REM!DS disables stop key, REM!LN makes all characters in a variable name (in addition to the first two like the interpreter in the B128). Programs which are overlaid cannot share variables values. Supposedly one cannot DSAVE a compiled program (COPY command should be used), but I'm not necessarily convinced.

Additionally, I have discovered that:

- ON GOTO 10,,,20 etc doesn't work as well as it does in BASIC. Put some line number inbetween each comma.

DTL COMPILER - Put out by Dataview Wordcraft in England was also written for the 8032 (and 8096?) and later the B series. Usually it works well with the B128, though it was written on the high profile. The object code is closer to that of the interpreter than PetSpeed, so it shouldn't have some of the limitations that that the PetSpeed compilers have. It seems typically slower than PetSpeed B but shows fewer blocks used on the disk.

- For the high profile machines, a separate compiler is required for the different memory upgrades (128 vs 256 K).

- Allegedly it is possible to overlay programs that share variables values, but we've had trouble.

- Each of the compiled programs requires a cassette port security dongle that costs about $15 or more depending on the level of protection you wish.

- An error locate auxiliary program doesn't work, so they sent me an uncompiled unprotected copy for modification. But this needn't concern most of you.

- The 256th element of an array may not be referred to.

- Machine language programs can be SYSed to nicely and located at 1024 or 230 decimal or in the cartridge etc. If the machine language gets a byte from the RS232 C buffer it seems to work out well except that at some UNPREDICTABLE time (full moon or not) it locks up (leaving ML intact). The same machine language works fine in uncompiled BASIC or in PetSpeed B compiled form. Other machine language programs (which don't use RS232) seem to work fine within DTL compiled programs. Undoubtedly I have proven that the B has a FREE WILL. But thats a topic for another article.

C64 DTL compiler - Runs on 64, compiles C64 programs that don't require dongles to run on C64.

Anyone have any other compilers? Lets collaborate.

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CAN MY B128 TALK TO GWEN'S MACINTOSH?

by: Ted Lacey

I asked myself this question a few months ago. It turned out that practically the only thing I lacked was information. My first and most important source information was CBUG Escape and the friendly people sharing what they know. I was prepared to buy a bare cable and a couple of connectors and have at it. I am a pretty good electronic technician and know which end of a soldering iron is hot, but I am also a procrastinator. This time I can justify procrastination because I found an easier way. But let me back up a bit.

When Kathie, my daughter, asked me to advise her about the best computer to buy for word processing and general office duties, I pointed to a Protecto ad. I said, "Get the B128 with the Olympia daisywheel printer. That's the best buy I've seen yet." When it arrived, I was so impressed, I ordered the same setup for myself. Since she lives near, we can back up each other's equipment, swap disk files, and help each other get the most out of this fantastic system.

In the meantime, my wife, Gwen, started using a Macintosh at work, fell in love with it, and lugged it back and forth for months. She bought her own so that she only has to transport disks back and forth when she works at home. I fell in love with its graphics and spreadsheet capabilities. We both do a lot of writing and editing of each other's material so I began to explore ways to transport text back and forth without buying modems. I like the B128 keyboard much better than the Mac and I much prefer Superscript II for writing. Also, Superspell is much faster than anything I've been able to find for the Mac. For Gwen's longer files, I can see an advantage to zapping it over to my system just for spell checking. By getting these totally different machines to talk to each other Gwen and I can have the best of both worlds.

Kathie typed a very complex book for a client, Jeff, and it had gone through six editing phases, and her book-file was up-to-date with final corrections -- when Jeff said, "Since the book will be printed by an Apple LaserWriter printer, can you convert your book file to a Macintosh file?"

"Help!" Kathie said. So I couldn't procrastinate any longer. Her problem was one I also wanted thompson.helix an answer to. Jeff didn't know anything about computers, so he brought Tom along when we got together. Tom said that he had heard somewhere that the ImageWriter cable was a null modem. I wondered what that was! Gwen's printer is an ImageWriter II, so he borrowed the ImageWriter cable from his own system and brought it along. With the two computers side-by-side, we plugged the DB-9 end to the modem connector of the Mac and the DB-25 end to the RS-232c port of the B128.

I had previously printed out the instructions for B-Term but I knew nothing about B-Term, or any communications program. Together Tom and I got it going. He was more familiar with VersaTerm, which we loaded into the Mac. Almost immediately we got beautiful garbage on the Mac screen! It took a while, but we finally worked out a system for transferring readable English.

Jeff provided Kathie with VersaTerm, and she went looking for her own Imagewriter cable. She found a computer store which had them for $25, and gave her a used one for $20. I hated to disrupt Gwen's setup each time Kathie and I worked on Jeff's book, so I went to Radio Shack for a 10-foot joystick extension cable for $10. This allowed the two computers to be connected without inconvenience at either system. So we were able to

accomplish the connection with existing cables.

NEEDED EQUIPMENT

So all you actually need is an Apple **Imagewriter** cable (Not Imagewriter II)

This has a DB-9 male connector (Mac modem port) on one end and a DB-25 male connector (B128 RS232C port) on the other end.

Pin connections (Mac-B128): 1-1 3-7 5-3 7-20 9-2 (Apple Cable #590-0169)

Optional joystick extension cable: DB-9 male to DB-9 female, all pins matching.

COMPLICATIONS

You may never run into the exact complications we did but you might learn something useful from our experience. One special complication was that Jeff's book had complicated formatting and we wanted to save as much of the form as possible. There were four or five margin-to-margin rules (empty underlines) on every page. There were complex tabs, hanging indents, and footnotes. Kathie found that Superscript II handled all these problems with ease. But to minimize the garbage created in the transfer, we had to eliminate some codes before sending the text over. It was necessary to print-to-disk and then send those print files via the terminal program. Then some re-formatting was necessary on the Mac. The scheme we worked out was the best compromise possible considering the lack of time to experiment before we had to do it. I am certain that with more familiarity with both terminal programs, and perhaps exploring even better programs, I could improve the throughput and minimize the time and re-formatting required.

After a lot of experimentation and plain fooling around in order to understand what worked and what didn't I came up with a scheme so that Kathie could convert the book. Jeff's production people wanted the book to be in Microsoft Word files, in a Times-Roman font. Apparently you run into many weird problems unless you use a font that is natural to the LaserWriter. The MS Word files were to be imported to a PageMaker program and then sent to the LaserWriter. This meant that in a hurry I had to become somewhat skilled with MS Word on the Macintosh and then teach Kathie.

I can't even remember all of the strange things that happened that were totally unpredictable -- at least in our state of ignorance. Just one example: Somehow, a few of the rules across the page were in the wrong font! Just imagine the difficulty of locating the problem areas.

INSTRUCTIONS I GAVE KATHIE

PREPARING FILES FOR TRANSFER TO MACINTOSH

Step 1 Start Superscript II in TYPE "O" mode. Remove Superscript.
Step 2 Put source disk in Drive 1. (Jeff's Book)
Step 3 Put blank disk in Drive 0. Name it. Format it.
Step 4 Load File from source disk. (ex. 1:Chapter 38)
Step 5 Modify the file as follows:
a. Change jul to ju0
b. Delete lines and underline codes (cursor column 1 of line, hit return.)
c. Delete forced-page codes
Step 6 File as a print file, using new name. Suggest prefix "x." (ESC O C S File:filename Example: x.Chapter 38)
Step 7 Return to Step 4.

TRANSFERRING CBM PRINTFILES TO THE MACINTOSH

Step 1 Insert disk "CBUG #11" in Drive 0
Step 2 Shift-RUN to load the B-TERM program
Step 3 Select option 0 to set parameters. The default values are shown highlighted. Press the option number again and again until the desired value is highlighted.
Set as follows:

1)	2400	baud
2)	OFF	parity
3)	8	word length
4)	1	stop bits
5)	FULL	duplex
6)	NO	line feed
7)	8	delete key
8)	TRUE	ascii
9)	80	screen size

To exit from this mode press ESC

Step 4 Insert VersaTerm disk into the Mac
Step 5 Insert blank disk into external drive
Step 6 Turn on Macintosh. Format destination disk if necessary
Step 7 Open VersaTerm application.
Step 8 Check BAUD and SETUP menus to match the B-TERM values: Baud 2400, Parity none, stop bits 1, XON-XOFF, char. size 8.
Step 9 On the FILE menu, trigger "save stream..." Set filename (ex. "x.Chapter 38") select destination disk.

Step 10 Select Option 4 of B-TERM menu Select L for load, Filename:"x.Chapter 38" S for filetype
Step 11 Select Option 8 for terminal mode. Hit C= (Commodore key) S for send Y for yes, please send.
Step 12 When the data stream stops, clear screen (EMULATION menu)
Step 13 click on "save stream..." from FILE menu, twice if necessary to get the box where you can name the file.
Step 14 Now that the Mac is ready to receive another file, return to Step 10 to load another file.

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PS -- See A+ Magazine, June 1986, page 53 for a good article on all types of cables for Macintosh and other Apple machines. It is a good lesson on types of cables, connectors, and pin configurations.

Ted Lacy
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Ben Lomond, CA 95005

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CBUG NEWS - - - - FOR LOCALS ONLY

Chicago Area B128/256 Users December, 1986

CBUG WEST MEETING SCHEDULE

Meeting coordinators:
Warren Swan
Mike Wodrich

December 8 - Databases: A Computer Science Approach

Don't be scared by the title. This will not be a graduate-level computer science discussion. The idea here is to discuss the functions needed from a database system, without getting bogged down by the particular implementation or features of a specific database manager, such as Superbase. You will want to then attend the January meeting to see how the theory discussed in this meeting fits in with Superbase.

January 12 - Superbase as a Database Manager

It is best if you attended the December meeting, but you will still learn a lot. This meeting is guaranteed to increase your ability to use Superbase, or double your free admission back.

February 9 - Current List of B Hardware

At this meeting we will be going through the ever-expanding list of add-on hardware for the B, and for each item we will explain its usefulness and when it might

be worthwhile to add on to your machine.

March 9 - Current List of B Software
We will be going through the even faster growing list of available software for the B. We will highlight each program and list any known special hardware repaired. We will not be demonstrating every program since that would take too much time.

Probably the content of the February meeting will be so much shorter than that for the March meeting that we will actually start covering some of the software at the end of the February meeting.

CBUG West meets on the second Monday of each month at the First Congregational Church, 5th and Main Street, West Dundee, IL. Main street is State Route 72 (Higgins Road). 5th is about 6 blocks west of the Fox River. Meeting time is 7:30 PM. Please disregard the Fox Valley Commodore Users Group meeting and go straight down to the basement where CBUG meets promptly at 7:30.

For information including meeting contents contact Warren Swan at (312) 665-1514 6 to 9 PM (please no later). For weather cancellation queries, contact either Herb Gross (312) 695-1316, or Warren Swan.

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CBUG EAST MEETING SCHEDULE

Meeting coordinator:
Marilyn Gardner

December 28 - no meeting - MERRY CHRISTMAS to all!

January 25 - Superscript Tutorial
This one-session tutorial on the use of Superscript will briefly review the basics of loading the program and loading files through the program, then will highlight some of the features of the program. Marilyn Gardner will be the tutor on this session, with comments ad lib from Norm and Roy.

February 22 - B Extra Features

A discussion and demonstration of the extra features of the B-128, including little-used screen editing techniques, programming tricks, and other ways to make life simpler.

March 22 - Using the 8050 Disk Drive

The DOS (disk operating system) will be discussed and disk commands will be demonstrated. If you've hesitated about doing things with your disk drive, hesitate no more. Also at this session will be demonstrations of setting drive speed using the commercial program available through CBUG and discussion of alignment of the drive.

CBUG East meets at 2:00 pm on the fourth Sunday of each month except December at Bethlehem Lutheran Church, Wesley Avenue and Greenwood Street, in Evanston. Greenwood Street is one block north of Dempster. Wesley Avenue is a block west of Asbury (a continuation of Chicago's Western Avenue). Enter on the north sideof the building. Parking on the street and behind the church. If you need moredetails, call Marilyn Gardner at 866-9159.

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Superbase Misc. Notes

by: Warren Kernaghan

Files & Databases:

Data is stored in files of records, each having a different filename. (R-52)
A database is a group of files, up to 15 total.
Change databases by typing 'database"name" at menu mode.
Change files from menu 2, file option '1'.

Format - Template:

Invert (reverse) line with ESC I. Toggle by repeating. (R-17)
Invert (reverse) screen with ESC S. Toggle by repeating. (R-17)
Draw a border by typing ESC B, supply border character, use cursors. (R-18)
Keyfield = ESC K, Text = T, Date = D, Numeric = N.
Erase field with ESC E, when cursor is over a marker.
Erase entire format with ESC SHIFT CLR
Store format with ESC RUN/STOP.
Screen dump of format: SHIFT RUN/STOP. (R-19)

Format editing:

Do STATUS for list of fields and formulas. (R-21, 71)
Print:Maintain, press 1
To escape w/o changes: ESC Q (R-23)
Next format screen: ESC+
Previous format screen: ESC-

Entering:

Clear all fields, go to first field: ESC SHIFT CLR/HOME. (R-26)
Dump screen to printer: SHIFT RUN/STOP. (R-26)
Send cursor to first field: ESC CLR/HOME) (R-26)
Exit if key already exists: ESC Q. (R-26, 27)
Use Replace option of Select to change an existing record. (R-38)

Help Screens:

Press '8' from menu 1 or 2. (R-81)
Type in the name of the option wanted. (Number won't get it!)
Print copy: SHIFT RUN/STOP

Find:

Using list of keys: (R-39)

Prog option: (P-1)

To load a program: type 'load"progname'
To store a new program in RAM, and return to menu: ESC RUN/STOP
To save a program to disk: type 'save"progname'
To list close-spaced: type at menu: 'list"progname'
To redisplay in order after adding line, etc.: SHIFT RETURN
To create space to add lines: SHIFT CLR/HOME
To add a blank line: ESC SHIFT INS/DEL
To print a program in memory: at menu, type: 'print:list:display' (If using RS-232 printer, type pdev 2,6,0 first, for 300 baud, or 2,8,0 for 1200 baud).
To check available memory, at menu: type 'display fre(1) Superbase uses 32k, with 4k allowed for user code.
To clear out old program: type at menu: 'new'

Report Generator: (R-61)

Press '6' on menu 1
Produces a program for outputting a report.

Output:

'+'	between fields eliminates spaces when printing.
'&'	truncates trailing spaces padding fields. (R-47)
'&6'	prints only first 6 characters.
'&2,1'	prints 2 characters + 1 after decimal
'@'	positions print. (R-48, 49)
'@10,15'	positions cursor to column 10, 15 lines down.
'@0'	positions cursor to upper left w/o clearing screen.
'@1,0'	prints blank line. (carriage return).
'@0,x'	suppresses leading spaces.

'@+ displays in reverse video.
'@+[Field] underlines next field only.
'@-[Field]@-' underlines field with LQ printer. (R-66)

RS-232-C codes are the same as with Superscript, and can be entered with command: pdev 2,6,0 (300 baud), pdev 2,8,0 (1200 baud), or put in start.p program.

To exit Record display mode to sub-menu: RETURN
From there to main menus, another RETURN

To deselect Enter, Find, Format, Match, or Prog: ESC Q
Deselect Prog mode: ESC RUN/STOP
Deselect Select, Output, Calc, Report, Execute, Help, File, Batch, Sort, Maintain, or Menu: press RETURN

To exit and store data entry without going all the way through, press SHIFT/RETURN
To store a format: ESC RUN/STOP
To clear a format: ESC SHIFT CLR/HOME
To abandon and escape a format: ESC Q

To change databases: type 'database', RETURN. Enter new db name.
Databases in caps can be copied with export and import commands.
See (R-78) also R-72, 73.

To view a directory: press F8, or type 'directory' in menu mode.

To scratch a file: type 's0:filename' at menu mode.

To locate a record by key, enter the Select menu 2, enter 1 for key.
Type the name or letters for partial search.
Search can be made by any entry or entries on record. (T-19)
To edit a record: Select the record, press (R) for replace. (R-38)
To delete a record: Select the record, press (D) for delete. (R-38)

Press back arrow to display the last command used.

Print:dump:display will list variables and contents, after running.

Record header letters:

a Add	f First	m Match	p Previous
c Current	k Key	n Next	r Replace
d delete	l last	o Output	

To leave Superbase: type 'quit' in menu mode.

