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TELECOMMUNICATIONS SYSTEMS, HARDWARE, AND SOFTWARE
FOR THE COMMODORE 64™, SX64™, AND VIC 20™

MIKE CANE
AUTHOR OF
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THE
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MIKE CANE has worked for a leading new electronic media market research firm and has also consulted on personal computers, data communications, and online database systems. He is the author of *The Computer Phone Book*™, available in a Plume edition. Mr. Cane lives in New York City.

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Preface

This is a telecommunications book primarily for owners of Commodore VIC 20, Commodore 64 and Commodore SX-64 computers. If you are an owner of a Commodore 264 or Commodore 364 computer, this book can be of use to you, too, although you will not find information in it specifically for these two new computers.

Among many other things in this book you will learn:

- What online communication is.
- What hardware and software is needed to make a VIC or 64 communicate.
- What various brands of terminal programs contain and which should be considered for purchase.
- How to use the CompuServe Consumer Information Service, and what it offers Commodore owners.
- How to use the Delphi system, and what it offers Commodore owners.
- How to use THE SOURCE, and what it offers Commodore owners.
- How to use the Startext system, and what it offers Commodore owners.
- How to use the "Punter" CBMBBSs, and what they offer Commodore owners.
- Which online services are available just for Commodore owners—in a special directory section prepared just for this book.
- What the future of telecommunications holds for Commodore owners.
- What programs are available for downloading from the CompuServe Consumer Information Service, and which are the very best of the several hundred offered.

Like my previous work, *The Computer Phone Book,* you will find instructions on how to use a variety of systems and a directory of systems that can be called immediately. Most of the material contained herein is appearing for the first time in book form. Several online systems are making their directory debut here.

What it all adds up to is *one* volume of information tailor-made for VIC and 64 owners, information that is only of interest to owners of these computers.

If you have a Commodore 264 or 364, you can still benefit from this book. Most of the systems listed here can be used by 264 and 364 owners, and each system will be making available services for owners of these new computers.

Join the other hundreds of thousands of VIC and 64 owners who are already exploring the online world. This book will be your passport and your guide. Enter this new world using *The Computer Phone Book™ ONLINE GUIDE™ for the Commodore™ Computers.*

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INTRODUCTION

Before Going Online

There are some terms and concepts that need to be understood before using any sort of computer to communicate with others. These concepts do not pertain specifically to Commodore computers; they apply to any computer, no matter what particular brand name.

The act of communicating with another computer is usually accomplished over the telephone lines. When your computer is connected to another in this manner, you are *online.*

To get online, a telephone is needed. You will also need a *modem,* which connects to a computer and allows it to use a telephone. The word "modem" is a truncation of "*mo*dulator-*dem*odulator" and is pronounced *moe*-dem.

The internal workings of all computers are in *digital form,* that is, in electronic impulses that are represented as a series of zeros and ones. A telephone cannot use these zeros and ones, at least not yet. The existing telephone system can only handle a *modulating signal,* that is, sound. To get a computer to talk over the telephone, it must send out a sound. This is where a modem fits in. It translates the zeros and ones that a computer uses into an audio signal that can be transmitted by any telephone. The computer at the other end of the line will also be equipped with a modem, which will translate the audio signal it receives back into digital form. One modem takes its digital signal and *modulates* it into sound, while a second modem receives the audio signal and *demodulates* it back into its original digital form. When you actually call another computer, a high-pitched sound can be heard over the phone. This is a *carrier signal* being sent out by the computer's modem. In effect, it is a ready and waiting signal that lets you know that computer communications may proceed.

Before going online, another item is required. It is a piece of software known as a *communications package,* also called a *terminal program* or *terminal emulator.* There are two types of terminal programs: dumb and smart. A *dumb terminal program* simply converts a computer into a terminal much like those seen in airports or banks. It will only allow the display of information from an online system on a TV screen or monitor. That is the most it will allow. This type of program does not take advantage of a computer's available memory; it is not designed to remember what it receives from an online system, hence the name dumb terminal.

In contrast, the distinguishing characteristic of a *smart terminal program* is its ability to use the memory available in a computer to store what it receives from an online system. The program allocates a portion of available RAM into which information received may be stored for later use. This section of memory that is set aside for storage is called a *buffer.* The size of a buffer depends on the amount of available memory in a computer and the ingenuity of the program's author. On a computer with 64K of RAM, for instance, a buffer could range from a low of 8K to a high of 50K. The advantage of having a buffer is the ability to store and later manipulate information received from an online system. *Information* can be a simple text file (such as a memo), a program that can run on a computer, or even graphics. The information can be filed on a cassette tape or a floppy disk. It can be printed out or transferred to a word processor for editing. It can even be transferred online to another computer. Aside from these advantages, some smart terminal programs have built-in text editors to allow the creation or manipulation of files when offline, a phone directory to store frequently called system numbers, the ability to create files to automatically log onto a system, and a timer to measure the duration of online sessions.

Once you have a suitable modem and communications package, they will have to be set up for use. In preparing a modem for use after it has been connected to a computer, there are only three options you must specify. The first is *duplex,* which determines the manner of computer-to-computer transmissions. Two choices are available: half-duplex and full-duplex. *Half-duplex* can best be described as being similar to using a CB radio. When one person is through transmitting, a signal is sent to indicate that the other person should go ahead; the signal used is the word "over." In much the same way, in half-duplex communication only one computer at a time can "speak." When one computer is through transmitting, it sends a signal to the other to permit it to start transmitting. *Full-duplex,* on the other hand, is like two people talking to one another on a telephone. Both may speak at the same time, the conversations may overlap, yet no information is lost in the process. Most online systems communicate in full-duplex. Thus, the first option to set in preparing your modem is *full-duplex.*

The second setting is determined by which computer is to place the call. A computer that is waiting to receive a call will have its modem set to *answer* mode. A computer that is being used to initiate an online session will have its modem set to *originate* mode. Since you will be establishing contact with online systems, set the modem to *originate* mode.

The third and final modem setting will dictate the speed of transmission between computers. Transmission speed in computer communications is measured at the rate of *bits per second* (*bps*). Most Commodore online systems operate at 300 bps, and this is the speed at which the modem should be set to operate.

Now that you have made your modem ready for telecommunications, there are also three options that you must deal with for the terminal program. They are set after loading the program into a computer. All three are determined by the *communications protocol* an online system expects to be used, that is, the manner in which bits are carried online between two computers. It is at this point that Commodore-specific settings must be brought into play. The first option to specify is *word length.* This term is misleading since it does not pertain to the size of actual words but to the number of bits that are used to form a single character. There are two choices: 7 or 8. Set the program to *8.*

The second software setting will determine how many, if any, *stop bits* must be transmitted. A stop bit comes after the 7 or 8 bits that make up a single character. A stop bit informs the receiving computer that it has just gotten all of the bits that are required to form a single character. More than one stop bit may be necessary in some online applications. Set the program to send out *1* stop bit.

The last option is *parity.* There are up to five possible choices: even, odd, mark, space, and none. Parity is used in situations in which *error checking* is necessary, such as the transfer of programs between computers. Most systems use either even parity or none. Set your program for *none.*

To review, your modem is now set as follows:

- Speed: 300 bps
- Duplex: Full
- Mode: Originate

Your terminal program is set as follows:

- Word length: 8
- Stop bits: 1
- Parity: None

These settings may be changed at any time for specific situations. Note that the directory section in this book contains complete information in regard to communication protocols needed to go online with each system.

One of the many things that may be done while online is the exchange of text and program files. Although this will be discussed in later chapters, the terms you will need to know are defined now. When your computer is *sending* a file to another computer, the process is called *uploading.* When your computer is *receiving* a file from another computer, the process is called *downloading.*

After the purchase and preparation of a modem and of the terminal software, the next step is to find a system on which to use them. There are three types of online systems that are available: *National Information Services, Local Information Services,* and *Bulletin-Board Systems* (commonly referrred to as *BBSs*). What follows are some of the terms associated with online systems.

Database. A database is simply a collection of information in electronic form. A collection of information would be, for example, a VIC 20 or Commodore 64 User's Manual; it would become a database once it has been put into electronic form.

Network. In telecommunications, a network can consist simply of the existing telephone network maintained by AT&T or a series of microwave towers and relays such as those provided by MCI, Sprint, ITT, and Western Union.

Value-added network (also known as a *packet-switched network*). This is a telephone network that is specially designed to handle data communications, in other words, communications between different types, sizes, and brands of computers. It is used when subscribing to a National Information Service. This type of telephone network enables the computers of a national system to be dialed up for the price of a local phone call, even though the system's computers may be in another state. When subscribing to a national system, you will be given a local phone number of a packet-switched network to call. This is called a local *node.* Using a value-added network is less expensive and more reliable than making a long-distance call.

Information utility. This is the actual collection of computers that make the various services available on a national system. The individual computers themselves are large computers called *mainframes.* Because they are providing the service, they are also known as the *host* computers.

Connect-time. This is the phrase that describes the fee most national systems charge for use. Connect-time is described as a per-hour fee because that gives a clear idea of how much the system will cost. It does not mean a system will charge for an hour's worth of time if it is only used for a few minutes.

A National Information Service, as its title implies, is available nationwide (and sometimes even worldwide) by a packet-switched network. When you subscribe to one, you will be given a phone number for a local node to connect with a packet-switched network that ties into the system. In general, there will not be an additional charge for using a packet-switched network, since the systems include the cost in their connect-time rates. Connect-time rates for national systems are generally divided into two categories: prime time and non-prime time (sometimes called office and home time). *Prime time* is generally from 8 AM to 6 PM local time (that is, your time) weekdays. *Non-prime time* is generally from 6 PM to 8 AM local time (again, your time) weekdays and includes weekends and most holidays. Non-prime time is generally used by most computer owners since it is less expensive.

Local Information Services, however, have a different pricing structure. In most instances, a flat monthly subscription fee is charged for unlimited

access to the system. There are no hourly connect-time charges, and subscriptions can be for as short as 1 month to as long as 1 year. Of course, you must either live in the area in which the service is located or pay for a long-distance phone call, since local systems are not accessible through packet-switched networks.

Bulletin-Board Systems (BBSs) are, in most cases, free. The BBSs are mostly operated by individual computer hobbyists and can only handle one caller at a time. This is because the system is running on a microcomputer such as an Apple, a TRS-80, a PET, or a Commodore 64. Since a BBS can only accommodate one caller at a time, when the system is in use its phone line will respond to other callers with a busy signal. To give as many callers as possible a chance to use their systems, some *system operators* (commonly known as *sysops*) have instituted time limits, allowing each caller to use the system for anywhere from 10 to 30 minutes a day. Some sysops ask for monetary contributions from their users to help maintain their systems. This is not an unreasonable request, since the equipment running the system is subjected to constant, daily use and requires repairs more frequently than a home computer that is just used a few hours a day.

There are three ways of moving through each of the online systems described. The first is by a series of menus. A *menu* is a list of available choices. The list may be numbered, in which case you just type the appropriate number key on a computer. If a menu is not numbered, the first letter or letters of a desired selection must be typed, depending on its uniqueness within the list. For example, in a menu in which both Banking and Bulletins are presented, **Ba** or **Bu** must be typed, not just the letter "B," since both would answer to that letter. The second way of moving through a system is by using keywords. A *keyword* is simply a unique group of letters or words that correspond to a title under which the information or service is classified. In most cases, this can be thought of as retrieving a folder from a file cabinet. The keyword is the name of the folder being sought. The final method of running through a system is by using direct commands. A *direct command* may be similar to a keyword, but in most cases it is preceded by a verb that tells the system to take a specific action.

The three ways of moving through the online systems describe the manner in which the systems are *driven* that is, the way to move through them. The phrases, *menu driven, keyword driven,* and *command driven,* are used to describe these methods. Don't worry if you are still a bit confused at this point. Examples of each method will be shown in later chapters.

As a quick review, there are three types of online systems:

- *National Information Service*
  Prime time and non-prime time rates
  Hourly connect-time charge
  Accessed by a local call through a packet-switched network

- *Local Information Service*
  Monthly subscription fee
  Unlimited connect-time with no additional charge
  Accessed by a local or long-distance call
- *Bulletin-Board System*
  Possible daily time limit
  Generally free of charge
  Accessed by a local or long-distance call

Information and services on these systems can be found by one or more of these methods:

- *Menus*
- *Keywords*
- *Direct commands*

Another type of system that has not yet been covered and that combines some of the elements of the above system with some unique features of its own is still in the developmental stage. It is a videotex system.

Videotex is generally used to describe a system that relies heavily upon graphics as part of the information and services it offers. In the strictest sense, a videotex system is one that uses a *non-ASCII* coding format to transmit and display text and graphics. The major coding standards currently vying for the top position are Prestel (the first one devised; it originated in Great Britain), Telidon (from Canada), and PLP/NAPLPS (Presentation-Level Protocol or North American Presentation-Level Protocol Standard; developed by AT&T in the United States). All of these standards were primarily meant to be used with specially designed terminals or decoder boxes that can accept and display the encoded color graphics on a monitor or TV screen. Like systems designed to be used with personal computers, videotex is usually transmitted over telephone lines, although there have been tests of delivering it over cable TV. Unlike systems designed to be used with personal computers, the transmission speed of videotex is usually 1200 bps from the host and 75 bps to the host. This 1200/75 is quite different from the 300/300 and 1200/1200 bps speeds used by personal computers in data communications.

Videotex systems are menu driven and are primarily offered on a flat monthly subscription basis, although there may be additional charges for special information or transaction services. Videotex systems, at least those based in the United States, are designed to serve a local area and may not be accessed through a national packet-switched network.

Videotex may be the wave of the future. All of the commercial systems listed in this book plan to offer PLP/NAPLPS graphics on their systems in the future. In the meantime, it is still an ASCII-based online world; one that offers the special commands discussed next that add flexibility in using systems.

When a program is LISTed on a computer, the text moves from the bottom of the screen to the top. This is known as *scrolling.* Text sent to a computer from an online system will scroll in a similar, though not identical, manner. When online, this scrolling can be stopped and restarted by using a *Control function.* On most computers, Control functions are executed by using two keys. One is marked *Control, CTRL,* or *CTL.* This key, when pressed in conjunction with one of several Letter keys, sends a command to the online system, telling it to perform one of several functions. Unfortunately, on the VIC and 64, it is not always as easy as pressing the CTRL key and the appropriate Letter key to issue a Control function. Invariably, which Control functions can be called upon, as well as how they may be called upon, are often governed by the communications software. Some programs do not enable the issuance of certain Control functions directly from the keyboard; instead, one of the eight Function keys on the VIC or 64 must be used. Alternatively, some software uses the "Commodore" key instead of the CTRL key. Neither of these idiosyncracies is exactly a hardship, although they can be very inconvenient. Consult the instruction manual that accompanied your communications program to find out about your particular options. Setting aside these potential differences in communications programs, online systems generally accept the following commonly used Control functions:

Control-C. This interrupts the current command the system is executing and returns it to a state of readiness for the entry of a new command or selection.

Control-G. This sounds a bell. Not all systems permit this and filter it out, although the system itself may send it to get your attention.

Control-H. This moves the screen cursor back one space to erase a letter so it may be replaced with a new one. Note that this is used by some systems only as a simple *backspace* command as opposed to a *destructive backspace* command, that is, the cursor may move back one space and then type over the character; when printed out the effect is of two letters occupying the same space. This makes for messy printouts.

Control-O. This tells the system to skip through the text it is sending. The end result may be a system prompt to enter a new command, or the next block of text in sequence will be sent.

Control-P. This function is similar to Control-C. Some systems use both, whereas some only accept Control-P.

Control-Q. This will resume output, restarting the scrolling of paused text. This is issued after pausing with a Control-S.

Control-R. On some systems this function redisplays the line of text that has been typed, before the Return key has been pressed. On a printing terminal, this command is handy if text has been overwritten by overusing Control-H and the line must be seen clearly. This function

also comes in handy on video terminals on which telephone line noise has interfered with the display of characters that were input.

Control-S. This causes a pause in system output, stopping the scrolling of text. The scroll is resumed by issuing a Control-Q.

Control-U. This erases the entire line that has been typed into the system, if the Return key has not been pressed, and allows a new line to be typed.

Control-V. This function is similar to Control-R. Some systems use this instead of Control-R.

Control-Z. On some systems, this function indicates *end of file,* a command that is used to tell the system that a file that has been typed in or uploaded is complete and should be stored. This function may also be used on some systems to return to a prior system prompt.

All of the above commands are normally executed by pressing the Control key and the appropriate letter *at the same time.* The Hyphen (-) key, however, is not pressed. Imagine the Control key as a Shift key. When a capital letter is needed, the Shift key and a Letter key are pressed simultaneously. The same method is normally used in executing a Control function. But remember, with a Commodore computer you may have to contend with a programmer's personal preferences, so check with the communications software's documentation.

All of these commands, when available, place an online system at your beck and call. The system is working for you, not the other way around. When using systems, if you encounter one that seems to be acting strangely or malfunctioning altogether, blame the system or the telephone connection or even the modem, but not yourself. This rule is especially true if you check the modem on another system, have no trouble with the telephone, and find that communication protocols were properly set in the first place. Hundreds of thousands of other computer owners have already used the systems listed in this book. If the systems were prone to fail at the slightest touch of the wrong key, this book would not have been possible. Don't worry: *There is nothing you can do to accidentally break a system.*

This book is designed to instill in you a solid understanding, in principle, of how all systems work. In particular, upcoming chapters will tell you exactly how to use the portions of online systems that are set aside specifically for VIC and 64 owners.

Before tackling the systems, a discussion of specific communications hardware and software for the VIC 20 and Commodore 64 is in order. In the next chapter, modems and terminal programs designed especially for the VIC and 64 will be explored.

CHAPTER 1

Readying Your Commodore VIC and 64 to Go Online

The Commodore VIC and 64 computers are the easiest microcomputers to set up for telecommunications. Commodore has made sure of that.

Until very recently, to make a VIC or 64 talk to the online world, you needed to buy a VICModem. Accompanying the VICModem in its Commodore gray box was a cassette tape. This cassette tape contained two telecommunications programs. One was called VICTerm, the other 64 Term. To get them to work they were put in a Datacassette recorder, either LOAD"VICTERM" or LOAD"64 TERM" was typed into the computer, then RUN, and it would be ready to go online. Commodore's directions were straightforward, the programs themselves were simple to operate, and there was even an incentive to buy the modem: Included in the package was free connect-time on two National Information Services.

Although I have used the past tense in the above paragraph, everything is still the same. The VICModem still contains the cassette, the instructions are still easy to follow, and free connect-time is still included as an incentive to buy and use the modem. What is different today is that Commodore has released its long-awaited 1650 Automodem, and a new version of VICTerm and 64 Term to go along with it. In addition, several third-party vendors now provide a type of terminal software that Commodore itself does not supply to its customers. All of this has added up to an incredible increase in the number of VICs and 64s that are being used for online communications.

In most cases, VIC and 64 owners purchase modems that are made especially for their computers. At the time this book was being written, there were three such modems: the VICModem, the HesModem, and the 1650 Automodem. All share two characteristics: They are accompanied by software to go online and they require a telephone that is assembled with modular plugs. Each one will now be examined briefly.

The VICModem, manufactured by Commodore, is a brown cartridge that fits into the user port of the VIC or 64. The user port is the slot on the back of the computer on the left as you face the keyboard. It is slid into its notch while the computer's power is turned off (never connect a

VIC or 64 to anything while the power is on). The next step is to connect the modem to a telephone. Unlike most modems made for other brands of computers, the VICModem must be hooked up to a telephone's handset line. Most modems that are connected to the telephone line, called *direct-connect* modems, do not use the handset line; they usually connect to the wall outlet or the socket at the base of the telephone (where the line runs to the wall outlet). The VICModem is unique in that it requires the circuitry of a telephone to perform its function. The reason for this is not important to know, but if you care to get the technical why fors, there will be plenty of chances to do so once you actually go online.

After most people have purchased a VICModem they are shocked to find out that the VICModem will not work with some telephones. This is true. The VICModem will not work with AT&T Trimline telephones, one-piece telephones, and some brands and models of telephones manufactured or sold by retail chains and local phone companies. The reasons for this incompatibility are as follows. For Trimline and one-piece telephones, the handset of the telephone contains the circuitry the VICModem needs to do its job. When a Trimline phone is used, the VICModem is essentially being plugged into only half of a telephone. One-piece telephones will not work since there is no way to connect the modem to them. Non-AT&T phones will not work with the VICModem because the circuitry inside them is different from AT&T phones. Not too different, but enough to count and render them useless for connecting to a VICModem. A traditional desk top AT&T telephone (whether rotary dial or Touch Tone) is what the VICModem was made to work with. If you own this type of phone, you can use a VICModem.

The VICModem performs adequately for its low price although it lacks features you may want to have in a modem (more on this later). To its detriment, the VICModem is not as sensitive as are higher-priced modems. It has a carrier-acceptance threshold that is higher than other modems I have used. This means that when calling long distance using a VICModem, there must be a connection that is free of background hiss (that low-volume noise that makes it sound as if a breeze were blowing through your telephone) and have a carrier signal of substantial volume from the computer being called. All of this simply means that the VICModem is a tad hard of hearing when compared to most modems.

The VICModem's answer mode is also troublesome. If you ever plan to have another computer call your VIC or 64, you will need to use the answer mode of the VICModem to send out a carrier signal for the other computer's modem to receive in order to talk to your computer. The VICModem puts out the lowest-volume answer carrier signal I have heard on a modem and is virtually useless for long-distance use. The answer mode is only worthwhile in local calling if both parties have crystal-clear connections. These points aside, when using the originate mode for calling

local systems or local nodes for national systems, the VICModem represents a low-cost way to investigate online communications with your VIC or 64. It is at least half the cost of the lowest-priced conventional acoustic modem and at least one-fourth the price of so-called inexpensive direct-connect modems.

Another available modem is the HesModem, manufactured by Human Engineered Software (HES). Like the VICModem, it also connects to the user port of the VIC or 64 and the handset line of a telephone. It is black, lower in height then the VICModem, and only about two-thirds as long. Distinguishing features of the HesModem include a socket for connecting the telephone line on the left side (when facing the keyboard) of the HesModem, a red light on the top that indicates detection of a carrier signal, and a slide switch on the top to toggle Originate and Answer modes. All of these features are placed where they can be reached easily and seen clearly without craning your neck. By contrast, on the VICModem the outlet for the handset line is in the back (opposite you, when facing the keyboard) and the red carrier detection light is on the right side (when facing the keyboard) along with the Answer/Originate slide switch. None of these positions on the VICModem is ideal. In actual use, the HesModem works fine. It is sensitive to low-volume carrier signals and can be used with a degree of assurance for long-distance calling. It also puts out a louder answer carrier signal than does the VICModem.

Both the VICModem and the HesModem require that the phone be manually dialed and that the handset be disconnected and its cord plugged into them. This is quite inconvenient and can hardly ever be accomplished without a degree of irritation. Disconnecting the works is similarly irritating.

Easier to use, however, is the new 1650 Automodem from Commodore. It is black and about twice as wide as the VICModem and HesModem. Like both of them, it connects to the user port of the VIC or 64. Also like both, it features a red light to indicate the presence of a carrier signal. This light faces you and protrudes from the left-hand side (as you sit at the keyboard), making it easy to see. Unlike both the VICModem and HesModem, though, the 1650 Automodem features three slide switches. The first, to control duplex (Full/Half-duplex toggle) is located on the right side of the modem. The two other switches are on the left. One is for Originate/Answer mode. The other is a Telephone/Data switch.

The distinguishing feature that sets the Automodem apart from the VICModem and HesModem is the presence of two phone jacks, not just one. The 1650 Automodem does not require the phone to be dialed manually or for wires to be connected and disconnected. It comes with a phone cord that is about 6 feet long. One end of it is plugged into one of the two jacks on the Automodem, and the other end is plugged into the base of a phone. The phone cord that runs from the wall jack to the base of the phone is

then plugged into the second jack of the Automodem. To use the phone for conventional voice calls, the modem does not have to be disconnected. Just slide the Telephone/Data switch from Data to Telephone. These features and advantages are not all the Automodem offers. Its very name stems from the fact that it may dial phone numbers automatically from a keyboard or from a tape/disk-based directory. All that is needed is the appropriate communications software to do so. (The Automodem comes with a modified version of VICTerm and 64 Term, on tape, that can accomplish automatic dialing. Other terminal programs will be covered shortly.) In actual use, the 1650 Automodem outperforms both the VIC and HES modems.

There are two problems, however, with this otherwise wonderful modem. The first is that it will not hang up the phone automatically after use in either the Originate or Answer mode. The phone line will still be open, any subsequent calls to it will meet with a busy signal, and subsequent calls from the phone using the Automodem will meet with a phone company recording reminding you to hang up the phone. You must always remember to slide the Telephone/Data switch to Telephone after making a call. The second problem is that it uses pulse dialing. Since the Automodem uses pulse, not tone, dialing, it cannot be used with long-distance services such as Sprint or MCI unless you dial the number manually. These faults aside, the Automodem is clearly the best of the three modems discussed here.

All three of these modems operate at speeds from 0 to 300 bps and were made specifically for the Commodore VIC-20 and 64 computers. Also, all three come with terminal programs on tape that allow them to go online as fast as you can finish reading the clear and simple instructions that accompany each.

If you already own a modem that is not specially made for the VIC or 64, it will probably need an RS-232C interface in order to be connected to the VIC or 64. This is not a problem. To use your modem with the VIC or 64, you simply have to purchase the VIC 1011A interface. It will provide you with the true RS-232C electrical signals from the user port of the computer, allowing you to connect and use any modem. You may also have to visit a local computer dealer to buy an appropriate connecting cable. Several modems may be connected to the VIC or 64 without the use of Commodore's RS-232 interface. For these, an interface available from Omnitronix (formerly Bytesize Micro Technology) may be used. This interface plugs into the computer's user port and has an appropriate connecting cable and modem plug.

If you are thinking of using a modem that will allow your VIC or 64 to communicate at 1200 bps, you may be in for some difficulty. Without going into great technical detail (your local user group or Commodore's Customer Support can give you details), a problem may arise due to the transmission rate tolerances built into some 1200 bps modems. Apparently, the 64 is

built to receive data from and transmit data to a modem at a single chosen speed with a low tolerance for variation. The Bell 212A specification that governs the speed of 1200 bps modems, though, permits a wider tolerance and actually sets two distinct transmission speeds for communication between a modem and the computer to which it is attached. One of these specifications, for transmission from the computer to the modem, is actually lower than the speed of transmission from the modem and the computer. This variation is too much for the 64 to handle, and an adjustment must be made in the transmission rate of the RS-232C interface being used. Again, check with a local dealer, user group, or Commodore Customer Support itself for more information before making a sizeable investment in a 1200-bps modem. Even then, check with the manufacturer of the modem being considered. In the world of computers, it is often better, and considerably easier, to prevent a mistake than to correct it.

No matter what brand or type of modem you use, you will need a terminal program. In discussing the three modems specially made for the VIC and 64, I mentioned that terminal programs accompany them. All of these programs are on cassette tape.

The VICModem comes with two programs—VICTerm and 64 Term. Both are dumb terminal emulators. Neither will capture what appears on your screen to store in your VIC or 64's memory for later printing or storing to tape or disk. Their function is simply to allow you to go online—period.

The HESModem is accompanied by three terminal programs. They are 5K, T-40, and 64-T. 5K is for an unexpanded VIC and is essentially a dumb terminal emulator, although it will allow copying of what is on a screen to a printer. This feature is called a *screen dump* and will only allow the printing of one screenful at a time. T-40 is for a VIC with a minimum of 8K expanded memory and features a screen display of 40 columns instead of the VIC's standard 22. This is very convenient, since most systems are formatted to display at least 32 columns on a screen. T-40 also allows a 4K buffer on a VIC with 8K memory expansion or a 20K buffer on a VIC with 16K memory expansion. This buffer can be used to capture what appears on a screen so that you can later print it out or view it again on the screen. 64-T contains a 24K buffer. Neither the T-40 or 64-T program, though, will allow you to save what appears on a screen to tape or disk. Another feature of both of these programs is *word wrapping*. This feature formats words on a screen without breaking them from one line to the next. It is convenient when text being sent from a system has lines longer than 40 columns.

The 1650 Automodem features two programs that are modified versions of VICTerm and 64 Term. The major modification is the ability to dial numbers from the VIC and 64 keyboard or store a directory of numbers to tape or disk. Word wrapping is available on both of these programs.

Aside from these features, both are dumb terminal emulators and neither is equipped with buffers.

Smart terminal programs are available from companies other than Commodore. Commodore once planned to release a smart terminal program for the 64, called Easycomm-64. The program was written but then withheld from release. Although I have never heard an official explanation from Commodore, I have seen the program itself and it is explanation enough. Easycomm simply isn't as good as the smart terminal programs available from other companies. Not wanting to place an inferior product on the market (that would certainly draw eventual complaints from its buyers), Commodore scuttled it.

Still in the Twilight Zone of Commodore's offices is a program called Terminal 40, which is meant to be used with the VIC 20. As its name implies, it will feature a 40-column screen display. Another rumored feature is a buffer, the size of which is unknown. Although this product has been mentioned in various pieces of literature from Commodore and release was first planned 2 years ago, no sign has yet been given that its appearance is imminent. This is a shame since it is an area in which Commodore could be ahead of other terminal suppliers. No other terminal programs are currently available for the VIC 20. In early 1983, there were at least five VIC smart terminal programs available for purchase. Every single one of these has been pulled from the marketplace. Some suppliers have cited rampant piracy of their software as making the product unprofitable; others have pulled their software from sale after deciding it was not up to their usual standards of quality; others have pulled out under the threat of Commodore releasing a lower-priced and better-quality Terminal 40 program. If you own a VIC, you are stuck with using VICTerm (or one of the two terminal programs that accompany a HesModem) for the moment. Do not despair, though. Later, you will learn about a terminal program that Commodore offers over the CompuServe Information Service that will allow downloading of text and program files.

The marketplace has been kinder to the Commodore 64. At any given moment, you can count at least 10 ads for available smart terminal programs in magazines. Only a handful of these programs is good, however. Some are written (poorly) in BASIC, some are public domain programs that have been renamed and are being sold under the guise of commercial products, and some are just plain awful. I have attempted to obtain review copies of all existing terminal programs being marketed for the Commodore 64, and what follows are descriptions of several of the better ones. Please note that these descriptions are *not* reviews, since I have not used each program thoroughly enough to write such reviews. My intent is to tell you how each program operates, what features it contains or lacks, and what my impressions are after using it. Do not use these descriptions as your only guideline

for making a purchasing decision; use them as a starting point for asking your own questions.

Commterm-64/80 — J & G Software

Requires: Commodore 64, 1541 disk drive or tape drive, modem, printer (optional), Data-20 80-column cartridge (optional).

Features: Tape or disk based, copy protected, 300 bps, 26K buffer up/download, stores data as SEQ files, screen pre/review, dump to printer/disk/tape, direct keyboard entry of data, text editor, IMaGe file conversion, auto-dial/auto-answer.

Description: Commterm is written in BASIC and compiled by Petspeed for speed. It is available in two versions: Commterm-64 for a standard Commodore 64 with tape or disk drive or Commterm-80 for a Commodore 64 with a Data-20 80-column cartridge and tape or disk drive. The following is a description of Commterm-64.

