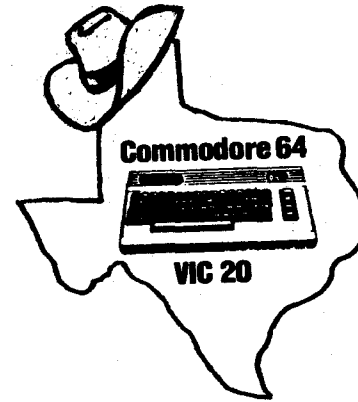


# MCCC NEWS



## Mid-Cities Commodore Club Aug. 1984 Issue 17

The MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school and in business. Appropriate and legal use of all types of software shall be encouraged by this club.

The MCCC is in no way connected with Commodore Business Machines Ltd. or Commodore Inc. Commodore and Commodore product names (PET, CBM, VIC and C-64) are registered trademarks of Commodore Inc.

Our meetings are open to all. Yearly membership dues are \$20.00 and entitle the member to a monthly mailed copy of MCCC NEWS, the club newsletter, and library copying privileges. Dues are paid on a calendar year basis and new members who join after March 31st of each year pay prorated dues for the months remaining in the year.

Dues may be paid at any chapter or club meeting or by sending them to Bruce Nelson, Treasurer, P.O. Box 1578, Bedford, TX 76021. DUES FOR THE REMAINDER OF 1984 ARE \$10.00.

# MCCC

Mid-Cities Commodore Club  
Post Office Box 1578  
Bedford, Texas 76021

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# COMING UP

## AUGUST

S	M	T	W	T	F	S
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5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

## SEPTEMBER

S	M	T	W	T	F	S
						1
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9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

- August 18 HEB Chapter Meeting 1:30 PM  
Hurst Recreation Center
- Ft. Worth Chapter Mtg. 1:30 PM  
GDRA, Room 3
- August 20 Ft. Worth Chapter Mtg. 7:00 PM  
Precinct Garage, Room 2
- August 21 Grand Prairie Chapter Mtg. 6:00 PM  
Grand Prairie Public Library
- Sept. 1 Newsletter Deadline
- Board of Directors Mtg. 10:00 AM  
Hurst Recreation Center
- Sept. 8 Arlington Chapter Mtg. 1:30 PM  
Arlington Public Library
- Grand Prairie Chapter Mtg. 1:30 PM  
Grand Prairie Public Library
- Sept. 15 HEB Chapter Meeting 1:30 PM  
Hurst Recreation Center
- Ft. Worth Chapter Mtg. 1:30 PM  
GDRA, Room 3

The MCCC NEWS is the official publication of the Mid-Cities Commodore Club (Dallas/Ft. Worth, TX). Editorial contributions are welcome from anyone anywhere in the world of Commodore. We welcome readers' comments, especially regarding any significant errors or omissions, and we will attempt to publish any corrections in later issues.

Material printed in the MCCC NEWS is not copyrighted and may be reprinted or copied by other user groups or individuals who find it helpful. We only ask that you give credit to the author and mention the MCCC NEWS as the source.

The MCCC NEWS accepts advertising from both members of the club and from commercial establishments. This is an opportunity to reach over 500 members of Commodore computers.

Member rates are free for classified ads. These ads must be computer related and not of a commercial nature. A commercial ad is defined as one where you are running a business and are selling the same item or items to many people. Members submitting such ads will be charged commercial rates.

COMMERCIAL RATES are as follows: \$40.00 per full page ad (5 1/2 by 8 1/2 inches); \$20.00 per half page ad; \$10.00 per quarter page ad or business card. Non-members will pay commercial rates.

The deadline for submissions to the MCCC NEWS will be the first day of each month. PAYMENT MUST ACCOMPANY AD COPY. Make all checks payable to 'Mid-Cities Commodore Club' and mail the ad copy along with your check to: Michael Cramer, 1353 Kathryn Court, Hurst, TX 76053.

## HEB News

The program for the HEB chapter meeting in August will be "Music with the C64. It will include an explanation of the sound capabilities of the 64 and demonstrations of Music Construction Set, Synth 64 and Musicalc. Come and be a part of the symphony.

I'm sure everyone will be as pleased and surprised as I was to learn that we have reached the 500 mark on membership! I hope the MCCC will continue to grow and provide many services for our members.