Superbase Commands

Across Output across the page.
All All records will be output.
Ask Allows input from keyboard. Replaces INPUT from BASIC.

Brkoff Disables the STOP key after enabled by BRKON command.
Brkon Enables the STOP key.

Clear Clears all fields of a record.
Cont Cont1 suppresses the end of page break. Cont0 switches the page break back on. Default = 0, page break on.
Convert Converts numbers to string variables.

Database Selects a database.
Date Sets date style, American or European, and tests validity. date "13JUN86" in start.p sets style to European.
Detail Specifies the main body of detail in a report program.
Display Output to screen.
Do Executes a command line stored in a string variable or enclosed in quotes.
Down Output down the page.
Dump Output a file of variables and current values.

Elink Reverses the link established by Setlink. No remaining link.
Endreport Specifies the text and totals wanted at the end of the report.
EOF Specifies action to take when the end of file is reached.
EOL As above, except end of list.

From Specifies which list is used.

Is Used in matching - find a field that is a value or range of values.

Lfeed Line feed at carriage return. LFEED1 causes LF. Default is 0, no LF.
Link Will access a record in another file. Used with Setlink.
Lmarg Sets the left margin. Default is 1, maximum is 250.
Load Used to load a program. If used in a program, will load & run.

Menu Returns to Menu1; often used with EOF or EOL.

Nmat No match, used with Select. Conditioned on no match found.

Pdef Sets the printer type used: dot matrix/ daisywheel, CBM/ASCII.
Pdev Sets device number, etc. for printers.
Plen Paper length. Default is 66 lines. Min = 3, Max = 255, used w/TLEN.
Plus Splices command lines too long for the 79 allowed characters.
Pmat Partial match conditioned. Used with Select.
Print Output to printer.
Protect Encripts a program so that it can't be listed or edited.

Quit Exits Superbase in an orderly manner, resetting the computer.

Restart Re-intializes current database and file after severe system errors, such as disk errors, I/O error, file not open error, etc. Can recover a deleted file if used when File Deleted message appears after Select Delete command.

Rlink Return from linked file to original file. See Setlink, Link, Elink.
Rmarg Sets the right margin. Default is 80, min = 20, max = 255.

Save Saves a program to disk, overwriting any existing program.
Screen Sets the default screen other than 0.
Set Executes commands or retrieves variable values from disk. Used with DUMP or MEMO.
Setlink Establishes any other file in the database to be accessed with LINK.
Space Sets the number of spaces between lines when using Report or Output. Default is 0. SPACE1 = double space. Range is 0 - 3.
Store Makes permanent any changes made by other than BATCH or ENTER.
Subtotal Specifies a field for producing a subtotal break.

Title Determines the text at the top of the page.
Tlen Text length. Default = 60, min = 3, max = 255.
Total Specifies totals and subtotals to appear in report.

Wait Causes a wait for a keypress.
Where Used with FIND and SELECT MATCH to locate a match.

Permitted BASIC commands:

abs	end	list	rem	step
acs	for	load	restore	stop
atn	fre	log	return	str$
chr$	get	mid$	right$	tan
clr	gosub	new	restore	then
cos	goto	next	run	val
data	if	on	save	
dim	left$	pi	sin	
exp	len	read	sqr	

Forbidden Variable Names:

Anything beginning with a BASIC or Superbase command, such as:

do$	date$	t and	screen$
do%	link$	total	newvalue$

Forbidden Field Names: (Although para. 1.6 on pg P-8 says any word is OK).

key	date	retailer
keyword	code	member

<<We need maching bands to say thanks to Warren for these outstanding effort!>>

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SUPEROFFICE B-128 COMMENTS

<<A few CBUG members were asked to undertake beta testing on the un-released Superoffice. Last issue we asked members to indicate if they would be interested in purchasing a copy of this program, and if so, what they felt was a reasonable price. This request appears to now be moot since North West Music has decided to take the leap with Precision Software for this product. Following is a summary of some of the comments developed during beta testing which may further assist you in evaluating your level of interest:>>

Though DOS protected, SuperOffice loads in a drive with DOS 2.5, without problem.

When in Script, the default bank is 3, with bank 2 accessible with ESC j. Both banks allow a maximum of 577 lines. Bank 4 is not accessible.

Function key F18 loads the directory as it should, but F8 doesn't view the directory because the disk mode isn't entered - only the "$" appears in the edit mode.

By entering script first, the database can then be entered without supplying database name, etc., arriving at menu 1.

Script is Euro Version 1.14 dated 7 Feb 84.

Though key bounce is missing, the cursor hesitation is still present.

Text remains in memory while shifting to and from database.

SS2 maketables now has data statements for screen codes 0-127.

Superbase is version 1.1S.

Two "start" programs are included. One, "ostart.p" (possibly for old start) is the same as furnished with Superbase I. The one automatically loaded is "start.p", and has a Printer Selection Menu which sets pdef to 0, 1, or 2. The user must set pdev, as it isn't included, and provision for RS-232-C must be made if wanted.

The labels program is identical with that provided with Superbase I.

The function keys are the same.

When in database with no programs in memory, fre(1) = 8188 bytes, fre(2) = 8191.

Attempts to load databases made with Superbase II were unsuccessful. According to instructions recieved with Superbase II, this is normal. Once databases are loaded into Superbase II, they are automatically converted and are no longer accessible by Superbase I. Perhaps a conversion program is the answer for those who would wish to revert to SuperOffice. <<Conversion is accomplished quite totter.edgewood easily, though it can be time consuming on huge databases. You simply export and then import into Superbase I.>>

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SUPERSCRIPT III DISCUSSION PREAMBLE

by: Norm Deltzke

Before I get into this discussion, I wish to strongly emphasize that no reports of material flaws regarding Superbase II have been received by CBUG, and that CBUG is using SB2 (hard drive version) in its main membership database and on several other databases applications. There are several very important advantages of SB2 that suggest it is imperative you upgrade to Superbase II. HOWEVER, when submitting to the CBUG library, preferably use SB1 so that your applications will run in either SB1 or SB2!

Those of you who have used Superscript III extensively are urged to send in articles to CBUG for possible publication. You may cover any portion of the program or topic you like. AND PLEASE, how about some reviews from the many of you members I've talked to who really like Superscript III. It's your turn now! Submit your text without any formatting commands if in Superscript III, and no more than underlines (ESC [etc) in Superscript II. If there is tabular information, be sure to format it to fit in a 58 character width column.

- - - - - - - - - - -

I find myself in an awful quandry. To print a series of articles taking an adverse position, without equal space in defense, or to withhold. First, though, I'm seriously at fault for having lost a brief letter in defense of Superscript III which was prepared by Progressive Peripherals of Denver two months ago.

That letter made several points as I recall:

1.) That Progressive had been unable to duplicate the reported failures on any of their B128 machines; concluding therefore that the problem was isolated. This suggests that either equipment or software or a unique combination of odd versions of either was at fault.

2.) That in the copies of SS3 Progressive had tested, SS3 was amongst the finest wordprocessors available for any machine even at many times the price.

3.) That four months work had gone into preparing the B128 version.

4.) That the kinship to the C128 version was intentional such that there would be portability of work product between all of the Commodore (and even other)

worlds.

5.) That Superscript is somewhat unique in that it has a very large spellchecker dictionary available from within the word processor itself.

6.) That we were uniquely fortunate to have such friends as we have in Precision Software.

7.) That continued in depth support by phone during late afternoon hours was available from Progressive's support staff for both Superscript 3 and Superbase 2.

I apologize to Progressive and to Precision for not being able to reproduce the above referenced letter.

B-128 Superscript III has a feature not in the versions for any other computer, the ability to bank switch if you have 256K. This allows for 3 main working banks, not just one! An important feature which is in the B-128 version of Superscript III on our specific insistence

A moment on the soap box, if I may, now. It is an unfortunate fact that people come to accept defective product, problems of all kinds worse yet, without bothering to complain effectively and/or communicate constructively with the manufacturer. This in large part may be due to the many manufacturers and distributors simply refusing to listen or do anything about complaints. It is further exasperated by many customers who demand a high level of service but are unwilling to purchase via vendors whose prices allow for an elevated level of service.

As everyone these days becomes disgusted with the lack of interest if not downright rude rejection given to distraught consumers, most of us have simply given up. This is now back firing on everyone for those of us in the manufacturing business no longer hear from our customers who have problems -- if we hear it at all it is thirteenth hand on a rumor mill. If a manufacturer or software producer is to perform responsibly he MUST have input from his consuming public -- and the public has to accept reality that most of the complaints can not be resolved but the few that can will likely end up on the fast tract without any acknowledgment to the reporting consumer. Failure to report our problems to responsible vendors such as Precision Software in London (directly) is merely lulling them into a false sense of complacency. Send your compliments, suggestions and bug information in CONCISE, BRIEF, and quickly readable form. If copious discussion is required, attach it as an addendum.

A good example of this problem is to be found in the Commodore 64 computer which for two years has retailed well under $150.00. The cost of manufacture of a unit ready to ship to the distributor is a bit under half of that -- mighty slim manufacturer's margin. On top of that cost is advertising, and all manner of other expenses, the cost of distribution and the retailer's profit. Of late the retailers have been selling the C64 at cost hoping to make a profit on the sister purchases. A year ago Commodore tried to provide a direct customer service hot line, an expensive 800 number yet, staffed with about two dozen hastily trained "experts". It was a valiant effort, but, alas, when your profit per unit is but pennies, how many phone calls and letters can the manufacturer afford to answer?

And so came our B-128 computers. Systems engineered to sell in the $4000 range, destined to be sold at deep discount, infact below cost, in large part due to market projections with which fate did not agree! Where from was the money to come from to provide support. This then is the entrance point of user's groups.... but

I for one have applied a strict liability approach to our purveyors; holding that if your name is on it, and it is not clearly marked and at all times represented as salvage, then it is full retail value and should be fully supported. I believe this is what many of our members also felt. But then something had to give. Fortunately, in one of the few times in the published history of Commodore, the cards fell in favor of CBUG's members. Materials necessary to our useful enjoyment of the equipment and software purchased have been generously forthcoming.

This all, by way of setting a tone for the helpful understanding of the current situation regarding Superscript III.

Whilst CBUG is the second largest Commodore user's group, tied with ICPUG for that title, we only represent the interest of B-128 series owners. Our 2000+ membership is miniscule when one considers the costs of commercial software development. We owe a great deal of thanks to John and Simon Tranmer for considering us in the ongoing Superscript and Superbase development.
I pray that in reading the following articles you recognize that though the tone of them may be hostile, they are intended constructively. For our membership, so that they may avoid getting caught by undocumented bugs; for our suppliers so that tney may improve future versions and/or develop fixes that our members can install or implant.

Nothing that man makes is perfect. We should remember that programmers, reviewers and most certainly publishers are notoriously mortal!

These articles are NOT suggestions that you should eschew Superscript III, but rather be judicious in its use. Everyone who has given the program a fighting chance has fallen in love with it. For most purposes the sacrifices are a small price for the major improvements. If you are worried, just make a backup copy of Superscript II (Knight's copy utility will copy both Superscript II and Superbase I) before sending it in for trade in. Indeed, both versions may have their continued place in your active library.

One last word as to the reported problems. While it is confirmed fact that they do exist in atleast three members copies, it is suspected that there were some copies of Superscript III that may have been mislabeled pre-publication copies. Since I've have been unable to confirm this or any of the other variables even at this late December 1986 publishing date, I believe the best interest of the members is served by laying what is known on the line, even though not fully researched.

One of the nice things John Tranmer did for us B-128 users, was to accept my argument last June that CBUG members and B-128 owners were a unique group of people; that software piracy is unknown amongst our numbers. Upon that assurance, Superscript III and Superbase II are being released to in the B-128 version ONLY in un-protected form. If nothing else, let the CBUG membership prove to the world that program protection is not the necessary way to go!

While some have suggested that by publishing adverse reviews CBUG is "biting the hand that feeds it, my view is that CBUG's first obligation is to its members. In allowing unedited, even biased, disertations CBUG can altert members to potential problems in time to avoid them, then we have fulfilled our obligation. Liz Deal in the following article states 'once you know about the bugs, they don't bite so bad'. Since there is no such thing as a bug free program, it is best we know where and what they are -- and devise means of coexistence. Life then becomes so easy! -- And if the software providers take heed, they have received a great deal of expensive research for free. Next version the bug hunters will have to work alot harder.

SUPERSCRIPT III
Exchange price: $45.00
New price: $60.00

Superbase II, floppy drive version
Exchange price: $25.00

New price: $60.00

Both come with a far improved instruction manual WITH full indexes!

Order from:
Progressive Peripherals 303/825-4144
see ad Winter/Spring CBUG ESCAPE

Superbase II, hard drive version
contact Computer Specialties Inc.
800/523-8275 in Fla. 800/341-4368

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SUPERSCRIPT III REVIEW

by: Elizabeth Deal

Several bugs notwithstanding, I nominate Superscript-III for the BEST PROGRAM of 1985-86 computer season award. To get to the nominating point I had to do some learning.

I hate to learn new systems. Especially when I don't really have to. The initial confusion of different keys, different commands, different style of programs throws me off. So it was with SS-III. Until I decided to go through the tutorial material. The differences now seem quite unimportant, and I love the new Superscript. Let me tell you why, and also what features I'm not too crazy about.

One of the features of Superscript-III I like a lot is that text areas in different banks are no longer completely independent. You get 809 lines in Bank 1 and 288 in Bank 2. You may, in the style of SS-II, treat them as independent entities (4 such in an expanded B, don't know if whole 1-meg can be used). But if you wish, you can treat them as alternative text areas. You can move bits and pieces (block moving) between the banks. I only have a 128K B, so I can move text or parts of it from #1 to #2, or from #2 to #1. It's very convenient in heavy editing. But there is a problem - moves across banks seems to crash, because they take unduly long time.

This Superscript has new features and supports just about all the features you've seen in II. But most of them are done much better in III. Keys do not bounce. The cursor is smooth and visible, except when you request a menu. Wordwrap works much faster, reformatting is quick, and doesn't seem to be needed as often as in SS-II. Transfer command (within or between banks, now called block-move) is working very well -- and even though it still seems too slow, the visual storm we were subjected to in SS II is much less severe. Editing features have been expanded to permit more useful text manipulations: erasing words, sentences, letters, paragraphs etc. The text can close up if you wish. The old erasing without closing up the gap is retained, so you have the best of both worlds. Various control keys hop between words, sentences and paragraphs, forward or backwards.

Function-1 key is the menu-item-getter. So you learn to think in the new language like this: "F1, tab, set" and the screen reports "Set tab at the current cursor position" in order to provide you with feedback. Another example, "F1-document-insert", and the screen reports "Insert document from disk at cursor" ... don't like what the screen says? F3 aborts. If it doesn't, F1 or ESC will do the job neatly. Once you learn the basics by going religiously through the excellent tutorials, you can't go wrong.

SS III really shines when it comes to SEARCH AND REPLACE. A whole new ballgame. The old, fairly dumb, replace is still there, it's now called EXCHANGE. It's the one that changes every "he" to "she" including every "he" inside "there" and "here" and "furthermore", so the stuff reads "furtshermore". There are uses for that one, but it's too limited. And yes, you can put in the leading space but it's still not quite as good as it could be.

Now comes a new command, REPLACE. Not only it permits what you want done with the "he" to "she" replacement (define matching string -- space he space question mark; define replacement string -- space she space question mark), but at every occurence of " he " (note the spaces around 'he') in the text you get a chance to confirm if you want this one replaced, just in case. It may be slower, but it cannot ruin YOUR text. And it even works in the reverse direction. Nice design.

INSTANT KEYS

They can be used for all sorts of things, for instance for loading a file. The directory names are displayed in one or more columns, depending on how many SEQuential files the disk contains. To load a file all you have to do is place the cursor over the name -- easy! The name then ends up as a current name, which is quite useful, or it can be a pain, depending on what you want to do. Most of the time it's useful. Unfortunately, directory does not stay in place for you to be able to work disk commands using those names ... and that is my only complaint about the automatic filename typing.