Loading the disk directory of the program reveals its secret:

```
Ø    "COMMTERM-64 V4.1" V4 2A
51     "COMMTERM-64 V4.1"  PRG
56     "COMMTERM EDIT V4"  PRG
5Ø     "READ COMM FILE"    PRG
41     "CONVERT IMG FILE"  PRG
466   BLOCKS FREE.
```

Commterm actually consists of four separate programs. The terminal program proper is COMMTERM-64 V4.1. Loading with **LOAD "COMMTERM-64 V4.1",8,1** then typing **RUN** brings up a Copyright/title page, then

```
Default:


Baud rate = 3ØØ
Full Duplex
8 Bit Word
Parity = None
Default Options OK?

Y or N
```

If the options are compatible with the host system being called, typing **Y** displays the main menu of choices. An **N** response will prompt for line feeds, word length, duplex, five choices for parity, and three printer

choices (VIC-1515/1525, non-CBM, and CBM-1526). Commterm does not prompt for stop bits. After communications parameters are set, the program will call up the following main menu of choices:

```
Options:

1. Terminal Emulator
2. Print from Memory
3. Record to Tape/Disk
4. Review Memory
5. Auto-Dial/Answer (CBM-165Ø Modem)
6. END

Which?
```

Choice **1** will place the program in terminal mode. The screen will be blank except for the top line, which reads

```
Terminal Open
```

Commterm's terminal mode default is *buffer open.* The buffer must be closed or the program will capture all data once online, starting from the signon procedure. Closing the buffer is accomplished by using one of the eight function keys on the 64. They are programmed to do the following:

f1—Transmit Control-C
f2—Turn capture buffer on
f3—Transmit Control-S
f4—Turn capture buffer off
f5—Transmit Control-Q
f6—Transmit logoff command (OFF)
f7—Transmit ESCape command (ASCII 27)
f8—Return to menu (six-option menu)

In addition, the Up-arrow key (next to RESTORE) is used to clear the buffer of its contents. All of these keys are defined by the program and may not be changed. In addition, Commterm does not use the 64's CTRL (Control) key to generate Control functions. Instead, the Commodore key is assigned this task.

Once the buffer has been closed by pressing **f4**, the screen border will change color. The buffer may be opened and closed at will without loss of data previously captured. When the buffer has been filled, Commterm will send a Control-S to the host to halt transmission, automatically close the buffer, change the screen border color, and generate a beeping noise

(if the monitor being used has a speaker). Then the following options will be presented on the screen:

Buffer is Full. You can:

1. Clear the Buffer
2. Save to Tape/Disk
3. Neither

Choice **2** will first save the data, then clear the buffer and keep the channel to the disk drive open (this will be indicated by the drive's red light remaining on). This feature is useful if a program file larger than the 26K buffer is being captured. If the buffer is filled a second time, Commterm will automatically append the buffer contents to the first disk file. There is no need to use a utility to merge two or more files into one. If the buffer is not filled a second time, it must be saved manually; pressing **f8** will return to the main menu; option **3** of the main menu will save the remaining data.

Of the remaining main menu choices, only two need to be explained. Option **4**, Review Memory, will display what resides in the capture buffer. Screen output will be line by line, at a speed resembling 1200 bps output from an online system. The review may be paused by pressing **P** and continued by pressing **C**.

Option **5** on the main menu, Auto-Dial/Answer, is for use with the Commodore 1650 Automodem. The first half of the option will allow dialing of a system telephone number via the keyboard. Commterm does not have any provision for storing phone numbers. The second half of this option will place the program in a waiting state to answer the phone. The program will remain in buffer open state. Thus, from any telephone a Commodore 64 may be used as a remote depository for up to 26K of data. Remote uploading of data to Commterm may be done in more than one call, since stored data are not lost when adding to a buffer that is already partially full. Commterm is designed to hang up the phone automatically once a call has been completed. This is a feat Commodore itself has said could not be done.

The next program in the Commterm package is Commterm Edit. This is loaded after the 64's memory has been cleared. None of the four parts of Commterm resides simultaneously in the 64. Commterm Edit is a text creation and editing program. It will hold up to 125 lines of text with a length of 79 characters each. Once this limit is reached, the program forces a save of the data. Commterm Edit's status bar at the top of the screen lists the duties assigned to the 64's function keys:

F1 = Review F2 = Print F3 = Indent
F4 = Write F5 = Edit F6 = Read
F7 = Store Text
Enter Text

A text file is then created by typing into the program. Only 79 characters may be entered on a line; the program will not accept text entered in the 80th column. No word wrapping or reformatting command is included, so the first part of a word that is too long to fit at the end of a previous line must be erased and retyped on a new line. To review text, **f1** is pressed. To edit text, **f5** is pressed and each line is assigned a number. The only way to correct a line is to retype it. No insertion commands are provided. Once both the review and edit modes are called upon, the previous screen of text is blanked and cannot be recalled. The only way to see the entered text is by using the review mode. Entry of new text is done on a blank screen and is appended to the existing text. Files that have been saved to disk using Commterm's terminal mode may be called up by pressing **f8** for editing. Files created and/or edited by Commterm Edit may be saved to tape or disk by pressing **f4**. Once text creation has been completed, it may be stored in memory by pressing **f7**. The terminal mode will then be activated, and the text file can be uploaded to a host system. Uploading is done manually by pressing the British Pound sign key (£). Pressing this key will transmit one line of text.

The third program of this package is Read Comm File. This is a SEQuential file reader. Like the review buffer mode of Commterm, the display is generated a line at a time and is quite fast. It may be paused by pressing **P** and resumed by pressing **C**. This program may also be used to transmit SEQuential files via a modem. Transmission is accomplished in the same way as Commterm Edit's terminal mode: by pressing the British Pound sign key for each line that must be sent.

The final program is Convert IMG File. This can be used to convert a downloaded IMaGe file into a runnable, tokenized BASIC PRoGram file. The program will also reverse the process, allowing the creation of IMaGe files that may be uploaded to host systems using this kind of file storage.

Comments: Commterm-64 is a very easy program to use. Its documentation is only four pages long, is clearly written, and is easy to understand. The program can be used right after reading the instructions. Commterm works and works well.

Its shortcomings are numerous, though. It does not have a counter to track how much of the buffer has been used. I found Commterm Edit to be primitive, cumbersome and irritating. The function keys are assigned tasks by the software and cannot be changed by the user. Screen colors cannot be changed (Commterm did not offer the best display I

have had from a terminal program on my Zenith amber monitor). I do not suggest using the Convert IMG File program to create IMG files to upload to CompuServe. Non-Vidtex programs that offer this feature do not generate the hexidecimal code at the top of a file that is required by Vidtex for smooth downloading (see Chapter 3 for more information). Lastly, Commterm does not offer DOS commands, a serious ommission for any disk-based program.

On the plus side, Commterm is available on and works with a tape drive. If you are among the few computer owners who still think you can get away with online communications using a primitive tape drive, you will like this feature. The IMG conversion programs, though, cannot be used with a tape drive, and the documentation says so. If you only have a tape drive, Commterm is the only terminal program with up/download features that merits your consideration.

Microterm 64 — Arfon Microelectronics

Requires: Commodore 64, 1541 disk drive, modem, printer (optional), tape drive (optional).

Features: Disk based, not copy protected, 50–2400 bps, 30K buffer up/download, stores data as PRG or SEQ, screen pre/review, dump to printer/disk/tape, direct keyboard entry of data.

Description: Microterm is written in BASIC.

After placing the disk in the drive and calling up its directory by typing **LOAD"$",8** and then **LIST**, its sole entry appears on screen as follows:

```
0   "MICROTERM64 V1.6" DD 2A
23  "MICROTERM 64"          PRG
641 BLOCKS FREE
```

With just one entry residing on the disk, the program can be loaded with **LOAD"*",8** and brought to life with **RUN**. The screen will display

```
Please wait
```

then

```
Setting up
```

After a few moments, the following status bar and menu appear:

```
Terminal:CLOSED     Save:OFF        Memory:CLEAR
-------------------------------------------------
MICROTERM-64                              Ver1.6

1 . . . . . . . . . . . . . . . . . . . . . . Terminal
3 . . . . . . . . . . . . . . . . . . . Review Memory
4 . . . . . . . . . . . . . . . . . . . .Print Memory
5 . . . . . . . . . . . . . . . . . . .Record Memory
6 . . . . . . . . . . . . . . . . . . . Load Memory
7 . . . . . . . . . . . . . . . . . . . Key to Memory
9 . . . . . . . . . . . . . . . . . . . .Reset/Set-up

(c) 1983                                  Arfon Micro
```

Pressing the **1** key will activate the terminal mode, **3** will show the contents of memory (which will, of course, be empty after loading the program), **4** will print the contents of memory (again, memory is blank upon loading the program), **5** will save the contents of memory to tape or disk as either a SEQuential or PRoGram file (when memory contains data), **6** will load a SEQuential or PRoGram file into memory from tape or disk, **7** will allow the entry of data into memory directly from the keyboard, and **9** will reset the program to enable the setting of communications protocols.

In addition to the choices presented on the menu, Microterm defines all eight of the 64's function keys with the following commands:

f1—Buffer On/Off
f2—Clear buffer
f3—Send buffer line by line (line transmission)
f4—Reset buffer pointer to top for sending
f5—Send all for buffer (block transmission)
f6—Reset buffer pointer to top for sending
f7—Show status line
f8—Exit current function and return to main menu

A template is included with the program's manual to place over the 64's function keys. This allows quick reference for using the predefined functions.

Before going online, terminal parameters must be checked to assure compatibility with the host system being called. This is accomplished by pressing **9**, for Reset/Set-up. After a "Please wait, Setting up" notice, a menu of choices appears:

```
1 Terminal type: ASCII
2 Duplex: FULL
```

3 Baud: 300
4 Parity: N
5 Word: 8
6 Stop: 1
7 Return: CR
8 Define key:
9 Exit/Setup

All of these selections are toggled. That is, when you press a number key, a different parameter appears to take the place of the one displayed. The number key must be pressed until the desired parameter is displayed. For example, pressing **1** will change the ASCII setting to its other option, 64. The second setting will allow communications between Commodore 64s using PETSCII coding instead of ASCII, allowing the full range of keyboard characters and graphics to be transmitted between 64s running compatible terminal programs. The full range of toggled options are as follows:

Terminal: ASCII/64 (PETSCII)
Duplex: Full/half
Baud: 50/75/110/134/150/300/600/1200/1800/2400
Parity: None/odd/even/mark/space
Word length: 8/7/6/5
Stop bits: 1/2
Return: Carriage return/Carriage return and line feed
Define key: Program key
Exit/Setup: Returns to the main menu

The Define key and Exit/Setup options are not toggled functions. The first allows the definition or redefinition of any key on the 64. This can be used to transform a key into an ESCape key or a needed Control character (the only Control characters set in Microterm 64 are Q, S, C, and W). The second option simply redisplays the main menu.

When the program is in use, the status bar that is displayed at the start of the program disappears. The only way to redisplay it is to exit back to the main menu (press **f8**) or to invoke the Status command (press **f7**). Both of these will cause the current screen display to be eliminated. In the first instance, the main menu will overwrite it. In the second, the screen will be blanked. Either way, the current display is obliterated and cannot be recalled.

Creating a file to transmit to a remote system can be done in two ways. A file can be loaded from tape or disk by exiting to the main menu (press **f8**) then pressing **6**, Load Memory. The following will be displayed:

LOAD MEMORY
File name. . .:

The name of the file that is to be loaded into the program's buffer must be known before the process can be completed. Microterm 64 does not have the ability to call up a disk directory. Once a file name has been entered, a new prompt appears:

```
LOAD MEMORY
File name. . .:FOO
TYPE: Tape Sequential Program Escape
```

By pressing the appropriate highlighted initial key (**T, S, P,** or **E**), Microterm will fetch either a file from a tape unit or a SEQuential or PRoGram file from a disk drive. Pressing **E** will abort the process and return you to the main menu.

To create a file without loading from a storage unit, pressing **7** from the main menu will permit the entry of data directly into the buffer via the keyboard. When entering text, there are no provisions for editing aside from the use of the DElete half of the INSerT/DELete key or the CuRSoR-left key to kill a character. The CuRSoR-Up key can be used to delete the previous 80 (or fewer) characters to the previous carriage return. CuRSoR down and CuRSor right will restore text that was previously cleared from the buffer if the text had not been overwritten by new data.

Once data are safely placed in the buffer, they may be transmitted to a host in two ways. Pressing **f3** will start a line transmission of the buffer; a string of text up to a carriage return will be sent. Pressing **f5** will transmit in block mode; data will be sent without pause until completely transferred, or the process is aborted. In the event the data must be retransmitted, pressing **f4** or **f6** will reset the buffer to send its contents from the beginning. To clear the buffer, **f2** must be pressed.

Capturing output from a host system is done by pressing **f1**. This function acts like a toggle: Pressing **f1** once will open the buffer, pressing **f1** again will close the buffer. Determining the state of the buffer can only be accomplished by pressing **f7** to display the status line; this will erase the current screen display. This procedure must also be used to determine the amount of data that currently resides in the 30K buffer. If the buffer currently contains data, opening it again will not overwrite its contents. The new data will be appended to the existing material. The buffer contents may be saved to tape, or to disk at a SEQuential or PRoGram file. The procedure for transferring buffer contents to a storage unit is identical to loading the buffer with data from a storage unit, outlined previously.

Comments: Microterm 64 is very easy to use. Since it is written in BASIC, however, it is slow in handling uploading, even in block mode. This cannot be considered a drawback, since some online systems cannot handle data sent at 300 bps. The manual I received was out of date but

was accompanied by an errata sheet that contained the new information required to use the program. I did not test Microterm with tape because I consider tape use both silly and outright worthless when using a computer as a communications device; tape is not worth the trouble it causes in online use. Microterm does not allow border, background, or character color to be changed. I did not find this to be a drawback, since the default colors were entirely satisfying on my Zenith amber monitor. The only fault I found with Microterm is its inability to call up a disk directory. This is a distinct drawback, especially since it is a disk-based program and disk accessing is an everyday part of telecommunications when uploading and downloading. My only cautionary note is that I doubt that Microterm can actually operate at speeds from 50 to 2400 bps. That Microterm, written in BASIC, could handle 300 bps without problems was a surprise to me. To suggest that it can operate faster than that—up to eight times faster—without problems, is difficult to believe. A 2400-bps modem would have cost more than my entire Commodore 64 system. Microterm was only used at 300 bps, and I would not expect it to operate at higher speeds. Neither should you.

Mouthpiece — Event Horizon

Requires: Commodore-64, 1541 disk drive, modem, printer (optional).
Features: Disk based, copy protected, 110–1200 bps, 30K buffer up/download, stores data as PRG files, screen pre/review, dump to printer/disk, definition of macros, DOS functions, color selection, configuration file creation, audio parameters.
Description: Mouthpiece is written in machine language.

Calling up the directory of the Mouthpiece disk reveals the following entries:

```
Ø     "EVENT HORIZON    " MP  2A
1     "MOUTHPIECE"          PRG
32    "PRG1"                PRG
17    "PRG2"                PRG
3     "DEFAULT.C"           PRG
611   BLOCKS FREE.
```

Loading the program is accomplished by typing **LOAD"*",8,1** and **RUN**. The following screen appears:

```
DUPLEX:HALF      BUFFER:EMPTY                3Ø719
                 MOUTHPIECEtm
            By David Barron & Michael Kleinert
      HIT ANY KEY TO BEGIN USING MOUTHPIECE
          (c) EVENT HORIZON SOFTWARE 1983
```

After pressing any key, this new set of instructions appears:

```
ENTER CONFIGURATION FILE OR PRESS
<RETURN> FOR DEFAULT:
```

A *configuration file* is one that stores the parameters under which the program will operate, for instance, communications protocol, Function key definitions, and screen color. When Mouthpiece is used for the first time, the default configuration file must be used until a custom-written one is stored. Pressing **Return** results in

```
ENTER CONFIGURATION FILE OR PRESS
<RETURN> FOR DEFAULT:<Return>

SEARCHING FOR DEFAULT.C
LOADING
00, OK,00,00
HIT RETURN TO CONTINUE
```

After pressing **Return**, a blank screen is called up with the following status line at the top:

```
DUPLEX: HALF        BUFFER:EMPTY        30719
```

The default configuration file sets Mouthpiece in *half*-duplex initially. The status line shows the buffer is empty and that 30719 bytes are available for capturing data. To call up the main help screen of the program the **Commodore** key is pressed simultaneously with the **H** key. You will then see

```
                SPECIAL FUNCTIONS

A - AUDIO PARAMETERS
B - DATA PARAMETERS
C - COLOR SELECTION
M - MACRO DEFINITION
D - DUPLEX TOGGLE
R - REPEAT ALL KEYS
N - NORMAL REPEAT
U - SELECT CURSOR
G - LOAD CONFIGURATION FILE
S - SAVE CONFIGURATION FILE
J - DISK FUNCTIONS
T - CATALOG DISK
H - HELP (VIEW THIS MENU)
```

```
BUFFER COMMANDS:
  O - OPEN          Z - CLOSE
  V - SAVE          E - LOAD
  P - PRINT         L - VIEW
  I - CLEAR         F - SEND
  K - CRUNCH BASIC TEXT
  W - CREATE TEXT FILE

HIT A KEY TO RETURN TO TERMINAL MODE
```

Each of these functions is called upon by pressing the Commodore key and the corresponding letter key simultaneously. Pressing **Commodore** and **A** calls up the following Audio Parameters menu:

```
                    AUDIO PARAMETERS

  >BELL             (RETURN) TO
   KEYCLICK         CHANGE OPTION

                     FREQUENCY
        MIN <--(F1)                  (F3)-->MAX

                      VOLUME
              MIN<--(F5)      (F7)-->MAX

                 RUN/STOP WHEN DONE
```

To change any option, an appropriate **Function key**, or **Return**, is pressed. **Run/Stop** is used to return to the main terminal mode screen. Notice that all of the Function keys in this menu are unshifted, allowing for ease of use.

Entering the Data Parameters menu by pressing **Commodore** and **B** displays this menu:

```
  PARITY:           >NONE
                     ODD
                     EVEN       <--(F1)
                     MARK
                     SPACE

  WORD LENGTH:      >8          <--(F3)
                     7
                     6
                     5
```

```
STOP BITS:          >1          <--(F5)
                     2

BAUD RATE:           110
                     150        <--(F7)
                    >300
                     600        HIT RUN/STOP
                     1200       WHEN DONE
```

Current parameters are marked with a greater than sign (>) and may be changed by pressing the designated Function key. Again, all of the Function keys used are unshifted.

From the main help menu, pressing **Commodore** and **C** will display the following Color Selection options menu:

```
--> SELECT COLORS <--
F1-BORDER COLOR
F3-BACKGROUND COLOR
F5-CHARACTER COLOR

HIT RUN/STOP WHEN DONE
```

Here, too, the Function keys used are unshifted.

The next option from the main help menu sets macros. *Macros* are redefinable keys that can transmit a *string of characters,* that is, a word or a group of words. One key can be programmed to send a User ID to a host system, and a second key can send a password. This eliminates the need to be extra careful in signing onto a system. Once the macros have been set, they can be activated by just the touch of a key. Pressing **Commodore** and **M** calls up the following Definition option:

```
                MACRO DEFINITION
<F1>:This is macro number 1
                               [----------
<F2>:This is macro number 2
                               [----------
<F3>:This is macro number 3
                               [----------
<F4>:This is macro number 4
                               [----------
<F5>:This is macro number 5
                               [----------
<F6>:This is macro number 6
                               [----------
<F7>:This is macro number 7
                               [----------
```

```
<F8>:This is macro number 8
                                [----------
        HIT FUNCTION KEY TO DEFINE MACRO
             HIT RETURN TO END MACRO
                 RUN/STOP TO END
```

Defining macro number 1 is accomplished by pressing **f1**. The first line in the electronic form will change from

```
<F1>:This is macro number 1
                                [----------
```

to

```
<F1>:
                                [----------
```

It is then a simple matter of typing in the **f1** key's definition. To insert the User ID **70736,1500**, for instance, the ID is just typed, like so,

```
<F1>:70736,1500
                                [----------
```

Once **Return** is pressed, the first line display changes to

```
<F1>: 70736,1500
```

When **f1** is pressed, it will send the defined User ID to a host system. In an identical manner, keys f2 to f8 may be defined.

In setting Function keys, it is always a good idea to place both a User ID and password on the same key, with the password on the *shifted* side of the key. Thus, the password for this User ID would ideally be specified as key f2. Once f1 and f2 had been used, they would be out of the way, at the top of the keyboard. Placing the password on the shifted side of the key will add a degree of security in that Shift must be used to activate the key. For total security, f2 would be redefined once access has been gained to a host system.

Duplex Toggle, the next choice on the main help menu, simply changes the status line display at the top of the terminal mode screen to full duplex. Pressing **Commodore** and **D** a second time will switch duplex back to half.

Choices **Commodore R** and **Commodore N** toggle the repeating feature of the 64's keys. The first choice will make the keys more pressure sensitive, making character repetition easier. The second choice, Mouthpiece's default setting, will leave the keyboard as is.

Commodore U allows the definition of a cursor. Any ASCII symbol and half of the 64 graphic character set may be used. Defining the cursor as a graphic character can be tiresome on your eyes. Defining the cursor as a period, however, produces unique results.

Load Configuration File cannot be used unless the command following it, Save Configuration File, has been called upon. **Commodore S** will remember all of the parameters that have been set in using Mouthpiece, including color and macro definitions. These settings will be placed in a file that may be saved to disk under a specific filename. When Mouthpiece is loaded for use, this filename is entered after the Copyright screen has been passed. The configuration file will be loaded and Mouthpiece will be ready to run with the same settings used previously. Of course, any of the settings may be changed for specific uses, and these changes may be saved to disk as a second configuration file.

Calling upon Disk Functions with **Commodore J** presents the following choices:

```
DISK FUNCTIONS

>SCRATCH FILE
 RENAME FILE
 VALIDATE DISK
 FORMAT NEW DISK
 VIEW CATALOG


 F1 TO MOVE INDICATOR
 <RETURN> TO SELECT
 RUN/STOP TO EXIT
```

Pressing the **f1** key will move the greater than sign (>) down the list of choices. When it is placed next to the desired selection, **Return** is pressed to activate the function. Mouthpiece will give the full range of error messages that are available when using the Commodore DOS Wedge. That is, instead of staring at an undecipherable blinking light on the 1541 indicating an error, Mouthpiece will read the error channel and report the problem in English just as the DOS Wedge does. The other disk command, Catalog Disk, can be called upon when online; the catalog of the disk residing in the drive will appear on the screen. Instead of having to flip to another menu, pressing **Commodore T** will invoke this individual command.

The buffer commands are, for the most part, elementary and self-explanatory. **Commodore L**, View buffer, will call up the data residing in the buffer to the screen. It will appear as a continuous scroll in block

form, not line by line. It may be paused by pressing **Control-S** or the **Space bar** and resumed with **Control-Q** or another touch of the **Space bar**. Aborting display may be done by hitting the **Run/Stop** key. **Commodore E**, Load into buffer, will retrieve a file from the disk drive once a filename has been entered. Before using this command, a disk catalog may be called up using a command previously described. The status line at the top of the terminal mode screen will keep a running count as the buffer is filled by the disk file. More than one file may be entered into memory by going through the process a second time. In the same manner, the buffer may be opened and closed at will while online without a loss of buffer content. The status line will track buffer capacity.

Commodore K will Crunch a BASIC Text File; this is similar to a pack command found on terminal programs for other brands of computers. It will squeeze the file so it takes up fewer blocks on a disk. Since Mouthpiece saves its buffer contents to disk as a PRoGram file, any material captured online that must be saved as a SEQuential text file has to go through the **Commodore W** process, create Text File. Although the data resides in the buffer, this command must be issued to have Mouthpiece perform the necessary conversion in the 64's memory. The data can then be saved to disk as a SEQuential file. Data saved to disk as a PRoGram file may be loaded into Mouthpiece's buffer to be transformed into a SEQuential text file using the same process.

Comments: Mouthpiece is built around three keys: the Commodore key, the Run/Stop key, and the Return key. A master help menu is always available, and function menus are never more than one menu away from the main menu. Since Mouthpiece is written in machine language, it can operate at 1200 bps without trouble. Although I have not used 1200 bps operation with Mouthpiece, I have been told by other users that it performs splendidly at the higher speed. Another feature I did not try is the setting of audio parameters since my Zenith amber monitor lacks a speaker. You will have to rely on a demo of the program or another user's word in regard to Mouthpiece's aural abilities. The program's documentation is clear and short.

There are two faults that I found with Mouthpiece. The first is its blanking of the screen when a menu is called upon. Entering a menu will eradicate the online display currently on the screen. When returning to terminal screen mode, a blank screen is presented. The second is its the lack of a direct keyboard entry feature. A text editor is not needed, just a quick method of entering short messages into the buffer directly. These are minor faults. For a program that can run at 1200 bps without problems, a blank screen and no direct entry of data are indeed negligible. Future versions of Mouthpiece are planned to work with the 1650 Automodem.

Smart 64 Terminal +2 — Microtechnic Solutions

Requires: Commodore-64, 1541 disk drive, modem, printer (optional), Data-20 80-column cartridge (optional).

Features: Disk based, copy protected, 300 bps, 29K buffer up/download, stores data as SEQ files, screen review, dump to printer/disk, definition of macros, DOS functions, color selection, configuration file creation, IMG file conversion, tokenized BASIC conversion, auto-dial.

Description: Smart 64 Terminal is written in BASIC and compiled for speed.

Loading the disk directory displays the following cast of characters:

```
Ø     "MTS S64 TERM +          " S+ 2A
2       "BOOT"                    PRG
4       "LOGO"                    PRG
4       "COLR"                    PRG
1       "PHTM"                    PRG
1       "SPRITES"                 PRG
2       "RTB"                     PRG
1       "LD2"                     PRG
1       "LD3"                     PRG
4       "LOG2"                    PRG
4       "CLR2"                    PRG
76      "S64T"                    PRG
67      "S64F"                    PRG
9       "SMART4.BUILD"            PRG
11      "SMART64.CHANGE"          PRG
9       "SMART64.BUILD"           PRG
468     BLOCKS FREE.
```

The first program that must be loaded before the terminal may be used is Smart64.Build. Typing **LOAD"SMART64.BUILD",8** displays the following screen:

```
Insert new User Disk
. . . then press RETURN
```

The program disk is then removed from the drive and a NEWed (formatted) disk is put in. **Return** is pressed, giving you the following:

```
Insert new User Disk
. . . then press RETURN

Building Data File
Building Translation Table
Build Function Complete
Press RETURN to Load
The Smart 64 Terminal
or RUN/STOP to quit
```

The completed user disk's directory now contains the following entries:

```
Ø     "SMART64DISK              " 64 2A
1        "SMART64.DATA"            SEQ
3        "SMART64.ASCII"           SEQ
655   BLOCKS FREE.
```

The user disk is replaced by the program disk and **Return** is pressed. A graphic Copyright/title screen appears as the program loads. At the end of the loading process, the drive head is bounced off the side of the drive as it meets the program's copy-protection scheme. The following screen is then presented:

```
Insert User Disk

Unit 8     Drive Ø

  Press RETURN
```

The program disk is removed and the user disk is placed in the drive. After pressing **Return**, the following screen appears:

```
Set Colors
F 1 Border
F 3 Screen
F 5 Character
F 7 Arrow
RETURN for menu
```

As a Function key is pressed, the corresponding portion of the screen will change color. Once a suitable combination has been found, **Return** is pressed. The corresponding portion of the screen will change color. The program accesses the disk to write the color configuration file for future reference. Then the following appears:

```
     Set Function Keys
Press Function Key to Set
          or
     RETURN to end
F 4
F 5
F 6
F 7
```

The four keys may then be assigned functions. After this is accomplished, the following main menu of options is displayed:

```
                THE SMART 64 TERMINAL + 2
                       OPTIONS
    ON-LINE                          CONTROL

 1. GO ON-LINE                    9. USER-ID
 2. CLOSE FILE                   10. FUNCTION KEYS
                                 11. COLORS
    TEXT FILES                   12. PRINTER
 3. PRINT FILE                   13. MODEM
 4. EXTRACT
 5. .IMG -> PROG.                14. DISK WEDGE
 6. TEXT -> BASIC
 7. BASIC -> TEXT
 8. PROG. -> .IMG                15. END
                    Choice:
```

The following choices will not be explained here since their functions are self-explanatory and the manual details their use: (3) Print File, (5) IMG to PRG, (8) PRG to IMG, (6) Text to BASIC, (7) BASIC to Text, (10) Function Keys, (11) Colors, (12) Printer.

To go online, choice **1** is selected. It produces this result:

```
Download File (COMM.DATA):
```

Before going online, Smart 64 requires that a disk file be created and opened on the user disk. Whether or not downloading is to be part of the online session, Smart 64 wants a file standing ready. This step cannot be bypassed. Pressing **Return** will use the default filename, COMM.DATA, and display

```
Checking Disk Space
Ø "MTS S64 TERM + " S+ 2A
655 blocks FREE
Disk Blocks for Download ( 425 )
```

At this point, the size of the download buffer must be specified. This step is necessary every time the online mode is invoked when an open download file does not reside on the disk. Smart 64 requires a size specification and will deliver a default specification, as shown by the 425 available blocks. Pressing **Return** for the default value calls up the following questions, displayed one at a time on the screen but shown here in their entirety:

```
Keying Limit ( 8Ø ):
Clear Buffer option? (n):
Format Lines? (n):
Send Line Feeds? (n):
Continuous Uploads? (y):
```

Keying Limit will prevent text entry to an online system once the cursor has reached a specified column width; the default setting is 80 and may not be increased. Clear Buffer option has a negative default setting; this selection will perform an auto-dump to disk when the buffer has become full. The other available choice is manual clearing or saving of the buffer. In both cases, Smart 64 will send a Control-S to the host system to suspend transmission and then a Control-Q to resume when ready. Format lines will wrap words to prevent splitting. The Line Feed parameter is self-explanatory. Continuous Uploads defaults to block transmission. The second choice is line transmission with prompting. After these options are set, the program will prompt for a User ID and password; these will be assigned f1 and f2 respectively. Next, a prompt will appear to set an online timer. This will sound an alarm once it has run its course. It acts as a reminder that allotted connect-time has been used. Once all questions have been answered, the program will access the user disk. *The red light on the drive will stay on.* Disk accessing will not be taking place, but the channel to the download file will remain open. There is no way to close the disk channel and remain online. A channel to a download file must *always* be available and open. Then a blank screen will appear: a blinking block cursor indicates that the terminal mode has been reached. At this point, a host system may be dialed manually or via the keyboard if a 1650 Automodem is used.

To activate the buffer, the **Commodore** key and **Return** are pressed simultaneously. This displays a downward-pointing arrow in a box. The arrow moves down as the buffer is filled.

To use the other features of Smart 64 Terminal, such as Print File, IMG to PRG/PRG to IMG, Text to BASIC/BASIC to Text, and Extract, the user disk must be replaced by the system disk to load a separate program. The channel to the disk drive must first be closed by pressing choice **2,** Close File. *Loading each of these programs will cause the disk drive head to bounce off the side of the drive.*

Of these features, only one needs to be explained: Extract. This is a sort of text editor. It will display a SEQuential text file with optional line numbers in reverse video. A range of line numbers may be specified, and this range may then be saved to disk under a separate file name, removing them from the original file. This is useful to delete material that should not be a part of a program listing that must be run through the Text to BASIC program.

Comments: This is a malevolent program. It can do damage to a disk drive. Smart 64 Terminal is not designed smart, but it may be terminal—to your drive. The features it offers are negligible compared to its monstrous form of copy protection, an invidious scheme that will make your hair stand on end while you listen to your disk drive turn into a bongo drum every time a program must be loaded. You will dread having to load

any part of Smart 64 Terminal. I am not pleased with its dictatorial design, forcing a channel to remain open to the drive whether or not downloading is to take place during an online session. This is a perfect example of a programmer's assumptions being turned into a nightmarish piece of software that spreads across the country like pod people from *Invasion of the Body Snatchers,* leaving no survivors in their wake.