The club library has increased over the last year and a half, also, but few of the contributions have been from our own members. (We really appreciate those of you have written programs and donated them to the library.) In an effort to encourage our members to write and contribute programs to our library, the MCCC is sponsoring a contest. We hope the prizes will provide more of an incentive. Details of our contest are listed on the next page. Every entry wins a prize!

Over 30 people signed up for the Jim Butterfield Tape classes. Each chapter will be conducting classes and times for these classes will be announced at the chapter meetings and in the newsletter. The classes are designed for beginners. If you are interested in attending watch the newsletter for times and locations or contact your chapter president.

Several people have expressed interest in Comal and Machine Language. Jesse Cardin has agreed to be a contact point for those people who would like to participate in a special interest group. There is further information on this subject in this newsletter.

Diane Dews

Two Special Interest Groups (SIGs) are now forming. If you are interested in meeting with others who are working with either COMAL or MACHINE LANGUAGE, call Jesse Carden at 838-9530.

The biggest problem with adventure games is knowing what to do with them when you have solved the game. If you are interested in joining a SIG for the purpose of trading purchased adventure games, call Barbara Cramer at 284-3565.

The Commodore Service Center in Dallas is no longer in operation for replacing out of warranty equipment as indicated in the last newsletter. Address your requests for information to  
Commodore Business Machines  
1200 Wilson Drive  
West Chester, PA 19380

Classes to view and discuss the Jim Butterfield introductory videotape are still forming. Call your chapter president if you are interested. The Ft. Worth Chapter will be showing the tape at their evening meetings, August 20th and Sept. 17 in addition to the classes.

## Another Program Contest?

Back by popular demand, bigger and better than ever!

Prizes worth over \$175.00 to the top three entries and an MCCC cap to all entrants.

Any original "Home or Hobby" program submitted by a member of MCCC is eligible. The rules are easy:

1. Your program must be original.
2. You must agree to make the program public domain.
3. You must be a member of this club.

To enter, submit your program on disc or cassette by Oct. 1st 1984 to any chapter president (your disk or cassette will be returned to you.)

This is the last of a four part series that was presented by Gary at the Quarterly Meeting in April.

### CONDENSING PROGRAMS

To save space for more code and to speed the program processing mode, there are several things that can be done in coding a program.

- \* Remove the REM statements, especially those in often processed sections of the code.
- \* Remove blanks between commands, variables and operators. Leave only those blanks within string constants, unless TAB can be used to shorten it.
- \* Use multiple statements per line and fill them as close to the 80 character limit as possible.
- \* Remove all LET commands but leave the equality intact.
- \* Dimension all arrays (even if they are less than 10 entries).
- \* Omit the second set of double quotes at the end of a line using a PRINT command.
- \* Increment lines by 1 in the final version.
- \* Use abbreviations whenever desirable.
- \* If large numbers or long strings are used many times, set them equal to a variable early in the program and use the variable instead.
- \* Use arrays for a series of numbers and/or strings used two or more times (especially if sequential or positional).
- \* Use READ and DATA statements for long lists.
- \* Use GOSUB for often used code sections or routines and put the code used most often near the beginning of the program.

### USEFUL PROGRAM ROUTINES

The following routines can save time and trouble when coding or using your computer.

- \* DISK DEFAULT will allow you to use Load and Save without the ",8" trailer.
- \* The C-64 WEDGE makes many disk commands available in an abbreviated form. Example:  
"/" for LOAD as "/ pgmname"  
>" or "@ for disk error status  
>\$" or "@\$" for directory load, etc.

- \* ONE-TOUCH-CMDS allows you to program the eight function keys with one or more commands to be performed whenever they are pressed.
- \* AUTO LINE is a routine that will number program lines automatically when coding.
- \* MERGE will allow you to add disk programs to the current one when its line numbers are greater than the last current line.
- \* MENU 1000 is a subroutine which will let you set up several program options as a menu selection.
- \* CLOCK 2000 is a subroutine that allows you to set and display the computer clock as desired.
- \* DECIMAL 3000 is a subroutine that converts a number to a set decimal length string variable for the purpose of aligning the decimals.
- \* SCRN PRINT 4000 is a subroutine that will dump the contents of the text screen to a printer.
- \* SCRN COLOR 5000 is a subroutine that allows you to change the screen, text and border colors.
- \* SCRN FREEZE will let you stop program processing until a key is hit.
- \* TIME DELAY allows you to select the amount of time (in seconds) to pause before processing is continued.