Let me tell you about defining keys. As I'm writing this I need two phrases: SS-III and Superscript. In the II version, you would have defined function keys. And if you oloughlin.duncan made a mistake, you'd have to kill the project and start all over. And when you decided to begin writing about HIGH RESOLUTION GRAPHICS you really would have had to go back to the beginning and redefine function keys and reload the whole thing --- so you didn't do it. It was too much effort.

In Superscript III, Mr. Tranmer outdid himself. You can define and redefine to your heart's content. Definitions can be on ANY keys, and can be created as needed.

If you need a set of keys to be always live, you can define the old function keys, but try to remember what each does without even a "first letter hint"! I can't. You can also define ANY keys in a "defaults" file which gets loaded when you load Superscript. So you don't have to go through the defining process for common things like command sequences (such as wordwrap-toggle, or some other combination to calculate column totals!). Finally, you can define the keys smack inside the text you're writing. As soon as you do the print-view command, they become active. I can't imagine we need more than three ways to get the job done!

I reported previously how tedious it can be to do a command several times (erase five sentences, not just one, for instance) using the menus. Well, the version of SS-III I was then working with was indeed tedious. The control-keys did nothing. The version I now use has all the keys working and I have the book, and it all works well. Repeating the same command isn't that tedious, Control-R is designed to repeat whatever it is you did last, so if it was getting rid of a sentence, CTL-R will eat up the next one too. Not bad.

So here I am. Writing the review using the very program I'm reviewing. The work goes FAST, FAST, with so many excellent tools at my disposal. I have even, for the first time, begun using the wordwrap feature. I always thought it was a slowing-me-down-nuisance. But in SS-III I don't even notice that it's there during the writing time (corrections are another matter, it is faster to turn wordrap off).

THE MANUAL

The book is excellent as far as computer texts go. It is organized into three main parts. The tutorial is invaluable. I've already mentioned that before, no point repeating. The Main section describes the features from the "what do I need to do to get this job done" point of view. It is a good section. It logically follows the tutorial section, expanding and elaborating things, giving you ideas and hints. Finally, the reference section. This is the "strict definition" section organized in order of menu-item groupings. It is well done, it is the first section you will turn to once you know what commands are available, in order to check up on details.

As is usually the case with texts, the redundancy is small, so you should use an index to make sure that you've

caught all aspects of the command, since sometimes the information you really need turns out to be scattered among several pages; for me such was the case with the 'replace' matching string syntax - it's in couple places.

The INDEX is fabulous. ALL references are listed there. You can't miss a thing.

The manual includes listings of default files for the printers. In theory, you can put in whatever you wish into those files. In practice, unless you understand the printer manuals pretty well, this may prove to be the most difficult part of the new SS-III if the printer doesn't work exactly as you wish it did. The 4023 file needed a re-write, see more about it in another section.

The book was written for the C128 computer. It almost does not matter. There are only few silly places where things could get confused. For instance - the dictionaries for the spelling check aren't on the "other side" of the disk. Our disks are big enough that they can hold them on the same side or in the other drive. The startup instructions (place disk in drive, turn on your computer) MUST be ignored by B128 users as you risk wrecking the disk holding your files. C128 is the only CBM machine which allows "disk in first" routine, and even there I wouldn't have the guts to do it, too risky. The chicken key, of course, isn't going to change any screen colors, and it's too bad it's dead (cursor keys or the space bar pause Video print nicely), but considering the tremendous SS-III features, I'm beginning not to be bothered by such small items.

Incidentally, don't believe what the book says about how to exit to BASIC. All you do is get back to the main menu level, type F1 and Q and after several "are you sure" type of prompts you're out, the screen tells you it's now BASIC and that's all there is to it. I can't even understand the book instruction; it's some strange procedure, totally garbled! Also, try not to be bothered by mentions of "serial" interface - this has nothing to do with RS232 - it's the C64/C128 version of IEEE interface we use. So everytime the book talks of 'serial' think of your normal IEEE cables.

DISK RELATED THINGS

Some disk functions are different. You should NOT include the drive number and colon in your filenames, as SS-III would just file it like that and you'll have a mess. The worse thing is that you get a lot of "file not found" type errors, while the file is there. It all has to do with the perfectly legal DOS-'drive-colon' syntax suddenly having been made illegal! Unbelievable.

A new function (Replace) does the job as an entity. You will just get an error if you try to file what's already there. A change. And you better specify a drive and the unit (only 8 and 9) as a separate step. Changing a pre-typed-for-you file name is also a separate routine, and one needs to use it often. Otherwise, if you load "file*" then when you try to file it away, that * could well pose problems.

Inserting a bunch of lines from disk into the middle of your text can be done by INSERT DOCUMENT at CURSOR command. The old LOAD (ESC-L)while in insert mode does not seem to do the job, but ocassionally it works, which is puzzling.

A more serious, but not fatal, area of incompatibility is that SS-III files have some text stored at the end. For this reason "filed" SS-III files CANNOT be used as data to other programs. Instead, use the "output to disk" feature. This change has impact on several programs I'm aware of: any assembler that uses SEQ files written in Superscript, execute (batch) files, files for sending via BeeLine or BTERM, files to be processed by Keytrix GETL command, or any other MERGER routine, and any other files for programs which use SEQ records put out by Superscript. I am annoyed at this change, because I keep forgetting to print to disk instead of filing it. It is nasty to discover that the file is improper AFTER you have sorted all the records or assembled a large file.

I am not sure if it is possible to do an equivalent of "+$0" which brings in a directory as a SEQ file for Superscript editing and commenting for the CBUG ESCAPE. But you can list to disk the directory from Basic so it's not a great loss, really.

Most of the disk commands can be worked through the menus. That includes copying files, duplicating disks, appending to files, renaming etc. Unfortunately, the corrent defaults aren't posted on the screen, so when the program asks "copy to other drive?" I have no way of knowing what to say, I don't know what the "other" drive currently is. The curse of the current fad of IBM-style user-friendly-defaults!

And if you think I'm exaggerating, the curse has affected a very important command - formatting disks. Even though you're correctly led through all the menu items towards "newing" a disk in drive 0, device 9, and even though the screen confirms that it is device 9 we're planning to use, the disk on device 8 gets wiped nice and clean. This is curious considering that the C-128 Superscript, which I just started using at work, does this job correctly. But then their APPEND files together command doesn't work, it mangles the original file!

Incidentally, you can also work the disk using the wedge commands. I found one problem though, the DOS command is limited to twenty characters, not enough room to do important jobs,such as appending several files in one shot. PRECISION knows about this, I hope they fix this, as it is a problem.

Just as in SS II, this one allows garbage characters to be entered into the text: binary zero (@), linefeed (j), tabs (i), its own cursor down from print-to-disk command (q). They are not simple to weed out, especially the linefeed which always occurs at the beginning of a line. I have found no way to search and replace the j's without grabbing the previous carriage return with it.

MERGING CANNED LETTERS

MAIL MERGE is much more powerful. It is simpler to set up, as all the variables now have meaningful names you assign (part#, not some graphic block!). Conditional merge works very well, I've seen no problems with things I use. The tutorial section has an excellent explanation of this process. It seems to leave all questions answered.

PRINTERS

Some of my printer files were all wrong. The 6400 printer file was so bad that all I got were upper case letters. So I changed it. Now the only important thing it can't do is SHADOW. I also haven't learned how to do proportional spacing, but it can be done.

The 4023 file is non-existent, unless PRECISION complies with our request to provide such a file. Instead we got an MPS 801/802/803 file which can only be used by the C128/C64 people. So following the instructions, several hours later, I set up a 4023 file. The only thing that it can't do right is print the fat letters and justify at the same time. The printer just gets hopelessly confused, so don't justify and make it fat at the same time. It's too bad that we can't print the left and right square brackets and all those characters in the 91-95 range. All the works to print them are in the file, but the new Superscript is not allowing me to enter graphics to perform the necessary flip to fix the error in the 4023. Again, it's likely that PRECISION will help us here.

In the mean time, or if they do not, my disk of UTILITIES#2 will contain the fixed up printer files for the 6400 and 4023 printers. They aren't perfect, but the stuff at least prints all the common formats, including line spacing, characterspacing, bold, underline, subscripts, superscripts (yup!!) etc.

Printing on paper can be aborted, just like Viewing can be aborted. The magic keys are CTL-Q. STOP key is used for duplicate ESC key, a silly setup that I cannot comprehend. In any case, if you abort printing and want to start all over, be prepared to get some funny stuff printed at first. I do not know why this is happening, and again, PRECISION knows about it.

Putting the in-text layout commands is pure joy. This is one place I use the menu items a lot to avoid using the book. You'll need to study the printer files and the

section which describes it in the book, for there are lots more possiblities and easier ways of getting the job done than SS-II ever allowed. It's a good idea to actually have a listing of a printer file at the time you wish to insert such commands, since you may have to select features one is hardly expected to remember by number. This is not a SS-III shortcoming, what they've done is allow you to define strange, weird and wonderful things as "features". But you better keep track of which is which. I hope I've hinted at a powerhouse here!

SPELLING CHECKER

I haven't played with this one much, but in my 2-bank B there is a size limitation: long text can't be processed at one time. What one has to do is move 100-150 line blocks into bank 2, spell check there, resave a piece under a UNIQUE name, repeat the process for more blocks and concatenate the little pieces together. Seems like a lot of trouble, and the danger of replacing the whole text by one of its pieces on the disk is quite real, since the default file names are used for the required replacing. I do not like this feature one little bit.

THINGS I HAVEN'T TRIED YET

Global search, global search/replace through linked files - I hope it works as well as the in-memory version. Combining Superbase into Superscript - the manual hints at some powerful possiblities (and people at work use it and say it works like gangbusters on the C128). RS232 output - I hear rumours that it is not supported on the B.

POSTSCRIPT

I like this program a lot. I can live with most of the bugs, since once you know about them, they don't bite so badly. Actually only two things annoy me: garbage at the end of "filed" files (since I often process Superscript files as data to other programs) and the use of the file name, drive number and unit defaults which are confusing to say the least (whereas the old drive:name syntax was never ambiguous). Still, this program is a winner, worthy your serious consideration.

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ON SUPERSCRIPT III

by: Warren Kernaghan

Here's my comments on Superscript III, beta test copy: (With comments on the commercially released version in parentheses.)

Advantages -

Loading a document from a directory is much improved by using a multi-column display.

Spelling check is easier by far, until the error 63 occurs when the program tries to update the dictionary. (Corrected, no error now.)

Having 815 lines available in bank 1 will sometimes be just enough to keep a document in one piece. (Now 809 lines in bank 1.)

Disadvantages -

Bank 2 allows only 295 lines, because that is all that remains after loading SS 3 in that bank. Other banks do not seem to be allowed. (Bank 2 now allows 288 lines. Banks 3 & 4 now allow 809 lines each. A friend with 1 megabyte of memory in his B-128 reports that all banks are accessable.)

Superscript II documents are not upward compatible, because of the many changed format commands. SS 3 should be revised to include upward compatibility.

Function keys may not be programmable. (Programmable by editing "ss en 30jun86" program. Function key F4 is supposed to be "Select Document", but requests new text width.)

Problems -

The "printer test" program won't printout on my 4023 printer, which operates just fine otherwise. The printer jams during the enhanced printing paragraph, after the word "correctly", and stops with the error light flashing. (No change, printer groans, and locks.)

Printers listed in the printer definition program for CBM dot matrix printer are MPS 801, 802, 803, etc. (No change.)

No RS-232 option could be found when the Interface option was accessed. In an attempt to use a Diablo printer with RS-232-C interface, the Diablo file was loaded and edited for unit 2 (RS-232-C), data format 5 (8 data bits/1 stop bit), baud rate 5 (300), and parity 1 (none), according to information in the C-128 Superscript manual. What I got was error code 7, described in the C-128 book as "not an output file". (No success yet on accessing my Diablo printer with RS-232-C interface. All I get is "ERROR" and a lockup remedied only by switching off the computer. No clues, no error #. Nothing to the printer. Instructions on page R-33 were followed in editing the Diablo printer definition file. There may be a way of doing this in a workable fashion, and I'm interested in seeing what does work!)

Quit option doesn't. After the first "yes", the computer locks up, and the only to quit seems to be to shut off the power or push the reset button. (Now OK)

An attempt to create a dictionary was made without success. Error code 62, file not found, was displayed. Perhaps the dictionary is not included in the Beta copy, or perhaps the dictionaries were not copied from the original Beta disk, as the C-128 manual instructs the turning over of the disk to create the dictionary. (The dictionary is now included and functions well.)

A copy of an existing Superspell dictionary was converted for use with SS 3 by using the "F1 Document Utility Rename" command sequence to change the name from "user dictionary" to "dictionaryu" per the C-128 Superscript manual. The spelling check went along properly, as did the editing, but when the time came for the dictionary to be updated, error code 63 was displayed, meaning "file exists". (Now OK)

The HELP file lists a lot of Control keys seemingly intended to replace the functions previously handled by our B128 function keys. Few of these control keys are operable, thereby greatly reducing the utility of SS 3. (Most are now functional.)

Comparisons with C-128 Superscript -

The main menu is the same, as are the GO, ERASE, BLOCK, AREA, DOCUMENT, TAB, LAYOUT, QUIT, CALC, and FEATURE options, with these minor changes: the Utility sub-menu of DOCUMENT has lost the Superbase option. This may mean that both programs can't be loaded together. They can be in the C-128 version. SET has dropped the 40-column option. HELP can't be compared, as the C-128 manual lists no details. (Still no Superbase option.)

PRINT sub-submenu for the C-128 includes Serial, Centronics, RS-232, printer, Auto-LF, and No-LF. SS 3 for the B128 has deleted Serial, Centronics, and RS-232, replacing them with IEEE-488. (No change.)

In summary -

It appears that SS 3 is a hastily converted C-128 version, in which we have gained some conveniences, and lost some utility because of the changed format commands and upward compatibility and loss of function keys for moving around in the text, etc. Loss of the RS-232-C output option is serious to those of us who depend upon that interface for letter quality printing. Also, bank switching above bank 2 seems not available. (Bank switching now available. The major problem seems to be in the RS-232-C interfacing. If it does in fact function, more detailed instructions are needed in order to use it. The great majority of Superscript users with B-128s in this metro area use printers with RS-232-C interfaces. They won't be interested in SS 3 until a way of using

their printers is known.)

<<As can be seen, Precision did try mightily to correct those errors that were found during the beta tests conduct by several CBUG members at the request of Precision. Unfortunately, the few remaining bugs were burried further than the initial testing could unearth. All of us owe a great deal to the those who put the extra effort into the beta test work.>>

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Superscript III: Fact and Myth

by: Len Kloft

After receiving The CBUG Escape - Winter/Spring 1986 and reading the Progressive Peripherals & Software advertisement announcing Superscript III and Superbase Version 2, I promptly called Progressive Peripherals. The friendly voice at the other end informed me that the software had not arrived in Denver, Progressive Peripherals home. So began my quest for updates of these mainstay programs in my B128 software library. After repeated phone calls to Denver throughout the summer and concern that I would never see my money or my originals of these programs, I finally received the coveted copies of the upgrades in early August.

With anticipation, I slipped the Superscript III disk into my 8250 and booted the program. The drive responded with a sickening grinding of expensive metal components rasping upon one another. The 8250 just would not load the program or even yield a directory. Unwilling to be denied use of this new program, I now used my SFD-1001 disk drive which performed as flawlessly as the 8250 had earlier. Onto the 8050, which sat there looking at me, shaking its drive heads at me saying "You should have stuck with me and never bought those double-sided monsters." The 8050 soon lost its haughtiness, it produced the same results as both the 8250 and the SFD.

As the 8050 slunk into the far corner of my den, I began an analysis of the disk using a track and sector editor. There was material written to the disk, but no readable directory. The program filenames and location information contained in the directory did not exist. The track and sector editor reported error number 20: a dead disk. A phone call to Progressive Peripherals, return of the dead disk, a new copy lost in the mail, a move to Maryland from Iowa, and a new copy Federal Expressed by Progressive Peripherals to my new home in Maryland finally brought the Superscript upgrade.

Had the wait for the upgrade been worthwhile? Would I be denied the joy of using Superscript III? Unpacking my CBM-256, big brother to the B-128 still in its moving carton, and 8250; powering-up the equipment; and inserting the upgrade disk into drive 0; I hit (Shift) (Run/Stop). The drive errored. My heart began to sink. I hit Shift Run/Stop again in case the upgrade was on an 8050 formatted disk which an 8250 will not run on the first disk access. The upgrade began to load and execute on my machine. From that moment on, a lasting relationship with Superscript III began.