SuperTerm — Midwest Micro

Requires: Commodore-64, 1541 disk drive, modem, printer (optional), tape drive (optional), Smart ASCII interface (optional).

Features: Disk based, copy protected (via dongle), 110–1200 bps, 20K buffer up/download, stores data as SEQ files, screen pre/review, dump to printer/disk/tape, definition of macros, DOS functions, color selection, auto-logon, configuration file creation, text editor, direct keyboard entry of data, IMaGe file conversion, Punter protocol, X/On-X/Off protocol, tokenized BASIC conversion, spooling, vt52/vt100 and custom terminal emulation, transmission speed control (throttle), screen dump to printer, timer, phone directory.

Description: SuperTerm is written in BASIC and machine language.

SuperTerm has two methods of copy-protection. The best is for users of the Smart ASCII interface—a *dongle* that plugs into the cartridge port, allowing backup copies of SuperTerm to be made as necessary.

Loading the program's disk directory lists the following contents:

```
Ø     "SUPERTERM          " Ø1 2A
4       "BOOT"               PRG
19      "PART1"              PRG
47      "PART2"              PRG
2       "EXEC"               SEQ
1       "LOGON"              SEQ
2       "PHONEBOOK"          SEQ
3       "UPDN"               PRG
9       "8X8.SET"            PRG
2       "KEYTRAN"            SEQ
1       "FNKEYS"             SEQ
5       "VT52"               PRG
5       "VT100"              PRG
2Ø      "FNKEY ED"           PRG
19      "KEY CODE ED"        PRG
5       "PRG TO IMG"         PRG
9       "IMG TO PRG"         PRG
5       "CRUNCHER"           PRG
5       "SPOOLER"            PRG
5Ø1   BLOCKS FREE.
```

The program is loaded by typing **LOAD"BOOT",8** then **RUN**. A Copyright title screen appears. Next, a clock must be set for the current time. Following this, the program is in terminal mode. It is from this area that most other portions of the program can be accessed, with the exception of some file conversion programs.

SuperTerm assigns the 64's function keys with the following powers:

f1—Receive buffer on/off toggle
f2—Printer streaming on/off toggle
f3—LOGON file on/off toggle
f4—Communications menu
f5—Terminal/Edit mode toggle
f6—Upload/Download menu
f7—Command line on/off toggle
f8—Display/Printer menu

SuperTerm's manual goes into great detail regarding every function and virtually every permutation of functions. What follows are highlights of the program's features.

From terminal mode, pressing **f7** will active the Command line. On the screen, it appears at the bottom and looks like this:

```
F7:RCV204 C B S > F G ET 00:00 00:00xm
```

RCV204 is the buffer indicator. The buffer is measured in lines. Empty, it can hold 204 lines. The "C" symbol stands for Capture buffer. Pressing **C** will activate the mode used while online to CompuServe for XA database downloading using Control-R open buffer, Control-T close buffer protocol. IMaGe files are downloaded in their original hex code, and a separate conversion program must be loaded and **RUN** to create a tokenized BASIC PRoGram file. SuperTerm's 20K buffer is not large enough for most CompuServe IMG files, although provisions are being made for downloading long files and should be available in versions on sale when you read this. The "B" symbol stands for buffer; pressing **B** calls up the following menu of options:

```
*  *  *  BUFFER OPERATIONS  *  *  *
 RCV BUFFER        LOGON BUFFER
    COPY RCV TO BUFFER
    SEND RCV BUFFER
    ERASE RCV BUFFER
```

Four of these five operations branch to other options, such as saving to tape or disk and specifying a filename.

On the Command line, the symbol "S" is for screen dump and pressing S will copy a screenful of data to a printer while online. Pressing the greater than sign, >, will allow you to use the full range of CBM DOS Wedge commands. F activates a freeze feature that can only be understood after the G symbol is explained. G is for glide, a command that is invoked when SuperTerm is set for 80- or 132-column operation. It is a side-scrolling screen display of text that is longer than the 64's 40-column screen display. In this manner, words are not split between lines; data are presented on the screen by horizontal scrolling, in their original format. The freeze command dynamically reformats the screen display so that the end of a line is temporarily held while the following line is displayed starting from column 41 or 81. This enables the first line to be read without it immediately disappearing off the right side of the screen when the display of the next line begins. ET ØØ:ØØ is the timer, marking the Estimated Time online, whereas ØØ:ØØxm is the actual time, in AM or PM. Estimated time is just what it says: By the time SuperTerm is ready to go online, several minutes may pass before actually establishing online communications. For a first-time user, this could be a lapse of more than an hour.

Pressing **f5** calls up the edit mode. SuperTerm's default is half-duplex. Because of this, text may be entered directly into the program's buffer via the keyboard either for storage on tape or disk or in memory for uploading. Pressing **f7** while in the edit mode calls up the following command line:

F7: EOL EOS INS DEL CLR F R 1 C 1

Pressing **f7** and **L** will result in erase to End Of Line. This and the remaining functions give the edit mode a rudimentary text manipulation feature. It is by no means a word processor, although it does offer more flexibility than just using the INST/DEL keys. Full cursor control is available, and positioning is measured by the status line at the lower right corner; R tallies rows, C tracks columns. As in terminal mode, there is a choice of 40-, 80-, or 132-column display. Here, too, **F** is the freeze command and aids in working with screen scrolling of text. Edit mode is exited by toggling **f5**.

f8 displays the following options that are available for screen display and printer output:

DISPLAY/PRINTER

WIDTH
TRANS COLOR
RCV COLOR
SCREEN COLOR

BORDER COLOR
HIGHLIGHT COLOR
UNDERLINE COLOR
INTERFACE
PRINTER
SECY ADDRESS
LINEFEED
NEW EXEC FILE

QUIT ?

A total of 16 colors is available. A variety of printers may be used, but only Midwest Micro's Smart ASCII interface will support SuperTerm's online streaming of data to a printer.

Pressing **f4** displays the following communications menu:

COMMUNICATION

BAUD
PARITY
WORDSIZE
STOPBITS
DUPLEX
LINEFEED
CAPS
FORMAT BUFFER
GO
HALT
THROTTLE
WILDCARD1
WILDCARD2
ECHO FN KEY

QUIT ?

Each of these options branches into a sub-menu of choices. In the case of buffer format, available options are: packed, which reduces the number of disk blocks used, or formatted, which saves data in its original form. Go and Halt refer to the buffer open/close protocols used when the capture buffer is activated by pressing **f7**. The preset Control-R/Control-T protocol may be changed to suit individual host systems. Throttle will slow the transmission of upload data to a host system, ensuring that the instances of data being lost at the host's end are minimized, if not negated. Wildcard1 and Wildcard2 are to set throwaway characters, that is, to filter out unwanted characters sent by a host system. Wildcard1 may be used at any time and may be programmed for other than its default value of CTRL-J (linefeed). Wildcard2 kicks in only after a

carriage return and linefeed with its default setting of CTRL-H (backspace). It, too, may be programmed for any character.

f6 reveals the Up/download menu. Protocols available for both uploading and downloading are "Punter" (CBMBBS) and X-On/X-Off. The CBMBBS file transfer selection does not require the loading of a separate conversion program after a file has been saved, as is the case with downloading IMG files from CompuServe. An actual "Punter" terminal program resides within SuperTerm, and uses the error-checking and conversion techniques found on the public domain versions. SuperTerm, however, uses a . (period) for each good block transferred and an **E** to indicate a bad block (see Chapter 6 for the actual symbols used by conventional "Punter" programs). The RCV buffer is *not* called into use with a CBMBBS transfer; the data are converted in memory and written to disk immediately. The X-On/X-Off protocol allows three handshaking techniques: character, line, or block mode.

Aside from the numerous online options SuperTerm provides, autologon and configuration files may be created and stored; custom terminal emulation files may be written for use with special hosts (such as corporate or university timesharing systems) if the existing vt52 and vt100 emulation programs will not suffice. In addition, up to 52 function keys may be defined; half of which are activated by pressing the **Commodore** key and another key, the other half by pressing right-**Shift**, CTRL and another key. The last key in each sequence may be programmed for special functions or symbols not available on the 64's keyboard.

Comments: Since this description was written, Midwest Micro has gone from version 1.1 of SuperTerm to version 1.4. Version 1.4 has additional features for users who need vt-terminal emulation and corrects a timing problem that was inherent in the version of the "Punter" protocol program that was used. SuperTerm is a program I cannot judge since most of its features are ones that I do not need when online. However, for the price, SuperTerm offers at least *five* terminal programs-in-one. This, in itself, *is* super. Midwest Micro is correcting a flaw in the early versions of SuperTerm—the tiny 20K buffer. In the early versions, material captured in the buffer would have to be saved as separate disk files. Later versions will offer the option of keeping the disk channel open so that new material can be appended to old material in one large disk file. This is a feature that is needed to download IMG files from CompuServe, and I'm sure users will be glad to have it. If you need a program that allows you to download IMG files, download from "Punter" BBSs, offers redefinable keys, vt-terminal emulation, and a host of other options, then SuperTerm is the only terminal program that will fit the bill. You could do a lot worse, but I don't think you could do any better than this.

Vidtex-64 CompuServe

Requires: Commodore-64, 1541 disk drive, modem, printer (optional).
Features: Disk based, not copy protected, 50–1200 bps, 23–32K buffer up/download, stores data as ASCII or PETSCII SEQ files, screen pre/review, dump to printer/disk, screen dump, auto-dial, auto-logon, disk commands, definition of macros, configuration file creation, word wrap.
Description: Vidtex is written in machine language with a BASIC boot.

Typing **LOAD"$",8** and **LIST** to call up the Vidtex-64 disk directory reveals the following:

```
Ø    "COMPUSERVE EXEC." 64 2a
67      "VIDTEX"          prg
3       "SEQ LISTER"      prg
1       "AUTO START"      prg
593   BLOCKS FREE.
```

VIDTEX is the actual terminal program. SEQ LISTER is a SEQuential file lister; it will display SEQuential text files that have been captured in the Vidtex buffer and saved to disk. AUTO START is a program that can be customized to make Vidtex automatically dial a host system. After typing **LOAD"VIDTEX",8** then **RUN**, Vidtex will display a Copyright/title screen. The notice "** Data Carrier Lost **" will appear at the bottom after a moment.

The Vidtex manual goes into detail about customizing the BASIC program that boots the program. I will not repeat this material.

Vidtex uses the Commodore key in conjunction with letter keys to activate commands. Vidtex designates the Commodore key as the Meta key in using commands. Thus, in the remainder of this description, I will abide by the term used by CompuServe. Whenever the Meta key is mentioned, the Commodore key is meant. By typing **Meta M**, the main menu of Vidtex commands is called up. It looks like this:

```
                META Key Functions
Ram Buffer                  G  Get Screen
O  Open                     C  Close
Z  Zero                     L  Load
D  Display                  P  Print
S  Save                     U  Unedited Save
V  Transmit                 T  Transmit w/Prompt
Used:      Ø                Free: 22893

Local Control
E  Enable Clean             B  Break Words
R  Printer On               T  Printer Off
:  Print Screen             CLR  Clear Screen
```

```
Miscellaneous                X Exit
A Abort                      F Function Keys
H Help                       M Menu
I New Logon                  J Old Logon
N Scratch File
Q Query/Set Status
Press your choice
or <RETURN> for terminal
mode
```

Each of these commands is executed by pressing the appropriate letter key and the Commodore (Meta) key simultaneously. None of the Meta commands will eliminate a screen display. When terminal mode is reentered, the previous screen display will still exist.

Most of the buffer commands are self-explanatory. By pressing **Meta O** you will open the buffer to capture data. The buffer may be opened more than once, with no resulting loss of stored data. **Meta G** will get you a screen. The system screen displayed on the monitor or TV will be placed in Vidtex's buffer.

Data received by the buffer may be saved to disk in one of two ways. The first is by pressing **Meta S**, which will store the data in PETSCII as either a SEQuential text file or as a PRoGram file, depending on the filename it is given. A file that is to be stored as PRoGram must have **,p** (comma p) appended to its name. The second way to store files is by pressing **Meta U**. This is an Unedited Save. The data will be sent to disk in their original ASCII code. The version of Vidtex initially released by CompuServe, and the subject of this description, cannot read PETSCII files for display. In order to display the contents of a buffer that was saved to disk, the data must have been sent to the disk as **Meta U**, an Unedited Saved. This is because the initial version of Vidtex can only read and display ASCII format files.

Meta L will Load a file from disk once a file name has been specified. Once a file has been loaded into the buffer, it may be printed by executing the **Meta P** command. It may be displayed on the screen with **Meta D** if the file was saved as ASCII code. Any attempt to display a file saved in PETSCII code will result in gibberish on the screen. The screen will display an ASCII file line by line, scrolling upward, at a rate that appears to be close to 1200 bps. The display may be paused with **Control-S** and resumed with **Control-Q**.

The buffer contents may also be sent to a host system in one of two ways. The first is by **Meta V**, which is a block transmission mode; the data will be sent in a continuous stream until the end of text is reached. The other method of transmitting a file is by **Meta T**. This is a line-by-line transmission that relies on the appearance of a system prompt before

sending data. The system prompt can be specified at a subsequent program prompt. Thus, Vidtex can handle virtually any type of system prompt.

Below the list of buffer commands on the main screen is a buffer status indicator. The amount of data stored in the buffer will be reflected by the Used tally. The Free tally will show how much room remains in the buffer.

Local Control options include the toggling of word wrapping with **Meta E** and **Meta B**. The first will manage the screen display to ensure that words received from a host system or data displayed from the buffer will not have words split between two lines. A word that spills over to a following line is transported whole to that line. This allows text to be read with the least amount of difficulty. The process is quick and does not distract the reading of text. The second command will permit words to be split between two lines, just like most terminal programs.

Meta R will activate a printer that is hooked to the 64, automatically sending text from the screen for printing. To keep the printer from losing text, Vidtex will send a Control-S to the host system to pause transmission. Once the printer has caught up, Vidtex will send a Control-Q to the host to resume output. This start-and-stop process is a conventional method of printing data received from a host system while still online. The command can be disengaged by **Meta T**. Pressing **Meta :** will send a displayed screen to the printer. Pressing **Meta CLR** will wipe the screen clean.

Miscellaneous commands include **Meta X**, which will stop Vidtex from functioning and wipe it from the 64's memory. In order to prevent accidental exits, this action must be confirmed before Vidtex will carry it out. If the command is confirmed, Vidtex will execute a SYS64738, which is a warm reset of the 64, to clear memory.

Meta M will redisplay the menu of options previously shown. **Meta I** and **Meta J** refer to the creation and use of auto-logon files. The Vidtex manual includes complete instructions for their use.

Meta N is one of two available disk commands. The second one, not shown on the menu, is **Meta ***. The first will scratch a file on the disk currently residing in the drive. A filename must be specified at a program prompt. Vidtex will not save a file twice under the same name. That is, it will not overwrite an existing file even if the new file of the same name contains the same data. This is a safeguard against accidentally destroying data stored on disk. The second command will call up a disk directory. This is useful in ascertaining how much space is free on the disk for the storage of files, finding out if a filename has been used already, and finding the name of a file that has to be scratched.

Meta F will allow the eight Function keys of the 64 to be defined.

Using this command will display the following:

```
Enter D to display the function key
definitions
or L to load definitions from disk
or S to save definitions to disk
or the key to define (0-9):
```

The number keys 1 through 9 may be used as function keys when pressed simultaneously with the Meta key. Alternately, the f1 through f8 keys may be used. In either instance, a number is entered to define the corresponding Function key. By entering **1**, a Meta-function key or true Function key may be programmed. There is a total limit of 255 characters when defining function keys. When all eight keys are defined, this is approximately 34 characters per key. Once programmed, the definitions may be saved to disk by pressing **S**. Vidtex will prompt for a filename, and it is recommended that the file reside on the same disk as the working copy of Vidtex for easy loading with **Meta L**. The key definitions may be displayed at the above menu by pressing **D**.

Meta A will abort a current Meta command. **Meta Q** will display the current communications protocol for which Vidtex is set, like so:

```
1 Duplex:      F
2 Baud:        6
3 Flow:        Y
4 Parity:      Ø
5 Stop Bits:   1
6 Disk Num:    8

Key <RETURN> for terminal mode
```

Most of the above settings are self-evident. Flow refers to recognition of X-On (Control-Q) and X-Off (Control-S) Control functions. The Y next to the setting indicates this is in effect. Disk Num is an abbreviation for disk number, which is device 8 or 9, depending on the default drive used on the 64. With single-drive systems, the default is device 8, as set. The one confusing setting is Baud, which appears to indicate 600 bps. This is not the case. The setting is actually 300 bps. The available bps rates, listed in the Vidtex manual, are numbered 1–8 for 50–1200 bps. In an idiosyncratic twist, Vidtex does not require the actual bps rate to be entered, but rather a number that corresponds to a bps speed printed in the manual.

The final Meta command is **Meta H**, which calls up the following orientation menu:

KEY DEFINITIONS

CTRL	Control key
COMMODORE	Meta key
RUN/STOP	Control C
English Pound	Escape
CRSR down	Line Feed
CRSR right	Tab
INST/DEL	Backspace
CTRL and =	
(	[a graphic character]
)	[a graphic character]
-	[a graphic character]
Pound	[a graphic character]
INST/DEL	Delete
F 1 to F 8	Function keys 1 to 8

Local Color Control

META and ,	Text
.	Background
/	Border

Key <RETURN> for terminal mode

This screen is self-explanatory.

Comments: Vidtex does not pretend to be anything other than it is: a terminal program for the Commodore 64 to use on the CompuServe Consumer Information Service. As such, it is splendidly executed. The inability of the initial version to read PETSCII files was surely well thought out. If the program cannot read PETSCII, subscribers cannot compose messages offline to upload to the system. Offline composing and uploading decreases connect-time, and CompuServe is in business to make a profit from connect-time. Q.E.D.

Since this description was written, Commodore announced that it would be marketing Vidtex in all stores that carry Commodore products. It may be entirely coincidental, but CompuServe is working on a tape version of Vidtex that *will* read PETSCII files. Therefore, it is a good bet that all Commodore-packaged versions of Vidtex will also be able to read PETSCII files. I think it is more than coincidence that Vidtex will have the ability to read PETSCII files, especially in light of Commodore's announcement. It wouldn't do for them to market a program that couldn't read their disk files. This added ability will make Vidtex a *very* tough competitor in the marketplace, even though the program

will still lack a direct keyboard entry of data feature. To get around this flaw, the whiz kids of the 64 Forum on CompuServe have devised programs enabling the membership to use Vidtex without having to purchase a word processor or other type of text creation program (see Appendix 1 for details). The instantaneous translation of IMaGe format files from the 64 Forum XA databases, using the proprietary B-protocol for error checking, is the main feature of Vidtex (see Chapter 2 for more information on this process), and it works like a charm. Even with the Machiavellian flaws the initial version contained, Vidtex was still worth every cent paid for it. This will be true for the new versions, too. For use on CompuServe, it is the *only* program to get.

This concludes coverage of hardware and software available for the VIC 20 and Commodore 64 computers. Beginning with the Chapter 2, online services will be explored, with a keen eye on the features available strictly for VIC and 64 owners. It all starts with CompuServe.

CHAPTER 2

Using the CompuServe Consumer Information Service

The first three systems explored are National Information Services. The first one, the CompuServe Consumer Information Service, also happens to be the best for Commodore VIC 20 and 64 owners.

CompuServe features two distinct services to Commodore owners, both provided by Commodore itself. These are the Commodore Information Network and three Forums (formerly known as Special Interest Groups or SIGs).

The Commodore Information Network is a database featuring articles about Commodore computer use, programming, and new Commodore products. It is here that technical questions may be sent directly to Commodore via a Hotline feature. It is here that national lists of User Groups and authorized Commodore dealers may be found.

The three Forums sponsored and run by Commodore allow users of VIC 20s, 64s, and Commodore's business computers to meet one another, trade information about programming efforts, ask and answer one another's questions about new products, and upload to and download from a vast library of public-domain programs that run the gamut from utilities to games to education to CP/M.

CompuServe is primarily menu driven, with the option of direct commands and various sections that are a bit tricky to use. It is popular among Commodore owners because a free hour of connect-time is included in each VICModem package, and a demonstration signon is included with each HESModem sold. This is usually enough to convince a new Commodore modem owner to subscribe to the service.

The signon procedure is simple. You are given a list of local packet-switched network numbers to call. When you have called your local node, gotten a carrier signal, plugged in your telephone to your modem, and entered a few carriage returns, you will see the prompt to begin the signon procedure. This procedure varies with each packet network; the one illustrated below is what you see when using CompuServe's own packet-switched network, *ComLink.*

```
Ø4NYC

Host name:
```

"Ø4NYC" is the *port name* being used in this example; it means port number 4 in New York City. "Host name:" is a *prompt,* asking you to specify which of the various systems served by ComLink you want to connect with. All you need to do is one of three things: issue a **Control-C**, type **CPS**, or type **CIS** (with the latter two, do *not* forget to press **Return**, which must be done whenever typing something into a system in order for text or a command to be transmitted to the system). All three of these methods tell ComLink to connect to the CompuServe Consumer Information Service.

Once the connection has been made, you will see

```
User ID:
```

This is another prompt, asking you to type in the User ID that is found on the slip enclosed with your VICModem or on the booklet included with the HESModem. The *User ID* is a number with 5 to 9 digits, separated by a comma. A User ID is also called a *PPN* on CompuServe. It is by this number that the system knows you. It can't know you by your name, since each individual name must be unique and no two PPNs are identical. On CompuServe, your PPN is your address as well as your name. When electronic mail is sent to you, it will be sent to your PPN. Now, to log onto the system, just type in your PPN, like so,

```
User ID: 70008,1099
```

Don't worry if you make a mistake. If you have typed in the number incorrectly and pressed Return before correcting your mistake with a Control-H, there is a simple solution. First, a "Password:" prompt will appear. Then, you issue a Control-C and the system will ask you to type in your User ID again. Typing a **Control-C** looks like this:

```
User ID:   70008,1099
Password: ^C
User ID:   70008,1909
```

As you can see, the system just reprompts you. On your VIC or 64 screen, by the way, the ^ character will appear as an upright arrow. Just type in your PPN correctly this time. After that, you will see

```
Password:
```

Now type in the password that comes with the User ID you were given. You will *not* see the password appear on your screen as you type it. This is a security precaution. If someone were to see your password and use it, you could be liable for the connect-time charges incurred by that person. Therefore, CompuServe (and most other systems) do not display the input of passwords to their system. Type your password very carefully, trying not to make a mistake. If you make a mistake, you will be told the following:

```
?? LOGINE - Invalid entry - try again
```

The "Password:" prompt will appear again. CompuServe gives a user three tries or 2 minutes (whichever occurs first) to type a password correctly before it disconnects. If you incorrectly enter your password three times or take more than 2 minutes, all is not lost. Simply redial the local node and go through the signon procedure again. After successfully entering your User ID and password, you will see

```
CompuServe Information Service
ØØ:12 EST  Wednesday Ø9-May-84
```

As a new user, you will be presented with a brief notice describing your current CompuServe terminal settings. Then you will see a brief sales pitch for the service with an invitation to subscribe. If you plan to subscribe, do so at this time, before going anywhere else on the system. There are two ways of paying for CompuServe: by direct billing to a credit card or by direct billing to a personal or business checking account. CompuServe has discontinued its practice of direct billing to consumers, as was mentioned in *The Computer Phone Book.* The online procedure for subscribing is very straightforward and need not be illustrated here; just follow the directions that appear on your screen. You are given as many chances as needed to enter the subscription information correctly, so don't worry about making a mistake. Remember to use Control-H in order to backspace to correct any typos. Any serious mistake, such as an incorrect address, can easily be fixed by calling CompuServe Customer Support after finishing your initial online session. Once the CompuServe subscription application has been completed, you should see a screen that looks like the one below. If you have decided not to subscribe to CompuServe, this screen will appear immediately.

```
CompuServe                Page CIS-1

CompuServe Information Service

1 Home Services
2 Business & Financial
```

```
3 Personal Computing
4 Services for Professionals

5 User Information
6 Index

Enter your selection number,
or H for more information.

!
```

This screen shows what a menu page on CompuServe looks like. On your screen, it may appear in all uppercase letters. It may also have a very different format if you are reading it on a 22-column VIC 20 screen. If you are not at the above page, do the following. You should see an "!" (exclamation point) at the bottom of whatever page you are at. To get to the page shown above (one marked CIS-1), type **T** and press **Return** (remember to *always* press Return after typing something) at the exclamation point. You should then see the menu page as shown above.

There are a few points of interest about the above menu page. Notice that it is formatted for a 32-column wide screen. This is because CompuServe was originally designed to fit the screen of what was then the least-expensive videotex terminal available—the TRS Videotex terminal. This format, although a holdover from those days, works well on a variety of screen widths (the exception, of course, being the VIC 20, which has the narrowest screen width of any personal computer). Second, all of the available choices are numbered; you just press the appropriate number key on your VIC or 64 and you will be taken to another menu that will lead you through the system; you can repeat this process until your goal is reached. At the bottom of the page is an "!." This is a prompt, indicating that the system is waiting for a command or menu selection. The exclamation point as a prompt will be found throughout the page-structured portions of CompuServe; this part of the system is called the DISPLA (pronounced "Display") area. Also notice this page is labeled, for example, Page CIS-1. Each page of CompuSeve is labeled and consists of the *service title* (abbreviated with three letters; in this case, CIS for Consumer Information Service) and a *page number.* This specific page is known as the *top menu* of CompuServe. It may be reached at any time in the DISPLA portion of the system simply by typing **T** at any "!" prompt.

Additional navigational commands for using CompuServe may be found by entering **H** at Page CIS-1 or at any "!" prompt.

As a VIC 20 or Commodore 64 owner, your terminal parameters should be set to get the most out of CompuServe. At the above page, type in **5**

for User Information (do not forget to press **Return**). You will then see

```
CompuServe                Page CIS-4

USER INFORMATION

  1 What's New
  2 Command Summary & Usage Tips
  3 FEEDBACK to CompuServe
  4 Order Products, Guides, etc.
  5 Change Terminal Settings
  6 Change Your Password
  7 Billing: Your Charges, Rates
        Options, Making Changes
  8 Logon Instructions & Numbers
  9 Electronic Bounce Back

Last menu page. Key digit
or M for previous menu.

!
```

Notice the above page is labeled with its service title and number, CIS-4, and that its last line reads "Last menu page. Key digit or M for previous menu." The significance of the last line is that you must either make a selection from this menu or move back to the previous one; there are no sub-menus beyond this point. Pressing Return will bring you back to a prior menu faster than typing M and pressing Return.

Briefly, the above choices will allow you to do the following:

What's New. Read about additions and changes to CompuServe.

Command Summary & Usage Tips. Read a brief tutorial on the commands most frequently used in the DISPLA portion of CompuServe.

FEEDBACK to CompuServe. Send electronic mail (EMail) to CompuServe Customer Support in order to report trouble using or accessing the system (there is no charge for connect-time while using this menu selection).

Order Products, Guides, etc. Order various CompuServe manuals, telecommunications software (Vidtex terminal programs), and other products (there is no charge for connect-time while using this menu selection).

Change Terminal Settings. Change your terminal parameters; to be shown soon.

Change Your Password. Enter a new password to ensure that your account is secure from use by others.

Billing: Your Charges, Rates, Options, Making Changes. Review your connect-time charges on a per-week basis, look up the current connect-time rates, or let CompuServe know that you want to change the manner in which you are being billed (for instance, have your time charged to a credit card instead of a checking account).

Logon Instructions & Numbers. Read a list of all packet-switched nodes that lead to CompuServe in case you want to access the system on the fly while on vacation or a business trip.

Electronic Bounce Back. Order products or additional information from those who have advertised in CompuServe's *Online Today* magazine.

Before going any further, I want to remind you that you can delete any wrong choices by using Control-H. If you forget to use Control-H and wind up on a page that is neither numbered nor looks similar to the ones shown here, type **T** to get back to Page CIS-1 for a fresh start.

Of the above choices, 4 will be used to change your CompuServe terminal parameters. Type **4**, press **Return**, and you will see

```
CompuServe                Page CIS-6

You can change your terminal
type for this session or perman-
ently with DEFALT, or by going
to the next page. You can also
establish your initial entry
into the CompuServe Information
Service, or command mode.
. . .Proceed to the next page to
change your terminal type or
defaults.



Key S or <ENTER> to continue

!
```

"<ENTER>" means to press **Return**. By doing so, you will see

```
CompuServe                Page CIS-9
      Welcome to DEFALT

1 Instructions
2 Setting Your Terminal Type
3 Setting Your Logon Actions
```

```
4 Setting Delays for Printers
5 View or Change Current
    Terminal Parameters
6 Exit DEFALT

Last Menu Page. Key digit
or M for previous menu.
!
```

When online, you may read selection 1, Instructions. In order to set you up as quickly as possible, I will dispense with the reading of the minutes and move on to the business at hand.

First, consider what you want to do when you are on CompuServe, that is, what you want to get out of it. Are you going to use it mainly to access the Commodore Information Network and the various Forums (formerly called Special Interest Groups or SIGs)? Do you plan to receive a lot of EMail? Are you using a VIC 20 or Commodore 64? What type of terminal program are you using? Do you eventually plan to buy another? These are the questions to be considered before making any changes to your terminal parameters. I will not cover every combination that could be used in setting your terminal parameters. Instead, I will show what I use and discuss what other options are available along the way.

Type **2** and press **Return** for Setting Your Terminal Type. You will see

```
Your Terminal Type:
OTHER
Baud Rate: 300

    Terminals we Support

1 VIDTEX software compatible
  ( Defalt 32 × 16 )
2 ANSI compatible (VT-100)
3 Teleray
4 Other

Choose terminal type
desired. <ENTER> keeps
current terminal type.
!
```

There are only two menu selections of concern here: choices 1 and 4. Vidtex is the CompuServe communications program that allows the downloading of public-domain programs from the Commodore 64 Forum; the downloads are monitored for transmission errors with CompuServe's B protocol. If you are using Vidtex on CompuServe, type **1**. If you are not

using Vidtex, just press **Return** to leave your terminal type specified as Other. (Please note that if you eventually purchase Vidtex and use it whenever you are on CompuServe, come back to this section of the system to type in **1**, otherwise you will not be taking full advantage of either Vidtex or CompuServe.) Once you have typed the appropriate choice, a notice will tell you that the change has been made. Don't worry if everything is in upper case; that will be covered shortly. If you have always been in upper case, that will be explained, too. Afterward, you will again see

```
        Welcome to DEFALT

1 Instructions
2 Setting Your Terminal Type
3 Setting Your Logon Actions
4 Setting Delays for Printers
5 View or Change Current
    Terminal Parameters
6 Exit DEFALT

Last Menu Page. Key digit
or M for previous menu.
!
```

Next, type **2** to look at and set your logon actions:

```
ACTIONS WHEN LOGGING ON:

 1 IF EMAIL WAITING,          ANNOUNCE IT
 2 YOU NOW RECEIVE          FULL PROMPTS
 3 AUTOMATICALLY RUN        NO PROGRAM
 4 THE FIRST SERVICE IS          VIDEOTEX
 5 CREATE/EDIT YOUR PERSONAL MENU

SELECT ITEM TO BE CHANGED OR
PRESS <ENTER> FOR NO CHANGE.
!
```

Things begin to get a bit tricky here, and it is very important that you know exactly what you want to do with CompuServe. Do not worry about changing your settings throughout any part of this procedure. You can always repeat this procedure later, once you're familiar with using CompuServe.