### OFTEN USED PROGRAMS

- \* MENU is a menu driven disk utility program with many useful options.
- \* BACKUP 1541 is a disk copy program for a BAM directory selected copy or a DIRECT track and sector copy.
- \* TAPE MENU allows you to set up a tape listing for easier program access.☆

## Arlington News

The July meeting of the Arlington chapter was called to order on July 14 by chapter president, Francine Wharton. A motion was approved to distribute a membership list of the Arlington Chapter to Arlington chapter members.

The program of the month was a presentation on the Gemini line of printers.

The meeting was adjourned to software exchange following a question and answer session.

# Accounts List

Dr. Norman H. Sanders

Ed. Note: The following program will list add print information associated with your insurance policies, bank accounts, credit card accounts, etc. See the remark statements for further instructions.

```

2 print"@0:insurance pol",8
3 rem: *****
4 rem: * *
5 rem: * insurance policy list *
6 rem: * *
7 rem: * see rems at end for numbers *
8 rem: * to be assigned to individual *
9 rem: * policies in order to keep *
10 rem: * them in alphabetical order. *
11 rem: * for instance, all companies *
12 rem: * with names starting with an *
13 rem: * a will be lines between 100 *
14 rem: * and 199. *
15 rem: * *
16 rem: * suggestion...list program on *
17 rem: * screen. this will give you *
18 rem: * your assigned data lines and *
19 rem: * the alphabetically assigned *
20 rem: * lines at bottom of screen. *
21 rem: * this will let you know what *
22 rem: * number should be used for *
23 rem: * any additional policies. *
24 rem: * *
25 rem: * by changing lines 2 and 35 *
26 rem: * you can use this program for *
27 rem: * bank accounts, credit card *
28 rem: * lists, etc. *
29 rem: * *
30 rem: * after you insert data. type *
31 rem: * run...and program will print *
32 rem: * your current list. *
33 rem: * *
34 rem: * note...each data line has 4 *
35 rem: * items... *
36 rem: * company name *
37 rem: * policy number *
38 rem: * company address *
39 rem: * company city, state, zip *
40 rem: * *
41 rem: *****

```

```

80 poke53272,23:open4,4,7:cmd4:poke650,128
81 a$=" " :b$=chr$(14):c$=chr$(15)
83 w$=chr$(10):rem: for double spacing
84 x$=w$+w$:rem: for triple spacing
86 readd$.e$.f$.g$
88 print#4,a#b#"insurance policies
90 print#4,c#a#d#w#a$"acct. # "e#w#a#f#w#a#g#x$
3100 rem: a 100 b 200 c 300 d 400
3102 rem: e 500 f 600 g 700 h 800
3110 rem: i 900 j 1000 k 1100 l 1200
3112 rem: m 1300 n 1400 o 1500 p 1600
3120 rem: q 1700 r 1800 s 1900 t 2000
3122 rem: u 2100 v 2200 w 2300 x 2400
3124 rem: y 2500 z 2600
4000 rem: written by dr. norman h. sanders
4010 rem: 1616 pearson lane
4020 rem: roanoke (keller). tx 76262
5000 print#4:close4

```

## Sample Data Statements

```

1350 data"Monumental Life Ins. Co. (Sub. Coastal mortgage payoff)"
1351 data"70802900356435","Baltimore, MD", "21202"
1360 data"Monumental Life Ins. Co. (Tyler 25 acre mortgage payoff)"
1361 data"xxxxxxxxxxxxx","3401 West 111th Street","Chicago, IL 60655"
2000 data "Teachers Insurance Company (74 Valiant)","42-19526010"
2001 data"1 Horace Mann Plaza","Springfield, IL 62715-0001"
2010 data "Teachers Insurance Company (82 Toyota)","42-22134300"
2011 data"1 Horace Mann Plaza","Springfield, IL 62715-0001"
2020 data "Teachers Insurance Company (house)","42-723749"
2021 data"1 Horace Mann Plaza","Springfield, IL 62715-0001"
2030 data "Teachers Insurance Company (62 P U)","42-19521910"
2031 data"1 Horace Mann Plaza","Springfield, IL 62715-0001"
2040 data "Teachers Insurance Company (81 Toyota)","42-20436100"
2041 data"1 Horace Mann Plaza","Springfield, IL 62715-0001"

```

\*\*\*\*\*

## Question? ? ?

The newsletter editors would like to know what type of articles you would like to read and what type of software you would like us to review. Now that we have a wealth of information and software to chose from, it would be helpful to know what you, the readers, are looking for in the newsletter. Thank you for being interested.