Superscript III is user-friendly from the (Shift) (Run/Stop). The opening screen asks the user to insert an existing work disk, create a work disk, create a training work disk, create an American dictionary disk, or create a British dictionary disk. At the bottom of the screen was the message "Use Cursor Keys to Select Option Then Press (Return)." The "Insert Existing Work Disk" option was high-lighted by reverse characters. Being familiar with Superscript on the C-128, I hit return with the program disk in the drive. The program then loaded another file from the disk and I was told that my printer was defined as a CBM Dot Matrix. Okay, fine. I then pressed the space bar as directed by a message on the screen and was placed firmly in edit mode of Superscript III.

On the original version of Superscript, the command key was (ESC). I hit the (ESC) key and was prompted with "Select Command Key". Things were definitely not the same. I rehit the (ESC) key and then tried (F1) which was the command key for Superscript on the C-128. A menu appeared with the following options: "Go Erase Area Print Document Set Tab Layout Quit Calc Feature Help". Go was high-lighted so I hit (RETURN). Another menu appeared with the following options for "Go": "Start End Top Bottom Left Right Number Up Down Previous Change". Relying upon my familiarity with Superscript on the C-128, I hit the (ESC) key which returned me to the previous menu.

At this point I am suppose to tell you that I then quit the program to make a back-up of my original for archival purposes and sat down to read the manual. If you believe that, then you have never experienced Christmas in July, well at least in August. WAIT! A back-up copy of Superscript III, what about the copy protection?

There is none. No more grinding of disk drives with Superscript III, except if the disk is bad. No, Precision Software has not foregone copy protection, the version for the C-128 is protected. Precision Software decided to trust B-128 owners and not protect the software. The market for the B-128 version is limited, as in non-expanding. The message is clear: "If you like upgrades and new products, don't pass commercial software to your friends for 'inspection'." Since the market is small and non-growing and since CBUG or someone close to CBUG probably cajoled Precision Software into this pleasant policy, archival back-ups are a breeze. Enough of the "heavy" messages, onto the joys of Superscript III.

The Manual

Having read the manual for the C-128 version, the manual with the B-128 version is the same as the C-128 manual, and the addendum packed with the B-128 version describing the differences between the C-128 and B-128 versions. For example, the Commodore Key in the C-128 version is used to control screen, cursor, and high-light colors. Noting the lack of color on the stock B-128, the Commodore Key makes the bell ring.

The manual for the B-128 version is arranged in a similar manner to the original Superscript II manual. A tutorial section is located at the beginning of both versions' manuals. The six page "Quick Reference Guide" in the old version's manual is replaced with a 36 page overview of Superscript III in the new manual. The new overview not only provides information about the upgrade's capabilities (i.e., formatting text, macro commands, mail-merging, and text exchange between memory banks), but also several simple examples and suggestions. This overview also contains very good discussions about the default file and the printer files. The user can now readily change the default values for margins and other format commands as well as full printer features specifications quite easily. The old manual did not describe how to change format specifications and printer features easily. (More on this later.) The new manual as well as the old manual then lists and describes all the commands available.

Superscript III's manual is more detailed and more user-friendly. The information is arranged according to the appearance in the main menu and the corresponding sub-menus. The index is more extensive than that found in the previous version's manual. The major drawback to the manual is that the manual is written for the C-128 and on occassion the information is not appropriate. For example, I am not interested in having a red cursor or a 40 column width screen. Other than this complaint, the manual is a definite improvement over the old manual.

The Commands

By now most of you are asking "What about the commands?" Yes, Superscript III does have commands. All of the commands in the old version or their equivalents are found in the new version as well as some new exciting

commands. What I meant by their equivalents is the following. In the old version, if you wanted to print the file to the screen, you typed "(ESC) (O) (V)", where (ESC) is the command key, (O) represents output, and (V) is video. The new version requires you to first press the (F1) key which gives you the main menu. The menus work similar to the menus in Lotus 123 if you have had an opportunity or misfortune as the case may be to use a competitor's machine. You can use the cursor keys to move through the menu to reach "Print". When "Print" is highlighted, press (RETURN). This brings up the "Print" sub-menu from which you would then cursor to the "View" option and hit (RETURN).

This may sound cumbersome, but actually it is very user-friendly. The first time you used the original version, how did you remember the command sequences? The new version of Superscript warner.lowell permits the user to choose all their commands from menus. You say that once you learn the commands, that the original version is easier and faster to use than the new version. Untrue. If you know the command structure in the new version, you do not have to cursor through the main menu and the sub-menus. Just enter (F1) and the first initial of the desired menu option - (F1) (P) (V). The same number of keystrokes as in the original version. Their are several commands which are longer in the new version than in the old version, i.e., the spell checker. The old version is (ESC) (Shift-S) to enter the spell checker. The new version of Superscript requires (F1) (D) (S) - (D) for "Document" ad (S) for "Spell". Some new commands are more than one keystroke longer.

If one key stroke is that important consider the following scenario. To spell check a document in the old version, once you are in the spell checker, you then have to go through several steps to finally check the document. In the new version, the user can establish a macro command. A macro command is a command string which the user writes in memory and assigns to a specific key. While you are working through the old versions spell checker command, I could press either the (ESC) key or the (RUN/STOP) key, which are the command keys for executing macros in the new version of Superscript. I then could press the (S) key which I had defined to execute the spell checker and check the document. While you are still pressing keys, my (ESC) (S) has started the spell checker for my document. The spell checker does appear to run faster in the new version than in the old version.

Once the document was checked and replaced, I could then execute another macro which I predefined to print my document to my daisywheel printing only the even pages continuously from linked files and making two copies. In the old version of Superscript, the keystrokes are (ESC) (O) (E) (C) (X) (2) (L) (P) where (O) is output, (E) is print only the even pages, (C) is continuous printing, (X) is make duplicate copies, (2) is the number of copies, (L) is to link files from disk, and (P) is to printer.

With Superscript III, enter (ESC) and (E) to perform the same above task. The (E) would be assigned (F1)-command key, (P)-print, (E)-even pages only, (C)-make copies, (L)-link files from disk, (P)-to printer, (2)-number of copies, (²)(M)-carriage return, (P)-proceed, and (²)(M)-carriage return. True, the new version did require more command components, but all these keystrokes can be assigned to a single macro key. These macros do not have to be created each session, but rather can be stored in the defaults file which is loaded when you first start Superscript III. Macros are fast, efficient, and painless.

Moreover, even if you do not use macros all the time, if you need to use a command which you rarely use, the command is generally contained in the main menu or sub-menus. If not, look it up in the expanded index. If you are using the old version of superscript, then guess or try to find it in the old manual.

When using format commands in the old version, the user needed to remember the syntax for the command. If the user is using the update version and following the menus, the program will place the command in the text automatically. Furthermore, when placing printer control characters in the text, in the old version, you had to enter (ESC) and then the symbol, i.e., ([) was "underline on" for a letter quality printer but "enhance on" for an Epson printer or a CBM matrix printer. In Superscript III, to activate "underline on" enter (F1)-command (S)-set (F)-printer feature (U)-underline on (Y)-yes by means of the menus. No matter which printer is used, the underline command is the same and will work correctly if the correct printer file is installed prior to printing. True there are more keystrokes, but it is much easier to remember the command, particularly if you use more than one printer.

Finally, some format commands differ between the old and new versions, but the new version will accept the old commands. For example, to force the printer to start a new page, the old command was "fp0" after the reversed asterisk. The update command is "np0" after the reversed asterisk but does recognize "fp0" as well. So if you do buy the update, you can still rely on your old commands until you learn the new commands. To obtain the reversed asterisk in the old Superscript, the user pressed (Shift-OFF/RVS). In the updated Superscript, the keys are (CTRL-L).

Although the command strokes and format commands have changed between versions, the conversion to the update is relatively painless. The menus permit the user to learn the new command strokes easily. Moreover, the format commands do differ in several instances, but the user can rely on old commands if needed. At least I can't remember any of the old commands which will not work. Generally when changing programs, some inconveniences occur. In the case of Superscript III, the inconveniences are small and easily overcome. If these changes seem insurmountable, the new features added to Superscript III should more than compensate for any adjustment problems.

New Features

<<Because the printer used to produce THE ESCAPE can not reproduce an UP ARROW, in the following text, please read each "²" to mean an UP ARROW.>>

The upgrade to Superscript does provide the user with several welcome additions. One of these new features is the macro command capability. As noted above, these macros, which are just commands as well as text strings assigned to specific keys and which are accessed by a macro command key, can reduce the tedium of word processing. Can't remember how to search for a specific phrase in your text and replace it. Either run through the command structure or let a macro do the work of remembering the commands. Sounds lazy. Sure it does, but I would rather spend my time doing other things besides looking up commands on those occasions when I need them but cannot remember them.

Consider the following scenario, you are proofing a paper and you notice that 'tire' is spelled 'tier'. The spell checker will not catch that one. Unfortunately neither the old or the new versions of Superscript have a command which transposes letters in a word. The new version will permit you to construct a new command from several commands by means of a macro command. The following string will do the trick "/ab²u²m²u/am". The "/" represents (F1) and "²" is (CTRL). The "²" is used in conjunction with the letter immediately located after it. Place the cursor on the 'e' in 'tier' and then execute this new macro. This string tells Superscript III to enter the main menu and choose the area command - "a". The "b" means that a block will be defined. The "²u" moves the cursor to the next character to the right, the 'r', thereby placing the character 'e' in the block. The "²m" is a carriage return which terminates the definition of the block which now consists of 'e'. The "²u" advances the cursor one space right. The "/" enters the main menu and "a" tells the program to use the area command. The "m" then causes the defined block to be moved from its position before the 'r' to a position after the 'r'.

Although this sounds complicated, it is the same steps you would have manually undertaken. Place the cursor on the 'e', delete the 'e', move to the right of the 'r' and insert an 'e' after the 'r'. This small manual program you normally perform will need to be

repeated everytime you find any transposed letters. The new macro command we defined in the previous paragraph will be available at the touch of a key, freeing the writer from the trivial tasks of writing. Macros can be upto 80 characters long and Superscript III will support 1024 total characters for macros. Superscript III permits the writer to expand the commands available and make the job of writing an easier task.

Another bonus of Superscript III involves the exchange of data between memory banks. In the original version, the user had ONE memory bank for text in a B-128 and THREE memory banks in a CBM-256. The updated Superscript provides an additional memory bank for text in both machines. This additional text area is substantially smaller than the others because it shares the bank with the Superscript III program, but its still additional text area. If you expanded your B-128 to 256K or even 1 Meg or if you owned a CBM-256, you still had more than one text area in the original Superscript. The problem arose if you wanted to transfer text from one memory bank to another memory bank. The only way to do so with the old version was to define a block of text, save that block to disk, and then reload to the other memory bank. This is cumbersome at best.

The Superscript update permits the writer to move a block of text or the entire document from one memory bank to another. Assume that you are currently in bank 1. First define the block of text by placing the cursor at the beginning of the text to be transferred. Next (F1) (A)rea (B)lock tells Superscript to begin defining the block at the cursor position. The user moves the cursor to the end of the transfer block and enters (RETURN). By entering (F1) (G)o (C)hange (3), Superscript III will move to bank 3. In the old version, the move to bank 3 was made by (ESC) (J)ump (3) and then answering all of the initializtion questions for bank 3. The new version does not require answering any initialization questions before using bank 3. To do the transfer of text, which the original Superscript cannot do, enter (F1) (A)rea (D)uplicate (1). Superscript III then duplicates the text block from bank 1 to bank 3. Faster and easier than the comparable action with the original Superscript.

Moreover, I have defined text blocks in two different banks of memory and then successfully transferred both blocks to a third bank of memory. As long as the defined blocks of text do not become too large, this multiple block transfer from different memory banks will work. Otherwise, the system locks up and the text is lost. If you write long documents or link files, this memory transfer can provide easy reference. Maybe you are writing a report based on a Calc-Result spreadsheet. Load up a sequential file of the spreadsheet values and then refer to them in your report in another bank and occassionally transfer rows or columns to your text. << Len I missed something, how do we convert Calc Result into the sequential files you mention?>>

Another welcome addition is the ease of using printer control files and default files to customize Superscript III. The original version did permit the user to customize printer files but the manual never explained how to use these files effectively. Once in a while I could load a printer file for my C.Itoh Prowriter which uses different control codes than the standard printer files. I was not successful everytime. With Superscript III, the printer files can be created from within Superscript as opposed to using the Basic editor in the previous version of Superscript. Moreover the printer control files can be loaded into Superscript III by (F1) (P)rint (I)nterface (P)rinter and then the filename. This information was in the manual, this information was not contained in the old manual to the best of my recollection. If printer control files do not satisfy the average writer, special features can be accessed directly by a layout feature command with the codes separated by commas after a reverse asterick "fe". Some printer control codes are sent by secondary addressing which is available from the "sa" command.

The default values file can also be modified and made a permanent feature of a work disk. The default values file contains information on margins, text width, permanent macro commands, and other goodies. By placing a specialized defaults file and printer control file on specific disks, a customized word-processing environment is only a disk-box away. If you want to write letters and print them on a CBM 6400 daisy-wheel printer, insert the 6400.letter work disk. If your in the mood to write a rough draft of the fourth chapter of your memoirs, insert the dot matrix.book work disk. Specialized macros, formats, and printer control codes provide the writer with a customized word processor for each application.

In addition, the Superscript update improves the mail merge with the ability to select matching fields, vary the number of fields, delete empty lines in addresses, conditionally fill fields, and to use fields more than once. Other new features include search and replace both forward and backwards, multiple indentation levels (4), and automatic comma insertion in numbers. Superscript III adds powerful features which rivals the features of word processors for other machines. Lest you think that I am being paid by either Precision Software or Progressive Peripherals, let us turn our attention to some of the defects of this program.

The Deficiencies

One of the first things missing from the menu options is the choice of interface: IEEE-488, Centronics, or RS232-C. The manual discusses all three and the C-128 version includes them, but the B-128 Superscript III menus only offer IEEE-488 interfaces. The original Superscript for the B-128 did include these options as many who own RS232-C printers can verify. Moreover, the parallel port inside the B-128 and CBM-256 did function with the original program. Why did Precision Software eliminate these two printer options?

A feature which the original Superscript did not possess but which Superscript for the C-128 did possess was a Superbase option. The manual describes this option but Superscript III for the B-128 does not permit the use of Superbase from the menus. Given the improved mail merge features of Superscript III, a link to Superbase would provide the user with an integrated word processor/database powerhouse. Maybe Precision Software could be persuaded to package Superscript III and Superbase Version 2 together and call them Super Office.

Unless I am mistaken, both my B-128 and CBM-256 have 10 function keys, which had 20 pre-defined functions under the old Superscript. The new Superscript only uses the first 8 with 8 pre-defined functions, the same number on the C-128 which has only 4 function keys. The function keys could have been used more fully, but at least with definable macro commands the loss is minimal. While being petty about keys, the Commodore Key is functionless and only produces a bell. Precision Software could have made the Commodore Key play the song "Pomp and Circumstance". In old versions of Easy Script of the Commodore 64, "Pomp and Circumstance" could be played if a secret key combination was depressed.

Another problem I noted was that Superscript III is not fully compatible with CBM-256's. The control key definitions work correctly with my B-128, but the control keys either do not work or have entirely new definitions. Before you say that my machine is flaky, the control key is fully operational with all my other programs. When peeking at memory, the control key produces a different value on CBM-256's than it does on B-128's.

Rumor has it that the user dictionary with the spell checker does not accept any words above a limited number. I have not run into this problem yet, but perchance I will someday.

Epilogue

I have rambled about the various features of the new upgrade. Noted were significant improvements as well as a few deficiencies. Was the wait worthwhile? Yes, Superscript III has made word processing a more enjoyable task given its new powers (macros) and its convenience (printer control files and default values files). Have I told you all the features of Superscript III? No, I had

to leave something for you to discover on your own. Have I disgusted you with gory details of commands? Probably, but now you can appreciate the power of macros and not fear the conversion to the upgrade. If your satisfied with the original Superscript, then do not upgrade. If the features I mentioned are worth $45.00 to you, by all means upgrade. Superscript III was definitely worth the upgrade cost to me. Besides my friends with those "expensive three letter" machines can marvel at the power my Commodore and its Superscript III possess.