Choice 1, the EMail parameter, is set to announce when EMail is waiting. This will occur whenever you logon the system, that is, the following notice will appear:

```
You have EMAIL waiting
```

You must then go to Page EMA-1 to read it. (EMail is discussed in depth in *The Computer Phone Book* and will not be covered here.) For most users, this is enough. However, if you cannot wait to see who has sent mail, you can use this choice to go directly to Page EMA-1, to immediately read your mail. To do so, type **1**, press **Return**, to see

```
WHEN LOGGING ON:

1 GO TO EMAIL IF MESSAGES ARE
  WAITING
2 NOTIFY ONLY IF MESSAGES ARE
  WAITING

CURRENT SETTING IS 2
<ENTER> LEAVES IT UNCHANGED
KEY CHOICE:
```

Type **1** in order to be brought directly to Page EMA-1 when EMail is waiting. If you have decided not to change this setting, just press **Return** to leave it alone. (If you have already typed 1, use Control-H to delete it before pressing Return.) Again, you will see

```
ACTIONS WHEN LOGGING ON:

 1 IF EMAIL WAITING,          ANNOUNCE IT
 2 YOU NOW RECEIVE          FULL PROMPTS
 3 AUTOMATICALLY RUN         NO PROGRAM
 4 FIRST SERVICE IS             VIDEOTEX
 5 CREATE/EDIT YOUR PERSONAL MENU

SELECT ITEM TO BE CHANGED OR
PRESS <ENTER> FOR NO CHANGE.
!
```

If the EMail waiting parameter has been changed, it will say

```
 1 IF EMAIL WAITING,          GO TO EMAIL
```

Choice **2**, the prompt parameter, is currently for Full Prompts throughout all sections of CompuServe. This can be an annoyance at times, especially once you have become used to the system and its commands. Whenever using the DISPLA portion of CompuServe, you will always get full menus; this parameter does not shorten or modify DISPLA in any fashion. This choice will affect you when using the various Forums (to be covered later). If you are a new user of CompuServe, it would be a good idea to leave this setting alone until you have been on the system for some time and know your way around. If you have been using CompuServe for a while

and know your way around the system, type **2** to change this setting. Doing so will reveal

```
WHEN USING CERTAIN CIS
SERVICES,

1 USE EXPERT MODE, PROMPTS WILL
  BE SHORTENED
2 USE NOVICE MODE, PROMPTS WILL
  BE FULL

CURRENT SETTING IS 2
<ENTER> LEAVES IT UNCHANGED
KEY CHOICE:
```

To change the current setting, type **1** and press **Return**. Again, you will see

```
ACTIONS WHEN LOGGING ON:

 1 IF EMAIL WAITING,          GO TO EMAIL
 2 YOU NOW RECEIVE    SHORT PROMPTS
 3 AUTOMATICALLY RUN      NO PROGRAM
 4 FIRST SERVICE IS             VIDEOTEX
 5 CREATE/EDIT  YOUR  PERSONAL  MENU

SELECT ITEM TO BE CHANGED OR
PRESS <ENTER> FOR NO CHANGE.
!
```

Choice 2, if you have changed it, will now be read:

```
2 YOU NOW RECEIVE     SHORT PROMPTS
```

Choice 3 is not relevant for Commodore owners; there is only one option of interest. Therefore, leave the program parameter as it is.

Choice 4, the entry parameter, is set at Videotex. Videotex is the same as DISPLA, the menu- and page-structured portion of the system. There are only two options here. Let's take a look at them by typing **4** and pressing **Return**:

```
SET FIRST SERVICE TO:

 1 VIDEOTEX
 2 PERSONAL FILE AREA
 3 PERSONAL MENU
 4 SELECTED VIDEOTEX TOP PAGE
```

```
CURRENT SETTING IS 1
<ENTER> LEAVES IT UNCHANGED
KEY CHOICE:
```

Personal file menu is the area of CompuServe where your online storage space (also called disk space) resides. It was covered in *The Computer Phone Book* and will not be discussed here. Personal menu, choice 3, is another selection that will not be covered here. Choice 4 will allow you to set a new top page when signing onto the system. Instead of seeing CIS-1, you can set a different page. If you are new at using CompuServe, don't concern yourself with any of these choices until you are used to the system. It is enough for you to know, now, that these choices are available. Just press **Return** to leave this menu alone. Now, for the last time, you will see

```
ACTIONS WHEN LOGGING ON:

 1 IF EMAIL WAITING,          ANNOUNCE IT
 2 YOU NOW RECEIVE          FULL PROMPTS
 3 AUTOMATICALLY RUN        NO PROGRAM
 4 FIRST SERVICE IS             VIDEOTEX
 5 CREATE/EDIT YOUR PERSONAL MENU

SELECT ITEM TO BE CHANGED OR
PRESS <ENTER> FOR NO CHANGE.
!
```

Choice 5, personal menu, is something that will only be of use to you after you have thoroughly explored the system. Do not set this parameter until that time. If you have made changes to choice 1 or 2, your screen will look like this:

```
ACTIONS WHEN LOGGING ON:

 1 IF EMAIL WAITING,          ANNOUNCE IT
 2 YOU NOW RECEIVE          FULL PROMPTS
 3 AUTOMATICALLY RUN        NO PROGRAM
 4 FIRST SERVICE IS             VIDEOTEX
 5 CREATE/EDIT YOUR PERSONAL MENU

SELECT ITEM TO BE CHANGED OR
PRESS <ENTER> FOR NO CHANGE.
!
```

Make certain that your page is *identical* to either of the two pages shown above before going any further. If any corrections are necessary, make them before taking the next step. Once everything is OK, press **Return** to see

```
Welcome to DEFALT

1 Instructions
2 Setting Your Terminal Type
3 Setting Your Logon Actions
4 Setting Delays for Printers
5 View or Change Current
    Terminal Parameters
6 Exit DEFALT

Last Menu Page. Key digit
or M for previous menu.
!
```

The next setting of concern is purely a technical one; it is choice 4, Setting Delays for Printers. This parameter doesn't need to be changed if you are using a good terminal program (basically, most of the ones described in Chapter 1). If you are using a BASIC terminal program (from a listing, such as those found in any of the Commodore or *COMPUTE!* magazines), you will need to set printer delays, even if you are not using a printer. Printer delays are known as nulls. *Nulls* are blank spaces sent by an online system after it has transmitted a line of text. They are required by some printing terminals. A slow printing terminal will need a chance to move its printhead back to the left-hand side of its carriage so that it may print the following line. If it is not given this chance, characters will be missing at the beginning of the next line and the problem will get worse as it stays online; it just isn't fast enough to keep up. This is where nulls come in. They allow a slow printing terminal to catch up by sending it blank spaces after each line. Nulls are also handy if you are using a terminal program written in BASIC, since it may be too slow to accept even 300-bps output from an online system. A slow terminal program will, at best, begin to lose characters at the beginning of a line; at worst, it will display nothing but *garbage* (garbled characters) on a screen. The solution is to throw a few nulls into the works. To do so, type **4** to get

```
DELAYS FOR PRINTERS
 1 DELAY AFTER CARRIAGE RETURN    Ø
 2 DELAY AFTER LINE FEED          Ø

SELECT ITEM TO BE CHANGED OR
PRESS <ENTER> FOR NO CHANGE.
!
```

Although there is no magic formula I can give in setting these delays, I suggest starting out by using the following. First, type **1** and press **Return**

(this will be the last time I will remind you to *always press* **Return**). You will see

```
DELAY AFTER CARRIAGE RETURN   Ø

<ENTER> LEAVES IT UNCHANGED.

WHAT IS THE DESIRED DELAY
AFTER A CARRIAGE RETURN?
```

Type **2Ø** in response. Again, you will see

```
DELAYS FOR PRINTERS

  1 DELAY AFTER CARRIAGE RETURN   2Ø
  2 DELAY AFTER LINE FEED          Ø

SELECT ITEM TO BE CHANGED OR
PRESS <ENTER> FOR NO CHANGE.
!
```

Then, type **2** to get

```
DELAY AFTER LINE FEED           Ø

<ENTER> LEAVES IT UNCHANGED.

WHAT IS THE DESIRED DELAY
AFTER A CARRIAGE RETURN?
```

Type **2Ø** in response. You will then see

```
DELAYS FOR PRINTERS

  1 DELAY AFTER CARRIAGE RETURN   2Ø
  2 DELAY AFTER LINE FEED         2Ø

SELECT ITEM TO BE CHANGED OR
PRESS <ENTER> FOR NO CHANGE.
!
```

This procedure should work fine, no matter what BASIC terminal program listing has been typed into your VIC or 64 or how slow a terminal program you are using. What I actually suggest is that you replace your old program with a faster one. Then you can reset each of the delay parameters back to Ø. Once finished, press **Return** to see

```
      Welcome to DEFALT

  1 Instructions
  2 Setting Your Terminal Type
  3 Setting Your Logon Actions
  4 Setting Delays for Printers
  5 View or Change Current
      Terminal Parameters
  6 Exit DEFALT

  Last Menu Page. Key digit
  or M for previous menu.
  !
```

Next, type **5** to get

```
  YOUR TERMINAL TYPE:
  OTHER
  BAUD RATE: 3ØØ

  CURRENT TERMINAL PARAMETERS:

    1 TERMINAL WIDTH      8Ø CHARACTERS
    2 PAGE SIZE IS NOW            Ø LINES
    3 FORM FEEDS ARE          SIMULATED
    4 HORIZONTAL TABS ARE     SIMULATED
    5 TERMINAL SUPPORTS    UPPER CASE
    6 CAPS LOCK IS                ON
    7 LINE FEEDS ARE            SENT
    8 PARITY IS                 EVEN
    9 BLANK LINES ARE           SENT

  SELECT ITEM TO BE CHANGED OR
  PRESS <ENTER> FOR NO CHANGE.
  !
```

If you've never dealt with settings such as these on an online system, you may be confused. Fear not; I will explain them and all of the options that are open to you.

The Terminal Width parameter is currently set for 80 characters (for the moment, don't worry if yours shows another number). (*Characters,* by the way, are the same as *columns* in discussing width.) This setting, labeled Terminal Width, is a bit misleading. The issue here is not just screen width. If you plan to print out anything from any online service, you will find it best to print it out as wide as your paper (or printer) can handle. You will save paper, it will be easier to read, and it will look better. However, a VIC 20 can only display 22 columns and a Commodore 64 can only display

40 columns (discounting the use of 40- or 80-column add-on cartridges). The conflict is that setting the width parameter to make a screen display look OK will waste paper when printed out. On the other hand, if width is set to take advantage of printing on a standard 80-column sheet of paper, the screen display will not be read easily. I cannot tell you which setting to choose, but you may use the following suggestions as guidelines. If you believe that you will not be doing much printing (either streaming while online or a buffer dump when offline), you should set the width to correspond to your screen. If you plan to do a lot of printing, set the width to correspond to a standard sheet of paper. I do a lot of printing, so my width is set for 63 characters (which allows for 1-inch margins).

No matter which width you choose, it may be changed by typing **1**, which will give you

```
TERMINAL WIDTH     80 CHARACTERS

<ENTER> LEAVES IT UNCHANGED

HOW MANY CHARACTERS PER LINE
FOR THIS TERMINAL?
```

Type in your chosen width, **22** or **40**, or press **Return** to leave it as it is. Note that if your initial terminal type was set as Vidtex, you will automatically have 32-column lines; as a Commodore 64 owner, you should change it to 40 if you favor screen width over printer width. Once done you will see

```
YOUR TERMINAL TYPE:
OTHER
BAUD RATE: 300

CURRENT TERMINAL PARAMETERS:

 1 TERMINAL WIDTH     80 CHARACTERS
 2 PAGE SIZE IS NOW            0 LINES
 3 FORM FEEDS ARE          SIMULATED
 4 HORIZONTAL TABS ARE     SIMULATED
 5 TERMINAL SUPPORTS    UPPER CASE
 6 CAPS LOCK IS                ON
 7 LINE FEEDS ARE            SENT
 8 PARITY IS                 EVEN
 9 BLANK LINES ARE           SENT

SELECT ITEM TO BE CHANGED OR
PRESS <ENTER> FOR NO CHANGE.
!
```

Choice 1 will have been changed to reflect your own new width. As changes are made to your parameters, this screen will reappear to confirm the change (or confirm that no change was made). In the interest of brevity, I will not show the above screen repeating itself after each change is made or option is viewed.

The Page Size parameter, choice 2, again brings up the conflict of screen versus printer. If the width parameter was set for your screen, leave this parameter as it is, set to Ø. If you have set the width to take advantage of printing, change this parameter to standard page length, either 54 or 55. Note that if your initial terminal type was set as Vidtex, this setting will allow 16 lines for a page. If you are going to use a printer, change it to reflect that.

Form Feeds, choice 3, are usually used with printing terminals. On a video screen, a real form feed will clear the screen and HOME the cursor. Admittedly, this is a nice effect to impress your friends with but is, in practice, very annoying. There is nothing worse than reading something on a screen only to have it go blank before you are finished reading. My advice is to leave this setting the way it is. Note that if your initial terminal type was set to Vidtex, this setting should be changed to simulated form feeds in order to stop your screen from going blank.

Horizontal Tabs, choice 4, is not something that concerns a VIC or 64 owner. Just leave it as it is. Those who selected Vidtex as a terminal type will also see it listed as simulated tabs.

The case parameter, choice 5, is of great interest to VIC and 64 owners. Unless Vidtex was selected as initial terminal type, it's a good bet that all of the screens appeared in UPPER CASE as you watched them scroll by online. This is your chance to fix that and to show other users that you are not a mere beginner. (There is a virtually foolproof way to know if someone on CompuServe is new or experienced on the system. Newcomers often are in ALL CAPS since they lack the knowledge to change their terminal setting; now that your setting will be changed, other users will assume that you have some experience.) To make sure you handle this correctly, I will spell it out. Type **5** to see

```
1 TERMINAL SUPPORTS UPPER
  AND LOWER CASE. CAPS LOCK
  IS ON.
2 TERMINAL SUPPORTS UPPER
  AND LOWER CASE. CAPS LOCK
  IS OFF.
3 TERMINAL SUPPORTS UPPER
  CASE ONLY.
4 TERMINAL SUPPORTS LOWER
  CASE ONLY.
```

```
CURRENT SETTING IS 1
<ENTER> LEAVES IT UNCHANGED
KEY CHOICE:
```

Type **2** to see everything change to upper and lower case. You can now enter the online world without the Mark of the Novice stamped on your forehead for all to see. Notice that changing item 5 also changed item 6.

You can now go to item 7, the Line Feeds parameter. When using a typewriter, you know that the Return key must be pressed in order to start a new line; this is known as a carriage return. It is much the same in computer communications, where the cursor on a screen must move down to the next line in order to begin it, as must the printhead of a printer whenever it prints a line of text. This is where a *linefeed* comes in. It lets a VIC or 64 know that it is to move the cursor down one line (even though a VIC or 64 doesn't actually need a linefeed in some cases). It lets a printer know it is to advance the paper upward one line. If a linefeed were not sent, only one line would be shown on the screen, depending on your communications software. The one line would be constantly overwritten, and hence replaced, by a new line. The result on a printer would be one line overwritten to the point that it would become a black stripe. Therefore, just leave this setting as it is. Even if Vidtex was selected initially, linefeeds will be needed, and the settings should already reflect that.

Setting 8, the Parity parameter, should ideally be set to even. There is a choice of zero, even, odd, or one. If it is set as even, leave it. If your screen shows otherwise, change it to even. Selecting Vidtex initially sets this to even.

Setting 9, the Blank Lines parameter, may sound superfluous, but it isn't. Once you have printed some sessions from the Commodore Forums, you will find that an awful lot of paper is wasted due to blank lines. This waste can be reduced by having CompuServe suppress the transmission of blank lines. It makes things a bit awkward on a screen (and paper) in the beginning, but you will eventually get used to it. If you don't feel adventurous, leave this setting as it is and CompuServe will send blank lines.

Finally, your terminal parameters should look like one of the following choices:

Parameters Favoring Printer

```
Your Terminal Type:
OTHER
Baud Rate: 300
```

Current Terminal Parameters:

1	Terminal width	8Ø CHARACTERS
2	Page size is now	55 LINES
3	Form feeds are	SIMULATED
4	Horizontal tabs are	SIMULATED
5	Terminal supports	UPPER/LOWER
6	Caps lock is	OFF
7	Line feeds are	SENT
8	Parity is	EVEN
9	Blank lines are	SENT

Select item to be changed or
press <ENTER> for no change.
!

Parameters Favoring 64 Using Vidtex

Your Terminal Type:
VIDTEX
Baud Rate: 3ØØ

Current Terminal Parameters:

1	Terminal width	4Ø CHARACTERS
2	Page size is now	16 LINES
3	Form feeds are	SIMULATED
4	Horizontal tabs are	SIMULATED
5	Terminal supports	UPPER/LOWER
6	Caps lock is	OFF
7	Line feeds are	SENT
8	Parity is	EVEN
9	Blank lines are	SENT

Select item to be changed or
press <ENTER> for no change.
!

Parameters Favoring VIC 20

Your Terminal Type:
OTHER
Baud Rate: 3ØØ

Current Terminal Parameters:

1	Terminal width	22 CHARACTERS
2	Page size is now	16 LINES

```
3 Form feeds are                SIMULATED
4 Horizontal tabs are           SIMULATED
5 Terminal supports          UPPER/LOWER
6 Caps lock is                      OFF
7 Line feeds are                   SENT
8 Parity is                        EVEN
9 Blank lines are                  SENT

Select item to be changed or
press <ENTER> for no change.
!
```

Of course, some of your selections may be different from these. Whatever you have, though, you will be glad to know that your VIC or 64 is now all set to use CompuServe. All you have to do is let CompuServ know that.This can be done by pressing **Return**, which will give you the following:

```
      Welcome to DEFALT

1 Instructions
2 Setting Your Terminal Type
3 Setting Your Logon Actions
4 Setting Delays for Printers
5 View or Change Current
    Terminal Parameters
6 Exit DEFALT

Last menu page. Key digit
or M for previous menu.
!
```

Type **6** for

```
1 Make all changes effective
  for future sessions
2 Changes effective for this
  session only

<ENTER> makes changes effective
for this session only.
Key Choice:
```

Do *not* just press Return or all of your hard work will be lost after logging off CompuServe. Be sure to type **1** to save your parameters for future logons. At any time you may go back and temporarily set new parameters, such as to suppress the sending of blank lines. This can be done just for one session; when you logon again, blank lines will be sent as usual. When

you are finished setting all terminal parameters, Page CIS-4, the User Information menu, will reappear:

```
CompuServe                    Page CIS-4

USER INFORMATION
  1 What's New
  2 Command Summary & Usage Tips
  3 FEEDBACK to CompuServe
  4 Order Products, Guides, etc.
  5 Change Terminal Settings
  6 Change Your Password
  7 Billing: Your Charges, Rates,
      Options, Making Changes
  8 Logon Instructions & Numbers
  9 CompuServe Viewpoint
 1Ø Electronic Bounce Back

Last menu page. Key digit
or M for previous menu.

!
```

It would be a good idea to show how to order something from CompuServe, especially since, if you own a Commodore 64, you will probably want to order a copy of CompuServe's Vidtex terminal software. So, type **4** to get

```
CompuServe     Page CIS-54

Request Recorded,
One Moment, Please
```

Whenever you see this notice on the system, it means that you are being switched to the individual host computer that handles the service that was selected. After a moment or so, you will see

```
Thank You for Waiting

Welcome to CompuServe Product
Ordering. You are not charged
for connect time while here.
(You will be charged for
communications surcharges if
accessing through a supplemental
network.) You'll be told upon
exiting Product Ordering when
connect charges resume. Control-
C will not exit Product Ordering
```

but will erase all orders and
take you to Product Ordering's

Key <ENTER> for next page:

Pressing **Return** will show you the following:

first menu. You can then select
to exit.

Your entire order will be
displayed and a Y response is
required to submit your order.
Your orders will be sent via UPS
or U.S. Postal Service and
should arrive within 4 weeks.
Please allow ample time for
delivery before making inquiries
to Customer Service.

Key <ENTER> for next page.:

Keep in mind throughout reading this book that CompuServe, like all other online services, is hardly static. If you have come across pages that look at all different from the ones I have presented here, it just means that CompuServe has made changes in ways they think will benefit its users. The pages and screens presented in this book did at one time exist just as shown. Keeping this in mind, press **Return** to reveal

Ordering options:

1 User guides and manuals
2 Products (VIDTEX and other)
3 Art Gallery items

Last menu page. Key digit
or M for previous menu.

Typing **2**, for Vidtex, will show you

1 Adventure Products
2 MegaWars Products
3 Terminal Software-TRS8Ø
4 Terminal Software-COMMODORE
5 Terminal Software-ALL OTHERS
6 Miscellaneous

Last menu page. Key digit
or M for previous menu.

Now, type **4** to get

```
1 PET 8Ø5Ø IEEE VIDTEX          $39.95
2 PET 4Ø4Ø IEEE VIDTEX          $39.95
3 PET 4Ø4Ø RS232 VIDTEX         $39.95
4 PET 8Ø5Ø RS232 VIDTEX         $39.95
5 COMMODORE 64 Dsk VIDTEX       $39.95

By selecting an item from this
menu, you can review that item's
description and then place an
order if desired.

Last menu page. Key digit
or M for previous menu.
```

Type **4** to see

```
Do you want a description of
this item (Y/N) ?
```

On any system, when you see "(Y/N)" those are your choices in replying to the system's question. Clearly, Y means Yes and N means No. I will dispense with running a commercial for CompuServe's Vidtex here. It has been fully covered in Chapter 1. Additional information about Vidtex can be obtained by typing **Go VID-1** at any "!" prompt. After reading the brief description in Product Ordering, you will be asked if you wish to order it. If you reply **Y**, the process will be self-explanatory. If you reply **N**, you will see

```
Do you wish to review more
selections (Y/N) ?
```

The rest of the Product Ordering section is just as straightforward, as is FEEDBACK to CompuServe. Since both selections are free of connect-time charges, spend some time familiarizing yourself with them. This is one place on CompuServe where you won't have to pay while you learn.

Once finished with Product Ordering, exit it, return to Page CIS-4, and type **T** (or just press **Return**) to get to Page CIS-1, the top page of CompuServe. There I will show you another way to navigate through the system. The next stop on our all-Commodore tour on CompuServe will be the Commodore Information Network. Instead of getting to it by using the menu structure (which can be quite cumbersome, as shown in setting terminal parameters), we will go directly to it by entering its page number. The page number for the Commodore Information Network is, quite appropriately, CBM-1. So, at Page CIS-1, type **Go CBM-1** (you may also

type **G CBM-1** or **G CBM1**). All requests to be sent to page numbers in the DISPLA portion of CompuServe require you to type the prefix **Go** or just **G**. In this case, you will see a screen similar to this one:

```
Commodore                    Page CBM-1

COMMODORE INFORMATION NETWORK'S
              MAIN MENU
 1 Intro/Survival Kit Menu
 2 New Updates To CIN
 3 HOTLINE (Ask Questions) Menu
 4 Product Announcements
 5 Bulletin Boards (SIGs)
 6 Commodore Magazine Articles
 7 Directory (Dealer & User)
 8 Commodore Tips
 9 Commodore Product Line
1Ø User Questionnaire

Last menu page. Key digit
or M for previous menu.
!
```

The choices on this screen represent just a fraction of the available information and services provided by Commodore on CompuServe. For whatever faults Commodore may have as a company or computer manufacturer, it makes up for it here by providing a service with both a scope and depth that is unmatched by any of its competitors. I will now very briefly list what each selection will give you.

Intro/Survival Kit. The first part (Intro) is a complete overview of the selections listed above; the second part (Survival Kit) goes into a submenu of choices from which you may get a list of direct page numbers for all Commodore information and services available on CompuServe and explanations of how to use the DISPLA portion of CompuServe, the Forums (previously called SIGs), and the HOTLINE.

New Updates to CIN. This is where you can find out what has been added to the Commodore Information Network database. Instead of having to scroll through all of the menus to look for additions, just pop in here.

HOTLINE. This is your direct link to Commodore, by which you may ask any question about your Commodore hardware, software, and peripherals. You will get a reply via EMail that will either give you an answer or tell you where and how to access the answer in one of the Forums.

Product Announcements. This is a service whereby Commodore announces products months (sometimes years) in advance. Not all of them materialize though.

Bulletin Boards. This will give you a sub-menu of the various Commodore Forums (formerly called Special Interest Groups or SIGs); choose one and you will be whisked to it.

Commodore Magazine Articles. Sometimes meaty, sometimes glorified press releases, this section provides abstracts of articles that will be appearing in *Commodore Microcomputer* and *Power/Play* magazines before your printed subscription copies arrive.

Directory (Dealers & Users). This is a huge nationwide list of dealers, educational resources, and user groups. It is not kept strictly current, though, and you will have to do a bit of fishing.

Commodore Tips. This section supplies useful informaton about programming and how to get the most out of your equipment and software. Check into this section regularly so you won't miss anything.

Commodore Product Line. This section can help you if you need to get a model number, part number, or order number for any Commodore product. The prices, at times, don't reflect the great price cuts that have taken place.

User Questionnaire. This is where you can let Commodore know something about you. Sometimes it wants to know how you like the job it is doing; sometimes it wants to know if you are interested in a product it is considering bringing out.

Of all of these selections, two are confusing to new users (and to some experienced users) and therefore will be shown here. They are the Hotline and the Bulletin-Boards (Forums).

To look at the HOTLINE, type **3** to get

```
Commodore                Page CBM-964

HOTLINE Assistance Menu

1) Introduction
2) Self-Help Files
3) HOTLINE Questions (ASK)

Last menu page. Key digit
or M for previous menu.
!
```

Choice 1, Introduction, explains the other two choices. I will briefly touch on both. Type **2** will show you the following:

```
Commodore              Page CBM-966

Self-Help Files Menu

  1) VIC-2Ø Material
  2) C-64 Subject Matter
  3) Disk Drive Information
  4) Printer Information
  5) 8ØØØ/9ØØØ Computer Series
  6) Software Subject Matter
  7) Modem Material
  8) Monitor Material
  9) Miscellaneous Material

Last menu page. Key digit
or M for previous menu.
!
```

The above list represents the scope of files that are available in the various Forums. They can help you use your VIC or 64 to its fullest extent and answer most questions you may have. For instance, typing **1** will show you

```
Commodore              Page CBM-975

  ***COMMODORE DATABASE FILE
       ACCESS SUMMARY***
Format:
FILENAME--(SIG location 1, 2,
  or 3)--brief description of
  file content
   *VIC-2Ø FILES*
   BK073--(1,2)--The Run-Stop
   (break key).
   EXPAND--(1)--Expansion to 32K
   Bytes.
   FKØ33--(1,2)--Programming the
   function keys.
```

It continues past the sample file listings shown above. Typing **2** at the previous menu (CBM-966) will show you the 64 files.

```
Commodore              Page CBM-978

Format:
FILENAME--(SIG location 1, 2,
  or 3)--brief description of
  file content
```

COMMODORE-64 FILES
BKØ73--(1,2)--The Run-Stop
(break key).
CPØ23--(2)--SAVE and LOAD.
CSØ1Ø--(2)--Determining bytes
available.

What does it all mean? In order for you to understand the answer fully, and these files, you will have to know about the Forums, which will be covered shortly.

Moving back to the previous menu by typing **M**, the next item is the HOTLINE.

Commodore Page CBM-964

HOTLINE Assistance Menu

1) Introduction
2) Self-Help Files
3) HOTLINE Questions (ASK)

Last menu page. Key digit
or M for previous menu.
!

Typing **3** will uncover

Commodore Page CBM-2ØØ

Request Recorded,
One Moment, Please

Thank You for Waiting

Commodore Page CBM-2ØØ

****
HOTLINE
****

Welcome to Commodore's HOTLINE!

The HOTLINE is your direct connection with customer support,

to answer your questions about Commodore equipment. The SIG bulletin board is for questions and messages to the general public. Please don't get the two boards confused.

When entering your question use RETURN at the end of a line (80 columns), otherwise part of the question is lost and becomes unintelligible to us.

Key RETURN at the beginning of a new line when you've completed your question.

We will answer your question as soon as possible by EMAIL.

After that intro, your cursor will blithely sit where it has stopped, blinking at you as happy as a clam. You may think that something should occur. Well, what is supposed to occur has occurred. Without knowing it (it sure took me by surprise the first time I used it), you are right in the middle of the Hotline. Type in a question, following the instructions given. Press Return at the end of each line you type in; make sure it is no longer than 80 characters. Also press Return for a blank line at the end to indicate that you are through, like so,

Is my equipment still covered by your warranty after I mail in my warranty cards, even if those cards are lost in the mail and you never receive them?
[press Return on this line]

After typing in that urgent dispatch, you will be waved goodbye with this statement:

Thank you for using Commodore's HOTLINE. Your questions will be answered as quickly as possible. We will contact you personally through EMAIL.

As mentioned earlier, your PPN is your name and address on CompuServe. You do not have to input your PPN in your HOTLINE message because the system will do it for you. Afterward, you will again see

```
Commodore                Page CBM-964

HOTLINE Assistance Menu

1) Introduction
2) Self-Help Files
3) HOTLINE Questions (ASK)

Last menu page. Key digit
or M for previous menu.
!
```

Press **Return** to get

```
Commodore                Page CBM-1

COMMODORE INFORMATION NETWORK'S
          MAIN MENU
 1 Intro/Survival Kit Menu
 2 New Updates To CIN
 3 HOTLINE (Ask Questions) Menu
 4 Product Announcements
 5 Bulletin Boards (SIGs)
 6 Commodore Magazine Articles
 7 Directory (Dealer & User)
 8 Commodore Tips
 9 Commodore Product Line
1Ø User Questionnaire

Last menu page. Key digit
or M for previous menu.
!
```

Finally, the time has come to throw open the gates that will lead you into the Forums (still labeled SIGs above). Typing **5** will place you at the foot of these gates, and you will see

```
Commodore                Page CBM-6

Bulletin Boards Menu

1) VIC-2Ø Bulletin Board
2) Commodore 64 Bulletin Board
3) CBM Bus Machines BBS

Last menu page. Key digit
or M for previous menu.
!
```

Obligatory warning. At the time this book was being written, Commodore had three Forums, as the above menu shows. This may change. The VIC and CBM Business Machine Forums may be merged and the CBM Forum may be renamed. As this book goes to press, no such change has occurred but plans are being discussed that may result in such a merge. In any event, each will still be reached by using these direct commands at any "!" prompt. VIC Forum: **G PCS155**; 64 Forum: **G PCS156**; CBM Programming Forum: **G PCS116**. If the names have been changed, you will know upon entry. In addition, CompuServe is upgrading their Forum software, and changes will occur in some menus and prompts available in each Forum. The commands cited in this chapter, however, will still work and will largely remain unaffected by the change. When in a Forum, use the Help command, mentioned later, to get additional information about changes and new commands. Constant readers will note that the following illustrations and examples update my presentation of CompuServe's SIG—now called Forum—software found in *The Computer Phone Book.*

I am choosing 2, for the Commodore 64 Forum, to illustrate how to use the Commodore Forums. VIC 20 owners should note, though, that all of the Forum commands shown in the 64 Forum work *exactly the same way* in the VIC Forum. Later in this discussion, I will point out the differences between each Forum and give enough details on each one to satisfy owners of both computers. So, typing **2** in response to the above menu (VIC owners may type **1**) will show

```
Request Recorded
One Moment, Please
```

After a moment, you will see

```
Thank You for Waiting

Your Name:
```

Very carefully, type in your name. Your *real* name. *In full.* Do *not* use a handle or a pseudonym. In a Forum, you are among friends, and there is no need to hide behind a handle or try to impress others with your imagination in creating a bizarre name for yourself. Using a handle will only alienate you. You will find that some people (myself included) will not reply to any messages left by someone who hides behind a false name. If you make a mistake, use Control-H to correct it before pressing Return. If you make a mistake and press Return without correcting it, don't worry. I will show you how to fix your mistake. After typing in your name, you will see

```
Do you wish to be added to the
member list at this time?
```

Type **Y**, for Yes. There is *no charge* to join any of Commodore's Forums, and the only obligation you incur is to conduct yourself in a courteous way. After typing **Y** you will see

```
Inserting name and ID;
please stand by. . .
```

After a moment or two, you will get

```
Welcome to Commodore 64 SIG, V. 2C(7)

Name:       Mike Cane 7Ø736,15ØØ
Last on:    26-Nov-83  2Ø:31:Ø5
High msg#:  Ø

You are user number 112942
System contains messages
29576 to 3ØØ66
```

Of course, your own name will appear in place of mine, and if you are in the VIC Forum, it will say so.