COMAL's procedures are advanced versions of subroutines (so advanced that they can be complete programs in themselves). Understanding how procedures and functions work and help you to program is the major part of getting COMAL working.

The first thing you should do is separate procedures from BASIC-type subroutines. Any operation that occurs repeatedly is usually placed in a subroutine. Procedures can be used in this way too, however, procedures are also used for code that is only executed once!

## OPEN and CLOSED Procedures

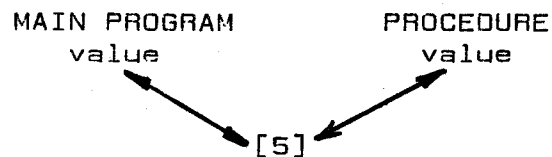
There are two types of procedures, OPEN and CLOSED. The selection of the type determines how the procedure will act upon the variables. First, lets look at open procedures.

When a procedure is left open all variables are global. By global variables I mean that the string called "text\$" will always refer to the same character string anywhere in the program. By the way, the two slashes (//) you'll be seeing in the program listings represent remarks. Any text that follows the slashes is ignored by COMAL. Now try this example:

```
new
auto
0010 // the program:
0020 value:=5
0030 global //execute procedure
0040 print value
0050 end
0060 // the procedure:
0070 proc global //open procedure
0080 value:=7
0090 endproc
0100 PRESS RETURN

run
7
end at 0050
```

Since VALUE is global to the procedure, it refers to the same number in the procedure as it does in the main program. Let's look at it this way:



Both variables called VALUE refer to the same number in memory, in this case, 5. So when the procedure sets VALUE to 7, it is changing the same location in memory that the main program set to 5.

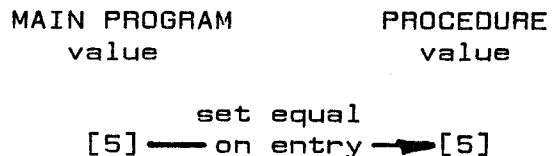
To make VALUE local to the procedure we must make VALUE a parameter by adding it to the procedure like this:

```
0070 proc global(value)
```

Now, to avoid an error, you must add a parameter to the statement that calls the procedure:

```
0030 global(value) //execute procedure
```

When this procedure executes, it has this effect:



Now VALUE refers to a different location in memory in the procedure than it does when the main program is running. VALUE is now local to the procedure. Note that all other variables are still global to this procedure since it is still OPEN. To make all variables local, we have to add CLOSED to the definition of the procedure:

```
0070 proc global(value) closed
```

With this change GLOBAL is no longer a good

name for the procedure. All variables are local with one exception, strings.

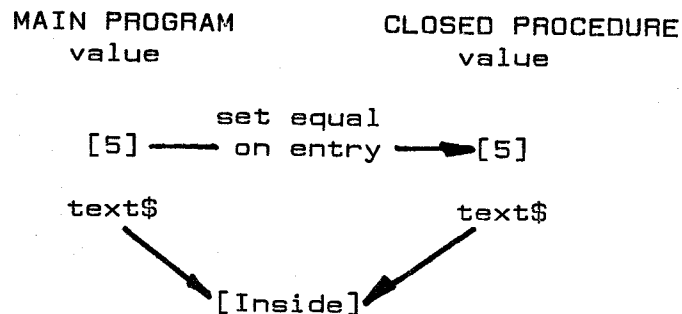
Strings remain global unless they are passed as a parameter. Add these lines to the program and run it:

```
0012 dim text$ of 40
0046 print text$
0085 text$:="Inside"
```

```
run
5
Inside

end at 0050
```

Even with a closed procedure TEXT\$ still refers to the same string stored in memory:



The only way to make a string local is to use it as a parameter, i.e.:

```
0030 global(value, text$)
0070 proc global(value, text$)
```

If you run the program with this change no text will be printed because TEXT\$ is now local within the procedure.