One final note, Norm requests that all files be in Superscript II format and not in Superscript III format. This article was written with Superscript III and Norm will never know the difference. To make Superscript III compatible with Superscript II, boot up Superscript II and load the Superscript III file. Goto the end of the document and you will see graphics characters. Strip off those graphics and replace any Superscript III format commands with their Superscript II counterpart if you use Superscript III format commands. From then on, the files are fully compatible.

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SUPERSCRIPT III REVUE

by: James W. Bogart Jr.

<<This article has been slightly abridged. Full text is available of both Bogart articles on the print files disk for this issue. Order by name, Print Files, Fall 86 ESCAPE, $9.00.>>

The following revue is a mixed bag in more ways than one. To begin with, the first half of the document is a separate piece that I wrote, in somewhat of a hurry, and submitted separately because I wanted to alert the membership to the problem with Superscript III's spellchecker. I thought it important enough to get the word out as quickly as possible, so, with a whole week's worth of experience under my belt, I rushed it out.

Meanwhile, I have to admit that, due mainly to the spellchecker, but also due to a number of minor irritants THAT I HAVE SINCE CORRECTED, my first review was negative in nature, to say the least. This current revue, on the other hand, is, I hope, a more balanced look at the new kid on the block: Superscript III.

I should point out that I'm NOT a programmer. I am one of that vast group Norm has referred to as the laymen users. As for qualifications for passing judgement, all I can say is that I am a HEAVY user; I can truthfully claim a minimum of forty hours a week of use. Not only that, I actually read and did the Tutorials in the manual.

So, without further adieu, let's take up our story at the beginning of my FIRST revue.

First I read the manual. Correction, first I read the single sheet errata missive. It starts with a minor brag about the new differences ('Improvements!') over the 'old' Superscript II.

First of all, it's true that everything's in menus and sub-menus, and sub-sub- well, you get the picture. True enough, this makes for an easier system to learn on. It also makes all of the features of the sytem more accesible to the newcomer. For some of the more esoteric 'features', the term newcomer could easily apply to people who have been using the Processor for years. The old Superscript II manual was a fabulously Labrynthine structure that I often got lost in for days at a time. For ease of access, the new system wins, hands down. I'm doing some things (admittedly few) that I never got around to learning under the old system. That doesn't make the new system easier to use, just easier to learn.

Perhaps the most meaningful of the little changes, and the true power behind the slick veneer of this new system, is the macro capability: the ability to associate whole strings of processing commands with individual keys. This can be very handy, but its true usefullness, and the increased efficiency it promises, is up to you, the end user. The manual gives a few good examples, and some tantalizing hints. The rest is up to you! If you are the inventive, and exploring kind, then this feature, alone, could make the price of the upgrade worth it to you.

One thing's for sure: I'm expecting this feature to allow me to overcome the shortcomings of the new system as opposed to the old Superscript II. All except for one, at any rate.

To continue with the improvements, there is a far more thorough printer interface flexibility. Again, IF you are technically inclined and can wade through the complexities, (Yes, I know, Albert, to hackers this is kindergarden stuff, but to poor, dumb writers like me, it takes a while for it all to sink in!) this system offers a great deal more flexibility.

Here I might interject a minor note: the disk includes a sample Printer Test Program that I found quite handy used in conjunction with my new Commodore 6400 Printer. I had noticed that all the ads had listed the CPI (Characters per inch, for the uninitiated) capabilities of the Printer as being 10 (for Pica), 12 (for Elite), and 15 (for Condensed type size). Now, preferring Pica anyway for legibility and ease of reading (No, the two are not totally synonymous), and having access through the local business supply houses to Diablo printwheels in the Pica and Elite sizes only, I never got around to testing the ad claims for condensed.

Imagine my surprise when, running the Printer Test Program bundled with Superscript III (Or Superscript 128, or Superscript C-128, or Superscript 700 v2.0, take your pick. You'll see all of these names at one point or another in the documentation), I discovered that my Printer was capable of 20 characters per inch! As well as the comparatively gargantuan 15...

Back to Superscript III: There are TWO text areas available! Truly, I checked. You have a main, Bank one, that has all of eight hundred and nine lines available. And the secondary, bank two, area has another two hundred and eighty eight lines available. Contrast this to the seven hundred and fourteen lines total available to Superscript II. VERY impressive! With the fairly flexible cut and paste juggling available, these might come in very handy.

They next brag about the improved spelling checker. I'd like, to return to spell check towards the end of this revue.

Next they point out the improved mail merge. I agree. It seems to work well, what little chance I've had to use it so far. It worked exactly as advertized.

Next, they note the improved search and replace. I haven't tested this extensively, but improvement are always welcome.

Indentation IS improved, if made no easier. It works beautifully, but it is far from simple in execution, if not in comprehension. It's easy enough to understand, quite logical, in fact. But... Well, I tried writing one little scene, a mere fifteen pages, using multiple indentations... WELL! I'd hate to have to write an entire play that way. You'd have almost as much typing effort in control codes as in dialog. Not the most flexible of systems in execution.

Both single and dual drive backup is provided! Indeed a boon to all of us that bought an SFD1001 as an emergency backup disk-drive! The disk utilities tested so far have worked to perfection <<exception -- see next article>>. I haven't gotten to all of them due to lack of need for certain functions, and the sheer number of possibilities available!

Next, they bring up the new manual... One of the first things you notice is that the manual was definitely written for the C-128. It very thoroughly presents the capabilities of Superscript, though on occasion we must translate from the C specific comments to B application as we go along. Fortunately, I BELIEVE most of these admittedly minor carpings can be cured with an appropriate customizing job in the Macro Department.

Anyway, back to the errata sheet: the sheet notes that there are differences between the program execution procedures as described in the manual, and implemented on the Bee. They then proceed to list the differences.

Try not to take the list too seriously. It's mostly incorrect.

They hit upon the function keys, and here I got my First Big Premonition about Superscript III. They say that the keys are set to default values but feel free to change these to anything you feel more comfortable with. Hope to Shout! Only the first eight of the function keys are actually default defined. One wonders if the fact that the C-128 only has eight function keys might have anything to do with this? But, if that weren't bad enough (it would seem to hint at a rather hurried job of translation in going from C to B), the eight functions keyed are hardly all best choices.

F1 is, as stated, the menu access key, which makes it one of the most used keys (next to return) on the board under Superscript III.

F2 is document load from disc. Again, no quibble, although it only actually saves two key strokes, still it's handy.

F3 IS NOT an upper row equivalent to the ESC key, as stated on the sheet. It is about half an escape key, ie: it will replace the ESC key for the purpose of calling a command key, but NOT for exiting a menu.

F4 is Set Text Entry Width. Admittedly, there ARE occassions for changing text width settings, but they tend to be few and far between for most Word Processor users, and do not justify tying up a valuable function key. Especially since it only allows setting up text width at the beginning of a document, NOT change it along the way. Among other things, you cannot have any document in memory at the time of attempted execution of this command.

F5 is Output to Video to us old Superscript II buffs. Handy.

F6 is Reoutput to Video; again, a familiar and welcome function though I might quibble here that I liked the old method of making Reout the shifted version of Out.

F7 is, unfortunately, as far as I can see, the Tab key. At least, that's what it does: advances to the next horizontal tab just like the Tab key. A totally useless redundancy to anyone with a functional Tab key on his/her board.

F8 is a Help Key. Nice for beginners (like me), no quibble there.

F9 - F20 are zippo, no effect. But they ain't the only unused keys here. The little grouping on the other side of the cursors keys gets short shrift here, too. CLR/HOME is fine and still alive and well. I only wish I could say the same for the rest. Good old OFF/ REVERSE is dead. I agree that OFF is not necessary under the new setup. One needs only go to the Document-Utilities Menu, and you're more-or-less in the same place that OFF left you in Superscript II. BUT, it takes more key strokes to get there, and that's a quibble I have with much of Superscript III as implemented. IT TAKES MORE KEY STROKES, USING COMMAND MNEMONICS, TO GET MOST JOBS DONE. What's two over one, you ask, or three as opposed to two? Not much in casual use, I admit. But, in high volume work, this all adds up. Not to mention that now, instead of memorizing one or two key strokes for each needed function, you now must memorize two or more, MORE than under the old system. This makes it more difficult to use. Marginally so, perhaps, but still.

Again, I THINK this can be overcome by a little judicious Macro-programming. I'll let you know just as soon as I get the time to do a little experimenting.

The key I miss most is good old reverse. One punch and you had the reverse character asterisk. A letter or two behind it, and you had a command for Superscript, be it text setup, or change or whatever. A simple system to use and memorize. With Superscript III, you must memorize AN ENTIRELY DIFFERENT SEQUENCE OF KEYS for each command. Harder to memorize, harder to use.

NORMAL/GRAPH is a dead duck, too. All either elicites is a ping from the SID chip.

STOP will kill your cursor, unless you undo-it with CTRL-Q, the general purpose Undoer in Superscript III.

The good old Chicken (excuse me, Commodore) Key is a goner as well. In the C128, it is implemented as a color control key, so naturally the minimized translation Superscript III has no idea what to do with it on the monochrome Bee. So it is disabled.

So, okay, so far I've been nitpicking: minor carping and quibbling that I have already stated could be fixed with a little judicious fingersweat by the average user. Mea culpa. So far, I'd have to admit, if pressed, that, stacking the two processors against each other, that I would go for the new system, hands down.

But there is the matter of that one major disaster that I hinted at earlier. Okay, maybe for many of you this isn't so major after all. For the casual user, the letter writer, and the like, no doubt it would be a minor inconvenience at worst. School reports for kids, short presentations, and virtually anything under, say, five pages or so in length would experience few problems under the new system.

Me, I write, stories, LONG stories. I'm just the kind of guy that would welcome (and I did) the increase to eight hundred and nine lines capacity in the main document area. Imagine, if you will, giving us an eight hundred and nine line main document area (an increase of almost a hundred lines over the old system), and then topping the package off with a spelling checker that can process approximately ONE HUNDRED AND FIFTY LINES, at most. I say at most, and approximately, because line length isn't actually the determining criterion. What limits the checker is the number of 'unique words' in the document to be checked. The upper limit looks to be somewhere near seven hundred unique words. At least that's the number I'm approaching that the checker will still check. In practical terms, for me at least, this translates to something in the neighborhood of one hundred and fifty lines.

Anything too big, even one word too big, returns nothing but an 'out of memory' error. You can't even tell how many you overshot by. All you can do is shave a line or two off of the document and resubmit it.

Are you getting the picture yet? I know it came as a shock to me. In transfering files from my old Superscript II disks to current Superscript III workdisks, it sank in quickly. A six hundred line (my 'average size' for a file in process) document has to be broken up into at least FOUR PARTS to process.

One way to handle this is to arbitrarily choose one hundred and fifty line breakpoints and shuffle the document and its subsequent pieces in and out of disk until you have all parts spellchecked and then reassemble the document and refile the whole. This, needless to say, is an incredibly time consuming and bothersome procedure.

After a long period of frustrated experimentation (I won't say how long, it's too embarrassing) I hit on a quicker method of processing, quicker but no less frustrating and complex.

Split the pieces off of the main document by block moves to the secondary document area (Bank Two), spell-process them there, and return them and reassemble them in the main document in Bank One. It's faster than the disk accesses, and saves a few steps besides. I only wish I could say that it's a lot faster. Unfortunately, it's not. The problem with this process is the same old difficulty found in Superscript II. Namely, the slooow block move. Now, if you're appending a block to the end of the document, it's done in seconds -gratifyingly fast. BUT, if you're inserting text somewhere in the middle of the main document... Well.... it's going to take a while.

I might add here, that you can transfer blocks to Bank Two a good deal faster if you transfer (or establish) the editing command lines at the beginning of your main document first. I really have no idea why this is so, but I've done it both ways a large number of times now, and it's always held true. If you take the command lines over first, then go back for your text, the text will be in Bank Two within seconds. If you try moving everything at once, including the command lines, the process is almost as slow as reinserting the processed text back into the main document. Maybe I'm just doing something wrong?

None the less, even this optimized process can't hold a candle to the old Superscript II spellchecker which ate any document right up to the maximum seven hundred and fourteen lines. Is this really so bad? Hey, folks, we're talking the difference between a five or ten minute spellcheck to put the finishing polish on a document, AND THE BETTER PART OF AN HOUR OF SHUFFLING AND JUGGLING AND GUESSING, just to spellcheck one document. So, yeah, it really IS that big a deal.

I can't believe anyone would release a word processor with an integral spelling checker so decidedly inadequate. Maybe I'm spoiled by the old Superscript II. Maybe this sort of package is far more common than I believe in the world of microprocessing. If so, then the world is a poorer place for it. I HAVE to assume this is an oversight on Precision's part, an accident that they will fix later, now that they know.

Hey, fellas, if you were hurting for bytes, I, for one, would gladly give up a little of this added workspace for a descent spellchecker. Come on, at least keep us in the manner to which we have become accustomed with the old Superscript II. If it weren't for this one glaring disaster of an error, I would herald and praise the new system to the sky (Yes, I know I was carping earlier, but wouldn't you want a thorough and honestly unbiased revue? Besides, I already conceded that all those other minor irritants could be overcome from within the system).

Maybe I'm wrong, but I always thought that one of the main advantages to a word processor (as opposed to the primitive typewriter) was that it took all the drudgery and thimbleworking out of writing. You just had to concentrate on what you wanted to say. The rest: margins, indentation, wordwrap, paging, headers, footers, typo corrections PRE-printout, and spelling check were all handled by the machine, removing the distractions from your mind.

That's what Superscript II is to me. Even with its flaws, I wouldn't trade it for a typewriter for anybody. When it comes to writing, this is the only way to fly. All I have to worry about is choosing the words I wish to use, and making a good stab at proper punctuation.

Okay, the above was a quicky, first impressions type of revue, based on about thirty or forty hours of using the new processor. I was initially disappointed but at the same time intrigued by the flexibility of the new Superscript III, despite its flaws. I really WANTED it to work. I continued working with it, learning, and attempting to improve it. For the most part, I succeeded. The following is a chronical of discovery, and a listing of what I managed to do to improve the situation. As said earlier, I am NOT a programmer. I am sure a number of people out there could run circles around me in customizing Superscript III to suit everyone. That's fine. Feel free to tinker. If you come up with something really good, please share it...!

So, on to the additional discoveries.

I would be remiss if I didn't admit my own mistakes, so here are a few:

1. There really IS an elegant means to exit Superscript III and return to basic. In fact, it's pretty obvious, being, as it is (blush), a main menu feature. F1-Quit will do the trick quite handily, with two levels of built in redundancy so you need never destroy your in-process text with a fumble-fingered erroneous key-stroke (something I'm prone to). When you use the Quit menu, you have to tell the menu that you really DO want to quit, twice, before it reluctantly obeys. As I said, elegant and fool (me) proof.

My only excuse for missing this one is that the manual states, in Tutorial One, that you exit the program by clearing your screen with the erase command, and then you turn off the machine. Honest, that's what it says, right there on page T-21. Can I help it if I was dumb enough to follow instructions and then take them for gospel?

2. I also found that there is, indeed, a way to key in good, old reverse field asterisk. So I can go back to my favorite system for entering layout commands: namely drop a reverse field asterisk and then the command letters -cm: for CoMment, sk for Skip Lines, et cetera. MUCH faster than trying to remember which menu commands got you to the same place. The reverse-field asterisk command sequence you ask? Sorry, I got carried away by the sheer relief of finding it. It's CTRL-L, and, in the manual, is referred to as the 'layout character'. Believe me, when I found my RVS Key disabled, I sure missed it. Now one might quibble that one keystroke (RVS) here is quicker and easier than hitting both CTRL and L, but I'm just so doggone happy to have found old asky that I don't even mind.

On to my customizing.

As I said in my first revue, above, I was pretty sure that most of my minor carping could be corrected with appropriate customizing. For the most part, I was correct.

The first thing I really wanted was to get back the full twenty function keys that are such a valuable part of my machine. In the errata sheet it states that: 'you can redefine the function keys from basic in the normal way, but you should never redefine F1 or F3 as these have specific uses in Superscript III'.