Note: If you do not see the above screen but are getting

```
Files busy, code Ø-11 . . . . . .
Files busy, code Ø-11 . . . . . .
Files busy, code Ø-11 . . . . . .
Files busy, code Ø-11 . . . . . .
```

Don't panic! This is CompuServe's cryptic way of informing you that the Forum is currently running at capacity. In other words, the place is so crowded that you will have to wait your turn to get in. This can happen at *any* time while you are in the Forum, not just upon entering, by the way. Eventually you will see

```
Files busy, code Ø-11 . . .have files (12Ø sec)
```

And then you will see the welcome message shown above. If you get the Files busy message for more than 5 minutes (it can happen), you are justified in hanging up on the system in self-defense. This is a rare case in which I sanction the improper exiting of a system. You should then immediately call CompuServe Customer Support and report the situation. Give your PPN and request that the waiting time be deducted from your

bill. Once you are online, also send Feedback to CompuServe to again cite the problem and request a deduction from your bill. After you have gotten the notice that you are in the Forum, you may or may not see a signon bulletin. Here is an example of what you can expect:

Brief bulletin:

```
**************************************************
*                                                *
*          We will be updating our               *
*          USER QUESTIONAIRE                     *
*        (option #1Ø in Commodore's              *
*              Main-Menu)                        *
*      to better help us in gauging what         *
*       you would like to see online!!!          *
*       Any opinions, comments and               *
*     suggestions are VERY WELCOME.              *
*                                                *
*    Our EMAIL # is 7ØØØ7,356 or in any          *
*      of our three SIGS, simply address         *
*      your comments to HEAD SYSOP.              *
*                                                *
*          Thank you and hope to hear            *
*                from you soon.                  *
*                                                *
*  Barbara Karpinski                             *
*        (head CBM SYSOP)                        *
*                  &                             *
*  Tony Caramanico                               *
*        (assistant CBM SYSOP)                   *
**************************************************


*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*
*                                                *
*      We are organizing an online BASIC         *
*          class that will be taught by          *
*                deb! Christensen                *
*                                                *
*      Anyone interested please contact          *
*                Barb - 7ØØØ7,533                *
*                     or                         *
*                Tony - 7ØØØ7,356                *
*                                                *
*      Classes will meet once a week for         *
*      a one hour period for four weeks.         *
*       (probably Tuesday or Thursday)           *
*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*=*
```

Then, you will see

```
Enter blank line for menu:
```

This means hit **Return**. Doing so will give you

```
Commodore 64 SIG
Function menu:
1 (L)   Leave a message
2 (R)   Read messages
3 (RN)  Read new messages

5 (B)   Read bulletins
6 (CO)  Online conference

9 (OP)  Change your SIG options
Ø (E)   Exit from this SIG

Enter selection or H for help:
```

As a new user, these menus will be very important in helping you to find your way around the Forum. As this book went to press, CompuServe stated that changes will shortly be incorporated into the Forum software. Although these changes will not drastically affect the way a Forum looks when used in expert mode, menu mode will look very different. Whether you are a new user or an old pro, it would be worth your time to go to the various levels of new menus to see what is new.

In actual everyday use, though, even the best menus can be quite a nuisance and run up your connect-time charges considerably.

The best way to use a Forum is to be in command mode at all times. In command mode, a menu of options is only an **H** or a **?** away. Thus, the first thing to do is change your Forum options to get into command mode. This is accomplished by typing **9** at the above menu. You will then see

```
User Options menu:
1       Change to command mode
2 (LL)  Change line length
3 (T)   Return to Function menu

Ø (P)   Make options permanent
Enter selection or H for help:
```

The next thing to do is go straight to command mode by typing **1**. Don't worry about the other options at the moment, they will be explained later. Type **1** to get

User option:

You are now in command mode. All you will get throughout the Forum are one-word prompts, but, as mentioned, a list of options is always available by typing **H** or **?**. (Throughout this book, my illustrations of what you can type into a system will be in UPPER CASE letters. Unless I specifically say otherwise, you may use either upper or lower case letters.) Type **H** to see

User option: **H**
T - return to Function level
ST - stop between messages (*)
NS - don't stop between messages

LL - change in line length (80)
BR - set brief mode, which suppresses
repetitious display of options
NB - clear brief mode (*)
CN - change name
DS - set default login Section (0)
P - make options permanent

MEN - use menus instead of command prompts

Although you may think the above list represents all of the options, this is not so. For some reason (it may be a system bug), not all of the available options are printed out unless you do the following. Type **BR** to set the brief mode. The "User option:" prompt will appear again, like so,

User option: **BR**
User option:

Then press **Return** at the next prompt to get the following full list of options:

User option: <**hit Return**>

T - return to Function level
ST - stop between messages (*)
NS - don't stop between messages
LL - change line length (80)
BR - set brief mode, which suppresses
repetitious display of options (*)
NB - clear brief mode
PC - change prompt character ()
TWM - type waiting messages
MWM - mark waiting messages (*)

CN - change name
DS - set default login Section (Ø)
RNS - RN command skips messages you left
RNT - RN command types all messages (*)
P - make options permanent

MEN - use menus instead of command prompts

Before going any further, if you made a mistake in typing in your name when you first entered the Forum, take the opportunity to correct it right now. Do so by typing in **CN** (for change name). You will see

User option: **CN**

New name:

Now type in your name the way it is supposed to look, for example,

New name: **MIKE CANE**
Inserting name and ID. . .

Since your name is now correct, you can proceed to setting your options. The best way to set your Forum options is to have any waiting messages typed out at sign on and to skip messages you have posted when you read through the message base (this is assuming that you already know and have a copy of messages you have left). This is accomplished by using the commands TWM and RNS. TWM stands for type waiting messages and RNS stands for read new [messages but] skip [messages that I entered]. Type in each command at the "user option:" prompt, like so:

User option: **TWM**

User option: **RNS**

Another option to explore is LL (change line length). The default setting (the setting that is automatically used when first entering the Forum) is 80 columns. If your line length was set to 80 columns when in the Defalt section earlier, leave this setting alone. If a line length shorter than 80 columns was set earlier, you may or may not want to change this setting. Remember that although your ideal screen width is 22 columns for a VIC and 40 columns for a 64, these widths are not ideal when printing out an online session. You do not have to change your line length immediately, you can do so at any time when you are in the Forum just by entering the User option section. Line length can be changed permanently or temporarily. To change the line length, type **LL**:

User option: **LL**

New line length:

Type in the desired length, be it 22 or 40.

Another option to explore is changing the prompt character given by the Forum. This is not an option that must be changed. It is useful when you regularly communicate with a local BBS that uses line-by-line uploading and requires your communications software to wait for a specific prompt to appear before sending the next line of text. If your program is set to recognize that particular prompt in uploading, you may want to have the same prompt character used in the Forum. On the other hand, if you plan to do some unattended accessing of the Forum, you may want to define the prompt character as a Control-G. This will sound a bell. Having a bell as a prompt would come in handy when downloading a text or program file. When the process is complete, the bell will sound to notify you. Using this option to turn the prompt into a greater than sign (>), for example, looks like this:

User option: **PC**

No prompt character defined
Use ^ to indicate a control code,
eg, ^G for control-G (Ø7 hex)
New prompt: >
User option: >

The ">" symbol is now being used as the Forum prompt. Deleting the specified prompt (reversing the process) is done as follows:

User option: >**PC**

Current prompt is: >
Use ^ to indicate a control code,
eg, ^G for control-G (Ø7 hex)
New prompt: **<hit Return>**

Once all Forum options have been set, you may want to check them. Type **H** to get the following list of your options:

User option: **H**

T - return to Function level
ST - stop between messages (*)
NS - don't stop between messages

```
LL - change line length (8Ø)
BR - set brief mode, which suppresses
     repetitious display of options (*)
NB - clear brief mode
PC - change prompt character ( )
TWM - type waiting messages (*)
MWM - mark waiting messages
CN - change name
DS - set default login Section (Ø)
RNS - RN command skips messages you left (*)
RNT - RN command types all messages
P - make options permanent

MEN - use menus instead of command prompts

  User option:
```

Most of the options that have been specified should have (*) after them. The exeptions are CN which will have nothing after it, LL, which will have a specified line length after it, and PC, which will have a new prompt after it. There should also be (*) next to ST (stop between messages) even though it was not specified. If everything is as you want it to be, have the Forum store these parameters, just as Defalt stored your parameters earlier. This is done by typing **P**, for permanent:

```
User option: P
```

Next, you will have to return to the "Function:" prompt to access the rest of the Forum. The "Function:" prompt is called the top and, appropriately, is gotten to by typing **T**:

```
User option: T

Function:
```

Now topside, you will want to know what commands are available. Again, a list is only an **H** away. If you forget this simple command, just hit **Return** for a reminder:

```
Function: <hit Return>

Use H for list of valid commands.

Function: H
```

```
Functions:
B - bulletins                CO - Conference
D - delete                   E - exit
G x - go pg. x               I - instructions
L - leave msg.               M - prev. menu
NEW - new/chngs.             OFF - log off
OP - user opt.               QS - Quick Scan
R - retrieve                 R x - run SIG x
RT - Read Thread             S - Scan hdrs.
SD - Scan&Dsp.               SEN - Send msg
SN - Sec. Names              SS - Set Sect.
T - go DISPLA                U - user log
UST - Cur. users             V - interests
X - database                 XA - X ACCESS

? x - explanation of function x

Function:
```

These were all of the commands available in the body of the Forum at the time this book was written. CompuServe may be adding more before this book is in stores. As the last line of the menu states, you may get an explanation of each command (and how it is used) by typing **?** and the command, for example, **? B**, or **? NEW**, or **? X**. To save you time (and connect-time charges), some of these commands are explained below and others will be illustrated shortly.

B—Bulletins. An example of this was shown in the illustration of signing onto the Forum. This command can be used to reread the bulletin if it was skipped with a Control-O or Control-P. If you entered the Forum as a result of buying this book, use this command to read all of the old bulletins that will still be filed away. This will help you to keep current with Forum happenings.

E–exit. This command takes you out of the Forum.

G x–go pg. x. This is a DISPLA command. It will take you to any requested DISPLA page. For instance, to go to the top menu of the Commodore Information Network, type **G CBM**.

I – instructions. The Official Online Forum instructions are found by using this command. Although I consider my examples in this book to be enough (and a classier act), you may want to use these instructions to see the full range of available commands. Or if CompuServe drastically changes the Forum software after this book has been published, you will have to resort to these online instructions.

M–prev. menu. This is an abbreviation for previous menu. After typing **M**, you would be sent back to the Forum's menu of the Commodore Information Network (or whichever previous menu you came from).

NEW–new/chngs. This is an abbreviation for new/changes. This is where the latest news on what revised versions of the Forum software can or cannot do will be found. Along with the I command, you will need to use this if the Forum commands are drastically different from those presented in this book.

OFF–log off. This command immediately exits you not only from the Forum but from CompuServe itself.

OP–user opt. This is an abbreviation for user options, just shown.

R x–run SIG x. This command is being done away with. Do not use it.

T–go DISPLA. This will take you to the top page of the DISPLA portion of CompuServe. Unless a different page was set in DEFALT, your top page will be CIS-1.

This now brings us to the illustrations. The first is the V command. It stands for interests but means view the interests of other users. This is where most users of the Forums place their state, names, and interests. It is a *User Directory*, similar to an online address book of Forum members. It would be a very good idea for you to be listed here so that other users will be able to get your PPN to leave messages for you. Typing **V** at the prompt will reveal

```
Function: V

Option: ?

A - add entry to log
C - change existing log entry
D - delete existing log entry
S - search interest log
T - return to top command level

Option:
```

Typing **S** will give

```
Option: S
Enter search string
(blank line implies all):
```

Press **Return** to look at some of the entries, such as,

```
75975,428
  NY Andy&Josie C64 communications with IBM
mainframes
```

79385,1595
CA deb!'s Computer Systems, retailer software/hardware for CBM64/vic, deb!s Computer Systems, PO Box ØØØØ Wayout, CA 12345 555-555-5555

75995,488
CT Izzy Simpul, Computers, EZScript, C64 graphics, C64 music, modems

7Ø736,15ØØ
NY Mike Cane, Author of "The Computer Phone Book(tm)" and die-hard fan of NBC News Overnight (bring it back!)

75955,1818
NJ Patricia Doe Telecomputing/Programming/Fort^P

Option:

The output can be interrupted at any point by issuing a **Control-P** (^P).

Now, to add yourself, type **A**. You will see

Option: **A**

State:

Next, type in the two-letter Post Office abbreviation of your state, for example, **NY**, and you will see

State: **NY**
Interests:

Type in your interests. Separate each interest with a comma. There are 142 characters in which to place your interests. Your name and PPN will be added for you automatically. Entering your interests will look something like this:

Interests: **telecom, c64, vic2Ø, sid chip<you hit Return here>**
Enter blank line to end
Continue (113 characters remaining)
modems, downloading<you hit Return here>
Continue (94 characters remaining)
<you hit Return here>

Option:

To see if everything came out correctly, just start the search process again by typing S:

```
Option: S

Enter search string
(blank line implies all):
```

This is where your PPN comes in. It is your name and address on CIS; it is how the system recognizes you. Type in your PPN to have your listing called up immediately, like so,

```
Enter search string
(blank line implies all): 79997,748

  79997,948
    PA Your Name telecom, c64, vic2Ø, sid chip,
modems, downloading
```

If your entry isn't as you want it, start all over by typing C:

```
Option: C

Current entry reads:
PA Your Name telecom, c64, vic2Ø, sid chip,
modems, downloading
```

And the process will begin again:

```
State:
Interests:
Enter blank line to end
```

After you are through, type T to exit:

```
Option: T
Function:
```

The next command you will need to know is SN, Sec. Names.

This is an abbreviation of Section Names, the areas that comprise the Forum. Both the VIC and 64 Forums (as well as any Forum on CompuServe) are divided into sections. These sections are labeled to provide a guide to where members should leave certain types of messages. The section names also correspond to databases of files in the XA portion of the Forum (to be covered later), where public domain programs or text files may be

downloaded. Typing SN on the Commodore 64 Forum (at the time this book was being written) will reveal

```
Function: SN
Ø - Hotline (General)
1 - Vendors
2 - 64 General Utility
3 - Beginner/User Information
4 - 64th Dimension
5 - Manual Updates
6 - The Arts
7 - Games (Software)
8 - CBM Public Domain
9 - CBM Public Domain

Function:
```

Recall that one of the parameters listed in setting your Forum options was DS (set default login section) and that it was appended with (Ø). This parameter is related to the Forum sections listed above. You could set this Forum option to place you in one of the above sections when signing in. This option falls under the category of redundant luxury. There is another command that will perform the same function, and you will learn about it after I describe the 10 sections of the 64 Forum. Please note that most of these Section names may be changed when you go online. Nonetheless, the illustrations provided herein will help to orient you when you go online.

Ø—HOTLINE (General). This section corresponds more to the XA database than to the actual Forum itself. Although I have seen a few people have their Hotline questions answered here, the majority of Hotline responses are sent via EMail.

1—Vendor Section. This is where third-party vendors of software, peripherals, and accessories for the 64 may place ads for their goods. Ads, however, can only be placed *after registering with Commodore* according to guidelines found in the Commodore Information Network. When the rest of the VIC and 64 world was crying for terminal programs, the users of CompuServe were drowning in a multitude of ads from vendors of such software.

2—64 General Utility. This is where you can find out what programs are available to help you program and maintain your system.

3—Beginner/User Info. New to both computers and the online world? Here is where you can post messages to meet others similarly bewildered or old pros who can give you a helping hand.

4—64th Dimension. This refers more to the X and XA databases than the section. This is where a regularly-published newsletter for SIG members can be found.

5—Manual Updates. This is where, from time to time, members (and Commodore itself, through its sysops) post information relating to the programs or other information in the esoteric manuals that accompanied their home computers and disk drives (especially disk drives).

6—The Arts. This is where you can leave messages about music and graphic programs, or find some to download in the XA Reference Library database.

7—Games (Software). Are you trying to beat Deadline or Suspended or get above the first level of Gridrunner? Pop in here to meet with other gaming aficionados and trade crib notes.

8—CBM Public Domain. This actually refers more to the XA Reference Library database than the messaging section. In XA8 you will find most of the programs Commodore has released into the public domain.

9—CBM Public Domain. This is the same as above.

Now, lest I forget the readers of this book who own a VIC 20, here is what the SN command reveals on VIC Forum, along with a description of each section:

Function: **SN**

Function: **SN**
Ø - HOTLINE (General)
1 - Vendor Section
2 - VIC Rec Programs
3 - VIC Utility Prgs
4 - PET/CBM Programs
5 - SuperPET
6 - CBM Magazine Progs
7 - CBM Mag. Articles
8 - Telecommunications

Ø—HOTLINE (General). As with 64 Forum, this section corresponds more to the XA database than to the actual Forum itself. Although I have seen a few people have their Hotline questions answered here, the majority of Hotline responses are sent via EMail.

1—Vendor Section. Again, as with 64 Forum, this is where third-party vendors of software, peripherals, and accessories for the VIC may place ads for their goods. Ads, however, can only be placed *after registering with Commodore* according to guidelines found in the Commodore Information Network.

2—VIC Rec Programs. This is where you can find out about programs for the VIC in the area of recreation.

3—VIC Utility Prgs. Need an auto-number program or a hex-to-dex converter? You can ask others which ones they are using and download your own selection.

4—PET/CBM Programs. Part of the changes going on when this book was going to press was the merging of the VIC and CBM Forums to make room for a Programming Forum. This section, and the next, reflect that.

5—SuperPet. A CBM section.

6—CBM Magazine Progs. Trying to uncover an elusive bug or typo in a *Power/Play* listing? This is where to post your message.

7—CBM Mag. Articles. You can discuss the latest issue of *Microcomputer* or read a synopsis of an article that will appear in a future issue.

8—Telecommunications. Looking for VIC BBS software or a modem program? Leave a message here for modem-oriented help.

Each of these sections corresponds to a database of downloadable public domain programs and text files under the XA command. The DS (set default login section) option described previously as a redundant luxury earns that description because you can accomplish the same thing more easily once you are in the Forum by using the SS command. SS, for Set Section, will only permit you to access one section of the Forum's message base. That is to say, it filters out all other sections. To use it, type **SS** and one of the section numbers described above. For instance, to access only Section 1, the Vendor Section, type **SS1**:

```
Function: SS1

Section 1 - Vendor Section
Function:
```

"Section 1—Vendor Section" tells you that you now only have access to that portion of the message base. What good is this? Let's say that you are searching for a terminal program. The best place to look for an ad about that would be in Section 1. So, just filter out the other sections and concentrate your message scanning/reading to that one section. Keep this useful command in mind later when various ways to access Forum messages are shown.

To go back to accessing all sections of the Forum's message base, type **SSALL** and you will see

```
Function: SSALL

All accessible Sections active
for retrieval

Function:
```

Now that you are oriented to the basic structure of using the Forum commands, you are ready to see examples of how to go about retrieving

a multitude of online messages posted by other VIC 20 and Commodore 64 owners. First, take a look at the Forum menu of commands by typing **H** again:

```
Function: H
Functions:
B - bulletins                CO - Conference
D - delete                   E - exit
G x - go pg. x               I - instructions
L - leave msg.               M - prev. menu
NEW - new/chngs.             OFF - log off
OP - user opt.               QS - Quick Scan
R - retrieve                 R x - run SIG x
RT - Read Thread             S - scan hdrs.
SD - Scan&Dsp.               SEN - Send msg
SN - Sec. Names              SS - Set Sect.
T - go DISPLA                U - user log
UST - Cur. users             V - interests
X - database                 XA - X Access

? x—explanation of function x

Function:
```

The first method of looking at the messages posted in the Forum is to just look at the headers. A *header,* as its name implies, is at the top of a message and contains the message number, its author, the author's PPN, the date and time it was posted on the Forum, the message's subject, and to whom it is addressed. To view the headers only on both the VIC and 64 Forums, just type **S**, for Scan, from the above choices:

```
Function: S
```

You will then see

```
<F>orward, <R>everse, <A>bort:
```

This prompt is asking in which direction you wish to scan the message base. A Forward scan will start with the lowest-numbered (hence the oldest) message posted and work its way to the highest number. A Reverse scan will start with the highest-numbered (posted most recently) message and work its way to the oldest (lowest-numbered) message. For the purpose of illustrating other methods of accessing messages, I will use a Forward scan as an example:

```
<F>orward, <R>everse, <A>bort:F
System contains messages
8Ø373 to 8Ø852
Starting message number
(N implies since last time on):
```

Once the direction of your scan has been specified, press **Return** in reply to the final prompt in order to start at the earliest message of a forward scan or the latest message of a reverse scan. Then you will see something like the following scroll up your screen:

```
#:  8Ø373          Sec. 3 - User Group
Sb: #Wedge & Tiny Aid
    Ø3-May-84  ØØ:49:Ø4
Fm: Patricia Doe 79775,1675
To: Joel Jones 79238,72 (X)


#:  8Ø374          Sec. 3 - User Group
Sb: modem 12ØØ baud
    Ø3-May-84  ØØ:49:24
Fm: Carol Crawford 79987,123
To: Jim Crawford 79238,72 (X)


#:  8Ø376          Sec. 3 - User Group
Sb: #WARGAMES
    Ø3-May-84  ØØ:52:59
Fm: Kildy Loyers 79775,1675
To: Izzy Simpul 79845,1678 (X)
```

You may either ride this scan to its bitter end of several hundred headers or get back to the "Function:" prompt by issuing a Control-P. The drawback of doing a scan is that you cannot choose to read a message immediately if its header piques your interest.

Before going any further, it is important to understand the makeup of a message header. It will help you to keep track of not only other members' messages to each other but your own messages as well. Let's take the first header displayed above as an example:

```
#:  8Ø373          Sec. 3 - User Group
Sb: #Wedge & Tiny Aid
    Ø3-May-84  ØØ:49:Ø4
Fm: Patricia Doe 79775,1675
To: Joel Jones 79238,72 (X)
```

I will explain it line by line so there won't be any confusion about what is meant. Line 1 reads

```
#: 8Ø373          Sec. 3 - User Group
```

#: 8Ø373 means this is message number 8Ø373. Sec. 3 - User Group means it was posted in that section. Line 2 reads

```
Sb: #Wedge & Tiny Aid
```

Sb: stands for subject; Wedge & Tiny Aid is the subject of the message. But what is the # symbol preceding the subject? It is a marker placed there by the Forum to indicate that this message has replies to it. Sometimes you will also see an actual message number as part of the subject line, indicating that the exchange of information has gone on for more than two messages. This is an extremely useful piece of information, so remember it for later use in this discussion. Line 3 reads

```
Ø3-May-84  ØØ:49:Ø4
```

The left hand part is the date; the right hand part is the time, in military 24:ØØ fashion. Line 4 reads

```
Fm: Patricia Doe 79775,1675
```

Fm: stands for from. This is the name and the PPN of the person who wrote the message. Line 5 reads

```
To: Joel Jones 79238,72 (X)
```

This is the person to whom the message is addressed. His (or her) name and PPN are shown. But what is the (X)? This is another Forum marker. It indicates that the person who is supposed to get this message has not only gotten it but has read it. It is, in effect, a little receipt.

In contrast to doing a scan, you can do a Scan and Display, which is choice SD from the Forum's main menu. It will allow you to read any message desired, like so:

```
Function: SD
System contains messages
8Ø373 to 8Ø852
Starting message number
(N implies since last time on):
```

You can either hit **Return** to start at the earliest message for a forward scan (which is the only direction in which Scan and Display works) or

specify a particular message number as a starting point. In this example, the earliest message will be used:

```
#:  8Ø373          Sec. 3 - User Group
Sb: #Wedge & Tiny Aid
    Ø3-May-84  ØØ:49:Ø4
Fm: Patricia Doe 79775,1675
To: Joel Jones 79238,72 (X)

<R>ead <T>op:
```

The prompt, "<R>ead <T>op:," offers three choices: You may read the text of the message by typing **R**, return to the "Function:" (top) prompt by typing **T**, or just hit **Return** to have the next header appear on your screen. At just one press of a key, the SD function will allow you the choice of reading messages of interest immediately.

Although SD is a better method of accessing messages than just using Scan (S), it is still inefficient. By using SD, you will have to do a lot of guesswork if you want to capture messages in your communications program's buffer for offline review or printing. If you must scan headers and have the option of reading them, there is a way that you can scan to your heart's content and then have all of the messages you want to read just jump into your buffer in one fell swoop afterward. This feat is accomplished by using the SM (Scan and Mark) command (which you will immediately realize is not listed on the main menu of Forum commands). Like Scan (S), Scan and Mark (SM) has the option of going through the message base in forward or reverse order. The command may be used by typing **SM** as follows:

```
Function: SM
<F>orward, <R>everse, <A>bort:F
System contains messages
8Ø373 to 8Ø852
Starting message number
(N implies since last time on):
```

Hit **Return** to start at the earliest message for a forward scan (or the highest message number if you are going in reverse).

```
#:  8Ø373          Sec. 3 - User Group
Sb: #Wedge & Tiny Aid
    Ø3-May-84  ØØ:49:Ø4
Fm: Patricia Doe 79775,1675
To: Joel Jones 79238,72 (X)

<R>ead <M>ark <T>op:
```

In this instance, the option prompt after the display of a header is similar to that of Scan and Display (SD), except an additional option, <M>ark, is available. Typing **M** in response to this prompt will notify you that the message has been marked for you. You can merrily continue scanning until you get to the last message available. Then, when you get the "Function:" prompt once again, just give the go code to have all of the marked messages jump into your open communications software buffer like so many lemmings. The command to type at the "Function:" prompt is **RM**, which stands for Read Marked [messages].

Another method of accessing messages is not much more convenient than Scan except that it comes in very handy if you are in a hurry and just want a general overview of the messages on the Forum. I am speaking of the QS function, for "Quick Scan." A Quick Scan will look like this:

```
Function: QS;N
System contains messages
8Ø373 to 8Ø852
8Ø373:  Wedge & Tiny Aid                    Sec. 3 - User Group

8Ø374:  modem 12ØØ baud                     Sec. 3 - User Group

8Ø376:  WARGAMES                            Sec. 3 - User Group
        1 reply
8Ø38Ø:  Computer Phone Book(tm)             Sec. Ø - HOTLINE
(General)
        2 replies
```

It will continue all the way to the final message unless aborted by issuing a Control-P. As you can see, it is not as informative as a Scan nor as flexible as a Scan and Display, but it does offer a quick way of getting the gist of what subjects are being bandied about on the Forum.

I hope that you noticed that I skipped a step in issuing the QS command above. I did not wait for the Forum to ask me if I wanted forward or reverse direction. I beat it to the punch by appending my choice to the QS command itself. I did so by linking QS with the N (for new) command by using a semicolon (;), thereby typing **QS;N**. All of the commands available in the message base of the Forum may be truncated by linking the primary command with its secondary options. In other words, you can put the command and its option on the same line in response to one prompt. Just link them with a semicolon. In the examples already cited, a Scan Forward could have been typed in as S;F, a Scan Reverse as S;R, a Scan and Mark Forward as SM;F, and a Scan and Mark Reverse as SM;R. Some of these commands may also be linked without using semicolons. Just type them as one word, for example, **SMF** for Scan and Mark Forward. Remember this since it will save time as well as money in connect-time. More examples of linked commands will be shown as we move along.

Finally, we arrive at the heart of retrieving messages, the Retrieve (R) command and its numerous options. Typing **R** will give you the following response:

```
Function: R


Subcommand:
```

Again, help is only a **?** or an **H** away:

```
Subcommand: ?
<A>bort
<F>orward
<I>ndividual
<M>arked
<N>ew
<R>everse
<S>earch

Subcommand:
```

These are the available options: <A>bort will take you back to the "Function:" prompt; <F>orward and <R>everse indicate the direction of the retrieval process; <N>ew will start at the first (public) message you have not yet read (the Forum, as mentioned previously, keeps track of the last message number you have read when you exit); <M>arked and <S>earch will be covered shortly. Right now, <I>ndividual will be illustrated. Typing **I** shows

```
Subcommand: I
System contains messages
80373 to 80843
Message number (0 to end):
```

Just type in a message number. You may try any of the ones that fall within the range noted (e.g., 80373–80843) when on the Forum. For this demonstration, the first message will do. Typing **80373** brings up

```
System contains messages
80373 to 80843
Message number (0 to end): 80373
#:  80373          Sec. 3 - User Group
Sb: #Wedge & Tiny Aid
    03-May-84  00:49:04
Fm: Patricia Doe 72775,1675
To: Joel Rubin 73235,72 (X)
```

That means that in order to use Tiny Aid and the wedge together, they'd have to be combined into the same program instead of being separate (because they both use chrget) right?

Thanks!
Patricia

* Reply:
8Ø383

(C UA T):
Message number (Ø to end):

Before going further, notice the "* Reply: 8Ø383" tagged to the bottom of the message. When messages are individually read, you will be shown if there are any replies to the message and each reply's message number. To read the reply, type in the reply's message number at the message number (Ø to end): prompt. This is the method of reading a single message on the Forum. This method, of course, requires that you know the message's number. If you used the QS (Quick Scan) command initially and made note of interesting messages by their numbers, you can use this method to retrieve the desired messages. Still, it is slow and has a drawback.

Remember that you can string primary commands and their options on the same prompt line. After using QS and noting desired messages, you could retrieve them in the following way. Let's say you wanted messages 8Ø375, 8Ø390, and 8Ø399. At the prompt, type the following:

Function: **R;I;8Ø375;8Ø39Ø;8Ø399**

This will automatically retrieve these messages. The drawback, however, is that you cannot reply to one of them without having the Forum forget the numbers of the other messages you wanted. So, after reading message 8Ø375 and replying to it (this process will be illustrated shortly), you would get

Message number (Ø to end):

The Forum does not remember that you also wanted it to retrieve messages 8Ø39Ø and 8Ø399. These message numbers must be reentered, like so:

Message number (Ø to end): **8Ø39Ø;8Ø399**

The Forum would then go ahead and fetch them for you. Of course, if you reply to message 8Ø39Ø, it would forget that you wanted it to get

message 8Ø399, and that message number must be typed in a third time. What good is the R;I (Retrieve Individual message) command? There may be times when a signon bulletin from the sysops asks the members to read a certain message. They will post the number in the bulletin. Using R;I, you can get it quickly and easily.

I will not illustrate either the R;F (Retrieve Forward) or R;R (Retrieve Reverse) features. These work similarly to the Scan (S) command, except that they display the whole message, not just its header. Also, R;N (Retrieve New) is simply an automatic forward retrieval that starts at the first message you have not yet read.