By leaving strings global, we can pass large string arrays to the procedure for processing. But in general, closed procedures can't get to variables from the outside and outside program lines cannot get at the data within a procedure; we have to pass all needed variables to the inside.

can be transferred to and from procedures, and why closed procedures are recommended for programming. ☆

## Review: DALLAS QUEST

Adventure games have become more sophisticated in the past year. Many early adventures transported you to a world of sword and sorcery, warlords and wizardry, macho and muscle. While using your intellect, you were surrounded by an atmosphere of the past. In the last few months several new types of adventure games have emerged. The software counters now show a variety of detective, mystery, and future world adventures as well as a new breed of adventure based on literary or TV/Movie scenerios.

DALLAS QUEST is an intriguing adventure especially suited to beginning players. Experienced game players will enjoy it's exceptional graphics, refreshing humor and moderate challenge as well. Available to all is the ability to ask for hints and a story line that is imaginative and pure fun.

While the characters have been taken from the popular television series, it is not necessary for you to have seen a single episode in order to fully enjoy the game. You are a famous dective in search of a map which locates an extremely rich oil field. The game offers you the ability to save 9 games in progress, a valuable feature when you suspect danger.

DALLAS QUEST was my first experience in adventure games and I thoroughly enjoyed every minute. My only regret was that I had solved all the "puzzles" and reached the end. Since then, I have played 6 more adventures...I guess you'd say I'm hooked!

DALLAS QUEST  
Datasoft  
19808 Nordhoff Place  
Chatsworth, CA 91311  
Retail Price: \$34.95

☆☆☆☆☆

Reprinted from THE USERS PORT, newsletter of the San Fernando Valley Commodore Users Group.

Let's start off by assuming that you have received the COMAL Demo Disk and don't have the wildest idea how to use it. Many of us have been in that position, including me. We'll start on the ground floor and assume you know nothing about programming in COMAL.

## READ THE LABEL

The place to begin our trek into COMAL is on the label affixed to the diskette. It should say COMAL 0.14. That's the revision. (0.12 is outdated and should not be used.) The loading instructions should say:

```
LOAD "BOOTCOMAL",8
```

That means put the disk in the 1541 and load the language like you would any other 'program'. BOOTCOMAL is a very short BASIC loader program that loads in the language. When you see READY, type RUN and COMAL will begin loading. It takes about two minutes, so while you wait, read the screen. It has some valuable information.

It says that COMAL programs may be SAVED to the disk just like in BASIC but you never have to use the ",8" to specify which drive. COMAL doesn't work with tape. It also says you may 'LIST' a program to the disk. This is a Real Neat Thing, so I'll go into it in some detail.

## LISTING PROGRAMS TO THE DISK

Let's say you have a COMAL program loaded and in memory. This could be a sample program, like the ones found on the Demo Disk or one you've written. To place the program on the disk permanently, you can save it like this:

```
SAVE "PROGRAM NAME"
```

That writes the program to the disk as a "program file", which can be LOADED and RUN later. (Just like BASIC.) What would happen if you wanted to merge two programs? Since COMAL programs are written in modules, merging two or more programs is something you will want to do occasionally. Nothing could be easier. LIST takes care of it for us automatically. Here's how it works.

Load a program into memory. Send the program to the disk like this:

```
LIST "PROGNAME.L"
```

Notice we didn't SAVE the program, we LISTed it. The program is now recorded on the disk, not as a "program" file, but as a "sequential" file. The ".L" tacked onto the filename says this is a LISTed program, not a data file. You can't LOAD a program that was LISTed to disk, but you can retrieve it by ENTERing it. It's like LOAD, but used only with LISTed programs. To get the LISTed file back into memory, do this:

```
ENTER "PROGNAME.L"
```

Bingo! It is back and now may be RUN just like any other program. So far, so good, but remember we wanted to merge two programs. When you ENTER a LISTed program, it will merge with an existing program in memory. Both programs will be in memory at once.

The line numbers of each program should be different, or big trouble will result. COMAL has a renumber function built in, so use it to change the line numbers of the program in memory before you ENTER another program. To renumber the lines to start with 9000, key in "RENUM 9000". Then ENTER the next program and RENUM again (without 9000). Try it and see what happens.

## LIST IT AGAIN

LIST may also be used to list the program to the screen or the printer. If you LIST to the screen, the space bar will pause the listing until hit again. The return key stops the listing. To get a program LISTed to the printer, key in:

```
SELECT "LP:"  
LIST
```

When the printer stops, key in:

```
SELECT "DS:"
```

This select business is like the BASIC "Open 4,4:CMD4".