Now, I've been through the manual, from cover to cover, three times now, and I have yet to find one mention in it of redefining function keys in ANY manner, let alone 'normal', so here I retreated to the old Superscript II manual for help. It does, indeed, have a section on redefining function keys; namely, pages F1 to F3.

Reading this section will get you, for the most part, where you want to go. I say 'for the most part' because, in this instance, Superscript II is more flexible, and easier to use, than its descendant. I suspect that at least part of this is due to the fact that Superscript III is obviously a rewrite of SS for the C-128. The part of the program that you need to access in Superscript III was NOT written with the Bee in mind, as it was with Superscript II. In Superscript II, the lines are carefully laid out for the twenty function keys, with a separate line for each of the keys.

Unfortunately, not so with Superscript III. Here, there are separate lines for each of TEN function keys, the last being line one hundred and twenty for key number ten. The next line, line number one hundred and thirty, is a SYS line to jump back into the main ML program: sys 1024, if you're curious.

At the same time, if you were to look, keys nine and ten contain null definitions (" "). That's why only one thru eight DO anything when you punch them when using Superscript III.

By the way, I should add a note here. There are THREE sections of Superscript III accessible to the customer: "ss en 30jun86", "ss3.2", and "ss3.15". Use the first one, "ss en 30jun86" to do your dirty work.

The first dilemma I faced, in trying to rewrite this customer- accessible portion of the program, was that there weren't enough line numbers available between the line for key ten (120) and the sys line (130), that ended this section of the program, to insert lines for each of the other ten function keys. Now, like I've said, I'm no programmer, but I was pretty sure that I'd need a separate line, with its own number, for each key. If nothing else, monkey-see, monkey do. That was how the writers of the program had done it.

Phooey! I decided to wing it, and pretend I was a programmer. Not enough lines? Well, I'd just rewrite and shuffle to suit myself, and, if there were other parts of the program that accessed certain lines (my main worry), and I had unknowingly changed the needed line numbers... Well, that's the way the old ball bounces. The program would either go skitzoid on me, or crash.

I'll document what I did. First, I gave keys 9 and 10 lower line numbers, and then I sandwiched the other ten keys, each on its own line number, between them and 130, the SYS command. I changed key 9 to line 103, and key 10 to line 106, and then wrote in 11 to 20, trying to keep three line numbers between each key line, for future additions. It's just plain good practice to leave free line numbers between your commands; even a dummy like me could see that. Of course, I couldn't maintain two blank

lines between each number all the way to twenty, so I settled for one empty line number between for the final few key lines.

Then I peeked at how Superscript III set up its own function definitions. It's done with ASCII CHR$(number) codes. The main one used by Superscript III, the code that accesses the menu system (F1) is, unfortunately, NOT listed as available for use in the Superscript II manual. CHR$(28) ain't on the list. Fortunately, it IS listed in the Protecto manual, on page 168, in a much more complete list of the CHR$ numbers. CHR$(28) is, if you're interested, the reverse-pound.

It's also the main code number for almost all of the function keys used in Superscript III. In effect, when you access a function key in Superscript III, what you are actually doing is ripping through the menu system at high speed, just as you would do if you'd set up a macro to do the same thing. The only difference here is that this is the only way I could find to access the function keys, themselves. You could do the same things using macros, but then you'd have to use only the main Qwerty Keyboard. Personally, I wanted my function keys back.

Now, I stated earlier that Superscript II is actually more flexible in this mode. Here's the scoop: I figured out how to get each of the old function key definitions using CHR$ codes.

An example: Insert toggle =²V =Key 6,chr$(22)+chr$(0) +chr$(0) +chr$(0).
Why the three chr$(0)s? Padding, I suspect. Chr$(0) returns a null (NOT a zero!) Here, I'm strictly monkey-doing. This is the way the guys who wrote Superscript III did it, and, if it's good enough for them, it's good enough for me.

So, I proceeded to do keys nine through twenty. I entered them into my altered subroutine, called it "My keys", and filed it on my work disk.

Then I exited to basic, and put my work disc in drive 1, and Superscript III in drive 0. I direct-commanded, as per instructions: dload"my keys",d1 then return, and run. This is a little more involved than good old shift-run, but what the hey, I was willing to make the tradeoff to regain my function keys.

Unfortunately, I didn't regain them all. Trial and error taught me that, unlike Superscript II (check the list in the Superscript II manual, page F-3), Superscript III did NOT recognize all the CHR$ codes that the older word processor did. The function key definitions that it would not recognize were CHR$: 22 for Insert toggle, the combination of 16 and 25 for 'end of paragraph', 5 for 'next word', 7 for 'end of text', 15 for 'previous paragraph', and 23 for 'previous word'.

Superscript II recognizes all of the above (check the list), but its descendant does not. All that it recognizes, that I'm sure of, is: 0, 9, 27, and 28.

Superscript II recognizes thirty codes! Now, Superscript III MIGHT recognize more, but I didn't have time to check. It was enough that it DIDN'T recognize 5, 7, 15, 16, 23, and 25. After all, I needed them. So back to the drawing board.

I found a way to rewrite the following using the few codes that Superscript III does recognize.

Insert toggle became /SI which is: Key 6,chr$(28)+"si"+chr$(0)

End of text became /GE which is: Key 14,chr$(28)+"ge"+chr$(0)

As for next word, previous word, and previous paragraph, I had to settle for using the built in CTRL key codes on the main board. I couldn't figure any way to get them back to the function keys. So I settled for memorizing the CTRL codes.

Luckily, I managed to get end of paragraph (²P²Y²W) onto the keypad as ESC-0. I put that in my defaults file on the disk in place of the original definition which was 'reout to video', something I'd already returned to the function keys.

By the way, that's why Liz Deal got an error message when she loaded from an old Superscript II workdisk to begin a work session in Superscript III with her review copy. Superscript III looks for a 'defaults' file on the disk to begin its session. Old Superscript II work disks don't have no such animal, so Superscript III slaps an error message on you, then grudgingly accepts the files, defaulting to the default settings built into the program. Thank Gu for the redundancy, otherwise Liz's program would have most likely crashed, and, without any documentation, even so formidably talented a lady as Liz would have a rough time of it figuring out what went wrong. I would have been hopelessly lost.

Anyway, this all left me with several 'empty' function keys. Here's how I filled them:

F1 I left alone. Menu access, just as listed.

F2 I left alone as well. It's 'Load Document' as advertized.

F3 is now 'Set Macro' (/SC): Key 3,chr$(28)+"sc"+chr$(0)

F4 is 'View Directory' (/DD): Key 4,chr$(28)+"dd"+chr$(0)

F5 I left alone. 'Out to Video' as advertized.

F6 is 'Insert Toggle' (/SI): Key 6,chr$(28)+"si"+chr$(0)

F7 is 'Skip Lines' (/LES): Key 7,chr$(28)+"les"+chr$(0)

F8 I left alone. 'Help Screens' as advertized.

F9 is 'Indent' (/LMI): Key 9,chr$(28)+"lmi"+chr$(0)

F10 is 'Comment' (/LC): Key 10,chr$(28)+"lc"+chr$(0)

F11 is 'Go To Other Bank'(/GC): Key 11,chr$(28)+"gc"+chr$(0)

F12 is 'Refile Document'(/DR): Key 12,chr$(28)+"dr"+chr$(0)

F13 is 'Header' (/LBH): Key 13,chr$(28)+"lbh"+chr$(0)

F14 is 'End of Text' (/GE): Key 14,chr$(28)+"ge"+chr$(0)

F15 is 'Reout to Video' (/PR): Key 15,chr$(28)+"pr"+chr$(0)

F16 is 'Insert Line' (/AI): Key 16,chr$(28)+"ai"+chr$(0)

F17 is 'Spelling Check' (/DSC): Key 17,chr$(28)+"dsc"+chr$(0)

F18 is 'Delete Line' (/EL): Key 18,chr$(28)+"el"+chr$(0)

F19 is 'Indent Release' (/LR): Key 19,chr$(28)+"lr"+chr$(0)

F20 is 'Link Document' (/LL): Key 20,chr$(28)+"ll"+chr$(0)

So there you have it. Skip Lines, Indent, Comment, Header, Release, and Link could all be entered into the document using the Layout Character (good old reverse-asterisk) and the appropriate abreviations, but it's a little faster putting them on the function keys, and every little bit helps.

I nested certain pairs of functions. Document Load and Refile are F2/F12 (shifted F2) respectively. Out to Video and Reout to video are F5/F15. Insert Toggle and Insert Line are F6/F16. Indent and Indent Release are F9/F19.

I made sure Insert Line and Delete Line were separated by another function key to cut down on possible disasterous errors due to fumble-fingered button pushing by clutzes like me.

Of course, there are probably better things to do with the function keys. If you know of some, please let everybody know.

So this is how I customized Superscript III. I've managed to overcome all my objections to Superscript III save one. Namely, the good old spellchecker. It would take a programmer to help that one.

I hope Precision can be persuaded to redo that part. I hope. A possibility that intrigues me would be to write a separate spellchecker program, one with, say, a built in thesaurus that could be accessed separately by filing the Superscript III document, quitting to basic, loading the checker, and then loading the document and turning the spellchecker loose on it. Those with BigBee's (B One Megs) might even be able to keep both programs on board at the same time, thus cutting out all the loading and filing. Shucks, that might be a good selling point for

upgrading to a B One Meg.

Personally, I'd be willing to buy a separate SpellChecker; something like I suggested above. Something like the checker Boreland (sic, heh, heh) sells for Big Blue's Baby. For anyone who really USES a word processor such a program would be quite a boon, well worth the money.

Oh, say, before I forget: when you first get your copy of Superscript III's disk, it says that the dictionary is on the back of the disk. You should just flip the disk over and load the dictionary. Don't do it unless you like listening to your drive zero head rattle. The back of the disk isn't even formatted. The dictionary is on the front, right in there with the Word Processor, just like with Superscript II.

I've also noticed that the keyboard seems a bit sensitive. If you so much as barely brush another key in hitting the one you want, you tend to get two or three extra letters in the word you're typing. I hope I'm wrong, but this sounds suspiciously like the old key-bounce that Liz fixed for Superscript II. Please, somebody, prove me wrong, or, at least, find a way to fix it for Superscript III, too. Nervous keyboards make me nervous, too.

One thing I noticed in setting up my custom set. A couple of times when I first set up the macro access on function key three, and when I've used macros written into my default files, the first few times I've called the macro function, or used an ESC-Key call, the cursor went berserk, spewing a line or so of garbage (mostly graphic figures), and then proceeded to take off, eating any subsequent text. Nothing I could come up with would stop it short of hitting the reset button. After the first couple of times, though, I haven't been able to make it do so again. If anyone has any idea what happened, please let me know. I am reluctant to call the function in the middle of a serious document, knowing it might trash the whole thing.

So, pros and cons all noted, there it is: my first two weeks with the Superscript III Upgrade. NOW, how do I feel about it? I'm writing this revue with it. If it wasn't for the Spellchecker snafu, I'd be shouting its praises from the roof. As it is, what I intend to do is buy Casey's Scrubber to clean up my copy of Superscript II's act (To stop my Drive Zero's head from continuing to self-destruct). Then, I'm going to write documents in Superscript III, file them, quit to basic, load Superscript II, and load the documents, and use IT's Spellchecker on them. A bit of a runaround, but it should work, and then I'll have the best of both worlds. I hope. I'll let you know.

Oh, and if anyone out there should be nasty enough right about now as to wonder what I used to spellcheck THIS document, the truth is: I didn't. So rots o' ruck reading it. I was just too tired to go through the shuffle, shuffle hassle, and I'm just as tired of listening to my 8050's head go slowly out of allignment. So I'm just waiting for a chance to launder my Superscript II.

Chow! Or whatever.

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MORE ON SUPERSCRIPT III
A newly discovered DOS bug

by: James W. Bogart Jr

<<Mr. Bogart is a very "colorful" writer however space limitations required considerable abridgement. Full text is available of both Bogart articles on the print files disk for this issue. Order by name, Print Files, Fall 86 ESCAPE, $9.00. We thank Mr. Bogart for his tireless efforts, investment in phone calls all over the country and other out of pocket in persuit of the grail for they will save many members from surprises as users sojourn thru the realm of Superscript III.>>

Sigh! I seem to have found myself embroiled, dead-center, in the middle of a controversy. Contrary to what some may think, that's neither a position I am used to, nor one I'm comfortable with. Never the less, the more I try to resolve matters, the more diligent I am in my researching, the worse things seem to be getting.

My problem is, and remains, with the new software Superscript 700 V.2 that I ordered from Progressive Peripherals last April 8th, which I received in August. Now, I'm not carothers.alamo complaining about the lateness of arrival. The reason given by the manufacturer was both satisfactory, and one I heartily endorse. To wit: they did not want to release a less than perfect product.

The preceeding article covers several minor conversion difficulties encountered in the program, and the difficulty encountered in the spelling checker. Suffice it to say that limit of the 'unique word list' in my spellchecker is exactly 760 words. This allows me a document size of anywhere from 140 lines and 180 lines or so.

I was shocked and angered by the discovery. The innocent paragraph at the top of page R-45 of the manual took on a whole new meaning. As I found myself splitting documents into four and five pieces, with all the consequent shuffling and disk use, the words: 'If you should get the out-of-memory' response, split your document in two and check the spelling of each of these in turn' seemed a lot more sinister than in my first cursory read-through of the manual.

So I wrote an emergency article about it, assuming that I would be performing a public service for the rest of the club, alerting them to a problem worth considering. I had been assured by Progressive Peripherals that mine was one of the first copies of the program shipped due to my early (April) order. I reasoned from this that a timely warning on my part might be a good turn done for a number of people.

Naive of me, I suppose. I had figured that time was of the essense. I never even considered the built-in delays in publishing anything. As I write this (Sept. 30th), it'll probably be at least another month before the FIRST article is published. Lord knows when anyone will be reading this... <<CBUG withheld all Superscript III articles till a hopefully more complete picture was available. The information, while still woefully incomplete is atleast a bit broader. CBUG really needs some input from members who have had favorable experiences with Superscript III. We don't even know who you are so we can consult with you on the phone as to the variables reported to date!>>

Norm asked for a more balanced piece on the Program, a revue rather than a emergency warning. I agreed that was best, and rewrote it while the wheels within the club continued turning. I submitted that.

As I stated in the revue, the program has a lot in its favor, and that was why I was continuing to use it despite my initial reaction to the contrary. There is a lot to Superscript III to be proud of, but there are some stumbling blocks. At least, there are on the disk I received.

It seems I'm in an adversarial role without even trying (nor wanting to be). If I m st be cast in that role, I don't intend to disappoint anyone. <<As the saga of Superscript III unrolls, we may, in the best American tradition, have a rip roaring trial by press. BUT, please, folks, lets try to withhold the rhetoric and travelogues, 'just the facts, please, nothing but the facts mam!' CBUG does not have the manpower to do a decent job of editing.>>

To begin with, I repeatedly tested the 'flaw'. It acted the same every time. Perfectly enough so that I was able, by trial and error, to measure the exact size of the 'unique word list' as being 760 words, no more and no less. The Precision people claim the word list is at least 1600 words, but not so on my disk. It's seven-sixty and inadequately so.

I use a Knight's copy disk on all incoming software and archive the original, whether the original be copy-protected or not. With Knight's, I'm assured of a perfect copy in short order with no hassles. I do NOT copy

for others, only for my own use and protection (Fair Use Law). I just thought I'd state as much for the record.

It occurred to me that I might have a defective copy of the original sent to me (It would be a first if true, but nothing's totally impossible: Murphy's Law), so I made a second copy the same way I made the first: with Knight's. The second copy behaves exactly as the first, so, courage nervously in hand, I exhumed the original and loaded it, in the name of thorough methodology. With obvious relief at a successful loading, I returned the original to its resting place and proceeded to test the Kosher version. It behaved exactly as did its two clones, right down to the 760 word list size.

So, I was faced with the accusation that the problem might be a glitch in my own equipment. To be thoroughly fair, that was a hypothesis I should test. At Norm's suggestion, I contacted Gary Anderson and begged the borrow of a copy of his excellent memory testing program to check out my machine with. Gary most generously (and promptly!) complied, and I checked the machine out. I have what is euphemistically becoming called (even by me) a Baby Bee. I only have banks one and two to contend with. Gary's Test THOROUGHLY checks out the memory, every bit of it. My machine passed (both banks) with flying colors, TEN times over a period of four days. I was VERY thorough. Since all occurences, including the problems, are exactly repeatable any number of times, I have to assume there's no random element at work here.