The next useful retrieval method is R;S (Retrieve Search). It is a handy method of retrieving that allows you, in the least amount of time, to get messages of interest. It is used by typing **R** then **S** in the following manner:

```
Function: R
Subcommand: S

Search field:
```

Again, use a **?** or **H** for assistance:

```
Search field:

<F>rom
<S>ubject
<T>o

Search field:
```

These are the fields on which you can search for a message. In my dissection of a message header previously, I described each of these fields. To recap briefly and expand a bit on that explanation, the <F>rom field designates the person who sent the message. This field may be specified in two ways: by the person's full name or last name or by the person's CompuServe PPN. The <T>o field designates the person to whom the message is sent. It may be searched the same way as the <F>rom field. The <S>ubject field tells what the message is about. The difference between this field and the other two is that you do not need to know someone's name or PPN before searching; all you need to know are subjects you are interested in. An example of searching the <S>ubject field for a topic of interest looks like this:

```
Search field: S
Search string:
```

Search string: indicates that you are to enter your subject of interest. It can only be one subject and it must be fewer than 24 characters. Multiple subjects require multiple searches on the subject field. To keep up to date on new BBSs (Bulletin-Board Systems) for VIC and 64 owners, for example, type **BBS**:

```
Search string: BBS
System contains messages
80373 to 80844
Starting message number
(N implies since last time on): 0
```

Typing **0** (zero) tells the system to start from the first message posted, or you could, as mentioned earlier, just hit **Return**. The result would be the same. If there are any messages in the Forum for Bulletin Boards that are specified as BBS in their subject field, you will see

```
Search string: BBS
System contains messages
80373 to 80844
Starting message number
(N implies since last time on): 0

#:  80841          Sec. 3 - User Group
Sb: Your 'BBS'?
    04-May-84  16:44:11
Fm: Jim Main 74978,814
To: Alan Bechtold 79987,1234


Is your BBS still operating?
I can't get it to pick up when I call it.

(C UA T):
```

To see if there are other messages on the same subject, hit **Return** when you see the "(C UA T):" prompt. Any subsequent message will follow, and you will again have to hit **Return** at the "(C UA T):" prompt. After the final message has been placed on your screen, the "Function:" prompt will appear again.

This method is an efficient and effective way of seeing messages with topics of interest and answers to questions you may have about using your VIC or 64. If you have a communications program with a buffer, you can use the variations of the R;S command to make important messages just dance into your buffer one after another. You don't have to mess around with quick scanning (QS) or scanning (S). Simply get in, define your sub-

ject(s), have the Forum do the search for you, and get out with the least amount of connect-time possible. Remember, however, to use several variations of a subject to ensure that the Forum does a complete search. For instance, searching for BBSs could be done by defining the subject search string as BBS, Bulletin-Board, Board, and System and even narrower by citing the names of the software used, Ravics, Teleport, and Punter. Also, remember that you can string everything together on one line by separating the various elements with semicolons. Thus, in the example cited, **R;S;S;BBS** (Retrieve;Search;<S>ubject field;BBS) could have been typed to get the same result.

Now that the primary combinations of the scanning and retrieval commands have been shown, it is time to see how you can join in with your own messages. Leaving a message can be accomplished in two ways: by replying to someone else's message or by writing your own, new, message. Both will be illustrated.

The first method, replying to a message, will be illustrated by using the message that was retrieved using the R;S command given above:

```
#:  8Ø841          Sec. 3 - User Group
Sb: Your 'BBS'?
    Ø4-May-84  16:44:11
Fm: Jim Main 74978,814
To: Alan Bechtold 79987,1234


Is your BBS still operating?
I can't get it to pick up when I call it.

(C UA T):
```

Once gain, to get all of the available options, type in **?** or **H**:

```
(C RE T): ?
Options:
C - continue          D - delete
M - mark              NS - No Stop
RE - reply            RP - Read Prev
RR - Read Reply       RT - Read Thread
T - top command level
UA - use address
RETURN or ENTER - continue

? x - explain option x

(C UA T):
```

Explanations of all of these commands may be gotten while you are online by typing **?** and the letter of the option, for example, type **? M** for information on Mark. There are only three options to be concerned with at the moment: T, UA, and RE. If you decide not to reply to the message and just want to get back to the "Function:" prompt, type **T**. Of course, if you press **Return**, you will continue to the next message, if there is one. To reply to the message, however, you must type either **UA** or **RE**. What is the difference between the two? Well, RE used to be in place of UA in the (C UA T) prompt. One of the changes incorporated into the Forum software was replacing RE with UA. Both will reply to a message. The major difference between the two that will affect you is that UA will require you to fill out a "Sb:" (Subject) field. RE will not ask you to do this; instead, it will use the same subject line from the message you are replying to. What I will be illustrating is replying to a message using UA. Typing **UA** will show

(C UA T): **UA**

Subject:

Type in the subject of the message. Since this message is a response, you may just want to retype the subject of the message to which you are replying, like so

Subject: **Your 'BBS'?**

You will then see

1:

This is the text entry mode of the Forum message base. Pay attention, because the commands illustrated in this example are precisely the same ones you will use in creating an original message. The Forum automatically assigns your message the highest message number available. The Forum also places your name in the "Fm:" (From:) field described earlier. You do not have to type in anything except your message. The prompt shown above, "1:," designates the first line of the message. The sole limitation you have is that a line must not exceed 79 characters; if it does, a notice will appear telling you to retype it because it is too long. Also, depending on how your screen width was set in the Forum, your cursor may appear either 10 spaces from the "1:" prompt (if set for 80 columns) or directly below it (if set for 22 or 40 columns). It doesn't matter, however, if you type in a line that is as short as 22 columns or as long as 79 columns, the Forum will dynamically reformat the message so it may be easily read on any size screen.

Now just go ahead and type away. After you have typed a first line and pressed **Return**, you will see

```
1: Could youlease tell me the number
of your BBS? I would like to call
2:
```

Oops! You made a typo. Forget it for the moment. The "2:" shown is a prompt for a second line. Just go ahead and type in a second line to continue your message.

```
1: Could youlease tell me the number
of your BBS? I would like to call
2: it. Thanks very.
3:
```

A prompt is given for the next line. If you are finished inputting your message, hit **Return** to get the next set of options. (Ignore any mistakes you may have made in typing your actual message.)

```
3: <hit Return>

Leave option:
```

Again, type **?** or **H** for a list

```
Leave option: ?

A - Abort                    C - Continue
D - delete                   E - edit
I - insert                   L - list
P - preview                  R - replace
SP# - Store to Sec #
SP# - Store Prvt to Sec #

Valid Section #s:
Ø - Hotline (General)
1 - Vendors
2 - 64 General Utility
3 - Beginner/User Information
4 - 64th Dimension
5 - Manual Updates
6 - The Arts
7 - Games (Software)
8 - CBM Public Domain
9 - CBM Public Domain
```

```
? x - explain x

  Leave option:
```

Explanations of all of these commands can be gotten while online by typing **?** and the letter of the option, for example, **? R** for information on replace. For now, all you need to know is that if you decide not to send this reply, you still have a chance to delete it by typing **A**, for abort. The system will ask if you are sure that you wish to abort the message; typing a **Y** in response will break you out of the composing process and return you to your prior command (if scanning/retrieving messages) or to the "Function:" prompt. If you do want to send your message, the errors will have to be corrected. This is where the E (edit) command comes in. Typing **E** will get you

```
Leave option: E
Line # to edit:
```

Now you see why each line of the message is numbered—to enable you to locate it quickly for editing. Since line #1 of the message is less than perfect, that is where you should start. Type **1** in reply:

```
Line # to edit: 1
Line 1 reads:
Could youlease tell me the number of
your BBS? I would like to call
String to replace:
```

You are being asked to type in the mistake. A *string* is any collection of letters or numbers that you have typed in. Obviously, "youlease" should have been "you please." So, to correct this, type in

```
String to replace: youlease
Replacement string:
```

Replacement string: means to type in the correction. Thus, type

```
String to replace: youlease
Replacement string: you please
Could you please tell me the number of
your BBS? I would like to call
Okay?
```

Note that the Forum redisplays the line with the correction in it. If the correction isn't okay, just type an N at the Okay? prompt and the process will be aborted to give you another chance.

The "Thanks very" on line 2 should be "Thanks very much." To correct it, do the following:

```
Leave option: E

Line # to edit: 2
Line 2 reads:
2: it. Thanks very.
String to replace: very.
Replacement string: very much.
2: it. Thanks very much.
Okay? Y

Leave option:
```

Do you remember the way that commands can be strung together on one line linked by semicolons? The same is true of editing commands. Thus, the two pieces of editing just done could have been accomplished with just two lines, like so:

```
Leave option: E1;youlease;you please

Could you please tell me the number of
your BBS? I would like to call
Okay? Y

Leave option: E2;very.;very much.

it. Thanks very much.
Okay? Y

Leave option:
```

This method is preferable for short messages and even for long ones if you can recall the line numbers that require editing.

To make sure that everything is as you want it to be, type **L** to list the message:

```
Leave option: L

1: Could you please tell me the
number of your BBS? I would like to
call
2: it. Thanks very much.

Leave option:
```

If you have a message that is very long and don't want to wade through all of it just to see if one line was corrected by editing, you can list a single line or a range of lines. The syntax for this command is **L#**, for example, L1 for list line 1, or **L#,#**, for example, L4,7 for list lines 4, 5, 6, and 7. Another way to look at a message before sending it is to type **P**. P is for Preview, and it will filter out the numbers before each line. The sample message would look like this:

```
Leave option: P
Could you please tell me the number of
your BBS? I would like to call it.
Thanks very much.

Leave option:
```

A single line or a range of lines cannot be previewed. You can, however, preview the message in a desired screen width. If your Forum screen width is set for 80 columns and you want to see what your message looks like when formatted for a 22-column screen, type **P22**:

```
Leave option: P22
Could you please tell
me the number of your
BBS? I would like to
call it. Thanks very
much.

Leave option:
```

To see the message in 40 columns, type **P40**.

Now that the message is done, you must decide how to store it to the Forum. Do you want everyone to read it? If your reply has general interest, you may want others to see it so that they might have the chance to reply to it (someone other than the person the message is intended for may know the answer and post it sooner). If your reply is a personal message, be sure to store it as a private message. A private message is one that only the recipient may read. Please do not take this point lightly. As you will see when you get on either the VIC or 64 Forums, there are plenty of messages that are chatty in nature and contain information that is of use only to the people for whom they were written. Messages such as, "My dog was sick today and the kids had the flu," is clearly of no interest if you are looking for tips about programming or news about software. Many newcomers to both Forums have spent up to 2 hours reading all of the posted messages only to become disgusted and leave a message berating the membership for wasting his or her time and money with useless, personal, chatty messages. Try not to be one of the people cited in such an outburst. Apply Cane's Law of the Forums #1: *When in doubt, make it a private message!*

To store a reply as a public message, type **S**:

Leave option : **S**

Message # 3Ø9Ø9 Stored

The message is now stored publicly; any Forum member may read it. To store the message privately, so that only the recipient may read it, type **SP**:

Leave option: **SP**

Message # 3Ø9Ø9 Stored

When the recipient gets the message, he or she will find the symbol "P" next to the message's number. This lets the person know it is a private message.

Although it may sound obvious, to compose an original message you need to know the recipient of the message. If the message is for anyone, simply address it to ALL. If the message is for a particular person, you must know the name of the recipient, the person must be a member of the Forum, and you must know the person's CompuServe PPN. I am constantly amazed at how many new users leave messages to people not just without PPNs but who aren't even Forum members! Leaving a message to a person's name without the PPN will only ensure that the recipient never receives the message. Remember, on CompuServe the system knows each person by his or her PPN. The system does *not* recognize a John Smith, or Jane Doe, or even a Mike Cane, unless each of them has an individual PPN. If you don't use the PPN, the message will meet a dead end. Very few people (myself included) bother to do an R;S;T (Retrieve Search <T>o field) when in the Forums. If the message's sender cannot be bothered to note a person's PPN, why should the intended recipient be put through the trouble of seeking the message? Leaving out the PPN is just being sloppy. You cannot use any electronic mail system without knowing the recipient's ID and you should not expect to use the Forum's message facility without the same rule in mind. Etch this rule on your computer and you will be able to avoid misunderstandings, frustration, and large connect-time bills when online. There is especially no excuse for not having a person's PPN since you have already learned about the directory available in the Forum under the V command (View interest log). If you aren't listed in it place yourself there the next time you are online. Then others can find your PPN just by searching for your name. That said, starting the process of leaving an original message is done by typing **L**:

Function: **L**
To:

Type in the name and the PPN of the message's intended recipient. This is the correct format:

To: **Mike Cane 70736,1500**

If the message is to be public and for anyone, type **ALL**:

To: **ALL**

If you need help from one of the Forum sysops, type

To: ***SYSOP**

Do *not* forget the askerisk (*) at the beginning. This will get your message into the hands of the CBM sysops. Next, you will see

Subject:

Just type in the subject of the message. If it is a public message, try to make it as informative as possible. "Help," "Assistance needed," and the like, are too general to be of any use if someone is QS (Quick Scanning) the message base. Better headers would be "Help with 10X Printer," or "Troubles w/1541," or "Review of EZScript." Each of these sample headers contains a narrow, searchable <S>ubject field. No one (except possibly the sysops) would bother searching for the subject "Help." But someone interested in word processing may use the brand name "EZScript" in searching, and "1541" is virtually synonymous with disk drive. Keep it simple, make it very descriptive, but most of all, keep it 24 characters or less in length.

After this is done, the message entry and editing process are the same as replying to a message as just shown. Also, like the reply process, the Forum will automatically insert your name and PPN into the "Fm:" (From:) field of the message. You do not have to type either of these items in the body of your message. The only new part of this process is when the time comes to store the message. Aside from having to specify whether an original message is to be public or private, you must designate into which Forum section the message is to be placed. Look what happens when you try to store the message without designating the Forum Section:

Leave option: **S**

Section # required
Ø - Hotline (General)
1 - Vendors
2 - 64 General Utility
3 - Beginner/User Information

4 - 64th Dimension
5 - Manual Updates
6 - The Arts
7 - Games (Software)
8 - CBM Public Domain
9 - CBM Public Domain

Enter selection: **3**

Message # 3Ø9Ø9 Stored

Function:

The system prompts you for the Section number, with Enter selection, and gives the list as a reminder. The purpose of each Section has already been described. To store a private message, type **SP** *plus* the Section number, for example, **SP3**. If the Section number is left off initially, the message will not be stored privately unless you respecify that it should be stored privately when selecting the Section. I cannot emphasize this enough, so I will provide an exact example to follow:

Leave option: **SP**

Section # required
Ø - Hotline (General)
1 - Vendors
2 - 64 General Utility
3 - Beginner/User Information
4 - 64th Dimension
5 - Manual Updates
6 - The Arts
7 - Games (Software)
8 - CBM Public Domain
9 - CBM Public Domain

Enter selection: **SP3**

Message # 3Ø9Ø9 Stored

Function:

Repeat: Notice that you must type **SP** again *with the Section number!*

There are three other Forum messaging commands for you to know about: RP (Read Previous), RR (Read Reply), and RT (Read Thread). They are used when retrieving messages. Each of them is used when the "(C UA T)" prompt appears at the end of a message you have read.

If you are reading a message that has a particular importance, it just may be a reply to a prior message. The earlier message may also contain

information you can use. At the "(C UA T)" prompt, simply type **RP** and, if the message is still available and publicly posted, it will appear on your screen. This is a very useful command if you've come in on the middle of an exchange of messages.

Remember that any message that contains the "#" symbol next to the "Sb:" (Subject:) field indicates that it has at least one reply. The message number for the reply will appear after the message itself. Instead of making a note of the message number and retrieving it individually (R;I), you can have immediate access to it by typing **RR** at the "(C UA T)" prompt. It will then appear on your screen.

If the message has several replies, you can type **RT** after the "(C UA T)" prompt. RT stands for Read Thread, and it follows the hierarchy of the initial message and its replies. After you have read the initial message, RT will ensure that what follows are all of the publicly posted replies to that message.

A little-known command that can be used at the "(C UA T)" prompt is **M**. This will mark the message. If you come across a message of interest but don't wish to capture it in your terminal buffer while reading, type **M** and the Forum will hold it until you are ready to get it. When you are ready to read it again, type **RM** (Read Marked messages) at the "Function:" prompt. Note that the M command will only hold a message while you are still in the Forum. If you forget to type RM, accidentally get disconnected, or just leave the Forum intentionally, the Forum will set the marked message free. You will then have to search for it using any of the techniques previously described.

Not every combination of every available Forum message base command has been covered in this section. The combinations and variations are so numerous that to attempt to describe each and every one would only result in confusion. What you have been given are the fundamentals. These, in fact, just may be more commands than you will ever use. I have presented as many as I thought would enable you to navigate throughout the VIC and 64 Forum message bases without running up a large connect-time bill, without having to ask other Forum members how to use the Forum, and without having to be afraid or utterly confused when using something that is designed to help you.

Another helpful command is **UST**, meaning User Status (also called USTat). It will present a list of who is currently using the Forum and what part of it they are in. To use it, type **UST**:

Function: **UST**

Job	User ID	Node	Prgm.
24	79575,829	T16TAM	SIG
29	78439,597	TØ4BOS	ACCESS
32	79745,8Ø8	TØ1PRI	CO
34	75829,963	T41ARL	ACCESS

```
 39  75245,1286   TØ1HOU CO
 45  75879,Ø829   TØ9NYC CO
 48  74885,1959   T27DAL ACCESS
 52  7Ø819,929    TØ2LAN CO
 55  78865,9469   T31QBC SIG
 6Ø  74496,9828   TØ3FTL SIG
 68  79685,195    TØ7QAK ACCESS
 72  72Ø89,9281   TØ5SPO CO
 75  76588,946    TØ4QBC ACCESS
 8Ø  74855,9328   T13MIA ACCESS
 94  73785,389    T1ØFYL SIG
 99  74839,8174   TØ7BOS ACCESS
132  77945,181    TØ1FRS CO
134  78529,9639   T41DEN ACCESS

Function:
```

Job is a number assigned to each person accessing CompuServe. User ID, of course, is each person's PPN, his or her CompuServe name and address. Node refers to the physical telephone connection to the CompuServe computers and is composed of two elements: a node number and the city of origin or the packet-switched network being used. Thus, the first node, T16TAM, is node number 16 in the city of TAMpa. Prgm. is an abbreviation for program, it tells which part of the Forum each user is in. Generally, one of three programs is listed: SIG, which stands for the main message base of the Forum; ACCESS, which refers to the XA databases of downloadable software; or CO, which is short for COnference.

With the UST command, you can see if any of the people you know on the Forum are currently in it by looking for their PPNs in the list. If you find someone you know, you can send a short message to that person with the SEN command. SEN is short for SENd. It works like this:

```
Function: SEN T16TAM Hello there, Patricia! Want to go to CO?

Function:
```

Whatever Patricia is doing on the system, her screen will be interrupted by

```
;; SIG - Job 15: Hello there, Patricia! Want to go to co?
```

The two semicolons at the start of the message indicate an interruption; SIG specifies the origin of the message; Job 15 is the job number of the sender (in this case, you), which may be found in USTat. For Patricia to reply, she would have to issue a Control-C or a Control-P to terminate her current activity, get the Function: prompt, and then use the same SEN format as you did. It is just as inconvenient as I've described it; more so

if you do not wish to be interrupted. Since it is such an inconvenience to end your current Forum activity to respond to a SENd, most people use the SENd command sparingly. I don't suggest that you use this command on people you do not know; most people will not stop what they are doing to respond to someone they do not know. Wait until you've made some friends in the Forum before attempting an interruption with the SENd command. It's not much fun to have your work interrupted.

Although fun is not exactly the purpose of the next Forum feature, you will probably find it to be just that. It is a friendlier way to talk to other Forum members than by issuing disruptive SENds. From the "Function:" prompt, type **CO** (for Conference), and you will be able to chat with other VIC or 64 users live. If you have a copy of *The Computer Phone Book,* you will already know how this program works. It is the same as the CB Simulator found elsewhere on CompuServe. You will see the following message when you type **CO**:

```
Function: CO


*****************************************
*    WELCOME to CBM-64 CO !!            *
*                                       *
*    You can get a complete             *
*    description of conference          *
*    commands by typing B at            *
*    the FUNCTION: prompt in            *
*    This SIG.                          *
*                                       *
*    Preface all commands with          *
*    "/" as the first character         *
*    of line                            *
*    /HELP-lists avail. commands        *
*    /exi- returns you to SIG           *
*                                       *
*      Announce your entry              *
*      Don't be a lurker                *
*                                       *
*    Generally accepted protocol        *
*    ---------------------------------- *
*    1) type ". . ." (3 periods) to     *
*       indicate you aren't done        *
*                                       *
*    2) type "ga" or "." to mean        *
*       you're done and the other       *
*       party should "go ahead".        *
*                                       *
*****************************************
```

This message appears every time you enter COnference. The only way to bypass it is to issue a Control-O. When you get into the open channel (3Ø is the default), you will see

```
Welcome to channel 3Ø, Mike Cane

(Channel) users tuned in
(3Ø)6#
```

The (3Ø) indicates the conference channel that is active; 6 indicates the number of people currently on it, and # indicates the channel you are tuned to. Conference banter looks like this:

```
(3Ø,deb!) Yes, I think that you
would like EZScript.
(3Ø,Izzy Simpul) No more Linda!
(3Ø,Joel) . . .that is how you get the
program to work on the 64 w/CPM.
(3Ø,Barry C.) I've ordered the RTC
copy pgm.
(3Ø,Babe) deb,where do I get the
disk book?
(3Ø,James) B. Dalton Bookseller has
them in my area.
```

This is what goes on here: The exchange of information about your machine and general gossip about your equipment's future and its uses. I will not go into much detail about the conferencing section, but I will only cover the basics to get you started and let you take it from there.

The first thing to know is that (3Ø,deb!) means a user named deb! is on COnference channel 3Ø. You do *not* type either the channel number you are on or your name. The system does it *for* you. The second thing to know is that any message you input will be interrupted by the output of others. Don't worry, though. Just keep typing away. After you hit Return, what you have typed in will be received by everyone else just fine. Your screen will look somewhat like the following when you are trying to type in the simple sentence, **Hello, everyone!**:

```
(3Ø,Babe) Is that book really by
you?
Hel(3Ø,Izzy Simpul) I lament the
loss of Linda.lo,
(3Ø,deb!) everyYes, Babe! It IS!!
(3Ø,Joel) Any moreone! questions?
```

Your simple greeting was interrupted three times! This is just a mild example, too. Here's what appears on everyone else's screens:

```
(30,Babe) Is that book really by
you?
(30,Izzy Simpul) I lament the loss
of Linda.
(30,deb!) Yes, Babe! It IS!!
(30,Joel) Any more questions?
(30,YOURNAME) Hello, everyone!
```

Although what appears on your screen looks like alphabet soup, your message comes through A-OK on everyone else's screen. Don't worry about what you see on your screen; everyone sees similar nonsense when typing in a message.

Using CO is intimidating at first, especially if you are not a fast typist. The trick is to ignore the interruptions and just type away. There are, however, two Control functions to aid you in using CO. They are Control-V and Control-U. Both are used *before* you have pressed your Return key. Control-V will redisplay what you have typed. If your input is interrupted, issue a **Control-V** to help you see it as one piece. If your input is too mangled with misspellings as a result of numerous interruptions, issue a **Control-U**. Control-U will erase the line. A good way of remembering these commands are as **Control-V**iew and **Control-U**ndo.

As the initial CO notice stated, the generally accepted protocol in using CO is to end your sentence with three periods if it is to continue on a second line and to begin the second line with three periods. Such a sentence, sent by another user, would look like this on your screen:

```
(30,Izzy Simpul) And even worse was
the fact that I. . .
(30,Izzy Simpul) . . .didn't even get
a hat! Fudge.
```

The three periods tell you to wait for more. Ending a sentence is usually done with a period, exclamation point, or question mark. Some people like to end their sentences with the letters **GA** (for Go Ahead). I do not like tagging **GA** at the end of a sentence; read this example to see why:

```
(30,deb!) Yes, I think that you
would like EZScript. GA
(30,Izzy Simpul) No more Linda! GA
(30,Joel) . . .that is how you get the
program to work on the 64 w/CPM. GA
(30,Barry C.) I've ordered the RTC
copy pgm. GA
(30,Babe) deb,where do I get the
```

```
disk book? GA
(3Ø,James) B. Dalton Bookseller has
them in my area. GA
(3Ø,Babe) Is that book really by
you? GA
(3Ø,Izzy Simpul) I lament the loss
of Linda. GA
(3Ø,deb!) Yes, Babe! It IS!! GA
(3Ø,Joel) Any more questions? GA
(3Ø,YOURNAME) Hello, everyone! GA
```

I don't know about you, but seeing something like this on my screen drives me ga-ga goo-goo! It is easier and more sensible just to end sentences the traditional way. Common sense tells you when someone is through with what they have to say.

Also mentioned in the entry notice to CO is to prefix all commands with / (a backslash; you do *not* type the quotation marks). What commands are available? To find out, just type **/HELP**. You must type this and all slash commands on a *line by itself, with the slash as the first character.* If your command is not acted upon, you probably left a space before typing the slash. Make sure you are in the correct Shift mode or you will type **?HELP** and *not* get the following list:

```
/HELP
Prefix commands with a "/"
/TUN # - Tunes channel #
/TALK # - Talk privately w/job #
/MON 1,4 - Listen to extra channels
/UNM 7,3 - Unmonitor channels
/STA - Type channel status
/TIM - Type time, day and date
/UST - User STatus typeout
/EXI - Exit CB Simulator
/OFF - Exit CB and log off
/WHO - Type PPN of last talker
/HAN - Change handle
/SCR xyz - Scramble on key "xyz"
/SMC xyz - Scr & Monitor Clear
/XCL xyz - Xmt CLear; unscr rcvr
/UNS - Unscramble (both clear)
/SQU abc - Squelch handle "abc"
/SBU #,# - Squelch by User ID
/JOB - your job #
/HELP - Type this message
```

I will not explain all of these commands, just the ones necessary to use CO the first time in.

Typing **/STA** will show how many channels in CO are currently active, how many users are on each, and which one you are on. You will see something like this:

```
/STA
(3Ø)6#  (31)2
```

This means there are six people on channel (3Ø) and two people on channel (31). You are tuned to channel 3Ø, which is indicated by the # symbol.

Type **/TUN** to get to another channel. To get to channel 31, for example, type **/TUN 31**. You have reached channel 31 when you see a 31 next to a user's name on your screen. The 31 tells you the switch is complete.

/SQU and **/SBU** are handy commands to know. Each will squelch an unruly speaker in CO. Squelching will prevent that person from appearing on your screen. Everyone else will see the person except you. /SQU will squelch a person by name. To squelch Izzy Simpul, you would type **/SQU Izzy Simpul**. /SBU will squelch a person by User ID (PPN) and is more effective. To get the person's PPN, you will have to do a /UST. Once you have the PPN, you would type **/SBU 79997,7Ø7** (79997,7Ø7 is Izzy's PPN). If you are being rude or obnoxious in CO and suddenly wonder why no one is listening or replying to you, it may be that you have been squelched by the other members. You have been suitably warned.

Typing **/UST** in CO will give the same sort of list typing **UST** gives in the Forum message base. It will show you everyone who is in the Forum. If you wish to see only those people in CO, you must perform a selective USTat. For example, to get a list of users who are on channel 3Ø, type **/UST 3Ø**; to get a list of users on channel 31, type **/UST 31**.

To exit CO, type **/EX** at the beginning of a new line, by itself, to return to the Forum's main area. A **Control-C** will also work.

Back at the main area of the Forum, the final sections to know about are the X and XA databases from the main menu. The X databases are text files containing information about the operation of the Forum's various sections. In effect, it is some of what you have been reading about here, in different words. The databases are labeled to correspond with the various Forum Sections. Thus, to access an X database that corresponds to Section 1, type **X1** at the "Function:" prompt. I will not give an example of using an X database since it is just a text file to be read. If you are curious, try it out on the Forum. You may interrupt the output at any time by issuing a Control-P.

The XA databases are a different animal. Collectively, they are known as the Reference Library portion of the Forum. In them are a variety of public domain programs that may be downloaded into your VIC 20 or Commodore 64 by using the appropriate communications software (see the descriptions of such software in Chapter 1). Again, each XA database

corresponds to a Forum Section. Please note that most of these Section names may be changed when you go online. Nonetheless, the illustrations provided herein will help to orient you when you go online. For the VIC Forum, these are as follows:

Ø—HOTLINE (General). This is where you will find text files from Commodore in a question and answer format. They deal with problems, improvements, operating tips, and other matters relating to the use of the VIC, its software, and its accessories.

1—Vendor Section. It is here that you will find text files from various vendors describing the wares they have for sale.

2—VIC Rec Programs. This is where you will find programs for the VIC in the area of recreation. Games and the like.

3—VIC Utility Prgs. Need an auto-number program or a hex-to-dec converter? This is where it will be found.

4—PET/CBM Programs. This is part of the changes going on when this book was going to press. The VIC and CBM Forums were merged to make room for a Programming Forum. This section, and the next, reflect that.

5—SuperPet. A CBM section.

6—CBM Magazine Progs. This is where you will find programs that have appeared in *Power/Play* magazine. Instead of getting eyestrain from reading the printed listings, just boot up your communications software and let the programs march into your buffer.

7—CBM Mag. Articles. You can discuss the latest issue of *Microcomputer* or read a synopsis of an article that will appear in a future issue.

8—Telecommunications. Pop in here for terminal programs.

For the 64 Forum, the Sections are as follows:

Ø—HOTLINE (General). Just as in the VIC Forum, this is where you will find text files from Commodore in a question and answer format. They deal with problems, improvements, operating tips, and other matters relating to the use of the 64, its software, and accessories.

1—Vendor Section. Again, just like in the VIC Forum, it is here that you will find text files from various vendors describing the wares they have for sale.

2—64 General Utility. This is where utilities galore are stored. Need to recover a scratched file? Use some of the programs here.

3—Beginner/User Info. New to both computers and the online world? Here is where you will find text files to give you a helping hand.

4—64th Dimension. This is where back issues of a regularly-published newsletter for SIG members will be found.

5—Manual Updates. This is where Commodore stores corrected versions of the programs that appeared in documentation, with their hard-

ware and accessories. Save yourself some typing time and debugging headaches. Download!

6—The Arts. This is where music and graphic programs will be found. Have a color monitor or TV ready for sights only a computer can show.

7—Games (Software). Does Gridrunner make you feel like an uncoordinated clot? Do you want to try your hand out on some slower, easier games? This is the place to do so.

8—CBM Public Domain. Most of the programs Commodore has released into the public domain are stored here and in the next Reference Library database. Most are educational and the majority are useful, fun, and worthwhile.

9—CBM Public Domain. As above, only different programs.

There is quite a variety of software categories to choose from. The list of text files and programs grows daily as more Forum members contribute their talents and time.