## PLAY BALL !!

When COMAL is loaded, you may be asked if you want error messages. Answer no unless you really want to see them. Now you have some options on the screen. Help, Demo, Info and Program. Try each option in order and see what happens. If you tire of the show, press RUN/STOP and key in "LOAD HI". That gets you back. After looking at all the pretty pictures, keyword explanations and such, try loading the directory. Key in "CAT" and watch the disk's directory scroll in. The program in memory will still be there after the directory comes in. Dual drive users can select CAT 0 or CAT 1, but 8 & 9 won't work. Browse the directory and pick out something interesting. On a blank line key in "NEW" to erase the current program and then put the cursor on the line of the program you want to load. If the filename ends in ".L", key in ENTER. If not, key in LOAD and press return. Whoops! ERROR 56 will flash on the screen. The cursor will be on the filetype (PRG, SEQ). Press the space bar three times and hit return. That's the quick way to load. Now LIST the program and look at its construction. Much of it won't make any sense, but SOME of it will. Look for the keywords PENCOLOR, BACKGROUND or BORDER. Each one controls a color (the number 0-15). Try changing the number (always press return to enter the line). RUN the program and see what you've done.

## BE FEARLESS - EXPERIMENT

Try changing the PRINT statements. Don't worry about the indented spaces, COMAL will indent for you. Usually keywords, numbers and punctuation require a space to set them off. It's not like BASIC. If you keep getting an error, put the cursor on a blank line and key in "SETMSG+". That turns on the messages. Remember that the cursor will be placed on the offending statement, so look there first. Each line is checked for proper syntax as you enter it, unlike BASIC.

## FOR THE ADVENTURESOME

If your trip through the COMAL Demo Disk was exciting and pleasurable, you should seriously consider learning how to write programs with this new wonder-language.



# Tribute

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Bill Wray was my friend and he has died.

I met him for the first time at the initial meeting of the Mid-Cities Commodore Club. By chance, we sat side by side. The conversation we carried on was, of course, about computers and the possible formation of the club. We hoped there would be enough people in attendance to make the formation of a club practicable. Neither of us could visualize the outcome and growth a year later.

It seemed to me important early on to make some kind of contribution to the club effort, so I volunteered for the position of modem leader having only a very slight idea of the complexities of the telecommunication process. It was Bill Wray who helped me understand the process and spent untold hours trying and succeeding in the interpretation of the software. More importantly, he shared the information with others in the club. His skill in downloading software and rewriting it for the Commodore resulted in some of the more interesting programs available in the first half year of the club's existence. Shoplist, Checkbook and many others, so many in fact, that we carried a disk full of programs to trade which we had gotten from him.

His contribution to the club was quiet but significant, his enthusiasm and his understanding of the computer encouraged and taught others. As we have as a club grown in numbers, we are one less with Bill Wray's death. We remember him and convey our sympathy to his family.

George Crowley

Why spend your money on a premium word processor when some public domain programs are available for free. PAPERCLIP is one of the best arguments for spending a few dollars for a quality program.

PAPERCLIP (with built-in SPELLPACK) is produced by Batteries Included and comes with two disks, a thorough owner's manual, warranty and registration cards and a mysterious little one inch box which plugs into the joystick port. I soon discovered that the box is a key, without which the program will not run.

This brings me to my only serious objection to the entire program...the manual. The tutorial section of the instruction manual is very well written progressing in a logical and understandable manner. Editorial terms are defined nicely for the beginner and the lessons proceed from simple to more complex functions. The index is valuable to locate instructions that are not often used.

However, the manual was written to cover a number of Commodore computers and becomes confusing unless you mark and read only those sections that apply to your specific model. Special Code Keys are used throughout the book to perform different functions. The actual key to press for these codes varies from one Commodore model to another. While this is not difficult to figure out, it will cause you to either flip back to the Code Chart often, memorize the codes immediately or customize your manual by penciling in your particular code key whenever it is referenced. In the overall program this is not terribly significant; it will just take you a bit longer to master the use of the manual and the program.

Now for the really great news! There are so many good features that it is difficult to know where to begin. Here is a checklist of the capabilities of PAPERCLIP that I found most useful.

- \* Both disks may be copied by user. (PAPERCLIP even provides the utility program).
- \* Owner's Manual includes a tutorial section, index and reference section (no quick reference card).
- \* With one keystroke you can move the cursor up, down, left, right and to the top or bottom of a screen or document.