So: my equipment checked out (I even used my copy of Cardinal's 8050 test program. The old '50 was ticking along right on the money), the flaw was, and is, repeatable at any time, on command, with no variation whatsoever. I HAVE to assume the flaw is in the program. At least as it is represented on my disk. Maybe I do have a flawed early copy. If so, I would have thought that, upon mentioning the problem I have had, a reasonable response would have been an offer to replace the defective product with a guaranteed defect-proof copy.

I might as well report my latest 'discovery'.

Are you braced for this, fellas?

When this first happened, I couldn't believe my eyeballs. So I tried it again, and again. It's perfectly repeatable.

A little background: I own an SFD1001 double sided drive for backup to my 8050, hardware configured as Device Nine so that I can use both drives on a project simultaneously, if I so wish. I often so wish. I've used them both with good ol' Superscript II many, many times.

One of my favorite ways to use them in conjunction is to write a story on one 8050 disk. If, as has happened a number of times now, the disk fills up before the story ends, I transfer the files to the SFD1001 with its one MEGAbyte capacity, and continue on my merry way.

The first time I tried doing so with Superscript III, I received a nifty surprise.

First, I placed a blank disk in the SFD. Then I entered the magical, menu system of Superscript III to Header the disk. I will now chronical what followed:

Press F1 for menu access, and you're in the master menu. Press D for Document, and you are in the Document sub-menu. Next, U for Utilities. Now press U for Unit and you have a choice of accessing Unit 8 or Unit 9 (how limiting! what if one has a unit 10? or 15, for that matter?). Anyway, highlight the one you wish, in this case, number nine. Hit return. You're now back onto the edit screen with device number nine as the default disk device.

So jump right back into the menus. Press F1, D, and U as before, but now select Prepare from the Utilities sub-menu, hit return. The help line now requests that you place a blank disk in unit NINE, Drive 0, then hit return. Do so. The drive light of the SFD now lights for a moment. Then the screen asks for a disk name for this new disk. Done.

Next the screen requested an I.D. number. Done.

Now comes the neat surprise! The drive light of Drive 0 OF MY 8050 CAME ON!!! and the 8050 proceeded to header the disk in its drive 0.

Son of a gun. I had an in-process book manuscript on that disk. It was the one I wanted to transfer to the higher capacity disk of the SFD. The disk contained TWO-HUNDRED AND EIGHTY PAGES of manuscript.

Think about that for a minute, and I think you might get some idea of how I felt at that moment. I pride myself on my extensive vocabulary. I swear, I think I used every word I know in the next five minutes or so. I flipped the 8050 off as fast as my little fingers could reach...

LUCKILY, I learned my lesson on backing my work up the hard way better than a year before. As a matter of routine I keep two backup copies of everything I'm working on. I don't trust nobody or nuttin'! Believe me, gang, sooner or later that little habit will pay off! Always keep backup copies as a matter of course. It's the only true defense you have against Murphy!

I tried the process two more times in succession to test its repeatability (NOT risking any more valuable disks, however. Even I'm not that dumb!). The menu process was totally repeatable, right down to its headering the 8050 drive0.

Oh! I forgot to mention: the neat name and i.d. number I'd chosen for the SFD disk were, indeed, safely ensconced on the 8050 disk. I ended up with a properly prepared disk, complete with chosen name and i.d. number (keep this in mind. There's reason to my madness...), the only problem was that it was on the wrong machine. The program said unit nine, but it tickled unit eight instead.

Now, I probably should state, for the record, that I'm not a programmer, just a user (yes, Norm, I know. You're tired of hearing it, but, well, consider me modest...). If anything differentiates me from the 'average' user, it would be the fact that I am a trained observer by profession, and well versed in the scientific method by education. I have had cause to apply both all too regularly of late.

So I considered my options and went exploring, looking for a way around this. There is, indeed, a way around, but it, too, proved to be a little treacherous. To wit:

Hop into the menu system again. F1, D, U (Utilities), B (Backup), and highlight 'unit to unit', hit return. Now, place the disk to be copied in the unit eight machine (for me, the 8050). The program then reads the first 251 blocks (that's what it says it's doing. there's a P (pass #) and B (Block#s) in the upper right hand corner of the screen. Or, at least, this is what I have inferred from watching the program in action. Please feel free to correct me if I'm wrong.). Take note of the two-hundred and fifty ONE block count. I'm not sure, but it may be significant. I'll explain in a moment...

Having made the read phase of Pass One, the program asks for you to enter a name for the disk to be headered on Unit Nine. I entered the name "blueballoon", <return>, then gave the i.d. number "bb" when prompted, <return>.

Now the help line states:' put blank disk in D0, Unit 9, <return>. I did so, and the activity light of the SFD came on. The proper disk was being headered. I sighed happily.

Next the program proceeded to write 250 Blocks to the disk in Unit 9, still in Pass One.

From here on out the ball is totally in the machine's court. I was just a perplexed observer. With each Pass (each carefully numbered in the display by the program) the machine would read 251 blocks from the 8050 and write 250 blocks to the SFD.

After about the third Pass, I was beginning to wonder if the 251-250 business might be significant. I still don't know for sure. Any programmers out there care to comment?

Anyway, the machine made eight full passes of 251/250 blocks and one final short pass of 31 blocks to completely transfer all to be found on the disk in the 8050 to the SFD.

Then the activity kept on for several seconds (drive light and noise of head moving) on the SFD AFTER the screen said that the write was done. Then I got an error message: 65 no blocks 38,09,0 and the cursor returned.

So I checked out the new disk, making unit nine the default, and hitting the directory.

Goshwow, another neat surprise. The new disk had the name and i.d. number of the 8050 disk (dumpdemon1 and dd respectively). My nifty blueballoon and bb are all gone, phui!

But that wasn't the neatest thing of all. The really neat part was that I had managed to transfer 2035 Blocks from the disk in the 8050, through the agency of this magic program, place them on the SFD disk, and still had a blocks free count of 3668. Wow! My normally 4040 block SFD disk now had 5703 blocks available on it! Super!

Naturally, I took that one with a grain of salt. Well, the whole shaker, actually. I tore into the new disk, file by file, and compared them to the originals on the 8050 disk.

I was surprised. Actually, the vast majority of the files were intact. Only two had been radically diminished. Two towards the beginning. The first, which had started out life as a 191 block file was cut to being all of three lines long. The second, a 58 block file, was also all of three lines long.

The other thirty-two files were all intact.

So what's two files out of thirty-four you say? Pretty good odds?

Surely you jest.

I have no idea why the blocks free count is so high. Two diminished files out of thirty four certainly can't account for it.

Norm suggested that this might be a flaky characteristic of the SFD. For all I know, he might be right. BUT, I can transfer the files individually, manually, from unit to unit, with no such problems. The files are all intact, and the blocks-free count is correct. It's only when I use this automatic program that things enter the Twilight Zone. The manual method may be a little bit longer, but the results are worth it. As for Headering a new disk on device nine, I just do it from basic before loading Superscript III. No big deal, nor was it using Superscript II. THAT program worked.

So, there you have it. I invite any and all comments, just so long as they're reasonably polite, and preferably constructive in nature.

I should like to take this opportunity to direct a statement to the Precision people:

Dear sirs,

I am getting no joy out of this, especially not the joy I should be getting from the new word processor. I have pointed out the problems I'm having. I think I have been sufficiently thorough in insuring that the problems do not originate with my equipment.

IF I AM WRONG, I will publicly apologize, in print, explaining fully what had happened to cross me up.

I challenge you to do the same. IF THE PROGRAM DISK I PAID $45.00 FOR IS FLAWED, I would expect a replacement, and an apology.

I had great hopes for this new program. I still do, if the problems are fixed. All I ask for is what the ads and the owner's manual promise. Needless to say, we can't both be right, so let's settle this, one way or the other. I have no desire for a protracted monologue. I want to get back to novel writing, preferably with a fully functional Word Processor.

That's it: a simple, easy offer. Let's make peace, smok'um the pipe, or whatever.

In a way, I hope I'M wrong. If I'm right, and the program itself IS flawed, there's always the possibility this carries back through the translation process to the original Superscript III for the C-128. With all the other Word Processors available for the Cee, Superscript III has to shine to compete. It can't afford flaws.

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SUPERSCRIPT III REVIEW

by: Joseph Rotello

Time again for a potpourri of information, this time concerning Superscript III (or Superscript 128 as some prefer).

Superscript III

As a long time SSII (or SSI, depending on how you look at it) B128 user, I looked forward to SSIII with drooling anticipation, judging from all the advance notice I received.

Well, after long and involved use, SSIII strikes me as a program of odd parallels of improvements and striking out in new directions, both at the same time. On one hand, the very idea of "duck-shoot" (aka Lotus(tm)) menu's gives most neophyte users a good start at understanding the myriads of program options and features. However, for those used to the rather fast and efficient B128, you are in for a rude surprise. In order to effectively utilize it, you had better count on throwing out your "old" SSI/II pronto and re-learning SSIII. All in all, many of the features we have come to enjoy in SSI/II remain in SSIII, but they are much harder to access and quite confusing, especially to the first time SSIII user.

Allow me to list my opinions and observations regarding SSiII thusly:

* No way seen to load in a disk directory and manipulate it as we did in SSI/II.

* Using your old SSI/II User Dictionary in SSIII is next to impossible. Think out this when you HAVE to transport your 850 word User Dictionary from your rusty SSI/II to SSIII, and then think about the task that lies ahead of you in typing in all those new words and having SSIII LEARN them.

* The SSIII spelling program also has suffered through the "improvement". It's lower in use, makes you stop and take action at EVERY word it thinks is not proper and is B-O-R-I-N-G-L-Y slow at some stages. It does automate a couple of steps and it does keep your current text in memory as it goes about it's work...but at what price in efficiency and ease of use?

* Many text movements in medium to long documents, like complete text reformatting, inserts and so forth take an unacceptable long time to complete, some in excess of seven seconds each time the feature is accessed. <<But that still better than most of the popular major word processors, if they can even do the specific task.>>

* Be prepared to toss out the familiar "easy access" to features AND the function key overlay you used in SSI/II. SSIII falls back to the multiple command key concept stupidity of Wordstar(tm) and, even worse, to the basic Control Key Syndrome found in IBM type programs. It's harder to learn, easier to make mistakes and takes a relatively long time to implement each option. In addition, the layout of many option keys is totally illogical, with some keys seemingly having no relation whatsoever to the feature they perform. For example, the manual labor and memory (yours!) required to insert a simple blank line is unacceptable to me.

* SSIII STILL does not have a fast and EASY way to perform newsletter/newspaper like multiple column text work. That is a crying shame as just about EVERY modern day wordprocessor worthy of the name offers this feature.

Ok, lets be fair and scan some of the GOOD features of SSIII:

* The duckshoot type menu's are interesting and tend to grow on you after a while. Although it takes the "average" user longer to scan the top line and select what he/she wants to do, the SSIII menus, properly learned and used, can help cut down on mistakes in the long run. Additionally, there are ways to speed up the menu use by your having to only type in the first letter of each

command word, using only the cursor left/right key to highlight what you want.

* The ability to create, shape and re-call a particular printer definition file is excellent. This feature comes in handy, but remember: Changing the printer definition in-program deletes the current text in memory, so be sure to save it first. SSIII also will not allow an in-memory printer definition if it "sees" that you still have text in memory. In addition, the ability to create and shape your own program DEFAULTS file is likewise nice to see. Although you have to experiment a bit with a sample file to see how they relate, once you realize the power of printer definition/default files, you will be pleased as pie.

* The CALCulator is deceptively powerful. It's a bit awkward to use at first, but it's been streamlined from the old SSI/II version. Many "spreadsheet" like texts can also be "automated" where the program can call a pre-determined routine to perform math in your text.

* The above noted ability to create and execute MACRO like program instructions is quite interesting, especially when used in conjunction with normal text work. Using the ESCape key, one can make SSIII quite literally dance in near-automatic response to some of your needs, especially those that are repetitive in nature.

Ok, now for the bad news....bad you say?

Regardless of what source you use, there ARE bugs in SSIII. Some minor and easily bypassed, others MAJOR and catastrophic. At times, after using a strange but legal combination of commands, my cursor suddenly takes off and scoots down the page, scanning across each line as it goes and locking out any keyboard access. The only "fix" is to press the RESET button on the B128 and re-load the program. As you might imagine, I save my SSIII work QUITE often during each session.

Those of us who use multiple floppy drives have found that commands issued to Device 9 drives can actually ERASE device 8 disks! Woe is the uninitiated multiple drive user! <<This points up the most important aspect of purchasing ANYTHING, not just computers. It is obligatory of the consumer to test his purchase, completely. Exercise every function. Proceeding blindly is as potentially fatal as not checking the brakes on your car before driving! Many members have proceeded in blissful ignorance with accounting programs only to find program errors, confusing instructions or undocumented problems cropping up at a critical time.>>

Since my particular installation is "standard" to my own use, there may be other "bugs" that exist too, but the above return to taunt me most often.

All in all, SSIII is a very good program concept, wrought with good ideas. But the loss of familiar SSI/II commands, the lack of multiple column improvements strange and bizzarre bugs both found and reported spoil the pie.

On my Razors Edge Rating Scale (10 best), I rate SSIII/B128 a 5.5. If you are interested, SSI/II garnered a rating of 8)

Joe Rotello
4734 E 26th St
Tucson AZ 85711

■■■■■■■

HINTS & TIPS

via Delphi
15089 1-DEC-21:05: B-128 National Group
BeeLine V2.1 Fix 001
From: JOHNLEMKELDE To: ALL

Attention All BeeLine V2.1 Users

All BeeLine V2.1 users can make these changes without regard to their equipment configuration.

---------- BEELINE V2.1-001 - This change is to prevent the B-128 from locking-up if the modem is turned off after exiting BeeLine to another program. List line 9870. It should look like this: 9870 bank1:poke62466,0

Change it to look like this: 9870 bank1:poke62466,0:dclose:close2:close4:close8

Enter the command > run50000, this resaves the program to disk.

John and Ken #### LemData Software, P.O. Box 175, Dover, PA 17315

- -

From: Randy Newburger

Volksmodem cable

Comment on Chris Burgbacher's article on VolksModem 1200: I use this modem and have done so for over a year now. There is a cable that works with the B. The Volks Cable A-12 works just fine. It can be purchased for under $10.00 I pass this info on in hopes of helping those poor souls such as myself who have no ability to solder things together.

- -

From: Joseph Rotello

4023 parts

Regarding parts for the 4023 printer referencing THE ESCAPE Summer 1986 part 2 page 25. (remembering that SHINWA is the actual manufacturer of the 4023)

1.) Shinwa USA no longer does business with Electek (Lincolnwood, Il.).

2.) Printheads and other mechanical parts are available as the CBM 4023 or Compumate CP-80 from DESI Inc. Attn" Rod Vetter or Jim Novello, 312 470 1600. As of 10/13/86 printhead price was $47.50 plus shipping etc. DESI and SHINWA phone numbers are the same.

3.) The 8 pin/9pin printhead designation is immaterial. Shinwa purposely instaled a 9 pin head into most 4023's on Commodore's request to hold down tooling costs. Regardless, the 4023's 9th pin is not circuited and plays no part in printer operation.

4.) Shinwa/DESI appear to have a very good supply of all the 4023 mechanical pats (sans print hehads that are "out of season" too much of the time) at fair prices.

5.) Contrary to previous information, Shinwa/DESI staff know all about the 4023 printer mechanics and are very helpful.

- -

From: Joe Rotello

Some thoughts as to 8050 preservation

1.) Many if not most of the 8050 heat problems can be traced to heat sinks that are too small and the lack of air circulation, NOT to the failing devices themselves. The 8050 suffered from this "affliction" from day one.

Merely remover the idiotic rivits, add THIN but FULL COVERAGE amounts of zinc oxide thermal compound (replacing meager (one spot only" often dried out original compound. add nuts/bolts/star washers, and, wishing it was all that simplel to do, enlarge the TIP 110 heat sinks and the digital board regulator heat sink, maybe add a SMALL fan (TOO MUCH air drops the interior temp so low that the drives fail for another reason).