Using the XA databases is a bit tricky, but I will give you a solid understanding of their operation so that you will be able to join the thousands of other VIC and 64 owners who are busily downloading a multitude of helpful text files and useful programs. XA is known as the Reference Library and was covered in *The Computer Phone Book.* Since the publication of that book, CompuServe has changed the software, simplifying the commands. The old commands listed in *The Computer Phone Book* still work (CompuServe seems to hold on to old commands for a long time, for which I am glad). What follows, however, is not just a more detailed description of the XA feature, but an update of what appeared in *The Computer Phone Book.*

Although the following examples are from the C64 Forum, all of the commands illustrated are the same when using XA in the VIC Forum. At the prompt, type **XA** to see

```
Function: XA
Database for which Section:
Ø 1 2 3 4 5 6 7 8 9
```

Again, the Reference Library databases are set up in different Sections. Since a particular Section was not specified, the system is asking for one now. Type in the number of the Section you wish to enter, according to the descriptions just shown. If you know what Section you want to go into from the start, just append that number to the XA command. Thus, if you want to enter Section 2, type **XA2** at the "Function:" prompt. The "Database for which Section:" prompt will then be skipped and you will immediately be taken to Section 2. Since a Section wasn't initially specified in this example, one will be supplied now. XA2 will do. So, by typing **2** you will get

```
Database for which Section:
Ø 1 2 3 4 5 6 7 8 9 2
Commodore 64 SIG Database Access
Use ? for help

XA 2:
```

"XA 2:" is the only sort of prompt you will get. This is due to the OP command used earlier. One of the Forum options that you set was BR, for brief mode. "XA 2:" is the briefest prompt available. Remember, though, that help is always a **?** or **H** away. Typing **?** will give the full menu of Reference Library commands:

```
XA 2: ?

Valid commands:
PUB - retrieve from Public ACCESS
NOR - normal SIG access
XA - Change to new database
S - Scan
BRO - browse thru files
R - read a file
DOW - download a file
UPL - upload a file
SUB - submit a file
KEY - search keyword list
ERA - erase a file
EXI - exit from ACCESS
UST - list users in SIG
SEN - send message to user
SET - set menu & brief on/off
HEL - explains ACCESS
OFF - logs you off

? xxx - explain command xxx

XA 2:
```

Each of these commands will be explained here, most with examples. Again, you may also get help with any of these commands while online by just typing **?** and the command, for example, **? NOR** to have the Normal command explained.

You do not have to settle for the briefest prompt in the XA area. You can change the options for this portion of the Forum without affecting the way the other parts of the Forum will prompt you. This can be done by using the SET command. The SET command offers the choice of full

menus, a short prompt, a brief prompt, and pauses between selections. To find out your current options, just type **SET** by itself, like so:

```
XA 2: SET
Current settings:

    BRIEF
    NO MENU
    NO PAUSE

XA 2:
```

Having the XA options set as above will enable you to get in and out with the least amount of time. But if you plan to use the Reference Library databases infrequently, you may want to have menus ready and waiting on your visits. In computerese, online options are often set by toggling (using or not using) the word "no" before individual options. This is true in XA, too. Thus, to clear the brief mode and allow longer prompts, type **SET** and **NO BRIEF**. Similarly, to allow menus, type **SET** and **MENU**. To throw some pauses into the works, type **SET** and **PAUSE**. The effect of two of these options can be seen below:

```
XA 2: SET NO BRIEF

XA 2 - 64 General Utility:
```

Immediately, a longer prompt appears. No longer do you have to remember, or look through this book to find out, that XA2 is the Software Section. The system itself will remind you.

The **SET MENU** option will show you the following:

```
XA 2 - 64 General Utility: SET MENU

1 BRO  Browse thru files
2 UPL  Upload a new file
3 EXI  Exit to Commodore 64 SIG
4 HEL  Help
5 XA   Change database

Key digit:
```

This is a menu of the five commands you are most likely to use in XA. Menus, though, take time to print out. They are also a bother to edit out of transcripts that you wish to print out. If you plan to spend a considerable amount of time in the Reference Library, you will learn the commands

and not require menus. Let's take a look at what it is like to operate at the menu level. First, type **1** to browse through the selections. You will see

```
XA 2 - 64 General Utility:

1 BRO  Browse thru files
2 UPL  Upload a new file
3 EXI  Exit to Commodore 64 SIG
4 HEL  Help
5 XA   Change database

Key digit: 1
/AGE:
```

"/AGE:" is a delimiter. It is not important to know what it means just now, only that it will appear when using menus. In this example, press **Return** to skip it. Next you will see

```
/KEY:
```

"/KEY:" is a second delimiter. Again, it is not important to know what it means just yet. Another press of the **Return** key, and a selection such as this will appear:

```
[78529,948]
DISKCK.IMG        17-Dec-83  9415(372Ø)     276

     Keywords: DISK UTILITY GENERAL

     THIS PROGRAM WILL:

        1. GIVE YOU A BAM OF YOUR DISK.
        2. CHECK ALL FILES FOR ERRORS.
        3. CHECK FOR BAD TRACK AND SECTORS.
        4. RECOVER SCRATCHED FILES.


Disposition:

1 R    Read this file
2 D    Download this file
3 T    Top Access menu

Key digit or ENTER for next:
```

This is an example of what you will see when you BROwse through the XA databases on the menu level. Look at all of the menus! The Disposition menu will appear after every entry. Even if you were to capture your session in a buffer and transfer it to a word processor to edit, you will eventually start kicking yourself for letting all of the menus get into the text. It is no fun editing them out, even electronically. Your best bet is to get rid of all menus and rely on this book or **?** and **H** for help when you are online. That said, you will now get a detailed look at how to use the Reference Library databases of both Forums. Let's begin with another look at the main menu of options:

```
XA 2: ?

Valid commands:
PUB  - retrieve from Public ACCESS
NOR  - normal SIG access
XA   - Change to new database
S    - Scan
BRO  - browse thru files
R    - read a file
DOW  - download a file
UPL  - upload a file
SUB  - submit a file
KEY  - search keyword list
ERA  - erase a file
EXI  - exit from ACCESS
UST  - list users in SIG
SEN  - send message to user
SET  - set menu & brief on/off
HEL  - explains ACCESS
OFF  - logs you off

? xxx - explain command xxx

XA 2:
```

The first command, **PUB**, switches to a section of CompuServe called Public ACCESS. It operates in the same manner as the Reference Library (SIG/ACCESS) databases, yet it is not for just any one type of machine or special interest but for all CompuServe users. In it there are programs and text files running the gamut of languages and subjects. Once you have mastered the XA databases, pop into Public ACCESS and look around.

The second command, **NOR**, will return you to SIG/ACCESS from Public ACCESS.

Next on the list is **XA**. This was already shown in action. It was used to get into XA from the "Function:" prompt in the Forum message base. It

is also used within the XA databases themselves to transfer from one Section to another.

S is next and stands for Scan. Using this command in the Forum message base will give you a brief description of the messages posted. This command works in a similar fashion in the XA databases, as you will soon see.

BRO has been illustrated. It stands for BROwse and will give you complete information programs and text files contained in the XA databases. More of this command will be shown later.

R is for Read, but some of the files in the XA databases cannot be read, or at least be readily understood, by human eyes (you'll see why later).

DOW, for DOWnload, is the way in which ready-to-run programs and their attendant documentation can be transferred to your VIC and 64. You will see this command in action later.

UPL, for UPLoad, is the manner in which your original public-domain programs and text files are transferred into the XA databases. A short example will appear later.

SUB is another way of placing programs and text files in the XA databases. It means SUBmit. This command will be shown in an example later.

KEY is the first of several switches (or delimiters) that may be used in going through the XA databases. It is very handy to know. It may be used by itself to run through a list of KEYwords that have been placed by those who have UPLoaded or SUBmitted files to the XA databases.

ERA means ERAse. It is what is done to files that have had errors creep into them in the UPLoad process.

EXI will get you back to the Forum message base. It means EXit.

UST is the same here as it is in the Forum message base. It will display a list of the PPNs currently occupying the Forum and tell you where they are.

SEN was already shown. It works the same here as in the XA databases.

SET has been shown.

HEL stands for HELp and will show you a long file of the XA commands.

OFF will not just bounce you out of the XA databases and the Forum, but out of CompuServe itself.

? xxx has already been explained. If you missed the explanations, go back to those pages.

Now that you have had a crash course in the definitions of the commands, you will get to see them in action. The first command is **BRO**. Typing it at the "XA 2:" prompt will show you something like this:

```
XA 2: BRO

[78529,948]
DISKCK.IMG      17-Dec-83 9415(372Ø)      276

     Keywords: DISK UTILITY GENERAL
```

THIS PROGRAM WILL:

1. GIVE YOU A BAM OF YOUR DISK.
2. CHECK ALL FILES FOR ERRORS.
3. CHECK FOR BAD TRACK AND SECTORS.
4. RECOVER SCRATCHED FILES.

When using the BROwse command, the file that was entered most recently will appear first, and the printout will continue in descending order of date. The XA databases use the *LIFO* rule: *Last In* the database is the *First* one *Out* you will see. Public ACCESS follows the same rule. (To stop the printout of the file descriptions, enter a Control-P to get back to the "XA 2:" prompt; do not enter a Control-C or you will be placed back in the Forum message base.) The above example is a single entry from XA2. It is an actual entry (with the exception of the PPN, which has been disguised at the request of CompuServe). Just as I explained a Forum message header, I will explain this line by line.

The first element, [78529,948], is the PPN of the person who UPLoaded or SUBmitted the file. It is handy to have if you want to leave the person a message on the Forum thanking him or her for the program. Invariably, these people get complaints from those who wind up with bad DOWnloads of their flawlessly UPLoaded files. Such is life. Take some time out, though, to *thank* these people.

The second element is DISKCK.IMG. This is the filename. *Filenames* are made of two parts: the name itself and an *extension.* Names are limited to six letters. This leads to strange, unpronounceable, and hard to remember filenames. Extensions are limited to three letters and are separated from the name by a . (period). Extensions follow a set convention in computing. They are shorthand for the type of information contained in the file. Extensions that you will come across in the VIC and 64 Forum XA databases include BAS, which means the file is a BASIC program listing; SEQ, which means SEQuential file; TXT, which means a TeXT file; DOC, which means DOCumentation and is a text file that gives instructions about using a program file; BIN, which means BINary and is usually used with CP/M; HEX, which means HEXidecimal; SCR, which means SCReen and is primarily used in programming in the FORTH language; ASM, which means ASeMbler and is usually associated with CP/M; and, most importantly, IMG, which stands for IMaGe and is used by CompuServe for downloading machine-specific program files (more on this later).

17-Dec-83, the third element, is the date the file was placed in the XA database. It may not seem important at the moment, but its purpose will be made clear. Remember, the date on the first entry that comes up on your screen will be that of the latest file that has been entered.

The fourth element is 9415(372Ø). This element will be in two parts when the filename has the IMG (IMaGe) extension. This is the size of the file

in bytes. In this example, it is a little over 9.4K. An example of when byte size is significant is if you are using a terminal program that has a 26K buffer and the file you wish to capture is 40K. You will have to do some manual labor in downloading it. IMG files have two byte sizes because they have to be converted either during or after downloading. The second figure (in this case 372Ø) represents the actual number of bytes the program will take up as a runnable program on your disk. Since disk space on Commodore drives is measured in blocks, you will have to do the translation if you are worried about cramping your disk space.

The next element is 276. This number tells you how many Forum members have accessed the file. It is useful if you have placed a file in one of the XA databases.

Keywords: DISK UTILITY GENERAL is next. These are the words that the person who submitted the file chose to use to describe his or her offering. When UPLoading or SUBmitting a file, you will be asked to furnish a set of your own keyword descriptions. This example shows only three. In actuality, the following keywords could have been added: 1541 DRIVE C64 64 BAM RECOVER TRACKS SECTORS and the filename itself, DISKCK.IMG. The more keywords a file has, the better for all concerned. The keywords also wind up in a sorted keyword directory, which will be shown later. Keywords are also used when invoking the "/KEY:" delimiter in searching the XA databases. An example of this will also be shown later.

THIS PROGRAM WILL: . . . is the final element of this file. It is the description of the file the person submitting the file has written to describe it. It is comprehensive, brief, and to the point. Some descriptions note that the file was uploaded using CompuServe's Vidtex software, along with the version number. All of this is what you will (ideally) see for each available file when using the BROwse command to go through an XA database.

Another way of going through the XA databases is by using the S (Scan) command. Typing S will reveal something like this:

```
XA 2: S

[78529,948]
DISKCK.IMG          17-Dec-83 9415(372Ø)   276
LODADR.IMG          17-Dec-83 8Ø5Ø(3168)   175

[739Ø8,9Ø9]
VIDFIL.DOC          10-Dec-83 1Ø75         93
VIDFIL.IMG          01-Dec-83 12745(5Ø16)  4Ø

[7Ø88Ø,694]
PNTRM1.IMG          25-Nov-83 9435(372Ø)   166
PNTRM2.IMG          25-Nov-83 411Ø(1632)   1ØØ
```

To interrupt the output, enter a Control-P to get the "XA 2:" prompt again. You can see that the Scan command gives a very limited amount of information. The use of this command, by itself, nets little practical value (unless you just want an archival indexed list of the XA entries). In fact, just using the BROwse command by itself is of little use if you want a particular file that happens to be at the bottom of the list. Both the BROwse and Scan commands may be augmented by two delimiters briefly shown earlier. These are /KEY: and /AGE:.

/KEY: stands for KEYword. You may enter the KEY command by itself at the "XA 2:" prompt and will get something like this:

```
XA 2: KEY
1541                    3
64                      23
64BASIC                 1
ADDRESS                 1
AID                     4
ALIGNMENT               1
AND                     1
ASCII                   1
BACH                    1
BASIC                   11
BBS                     2
BURST                   2
C64                     21
C64MONITORCABLE         1
CBM                     5
CBM64                   7
CHARACTER               4
CHORDS                  1
CLASSICAL               2
CODE                    1
COLOR                   1
COMMANDS                1
COMMODORE               19
CONVERSIONS             2
CONVERT                 1
CONVERTOR               1
CURSOR                  1
DATA                    1
DAYS                    1
DEMO                    1
DESCRIPTION             1
DIRECTORY               1
DISK                    5
DISPLAY                 1
```

This is just a portion of the actual list of keywords that have been placed in XA2 by people submitting files. This list, by itself, is of no practical use. The command "/KEY:" is, however, when used as a delimiter. This is done by appending it to either the S (Scan) or BROwse commands, with a slash, and supplying a keyword for a subject you are interested in. If you wanted to get a list, for example, of all of the files in XA2 that pertain to music on the 64, you would use the command in this manner:

XA 2: **S/KEY:MUSIC**

or

XA 2: **BRO/KEY:MUSIC**

Music is the keyword that has been supplied in this example. What you are telling the XA databases by using the /KEY: delimiter is, in the first example, "Give me a Scan of all of the files in this XA section that contain the keyword 'music' in their description." In the second example, you are asking the database to let you BROwse the files with the same limitation as in the first example. Examples of both Scanned and BROwsed output have already been shown, so I will not repeat them.

The "/AGE:" delimiter works in the same way. This time, though, instead of furnishing a keyword, you input a number that specifies a certain number of days prior to your current search. For instance, if the last time you were in the XA databases was 7 days ago, you could tell the system to give you a Scanned or BROwsed list of the files that have been submitted within the past 7 days. This would help you to keep current with new entries in the least amount of time. Using the /AGE: delimiter in this context would look like this:

XA 2: **S/AGE:7**

or this:

XA 2: **BRO/AGE:7**

Both of these delimiters can be used at once. If you wanted to look for files that contained the keyword music in their description but only ones that have been submitted within the past 7 days, you would type one of the following:

XA 2: **S/KEY:MUSIC/AGE:7**

or

XA 2: **BRO/KEY:MUSIC/AGE:7**

This may look intimidating and complex, but it really isn't. Try these commands when online. You'll be surprised at how quickly you become comfortable with them. Don't become discouraged if, after using these, nothing appears on your screen but the XA prompt again. This simply means that the files currently nestled in the system do not meet the requirements you set. It may just be possible that no music files were placed in the system during your 7-day absence. Try another keyword or another XA database. Or, better yet, write a music program and submit it for others to enjoy.

Before you can place anything of your own into XA, you need to know how to get what is already in XA to willingly hop into your computer. This brings us to downloading from XA. There are two ways in which this may be accomplished. The method you will use depends entirely on your communications software. It is at this point in using SIGs that most members usually ditch the rinky-dink terminal programs they have typed in from magazines or gotten with their modems. The reason will become crystal clear in a moment. The commands that may be used are **R** for Read and **DOW** for DOWnload. Read is used to examine files before downloading them, to read text files without downloading them, or for downloading text files. Both of these commands require a filename (with its extension) to follow them. Thus, you would type **R FILENAME** or **DOW FILENAME**. Filename means the name of the file you wish to access, along with its extension.

Once again, let's look at the description of the first file that was shown with the BROwse command:

```
[78529,948]
DISCKCK.IMG     17-Dec-83 9415(372Ø)     276

    Keywords: DISK UTILITY GENERAL

    THIS PROGRAM WILL:

      1. GIVE YOU A BAM OF YOUR DISK.
      2. CHECK ALL FILES FOR ERRORS.
      3. CHECK FOR BAD TRACK AND SECTORS.
      4. RECOVER SCRATCHED FILES.
```

Notice again that the extension on this file is IMG. You will recall that this means it is an IMaGe file. An IMaGe file is CompuServe's method of storing programs that are machine specific and are, ideally, downloaded to your computer using CompuServe's B-protocol for error-free transmission. IMaGe files are stored in a hexidecimal format. Trying to Read such a file will result in the following:

XA 2: **R DISKCK.IMG**

```
:180000000040043433350001081E085A00973533
3238302C1313A973525
:18001800333238312C303A9922999322005508
640099221D1D1D1D1261
:18003000044495348204348454348455229220 20
2D204A494D204255546E
:18004800544552464945 4C4411223A97313137
302C3438009D086E00D9
:18006000862041283235352 92C43252837372C
3238292C4425283129B4
:180078002C4E2428323234292C542528323234
2C31292C5325283232CE
:18009000342C31292C4C2528323234292C5225
2837372900BB0878007B
:1800A8004425283029B235383A4425283129B2
34323A5A24B2C7283071
```

Now you can understand why, in earlier describing the Read command I said that some files could be read but not understood by human eyes. Also, you should now fully grasp why IMaGe files have two byte-size listings. The above code, which is in hexidecimal notation, takes up a lot of room. When it is converted into a RUNnable, tokenized BASIC program, it takes up considerably less space on a disk (as reflected by the second, parenthesized, byte-size listing). Clearly, the Read command is not designed for novices to use to examine IMaGe files. The Read command is handy when files contain a DOC, TXT, or BAS extension. You will be able to read the DOCumentation or TeXT file in English or examine a BASIC program listing (10 PRINT"MY PROGRAM",etc).

The second method of accessing files is the DOW command. This will download the file to your computer. The best method is by using the CompuServe B-protocol to ensure that no errors creep into the transmission from noisy phone lines. The B-protocol uses a *checksum* to make sure all that is supposed to get to your computer does so. When used the way it was designed, the B-protocol sends files to your computer in blocks. Once a block is transmitted, its parts are added to create a numeric sum. This sum is then transmitted back to CompuServe to check against the sum the system possesses. If the two sums match, all is well, and the next block is transmitted. If the two sums do not match, the process starts over, with the erroneous block erased from your computer and a fresh one sent by CompuServe. This process will look one of two ways, depending on your communications software. Both versions are presented. The first way is as follows:

XA 2: **DOW DISKCK.IMG**

```
ICapture Buffer Transfer
No error detection/correction

Opening capture buffer . . .
:1800000004004343335001081E085A00973533
3238302C31313A973525
:18001800333238312C303A992299932200550 8
640099221D1D1D1D1261
:180030004449534B20434845434B4552922020
2D204A494D204255546E
:18004800544552464945 4C4411223A97313137
302C3438009D086E00D9
:18006000862041283235352 92C43252837372C
3238292C4425283129B4
:180078002C4E2428323234292C542528323234
2C31292C5325283232CE
:18009000342C31292C4C2528323234292C5225
2837372900BB0878007B
:1800A8004425283029B235383A4425283129B2
34323A5A24B2C7283071

Capture buffer closed.
XA 2:
```

The second version of DOWnloading a file looks like this:

```
XA 2: DOW DISKCK.IMG

I need a file name for your computer: DISKCK

3+++++++++++++++++0:diskck,p,w
4+++++++++++++++++5+++++++++++++++++6++++
++++++++++++7+++++++++++++++++8+++++++++
++++++++9+++++++++++++++++0++++++++++++
+++1+++++++++++++++++2+++++++++++++++++3 4

XA 2:
```

Quite a difference in appearance, isn't it? What makes this difference? Again, it is the terminal program you use to DOWnload IMaGe files.

The first illustration of an IMG file shows its true form; it is what an IMG file looks like. This is exactly what would be seen on your screen when DOWnloading an IMG file from CIS on most terminal programs that have this capability. If you are going to download any IMG files from CIS, it is an absolute necessity that your communications software contains a program for converting IMaGe (IMG) files to PRoGram (PRG) files. Also, your software should have a buffer large enough to hold most of the programs available in the XA databases. If your program has a rather

stingy buffer area, you will have to babysit your computer while it receives files from the XA databases; then you will have to close it manually, save the portion of the file to tape or disk, and reopen your buffer in order to download the rest of the file. Once you have downloaded an IMaGe file, you will have to go offline, load and run the IMG-to-PRG conversion program, convert the file, and then run the program to make sure that no errors invaded the program while it was in transit to your machine from CompuServe. This is as desirable as it sounds: dull, boring, and something a lackey should have to do. That lackey is your hardware and software. After all, that is why you own a VIC or 64—to help make this sort of work less mind dulling and to save you from doing such work altogether.

The second illustration is what it looks like to DOWnload that very same IMG file using CompuServe's communications software for the Commodore 64 (a VIC version is not available), Vidtex-64. It is what it is like when using the disk-based version (a tape version is under development). You do not see the IMG format or any of the file. DOWnloading is accomplished via CompuServe's error-checking B-protocol. Each plus sign represents a block of data sent to your 64's buffer. Each number represents data being written to your disk during the transfer. As the program is written to disk, it is automatically converted from an ASCII IMaGe file to a runnable PETSCII PRoGram file. Once the DOW command has been issued, you do not have to babysit your computer. You can leave it and go do something productive on your own. When the transfer is complete, you will have a program on disk that is free from transmission errors and is ready to load and run once offline.

How does the DOW command work with files that have the TXT, DOC, and SEQ extension? Again, it depends on the terminal program being used. Remember, files with the TXT and DOC extensions are simply text files, written in English, that are descriptive in content. They are not programs. Using a terminal program other than the Vidtex would look like this:

```
XA 2: DOW TEST.TXT

ICapture Buffer Transfer
No error detection/correction
Opening capture buffer. . .
   This is a test of the TeXT file
capability of the XA databases. You
can store English-language files here.
To let others know what the file
contains, append the TXT extension to
the filename if it is a descriptive text
file or the DOC extension if it is a
file that describes the operation of a
program you have uploaded to XA.
```

It is that simple. If you are concerned about noisy phone lines getting errors into the text, just sit at your screen and monitor the transfer. You don't need to know any language other than English to see any erroneous characters in the transfer.

How would the transfer look using Vidtex? Like this:

```
XA 2:DOW TEST.TXT

I need a file name for your computer: TEST-TEXT

Ø:test-text,w
 4+++++++++++++++++5++++++++++++++++6++++
 +++++++++++++7++++++++++++++++++8+++++++++
 +++++++9++++++++++++++++Ø++++++++++++++++
 ++1++++++++++++++++++2++++++++++++++++3 4

Capture buffer closed.
XA 2:
```

Again, the B-protocol is brought into play, and the file is automatically saved to your disk during the transfer process; the ASCII text is converted into a PETSCII SEQuential (text) file.

How does the DOW command work with files that have the SEQ extension? Like so:

```
XA 2:DOW TEST.SEQ

ICapture Buffer Transfer
No error detection/correction
Opening capture buffer. . .
1Ø rem this is a test
2Ø print"this is a test"
3Ø goto2ØØØ
4Ø a$=b$ifc$=d$
Capture buffer closed.
XA 2:
```

Using Vidtex, it would look like this:

```
XA 2:DOW TEST.SEQ

I need a file name for your computer: TEST-TEXT,P

3+++++++++++++Ø:test-text,p,w
XA 2:
```

This is how you DOWnload files from the XA databases. But how are

they put in? There are two methods: the UPLoad command and the SUBmit command. The UPLoad command allows direct transfer of files from your VIC or 64's buffer to the XA database. Using CompuServe's Vidtex software, the UPLoad process will look like this:

XA 2: **UPL NUKE.IMG**

Type **UPL** and the **FILENAME.EXTENSION**, and you will see

Keywords:

Then supply a list of keywords so other SIG members can search for your program using the BRO/KEY: command/delimiter:

Keywords:
64 commodore 64 nuclear nuke graphics
demo color sound power plant nuke.img

Once finished, hit **Return** to see

Description (5ØØ chars max, blank line when finished):

This is simple enough. Now type in a narrative description of the program, up to 500 characters in total, such as this:

Description (5ØØ chars max, blank line when finished):

This program is in the public domain
to the best of my knowledge. It is an
interesting demo of the 64's graphics &
color, showing the operation of a
nuclear power plant. It is cute. It is
fun. So what if it is blatant
propaganda? Just duck & cover and
enjoy. And have at least 69 blocks free
on your disk!!
<hit Return here to make a blank line>

When you are through, XA will repeat what you have typed in, like so:

Keywords: C64 COMMODORE 64 NUCLEAR NUKE
GRAPHICS DEMO COLOR SOUND POWER PLANT NUKE.IMG

This program is in the public domain to
the best of my knowledge. It is an
interesting demo of the 64's graphics &
color, showing the operation of a

```
nuclear power plant. It is cute. It is
fun. So what if it is blatant
propaganda? Just duck & cover and
enjoy. And have at least 69 blocks free
on your disk!!

Is this okay (Y or N)?
```

If everything is in order, type **Y** in response. If something is wrong, type **N** and the process will start over. After this step has been completed, XA will prompt you with

```
I need a filename for your computer:
```

The uploading process has not started yet. The file you wish to transfer still resides on your disk, in your drive. You have to tell XA what the name of the file is, for example,

```
I need a filename for your computer: NUKE.IMG
```

Vidtex will then access your disk drive, the process will begin, and when completed, it will look like this on your screen:

```
Ø:nuke.img
 1 2 + + + + + + + + 3 + + + + + + + + 4 + + + + + + + + 5 + + + + + + + + 6 +
 + + + + + + + 7 + + + + + + + + 8 + + + + + + + + 9 + + + + + + + + Ø + + + +
 + + + + 1 + + + + + + + + 2 + + + + + + + + 3 + + + + + + + + 4 + + + + + + +
 + 5 + + + + + + + + 6 + + + + + + + + 7 + + + + + + + + 8 + + + + + + + + 9 +
 + + + + + + Ø + + + + + + + + 1 + + + + + + + + 2 3

Copying file to SIG/ACCESS. . .
Your request will be processed by the
Sysop as soon as possible.

XA 2:
```

Here again, CompuServe's error-checking B-protocol is used to ensure that your file reaches the XA database in its intended form. As the file is received by CompuServe, it is also translated from its original form into an IMG file because of its IMG extension. Had an extension other than IMG been used, the file would be stored in its original textual format.

The second way of placing a file in the XA databases is by using the SUBmit command. This command is used only after one of two things has been done: either first transferring a file into your personal online disk space on CompuServe using the FILTRN facility or using the UPLoad command to send a file directly into Public/ACCESS.

In the first instance, you must use CompuServe's Vidtex program. Once the file resides in your online disk space, you must enter Public/ACCESS by typing **R ACCESS**. Then the SUBmit command must be used to transfer the file into the Public/ACCESS database. After 24 hours, once the file has appeared in Public/ACCESS, you must enter SIG/ACCESS and use the SUBmit command in the appropriate XA database. To get to your personal online disk space, at any "!" prompt in the DISPLA portion of CompuServe, you can type **MIC** or **PRO** (or, alternately, **G PCS71**). Once there, you will see

```
OK
```

"OK" is the command prompt used in this area of CompuServe. You then type

```
OK
R FILTRN
```

CompuServe will then prompt you with

```
OK
R FILTRN
CompuServe file transfer program

Select direction -
      D if to your computer
      U if to CompuServe
:
```

Since you are going to transfer a file to CompuServe, type **U** to get the following prompt:

```
Enter the CompuServe file name:
```

This is the name of the file as it will reside in your online disk space. Type in the name and extension. Be careful to use the correct extension or the file will not be stored properly and you will have to erase it to start again. Using the file in the above example:

```
Enter the CompuServe file name: NUKE.IMG
Enter a file name for your computer:
```

Type in the name of the file as it is on the disk in your 1541 drive, like so, to see

```
Enter a file name for your computer: NUKE.BAS
```

```
Uploading nuke.bas to NUKE.IMG
Ø:nuke,bas
 1 2 + + + + + + + + 3 + + + + + + + + 4 + + + + + + + + 5 + + + + + + + + 6 +
 + + + + + + + 7 + + + + + + + + 8 + + + + + + + + 9 + + + + + + + + Ø + + + +
 + + + + 1 + + + + + + + + 2 + + + + + + + + 3 + + + + + + + + 4 + + + + + + +
 + 5 + + + + + + + + 6 7
*** File Transfer Completed! ***
OK
```

The file is translated into IMG format as CompuServe receives it. The next step is to go to the Public/ACCESS area and SUBmit it. This is accomplished by typing **R ACCESS** (Public ACCESS can be accessed from the Programming Area or by using the **PUB** command when in SIG/ACCESS):

```
OK
R ACCESS
```

Then you will see

```
Public File Access System
Use ? for help
```

Use the SUBmit command, like this:

```
Access: SUB NUKE.IMG
Notice:
   ACCESS is for the distribution
of original software. Submitters
are subject to copyright laws.
   Commercial advertising or
catalogs are not permitted.

Visible (Y or N)?
```

The above warning, issued by CompuServe, is self-explanatory. The prompt, "Visible (Y or N)?," asks if you want everyone to see the file and have free access to it. Since your goal is to SUBmit your file to the XA databases, you would answer **Y**. I will not cover invisible files; they are discussed in *The Computer Phone Book*. After answering **Y**, you will be prompted for keywords and a description of your file, just as in the example I showed you of UPLoading a file directly into the XA databases. After supplying these, they will be repeated back for verification or correction; then you will see

```
Copying file to ACCESS. . .
File will be present within 24 hours.
```

Files are subject to being purged;
see ? PURGE for details.

Access:

It will take at least 24 hours for the file to be placed into Public/ACCESS by CompuServe. After the file has appeared, go back to the appropriate XA database in the appropriate SIG and use the SUBmit command as here. Why would you want to use Public/ACCESS if it takes so long to get your file into a SIG? The advantage is that anyone can get into the file, not just SIG members. Should the SIG that the file is in become inaccessible (for instance, while CompuServe upgrades the software), the SIG members will still be able to go to Public/ACCESS to get it.

Remember, though, that the SUBmit command does not have to be used since the UPLoad command is also available in Public/ACCESS. The SUBmit command is an alternative. The FILTRN facility, though, is useful for just uploading files to your personal disk space. For more information on your personal online disk space and how to use it, refer to my coverage in *The Computer Phone Book.*

Please note that the FILTRN facility for CompuServe's B-protocol for error-free file transfer cannot be used if you are not using Vidtex on your 64 (again, Vidtex is not available for the VIC 20). In order to UPLoad an IMG file to the XA databases, a converter program must be used. This program should come with your software to translate files into IMG format. It is a PRG-to-IMG program. Then you will have to load the converted file into your VIC or 64's buffer and manually open the buffer to send the file to an XA database or Public/ACCESS. Instead of seeing plus signs on your screen, the raw hexidecimal code of the IMG file will scroll up your screen.

This concludes my coverage of the CompuServe Consumer Information Service and Commodore's participation on it. As you have seen, there is a wealth of information, communication, and software downloading services that are available to you through this system. All of it is just as far away as your telephone. Next, we will look at another system to see what it has to offer VIC and 64 owners.