- \* You can copy, move, delete, save and read blocks of text.
- \* You can search for a word or part of a word, replace words and verify the replacement.
- \* You can delete single characters, words, whole lines, sentences, screens and all text following the cursor.
- \* The program displays 23 lines of 40 characters each and shows page, line and column counters onscreen.
- \* Unfortunately PAPERCLIP does not include automatic word wrap; lines longer than 40 characters do not wrap onscreen.
- \* The program supports 80-column hardware and will display a virtual representation of the printed text.
- \* The user may set right and left margins, centering, line spacing, number of lines per page and page numbers anywhere at top or bottom of page.
- \* The program will print headers and footers, print in two columns and right justify the text.
- \* There is both an insert and overtyping mode.
- \* You can set tabs, add data to columns, sort columns, change screen colors and automatically center headings.
- \* You can embed page breaks in the text, have page breaks displayed on the screen, and force lines to stay together during page breaks.
- \* The Spelling-Checker runs easily and relatively fast.
- \* A user-created dictionary is provided to check the spelling of words not found in the 15,000 word PaperClip dictionary.
- \* Besides allowing you to save text to tape or disk, PAPERCLIP allows you to format disks, merge files, rename, save and delete files and get a disk directory while you are entering text.

If your printer is suitably interfaced and is capable of the following,

- \* PAPERCLIP will allow you to overstrike, underline, and doublestrike.
- \* You may use proportional spacing, subscripts and superscripts and italics.
- \* You may print compressed characters or double-wide characters and you can modify the program codes to fit your printer.

Overall, PAPERCLIP is a very powerful word processor with a good manual. It includes most of the features found in other word processors plus a few special features of its own.

PAPERCLIP, Professional Word Processor  
Batteries Included  
186 Queen Street West  
Toronto, Ontario, Canada M5V 1Z1  
\$99.95

A review copy of PAPERCLIP was provided by Babbage's Software located in Northeast Mall, Entrance 4. The MCCC is grateful to them for taking an active interest in our club. PAPERCLIP is available at Babbage's at a reduced price of \$89.95.

## Book of Adventure Games

"Once upon a time when 16K computers were still the size of a house, there were adventure games. Since then, the two have evolved together....Adventure games can excite the imagination, but they can be frustrating too. If all you need is just a hint or peek at a map to help you come unstuck, help lies between these covers."

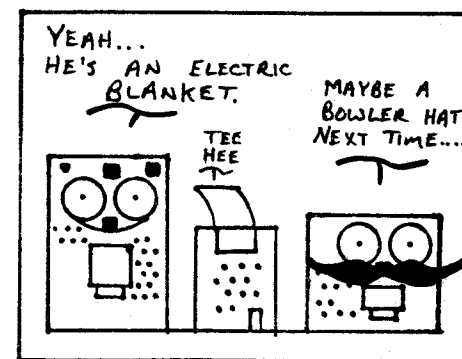
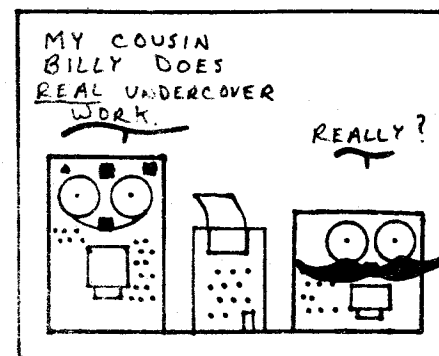
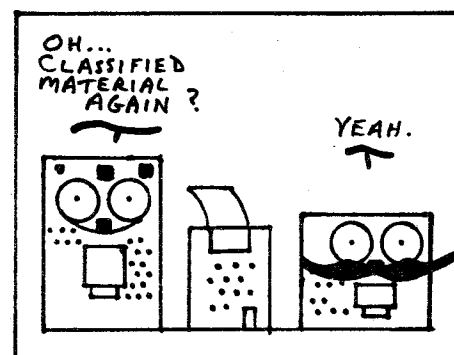
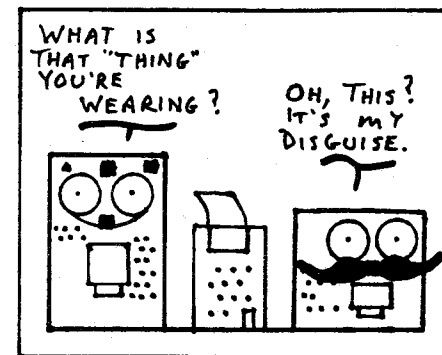
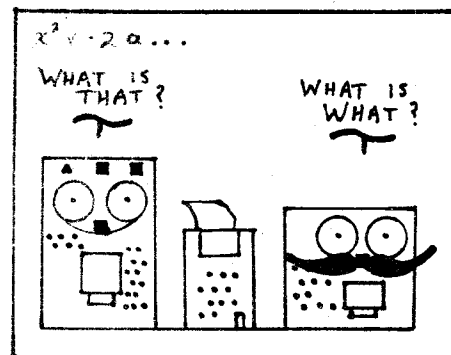
The Book of Adventure Games by Kim Schuette is published by Arrays, Inc. and is dedicated to "the world of frustrated adventurers who have for so long wondered where their next clue was coming from." The introduction of this fascinating book includes History of Adventures, What Makes A Good Adventure and How To Tackle an Adventure Game.