2.) Bet you bytes to bits that there are OTHER parts that heat drift on the 8050 analog board, motor speed section. Try a can of MILD cold blast freeze mist and it will open ones eyes (to a greater truth that is). <<It is now established that the 4066 on the digital board is another prime problem area, which is why it was socketed in the first place. The 4066 is also a culprit in the SFD 1001. Replace ONLY with 4066 parts manufactured by Motorola>>

3.) Some read/write head movement problems/noise can be traced to the steel head rails. A careful periodic cleaning and LIGHT addition of THIN lithium grease (almost an oil consistency) does wonders and lasts a long time. The old "dry lube" wears off, worse, becomes "sticky" and attracts dirt.

- -

From: CBUG

Envelope feeding

Even those of us with sheet feeders on our letter quality printers occasionally need to feed envelopes. Instead of lining up each envelope with the print head, simply add a VP13 or so to the already set up letter format. Then output without the Continuous command; insert an envelope and press "c". The envelope will be ingested and set up and printed all in one swift motion. This works fine with mail merge as well so you can use the same fill file to personalize the letters as you use to address the envelopes. Useful also for letter quality printers without sheet feeders.

Incidentally, on the 6400 printer, DO NOT turn the platten roller while power is on. You will eventually strip the gears. Use the line feed button.

- -

From: Terry E. Hoese

Superbase lock up

It is reported that some report programs, when using the deprotected version (via Casey's Scrubber), would freeze when attempting to modify them. By accident I typed "prog" immediately after loading the program and noticed some "garbage" which appeared to be machine language code. By simply typing "new" BEFORE loading any report programs etc. solved the problem.

- -

From: CBUG

6400 printer availability

Getting very tight. Two current sources: 1.) Progressive Periferals, Denver Co. at $399, ask for Sean Moore 303 825 4144. 2.) Computer Specialties, Inc.,

- -

From: Roy Sherman

Paging on the 4034

Just a little follow-up on paging when using other than 6 lpi (lines per inch).

To set the spacing between linens (bottom of one line to the bottom of the next) type: open6,4,6: print#6,chr$(x): close 6 <RETURN>. To determine the number for x in the chr$( ) divide 216 by the lpi desired. i.e. 216/9 = 24. Simply substitute 24 for the x above [chr$(24)]. Nine lpi, by the way, will allow the printer graphics to connect.

Next we set the number of lines per page with: open 4,4:print#4,chr$(147) <RETURN> - turns on paging - open 3,4,3: print#3,chr$(p):close 3 <RETURN> - sets numbmer of PRINTED lines - print#4,chr$(147):close 4<RETURN> - enable paging again.

To determine the value of p, multiply the lpi by 11 (for 11 inch paper) and subtract 6 for the three blank linens at the top and bottom of the page that the printer is going toput in automaatically. ie, 9 lpi x 11 inches = 99 lines per page - 6 = 93 PRINTED lines per page. Therefore p = 93.

To eject a page type: open 4,4: print#4, chr$(19) chr$(147): close 4 <RETURN>. This will perform a "top of form" from within a program the same as the paper advance button on the printer.

■■■■■■■

COMMODORE 700 - (B SERIES) A personal view.
E & O.E

by: Richard Leman
JCL SOFTWARE LTD.
United Kingdom.

<<abridged - Full text available on the JCL Workshop master disk>>

I have had a long working relationship with Commodore, starting in 1978, and this has given me a clearer perspective on the C700's history in UK than most people.

Prior to the 700 appearing Commodore dominated the UK market for small business systems. The profits to be made by selling an 8032/96 with a 8050/8250 disk drive plus a printer made the necessary investment in software development worth while. Dealers had time to demonstrate, sell and support customers because they made enough money to pay for staff. Many products were developed and became international sellers. Sitting on the side lines were small companies who developed minority interest products, but a few percent of a lot was still worth going for.

Dealers and software houses were given preview information about new machines that were to be introduced, the 500, 600 and 700 series. The 600 and 700 machines were the same thing, without or with monitors, but the 500 never made it to the UK market place; samples being traded back for 600/700. (A recent clear out at the UK warehouse uncovered tons of these machines). For information, the 500 was a colour machine, 40 columns, and looked like a 600.

It appeared that the rapid expansion of Commodore world wide plus the success of low cost consumer products produced manufacturing bottle-necks and management overload. As a consequence of this the supply of 8000 series business hardware became erratic and hell hath no fury worse than a retailer with customers knocking at the door and no stock! The faithful started deserting Commodore and looking at other machines. A consortium of the top Commodore business dealers tried to exert pressure for a more uniform supply situation but their efforts came to nothing. You can imagine the reactions of alternative suppliers when this group started looking around.

Software houses started to look outside Commodore for markets, and in general decided to adopt a wait and see attitude to the new business machines. Those of us who did

get involved were confronted with a series of operating system problems and ROM fixes which made product completion very difficult. Because the 700 did not sell well developers decided not to support it, and because there was not much software the machine did not sell... this circular situation was never resolved.

Various companies were asked to investigate the possibilities of 8000 series emulators or add on units to allow the wealth of 8000 software to be exploited on the 700. This approach did not receive much support either because it admitted that the 700 was not really THE machine to be involved with, or the necessary hardware transplant to create a 8000 look-alike system was too expensive to be worthwhile.

Variations on the 8000 theme filtered through with 96K or 128K of RAM, built in disk drives and graphics systems. Commodore did their best to keep a business presence, but the success of the C64 robbed them of the enthusiasm to really try. In theory the supply of 8000 systems was terminated in UK around March 86 but I heard only a few days ago (July 86) that some more were on the way, goodness knows where they are going to be sold.

If any lessons are to be learnt from the story it would seem to me that before a manufacturer makes known to the general public the availability of new hardware he must get the software suppliers to finish products. This will only happen if the software houses are able to see a return for the effort; from the market place if the new hardware looks like a best seller, or from guaranteed orders from the hardware suppliers. Additionally, changing the hardware, even for the better can cut the ground from under the feet of software developers who are continually asked to re-invent the wheel; but who wants the mediocrity that the IBM PC has forced on the industry?

Now, have you heard the one about the Commodore 900?

HEADS I WIN, TAILS YOU LOSE.

■■■■■■■

ABOUT ANDERSON'S 1 MEG BOARD

From a letter by:
Col. J.E. O'Halloran

As some of you already know, last winter I put together a program which did 1985 Federal Income Taxes on the B128. One of the purchasers of my program sent me quite a number of additional forms which she (a CPA) desired added for a custom built program.

I had put in 17 pages of Forms and had 2 & 1/2 pages to go when I got the dreaded OUT OF MEMORY sign. I had used up 4043 of the 4080 memory units available on CALC RESULT.

I thought about the alternatives and none seemed satisfactory except adding Anderson's B1024 memory. It also occured to me that a CPA or a business doing accounting, inventory control, etc would also run into the shortage of memory problem so going for the MILLION seemed more than justified. After making a call to Gary Anderson to g et some answers to question of my own, I fired off an order with my check.

To say I was like a kid waiting for Xmas (I am only 71) is an understatement but the great day finally came and my 1 MB memory arrived. I opened the package immediately and was greatly impressed by the care with which it had been packed, by the protective (anti-static) bag around the boards, and by the abundance of schematics, illustrations, descriptive material and most of all the completeness of the step by step instructions for the preparation for and the procedure of installation.

I read the material through very carefully then I read the step by step instructions again. Then I started at step #1 and with the instructions utilized with each step I installed the 1MB and the furnished DIP plug which replaces the PLA. I carefully rechecked the entire installation and closed up the NEW C=/ANDERSON B1024 --- Now for the moment of truth.

I hooked up all the periferals to the computer, turned on the power, inserted the Test Disk which comes with the package and sat back to watch the screen tell me item by item that Gary Anderson and I had done a very fine job. It tested out 100% and I was ready to try some of my own programs for possible glitches --- I have yet to find one.

I have used all eight banks with SuperScript II and it is more than satisfying to have all that space to work and the convenience is wonderful. I can't imagine how all the 28546 memory units available in Calc Result might be used up --- 7 times what was available before the 1 MB was added.

I would summarize by saying that I have never seen a better constructed board, it is beautiful. The entire package is a CLASS development with easy to understand descriptive and instructional material. The schematics and layout illustration are bonuses. The B1024 does everything that was said it would do, it is easy to install (I had my computer up and running with the 1MB memory in less than 1 hour after receiving the package in the mail and I have had NO training in Computer Electronics).

I will now be able to customize an Income Tax Program for anyone's need with the 1MB memory where before available memory would not permit all requirements to be met. Of course CPAs and others who want these large memory requirement programs will also have to have the 1MB expansion BUT they are in need of it for nearly everything they do in their business. Look at the prices of IBMs and Clones that offer 1MB and rejoice that you can have a COMMODORE/ANDERSON B1024 for a pittance.

Get yourself a powerhouse!

Jim O'Halloran
Horsao Farms
Rt. 2 Owl Creek Rd.
Hiawassee, Ga. 30546

Jim Kenworthy, 7 Main Street, MILLICENT, SA 5280, AUSTRALIA.

The following program incorporates CalcResult output into Superscript text. The method is ...

1) - From within CalcResult, save to DIF file "DIFdump" by column.(Control D,D,S etc.)

2) - Exit CalcResult, return to basic, run the program.

3) - Run SuperScript, merge the file "SSdump" into text.

That's it!

```
1000 rem"     CalcResult DIF File to SS Text File
1005 rem"     ----------------------------------
1010 rem"NB - Save from CalcResult using DIF by COLUMN!
1015 input"[Rvs] Column Widths: [RvOff] Column #1
     9[CsrLeft x 3]";c1
1020 printspc(16):input" Column >1    9[CsrLeft x 3]";c2
1025
1030 hs$="################################.##"
1035 print"[Home x 2][ClrScreen][CsrDown x 11]"
     spc(30)"[Rev] Reading Data ... [RvOff]"
1040 dopen#1,"DIFdump":ifds>19then1160
1045 dopen#2,"@SSdump",w:ifds>19then1160
1050
```

```
1055 input#1,t$,s,n,s$:ifds>19then1160"      )
1060 ift$="VECTORS"thennvectrs=n: goto1055" )    Read
1065 ift$="TUPLES" then ntuples=n:goto1055" )   Header
1070 ift$<>"DATA"then1055"                   )
1075
1080 fort=1to ntuples
1085    input#1,t1,v1,s$:ifds>19then1160
1090    if(t1<>-1) or(s$<>"BOT")then1165
1095    forv=1to nvectrs
1100       input#1,type$,numbr$,char$:ifds>19then1160
1105       type%=val(type$):numbr=val(numbr$)
1110       iftype%=-1then1165:elseprintusing"[Home][Rvs]##
           ##[RvOff]";ntuples-t;
1115       ifv=1thenl=c1:elsel=c2
1120       ifchar$<>"V"thenprint#2,usingleft$(hs$,l);char$
           ;:ifds>19then1160
1125       ifchar$="V"thenprint#2,usingright$(hs$,l);numbr
           ;:ifds>19then1160
1130    next
1135    print#2
1140 next
1145
1150 print#2:dclose:end
1155
1160 print"!! Disk Error:"ds$:stop
1165 print"!! Data Error":stop
ready.
```

The above program is based on one supplied by Software Arts in their Programmer's Guide to the Data Interchange Format.

More tips for Superscript II users:

1) - *Defining a Function Key as follows will append a list of all your text (sequential) files to the end of your current work text on screen:*

```
key18,chr$(27)+"G"+chr$(13)+chr$(146)+"+$:*=s"+chr$(13)
```

The advantage of this is that it does not overwrite screen text, yet allows rapid scanning of the relevant files (using the search facility if necessary) to find the required filename.

2) - *Defining a further key as under then allows that file to be loaded provided the cursor is on the same line as the filename.*

```
key13,chr$(141)+chr$(145)+chr$(27)+"l"+chr$(2)+chr$(13)
```

Thus merging or replacing your current text with a selected file becomes a very quick and easy process.

Likewise, if the same keys are programmed to perform similar functions (ie., list programs in the directory, and load/run the program selected) in immediate mode, their use becomes second nature and very convenient.

FALL 1986 PRINT FILES CBUG #53 #11911

All of the articles and library files, etc. comprising the FALL 1986 CBUG ESCAPE. The article files and the library files are set up as linked files should you wish to search thru the files for a word occurance which you remember you had read somewhere in the issue but don't know even which article! One of the handy features of Superscript's 'hunt' capabilities.

```
1 "fall 86 escape  " f8 2c    1   "empty file"       seq   48  "lovejoy"          seq   76  "bogartII"         seq
22   "cbug m45"          seq   62  "liz"              seq   11  "anderson"         seq   2   "NOTE"             seq
3    "cbug 46"           seq   51  "swan"             seq   61  "hart"             seq   27  "hints and tips"   seq
5    "cbug 47"           seq   158 "matos"            seq   39  "lacey"            seq   27  "rotello.ss"       seq
26   "cbug 48"           seq   10  "rose"             seq   32  "TML"              seq   18  "leman"            seq
24   "cbug 49"           seq   56  "tucker"           seq   37  "kernaghan.sb"     seq   15  "ohalloran"        seq
19   "cbug 50"           seq   36  "cumfer"           seq   15  "superoffice"      seq   7   "want ads"         seq
25   "cbug 51"           seq   70  "goceliak"         seq   40  "nd.ss.rev"       seq   3   "ohalloran ad"     seq
27   "cbug 52"           seq   21  "wright"           seq   70  "liz.ss3"         seq   40  "scratch pad"      seq
25   "liz dir"           seq   16  "Oct86 nwsltr"     seq   23  "kern.ss"         seq   101 "kloft"            seq
27   "cbug 46 orig"      seq   23  "sherman"          seq   135 "bogart.spell"    seq   15  "liz table"        seq
8    "library lead"      seq   130 "london"           seq   165 "Superscript III " seq   16  "dfile info-ad"   seq
10   "beeline ad"        seq   22  "kernaghan.ieee"   seq   66  "bogart.dev9"     seq   86 blocks free.
```

THE CBUG 8 NAME HUNT CONTEST

Everyone can participate in the "name hunt!" The first 5 (yes FIVE lucky winners) will be entitled to an $8.00 discount against each of 2 CBUG library disk! Date of entry will be determined by our date of receipt (as postmarks are often illegible). In event of tie, my kids will draw cards (purely scientific of course). Only one winner per state/province allowed.

To win, just find all eight member names hidden in this ESCAPE. They're listed in the form of "lastname.city". Example Pg 2 "kernaghan.kansas city" is void.

Send your request using a PHOTOCOPY of the order form, clearly marked "CBUG 8". On the back of the form write out the 8 names and pages where found. Please mark the outside of the envelope "CBUG 8", lower left corner in large letters. Winner's names will be printed in next issue. Contest closes March 1, 1986.

Prizes for everyone! Per chance you are not a first line winner, you may claim an $8.00 discount one disk! Please CIRCLE which of your choices we are to omit in this event. No limit on states/provinces.

$2.00 shipping charge applies, but may be combined with a regular library order.

Guess what? -- CBUG can make you crazy too!

PREVIOUS RELEASES

Please repeat your name and zip code per chance your order sheets are separated:

Shipping Name _____ Shipping Zip Code _____

Description	Quantity	Stock #	Price	Extension
Data Case, 60 disk capacity	_____	10994	$6.45	_____
DSDD Premium Opus Disks /Pkg of 10 w/ sleeves & labels	_____	10021	9.10	_____
IEEE converter for 6400 Printer	_____	11221	35.00	_____
Illinois residents add 7% Sales tax above items only				_____
RR1 Norm's Utility v1.2	_____	12862	9.00	_____
CBUG #3 Swan's Utility #1	_____	12881	14.00	_____
CBUG #6 CBUG/TPUG #1	_____	12913	9.00	_____
CBUG #7 Northrup's Superbase Applications	_____	12932	9.00	_____
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CBUG #9 CABS GL pro forma #1	_____	12951	9.00	_____
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NOTE: Fall '85 ESCAPE and Jan '86 Telecom issues are out of print.
Order print file disks instead.

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TOTAL THIS PAGE ---- Extend to main order form _____

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for THE B-128 !!

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