The bulk of the book, 237 pages, contains the descriptions and maps for over 75 various games (including 30 maps for Time Zone!). Black and white illustrations of the graphics accompany a short description of the game's playability. This can be of good use in selecting your next purchase. Possible solutions are located in the final 90 page section. It should be noted that the solutions do not tell you every little detail of play. This would certainly ruin the challenge of any game and take the satisfaction of solving it away from the player. The solution guidelines are numbered and correspond to numbers on the maps. If you really get stuck look for a number on the map, find the corresponding number in the solution and continue the game. The system provides assistance without sacrificing your imagination.

The Book of Adventure Games (Arrays, Inc., Book Division, 11223 S. Hindry Ave., Los Angeles, CA 90045) is available at Babbage's (\$16.95) and G. Sander's Books (on order, \$19.95).

# SHORT CIRCUITS

BY PHIL RUFFIN



# Board Report

COMMODORE 64 & VIC 20

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## Ft. Worth News

Many thanks to Al Todd (KC5YV) for his interesting presentation on Commodore computers in amateur radio. Thanks also to Mike Campbell (K5LXR) and Herschel Gibbs (KC5NN) of the GDRA Radio Club for helping with the demonstration at the July meeting.

The Ft. Worth chapter will meet Saturday, August 18th, at 1:30 PM in Room 2 of the GDRA. Charles Minckley will discuss genealogy programs. The Ft. Worth Night chapter will meet Monday, August 20th at 7 PM at the Precinct Garage. We will view and discuss Jim Butterfield's videotape. This introduction to the C64 will be of special interest to new computer users.

## Classified Ads

REPAIR SERVICE - Disk Alignment \$15.00 - Hardware device number changing (external switches). Repairs guaranteed. Discount to fellow MCCC members. Call Roger Hoggard at 281-2608, weekdays between 6-9 PM or weekends, all day.

FOR SALE - New 1525 Commodore PRINTER \$185.00. Call (214) 266-7325 days, (817) 282-6032 evenings after 5PM.

The August Board of Directors meeting was held August 4 at the Hurst Recreation Center. President Diane Dews called the meeting to order. Fifteen officers and members were present.

The first order of business concerned providing the various chapters with VHS and BETA video tapes on the James Butterfield C64 introductory class. A list of those members who signed up for the class was given to representatives of each chapter. Each chapter will schedule their own training sessions depending on availability of the tapes. The board voted to have the Club pay for the meeting room expenses incurred for this training for each chapter.

Bruce Nelson stated that the Club Treasury had \$3976 in it and at the current spending rate should have approximately \$3000 in it by the end of the year.

Leonard Parker, Club Co-librarian, requested the club purchase 73 mailers from him at \$0.95 each which is what he paid for them. The board voted to purchase the mailers from Leonard and provide them equally to the chapters.

It was suggested that the club put together a C64 training packet on how to get started. It would include various articles from past newsletters that provided helpful tips and programs. In addition a disk of start up programs would be part of the package. Gary Wordelman, Barbara Cramer, Roy Baker, and Dan Branam volunteered to put this package together.

It was decided to sponsor a programming contest with three prizes valued at \$100, \$50, and \$25. See the announcement in this newsletter for details. The meeting was adjourned.

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CORRECTION from Roy Baker: On page 21 of the July newsletter, Helpful Hint should be POKE 186,8:SYS 52224.