CHAPTER 3

Using Delphi

The second National Information Service that features something for VIC 20 and Commodore 64 owners is Delphi, from General Videotex Corporation. Like CompuServe, Delphi is menu driven and offers the option of controlling the length of such menus, as you will soon see.

When signing on to Delphi for the first time, a guided tour of the system will be given to you. During this tour, the various Control functions that Delphi accepts will be explained, and you will be prompted to try each of them. Before the tour is over, you will have set the length of prompts and the type of terminal being used and will have changed your password. As a new user, you will most likely have set prompts for full menus to allow you to see all the system has to offer. It is these menus that I will use in the following examples of using Delphi.

Once the guided tour is through, Delphi's main menu will appear, like this:

```
MAIN Menu:

    APPOINTMENT-CALENDAR
    BULLETIN-BOARDS
    CONFERENCE
    DELPHI-ORACLE
    EXIT
    FINANCIAL-SERVICES
    GAMES
    GUIDED TOUR
    HELP
    INFOMANIA
    LIBRARY
    MAIL
    NEWS
    ONLINE-MARKETS
    PROFILE
    TRAVEL
    WRITERS-CORNER

MAIN>What do you want to do?
```

Immediately, you can see a difference between the menus used on Delphi and those used on CompuServe. On Delphi, the list of choices is not numbered. To select a choice, you must type in the first one or two letters of its title. To use the Appointment-Calendar feature of Delphi, for example, type **A**. To play some of the games on Delphi, however, you must type **GA**, not simply **G**. This is because both Games and Guided Tour on the main menu begin with the same first letter. By just typing **G**, the system would say that letter defines more than one service and ask you to respecify the selection.

As on our tour of CompuServe, our first stop will be setting the system's options. In this case, though, you needn't touch a thing since you already set them during the guided tour. Just store away what you are about to see for future reference. The Profile feature of Delphi is where system parameters are filed. To get to it, type **P**:

```
PROFILE Menu:

    EXIT
    HELP
    IAMWHOIS
    LENGTH
    MENU
    PASSWORD
    PROMPT
    TERMINAL
    WIDTH

PROFILE>What do you want to do?
```

Exit will place you back at the main menu. Help will print out a file that aids in using Profile and the rest of the system. IamWhois is the user directory of Delphi in which your name and interests may be placed. Length will change the length of lines sent to your screen; this will enable you to print out files from Delphi that you want to be more than 22- or 40-columns wide. Menu will set your entry menu into Delphi; the first menu you will see (other than the main menu). Password will allow you to change your password. Prompt will be covered shortly. Terminal will set your terminal type. Width will allow you to redefine the length of the lines shown on your screen. To change the length of prompts, type **PR** to see

```
Your current prompt mode is:
Menu
Change it?
```

To change the length of prompts, type **Y** in response, and you will see

```
Prompt Options:

1. Brief - Ex.  SET>
2. Verbose - Ex.  What do you want to set?
3. Menu - A full menu each time.

Select type of prompt.
(1, 2 or 3)
```

After typing 1, 2, or 3, you will be asked to confirm your selection. The main menu just shown falls under choice 3, menu prompt. If it were re-defined as 2, Verbose, it would look like this:

```
MAIN>What do you want to do?
```

If it were redefined as brief, choice 1, it would look like this:

```
MAIN>
```

Verbose and Brief prompts save time when you know just what you want on Delphi. As in the CompuServe Forums, help is just a ? away. Typing ? at any Verbose or Brief prompt will give a full menu of choices.

Although the next item I am going to explain does not directly touch VIC and 64 owners, I am including it because this Delphi feature was not available when *The Computer Phone Book* was being written. It is IamWhois, Delphi's user directory.

A User Directory is the part of a system in which the subscribers may place information about themselves. This is to help communication among users. You can search the directory for other subscribers who have the same interests as you. IamWhois, however, is unlike any user directory to be found on a National Information Service. You may provide your own keywords and fill in your interests in as few or many words as you desire. Entering your dossier would like like this:

```
PROFILE Menu:

    EXIT
    HELP
    IAMWHOIS
    LENGTH
    MENU
    PASSWORD
    PROMPT
    TERMINAL
    WIDTH
```

```
PROFILE>What do you want to do? I

PROFILE IAMWHOIS Menu:

    I-AM
    WHO-IS
    SEARCH
    HELP
    EXIT

IamWhois> Which IamWhois function?
```

I-AM is the selection you use to enter your vital statistics: type **I** like so:

```
IamWhois> Which IamWhois function? I
PROFILE IAMWHOIS I-AM Menu:

    ADD
    CHANGE
    DELETE
    DISPLAY
    HELP
    EXIT

I-AM> What do you want to do?
```

To add your bio to the directory, type **A** to get

```
I-AM> What do you want to do? A
What KEYWORD:
```

This is where it can get tricky and costly. You are being asked to supply your own keyword so that others may search on it. Again, help is just a **?** away:

```
What KEYWORD:?
Supply a KEYWORD -- or index -- which you think will
best describe the information you would like to add to
your IamWhois profile. Would you like a list of
keywords currently in use?
```

Whatever you do, do *not* type in Y as your answer! An extremely long list of keywords will be displayed, most of them useless. I will give you a useful set of keywords to use in this example and will suggest others. Keywords may be up to 10 characters long. The first keyword to type is **NAME**, allowing you to place your real name into the system:

```
What KEYWORD:NAME

Enter information about NAME . Type CTRL/Z when
finished.
>
```

This is simple enough. Type in your name, and then execute a **Control-Z**, like so:

```
>Mike Cane
>^Z

I-AM>
```

This process must be repeated for each keyword and piece of information placed in your listing. I will not show you the repetitive steps and will use the Brief prompt (I-AM>) to simulate the reappearing menu. Just follow along:

```
I-AM>A
What KEYWORD:COMPUTER

Enter information about COMPUTER. Type CTRL/Z when
finished.
>VIC-20, Commodore-64, CDI Miniterm
>^Z

I-AM>A
What KEYWORD:OCCUPATION

Enter information about OCCUPATION. Type CTRL/Z when
finished.
>Creator/author of "The Computer Phone Book" published
by NAL.
>^Z

I-AM>A
What KEYWORD:LOCATION

Enter information about LOCATION. Type CTRL/Z when
finished.
>New York, NY
>^Z

I-AM>
```

This is enough for the purpose of showing you a sample listing. To see what has been accomplished, type **DI** to display your work.

```
I-AM>DI

NAME :
   Mike Cane
COMPUTER : VIC-2Ø, Commodore-64, CDI Miniterm
LOCATION : New York, NY
OCCUPATION: Creator/author of "The Computer Phone Book"
published by NAL.

I-AM>
```

Oops! The system made a mistake. It did not put my name next to its keyword. I must correct that. Typing **C** for change, I will see:

```
PROFILE IAMWHOIS I-AM Menu:

   ADD
   CHANGE
   DELETE
   DISPLAY
   HELP
   EXIT

I-AM> What do you want to do?C
Which KEYWORD:
```

I am being asked under which keyword the change I would like to make is located. It is my NAME keyword, so I type **NAME**:

```
Which KEYWORD:NAME

Enter information about NAME . Type CTRL/Z when
finished.
>Mike Cane
>^Z
I-AM>
```

To check that everything is A-OK, I simply DIsplay the entry again by typing **DI**:

```
I-AM>DI

NAME : Mike Cane
COMPUTER : VIC-2Ø, Commodore-64, CDI Miniterm
LOCATION : New York, NY
OCCUPATION: Creator/author of "The Computer Phone Book"
published by NAL.

I-AM>
```

I'm still not satisfied with this entry. I'd like to say something more, so I use the Add command, again to submit another keyword. This time, it will be INTERESTS:

```
I-AM>A
What KEYWORD:INTERESTS
Enter information about INTERESTS . Type CTRL/Z when
finished.
>Bringing back NBC News OVERNIGHT, micro telecom,
Literature.
>^Z

I-AM>
```

Again, I will use the DIsplay comand and type **DI** to take a look at things:

```
I-AM>DI

NAME : Mike Cane
COMPUTER : VIC-2Ø, Commodore-64, CDI Miniterm
INTERESTS : Bringing back NBC News OVERNIGHT, micro
telecom, Literature.
LOCATION : New York, NY
OCCUPATION: Creator/author of "The Computer Phone Book"
published by NAL.

I-AM>
```

Notice that IamWhois sorts keywords into alphabetical order after the NAME keyword. NAME is always the first keyword shown when your own IamWhois entry is DIsplayed. When the entries of other people are called up, their Delphi MEMBERNAME is the first keyword shown. Other keywords you may wish to use to build an IamWhois entry are Books, Movies, TV Shows, CIS ID, Source ID, Address (I advise against that one: Why let the world know where your expensive equipment is located?), Software, Hardware, Education, Age, and Miscellany. Once finished, Exit the I-AM portion of IamWhois by typing **EX**:

```
I-AM>EX

PROFILE IAMWHOIS Menu:

    I-AM
    WHO-IS
    SEARCH
    HELP
    EXIT

IamWhois> Which IamWhois function?
```

It is now time to look for other VIC and 64 owners who inhabit the Delphi landscape. This is done by using the SEARCH command, like so:

```
IamWhois> Which IamWhois function?S

PROFILE IAMWHOIS SEARCH Menu:

   BROWSE
   LIST-KEYWORDS
   FIND
   HELP
   EXIT

SEARCH> What do you want to do?
```

Browse acts like the CompuServe Forum XA databases command and will scroll through all of the IamWhois entries. List-Keywords is like the Key command in the CompuServe Forum XA databases and will give just as little useful information. To find other Commodore owners, use the Find command, Type **F** to start things moving:

```
SEARCH> What do you want to do? F
What KEYWORD:
```

Keyword here is the same as the keywords you specified in placing an entry in IamWhois. Let's say you were impatient to find other VIC owners and typed **VIC** in response to the prompt. The system will say

```
What KEYWORD:VIC

VIC is not a valid category. You may use the LIST
function to obtain a list of all KEYWORDS currently in
use. What KEYWORD:
```

Again, using the List-Keyword command is not something you will want to do. Instead, you would type in a sensible keyword such as **COMPUTER**:

```
What KEYWORD:COMPUTER
Search for:
```

Search for is your cue to type in a specific computer brand name. *Remember:* A *keyword* specifies a field; it is like the title of a file folder. What you want to get at is inside the file. In this case, it is a list of other Delphi users who also own, use, or have an interest in Commodore VIC computers.

```
Search for:VIC
```

```
Matches found for the following DELPHI membernames:
GEEK
MIKECANE
Would you like the complete profiles printed for the
selected membernames?
```

In this example, there are two Delphi Membernames (one obviously fictitious) to illustrate how searching operates. The list of VIC owners on Delphi is actually longer. Type **Y** in response to the prompt to get

```
MEMBER-NAME : GEEK
NAME : Ellsworth Toohey
COMPUTER : VIC, TI 99/4A, Sinclair.
INTERESTS : Philosophy, religion, altruism,
selflessness, brotherhood.
LOCATION : New York, NY.
OCCUPATION : Humanitarian.
TERMINAL : VICTerm, others.
ZODIAC : Cancer.
```

I will not repeat my own listing. To exit, just type **E**. A Control-Z will also exit you from the current menu or will prompt and take you to the one before it.

Back at the main menu, you will see the one thing currently on Delphi that holds a direct interest to VIC and 64 owners: Bulletin-Boards. Typing **B** will call up

```
MAIN>What do you want to do? B

BULLETIN-BOARD Menu:

    ADD
    CHANGE
    DELETE
    EXIT
    HELP
    READ

BBOARD>(ADD,CHANGE,DELETE,READ)
```

Add will post a message on a bulletin-board. Change will make changes to a posting previously made. Delete will selectively delete your postings. Read works as follows:

```
BBOARD>(ADD,CHANGE,DELETE,READ) R
BBOARD: ('?' for list)
```

To find out what bulletin-boards Delphi has, type **?**

```
BBOARD: ('?' for list) ?

    ABACUS (P)
    APPLE
    ATARI
    BOOKS
    CHATTER
    COMPUTERS
    CPM
    DECUS (R)
    DELPHI (R)
    DIGITAL
    GAMES
    HAM RADIO
    IBM-PC
    JOKES
    KISS COMPUTER (P)
    MARINE RESEARCH
    MISCELLANY
    MOVIES
    NAK (R)
    ORACLE
    PERFORMING ARTISTS NETWORK
    PERSONALS
    PRINTERS,MODEMS,ETC
    RACING
    SOFTWARE
    SPORTS
    TRAVEL
    TRIVIA
    TRS80
    USER ADVISORY PANEL
    VIC-COMMODORE

BBOARD: ('?' for list)
```

The only bulletin-board of concern to VIC and 64 owners is the one at the bottom of the list, VIC-Commodore. Typing **VIC** will show you

```
BBOARD: ('?' for list) VIC

Messages found on VIC-COMMODORE : 8
BBOARD: ('?' for list)
```

The prompt is given a second time, allowing you to select a second bulletin-board to read. Up to three may be accessed at one time. In this case, a

second one is not needed and you can press **Return** to get

```
BBOARD: ('?' for list)

Total messages found: 8

SUBJECT?
```

Here the option to search by the Subject field of messages is available. Press **Return** to skip this prompt and to get

```
AUTHOR?
```

This time, the option to search the From field is available. Just press **Return** to skip it:

```
Messages selected: 8
```

Messages may be read after you see just one more menu:

```
NEXT Menu:

   BROWSE
   EXIT
   HELP
   LIST
   REPLY
   SAVE

NEXT>(LIST,REPLY,SAVE)
```

Browse in this instance is not like the BROwse command in the CompuServe Forum XA databases. Browse, here, means Scan on other systems. Browse will display the headers of postings. List is actually the same as Read on other systems and will sequentially scroll the postings. Reply will allow you to reply to the current message being read. This is not like the REply command in the CompuServe Forum message base. In this case, your reply will be sent via Delphi's electronic mail to the person who posted it. This is a feature unique to Delphi. Save is another unique Delphi feature. It will allow you to get a copy of the current message being read; the copy will be placed in your Delphi electronic mailbox for later reading and/or filing.

List is the command that interests us. This command may be used in two ways: type **L 8** to start at message number 8 (the most recent) or type **L** to start at message number 1 (the earliest). In this case, **L** will be used:

```
NEXT>(LIST,REPLY,SAVE) L

#1      BBoard: VIC-COMMODORE
        Subject: QUESTIONS
        Author: WHIZKID
        Date: 04/15/84

Can anyone tell me how to use the 1541
disk drive with my VIC? The manual may
as well have been written in Greek for
all the sense it makes to me. I need all
the help I can get with this!

Thanks, WHIZKID

NEXT>(LIST,REPLY,SAVE)
```

If you want to help this poor soul, but don't have the time to do it immediately, save this message in your Delphi mailbox and send the reply as electronic mail. At the prompt, type **S** to get

```
NEXT>(LIST,REPLY,SAVE) S

Saving message. . . .

NEXT>(LIST,REPLY,SAVE)
```

When you check your mailbox, the message will be waiting. On the other hand, if you want to reply to this message right away, type **R**, for Reply, to get

```
NEXT>(LIST,REPLY,SAVE) R

Enter your message, type control-Z when
finished or control-C to abort it.
```

Just type in your reply, executing a **Control-Z** when through:

```
Whizkid: Sorry to hear about your
problems. I just bought a great book on
the 1541 disk drive written by Deb
Christensen. Check your bookstore for
it. You'll be glad you did!
^Z

Sending message . . .
Your message has been sent.
```

```
NEXT>(LIST,REPLY,SAVE)
```

When WHIZKID checks his mailbox, he will find the reply. Another good deed done. To read the next message, press **Return**.

Another message will not be shown here. This example is enough to get you reading messages posted on Delphi's bulletin-board system. When all of the messages posted on the bulletin-board(s) you have chosen have been read, you will see

```
You have listed all the messages.
```

If an empty bulletin-board is chosen, this message will appear:

```
Sorry, no messages were found on the chosen BBoard.
```

To post messages on the system, type **E**, for Exit, or issue a **Control-Z**. This will take you out of read mode and back to the previous menu:

```
NEXT>(LIST,REPLY,SAVE) ^Z

BULLETIN-BOARD Menu:

  ADD
  CHANGE
  DELETE
  EXIT
  HELP
  READ

BBOARD>(ADD,CHANGE,DELETE,READ)
```

Type **A**, to Add a posting, to see

```
BBOARD>(ADD,CHANGE,DELETE,READ) A

BBOARD: ('?' for list)
```

A message will be posted on the VIC-Commodore board. Type **V** to get

```
BBOARD: ('?' for list) V
Subject of message?
```

Type in the subject, like so:

```
Subject of message? 64 User Group
Enter your message below.
```

```
Type control-Z when finished or control-c to abort.
Is anyone out there interested in
joining our users group in NYC?
^Z

BBOARD>(ADD,CHANGE,DELETE,READ)
```

The message is then posted on the VIC Commodore bulletin board. To check that it is there, use the read command as outlined. Once the message is posted, changes can be made to it with the Change command. It works like this:

```
BBOARD>(ADD,CHANGE,DELETE,READ): C

Enter the BBoard your message is on.

BBOARD: ('?' for list) V

SUBJECT: 64 USER GROUP
Change it? (Y/N)
```

First, you have the opportunity to change the subject line. To change it, type **Y** and you will be prompted for a new subject heading. If you answer **N**, you will then be prompted for

```
SUBJECT: 64 USER GROUP
Change it? (Y/N) N
Replace text of message? (Y/N)
```

The option of changing the text of the message is given. By replying **Y**, you will see

```
Replace text of message? (Y/N) Y

Type control-z when finished or control-c to abort.
```

Once finished typing in your new text, execute a **Control-Z** to close the file. You will see

```
Adding message to BB . . .

Changed. . .

BBOARD>(ADD,CHANGE,DELETE,READ):
```

The revised message is in place for all to read. After it has outlived its usefulness, delete it. The Delete command works like this:

BBOARD>(ADD,CHANGE,DELETE,READ): **D**

Enter the BBoard your message is on.

BBOARD: ('?' for list) **V**

SUBJECT: 64 USER GROUP
Date: 4/15/84
Author: MIKECANE

Delete entry? (Y/N)

Type **Y** in response to the prompt:

Delete entry? (Y/N) **Y**

Deleted. . .

BBOARD>(ADD,CHANGE,DELETE,READ):

Your slate is then wiped clean.

This is all that Delphi offers that is of direct interest to VIC and 64 owners. You may want to check with General Videotex to get literature on Delphi to see what new services have been added since this book was published.

CHAPTER 4

Using THE SOURCE℠

Another National Information Service that has something of interest for VIC and 64 owners is THE SOURCE, which is co-owned by the Reader's Digest Association and Control Data Corporation. Like CompuServe and Delphi, The Source is a menu-driven system. Unlike both of those systems, however, The Source has the option of bypassing the menu structure altogether to enter direct commands for services. When signing on to The Source, you will see the first menu:

```
Welcome, you are connected to THE SOURCE.
Last login Wednesday, 24 Apr 84 02:54:56.

->

WELCOME TO THE SOURCE

1 USING THE SOURCE
2 TODAY
3 BUSINESS UPDATE
4 THE SOURCE MAIN MENU
5 WHAT'S NEW
6 COMMAND LEVEL


Enter item number or HELP
```

As a new user, it would be a good idea to read at least part of choice 1, particularly if you are using the system without having the user manual in hand. It will help orient you to The Source. Choices 4 and 6 are the next items of interest to VIC and 64 owners. As mentioned, The Source has the option of either moving through a menu structure or going to command level. Choice 6 will place you at command level immediately. Choice 4 will give you the following:

```
THE SOURCE MAIN MENU

1 NEWS AND REFERENCE RESOURCES
2 BUSINESS/FINANCIAL MARKETS
```

```
3 CATALOGUE SHOPPING
4 HOME AND LEISURE
5 EDUCATION AND CAREER
6 MAIL AND COMMUNICATIONS
7 CREATING AND COMPUTING
8 SOURCE*PLUS

Enter item number or HELP
```

Although The Source is filled with interesting services and information, there is only one thing on the system that is specifically for Commodore owners. It is the bulletin-board system, called Post on The Source. It is reached by typing **6** on the main menu and seeing

```
MAIL AND COMMUNICATIONS

1 MAIL
2 CHAT
3 POST
4 PARTICIPATE
5 MAILGRAM MESSAGES
6 ECOM MESSAGES

Enter item number or HELP
```

POST is choice 3. Typing **3** reveals

```
POST

1 OVERVIEW
2 INSTRUCTIONS
3 READ
4 POST
5 PURGE
6 SCAN

Enter item number or HELP
```

If you are using The Source without its user manual, I again suggest that you read the instructions available on the system—choices 1 and 2. Choices 3 and 6 are methods for looking at messages in the POST system. Typing **3**, for read, will start the process, like so:

```
<C>ategory,<U>ser ID,<D>ate,<K>eyword:
```

Whenever an individual letter is highlighted on any type of system, such as the letter "C" in <C>ategory above, it means that only *that* letter has

to be typed for the system to understand what you want it to do. The single letter takes the place of the number in a numbered menu. Here, POST is asking you to specify the types of messages you want to retrieve. Messages may be retrieved that fall into a particular category (C), are posted by a particular user or users (U), are posted within a certain range of dates (D), or contain a certain word or words in their subject heading (K). In this case, we are interested in messages for Commodore owners. Although you would not know it from this example, "Commodore" is one of the POST categories. So, typing **C** (<C>ategory) will show you

```
<C>ategory,<U>ser ID,<D>ate,<K>eyword:C

Categories, or <H>elp:
```

Since the letter "C" in Categories is not highlighted here, it means that you have to type in the actual name of the category you wish to access. If you do not know what categories are available, a complete list will be displayed by typing **H**, for <H>elp, at this prompt. For your convenience, a complete list of all POST categories is included later in this book under the directory listing for The Source. Since I have already told you that "Commodore" is a POST category, you can now type **COMMODORE** to see

```
Categories, or <H>elp:COMMODORE
Searching...
5 notices valid.

<N>arrow, <E>xpand or Return for all :
```

In effect, this is asking, Now that you know this category has five messages, do you want to read them all or narrow them down? This may seem like a silly question since there are only a handful of messages, but it isn't. If you were to venture into another POST category, upward of 50–100 messages would be available. In such a case, you might want to narrow the field to save connect-time costs. Typing either <N>arrow or <E>xpand, would again show

```
<C>ategory,<U>ser ID,<D>ate,<K>eyword:
```

You could then choose to <N>arrow the search by specifying a <U>ser ID, a range of <D>ates, or a single <K>eyword. Alternately, the search could be expanded by adding more <C>ategories. For our example, five messages are enough. To start reading them, press **Return**. The process looks like this:

Categories, or <H>elp:COMMODORE
Searching. . .
5 notices valid.

<N>arrow, <E>xpand or Return for all:**<press Return>**
Wait. .
Category:COMMODORE
Subject:264 & 364 ANYONE?
From:BBG492
Posted:25 APR 11:1Ø pm

<N>ext,<P>ost, or Return for text-

Even though all of the messages posted were specified for reading, you are still given the opportunity to skip messages if you wish. To read a message, just press **Return** to see

Category:COMMODORE
Subject:264 & 364 ANYONE?
From:BBG492
Posted:25 APR 11:1Ø pm

<N>ext,<P>ost, or Return for text-**<press Return>**
So, does anyone out there have a Commodore 264 or 364 computer or has seen one??? Or know someone who does? If so, send SMail to BBG492.

Category:COMMODORE
Subject:1541 DISK DRIVE BOOK!
From:DEF123
Posted:25 APR 1Ø:3Øpm

<N>ext,<P>ost, or Return for text-

And the process continues as shown.

Another way of accessing messages is by scanning them. If you typed 6 (Scan) on the POST main menu, the same series of initial prompts as in the reading process would have been shown. However, once you were at the end, after specifying "Commodore" as the <C>ategory, you would have seen

Categories, or <H>elp:COMMODORE
Searching. . .
5 notices valid.

```
<N>arrow, <E>xpand or Return for all :<press Return>
Wait. .
1  25 APR BBG492 264 & 364 ANYONE?(COMMODORE)
2  25 APR DEF123 1541 DISK DRIVE BOOK!(COMMODORE)
3  25 APR PQR073 COMMODORE DISK USERS(COMMODORE)
4  24 APR GHI972  MUSIC PROGRAMS FOR THE
VIC?(COMMODORE)
5  23 APR DEF456 DOWNLOADING WITH VIC(COMMODORE)

Enter item(s),<H>elp,or Return for all :
```

Individual messages could be read, based on their subjects, just by typing the corresponding number. You could read only messages 1 and 5, for example, by typing **1** and **5**:

```
Enter item(s),<H>elp,or Return for all :1 5
```

or

```
Enter item(s),<H>elp,or Return for all :1,5
```

That is, separate each message number by a space or by a comma. You may also specify multiple <C>ategories or <U>ser IDs in the same manner at the appropriate prompt. If you are at a prompt that is not the one you want, type **P**. This means Previous, and it will give you the prompt right before the one you are seeing.

To join other Commodore owners on The Source, you will need to make your presence known. This can be done by posting a message on the Commodore POST category; by typing **4** (Post) from the POST main menu, you will see

```
Enter category or <H>elp:
```

Type in **Commodore**, the category under which to place the notice. You will then see

```
Enter category or <H>elp:COMMODORE
Searching. . .


STC reserves the right to remove POSTed material
which is irrelevant to a category, abusive, un-
lawful, or otherwise objectionable. All notices
are purged automatically by STC after 7 days.
Duplicate notices/advertisements may be removed
at STC's discretion.
```

```
Enter a brief subject line
Please do not exceed 32 characters
```

Type in a subject, like so:

```
Enter a brief subject line
Please do not exceed 32 characters
New Commodore Owner
Please enter the text of your notice
No more than 23 lines please!
Type ".S" to post your notice, or ".H" for help
Enter text:
```

Type in a message. Remember that Control-H (or the appropriate combination of keys that work with your terminal program) can be used to backspace to correct an error.

```
Please enter the text of your notice
No more than 23 lines please!
Type ".S" to post your notice, or ".H" for help
Enter text:
I am a new user of The Source and
would like to meet other Commodore
owners. Please send me SourceMail so
we can talk. I learned about this
system from The Computer Phone Book's
ONLINE GUIDE. Thanks, BBG492.
```

When you are through, type **.S** (a period and the letter S) on a line by itself, like this:

```
Enter text:
I am a new user of The Source and
would like to meet other Commodore
owners. Please send me SourceMail so
we can talk. I learned about this
system from The Computer Phone Book's
ONLINE GUIDE. Thanks, BBG492.
.S
Wait. .
Notice received.
It will be posted shortly.

Enter category or <H>elp:
```

That is the whole process. You can go back and read your message or scan the category to see that it is posted.

At any time in POST you may quit by typing **Q** at any of the prompts. By doing so, you will see

```
Quitting. .
```

Then you will see:

```
->
```

The "->" is the command level prompt on The Source (choice 6 on the main menu). At this prompt, you may go directly to any part of the system without wading through menus. You only need to know the appropriate command or command string. Both The Source User Manual and the Command Guide provide a list of commands. For example, to go directly to POST, type

```
->POST
```

To tell the system to go to POST and read the Commodore category, type

```
->POST READ COMMODORE
```

To scan the category, type

```
->POST SCAN COMMODORE
```

If you ever get lost at command level and want the reassurance of menus to wend your way through the system, just type

```
->MENU
```

and the main menu of The Source will reappear.

Like Delphi, The Source has a user dictionary. You can place an entry in it so users can contact you via SourceMail (see *The Computer Phone Book* for a discussion of how to use SourceMail). The user directory on The Source is called DISEARCH. To get to it instantly at command level, type

```
->DISEARCH
```

You will then see

```
Send any problems to TCAØ88. Thank you.
Do you want a description of this program?
```

When actually using DISEARCH, you may read the description. For now, I will just show you how it works. Typing N in response to the question will give you

```
On which keywords do you wish to search:
Account name (A), First name (F), State (S), or
Interests (I). (other options are "STOP", "ALL",
or "SI")?
```

Typing STOP will break you out of the program and return you to command level. Typing ALL will print out the entire list of entries; over 1000 in all, not all of which are still active accounts on The Source. Typing F, for First name, will give you a list of people who have the same first name as any you specify; typing S, for State, will give you all of the entries that are listed in the specified state. This can be useful in contacting others in your state who may live in your immediate area. Typing I, for Interests, for example, will help you locate other Commodore owners if a keyword such as "64," "VIC-20," or "Commodore" is used. An even better idea is to type SI (State and Interests). This will locate only those Source users who are within your state who also have Commodore computers. In this way, you can find out what user groups are locally available. Typing **SI** will reveal

```
Keyword(s):
```

Type in your state's two-letter abbreviation and an appropriate combination of Commodore-related keywords, each separated by a space, like so:

```
Keyword(s): NY VIC-20 VIC COMMODORE-64 64 COMMODORE
CBM
```

Notice that I repeated some words. Actually, this is not a repetition. The DISEARCH program will regard "VIC-20" as one word, because of the hyphen. So I also typed in "VIC" by itself in case a user's entry only has "VIC" listed as his or her type of computer. This range of keywords allows the widest margin in retrieving entries. After a few moments (it will take a while, so don't get impatient), you will see something such as

```
BBG492/NY/MIKE/C64/VIC20/AUTHOR OF THE COMPUTER PHONE
BOOK
DEF123/NY/AKIRA/CBM64/1541/10X/1702/INTERESTED IN
TELECOMMUNICATIONS
GHI567/NY/PATRICIA/VIC-20/DATASETTE/NETWORKING/READING/
POETRY
PQR988/NY/ANDY/COMMODORE/MAINFRAMES/APPLE/IBM/TECH-
NICAL
WRITING/THE SOURCE
```

The list actually shown on your screen will depend upon how many people in your state who have Commodore computers have taken the time to list themselves in DISEARCH. Being listed is entirely voluntary, and each person must do it on his own. To list yourself, at command level type

```
->DIRECTADD
```

Your User ID will be placed in your listing automatically by the system. Then type in the two-letter abbreviation for your state, your first name, and whatever else you would like other users of The Source to know about you. There is a limit of 73 characters total, so be as brief as the examples above. Separate each keyword or complete character string of text with a backlash (/), as the sample entries show.

The last features of The Source that I will show you are a bit advanced. Do not try these until you are familiar with The Source User Manual. I am illustrating them here to give you an idea of just how the system can be customized. As you become conversant with the system, you can build upon the following ideas.

Personally, I do not like the command level prompt of The Source. The -> symbol is just too impersonal for me. Since I mostly use command level, I have to see -> a lot within one session. At least I did until I changed it. In a fit of humanizing the inhuman, I changed this:

```
->
```

to this

```
Hi, Dear:
```

I am now assured that I can get at least one kind word a day just by signing onto The Source and watching it purr Hi, Dear: to me as a prompt.

Also, whenever a mistake is made in typing a command at command level, the "->" prompt becomes "?>". Who needs that? Now, when I mistype something at my lovely "Hi, Dear:" prompt, The Source gently corrects me with "Oopsie, Dear!:".

To change the prompt, be it to something more esthetic, more compatible with your terminal software, or more compatible with your personality, type **RDY -RB NEWPROMPT**. Newprompt can be an asterisk, a semicolon, a hyphen, an exclamation point, or one word. If you want to change "->" to "Yeah?," for example, type

```
->RDY -RB Yeah?
```

Do *not* forget to place spaces between **RDY** and **-RB** and **NEWPROMPT**.

If you want the new prompt to be *two* words (as mine is), you must surround the new prompt with single quotes, like so:

```
->RDY -RB 'Hi, Dear:'
```

To change the command level error prompt of "?>" to something else, type

```
->RDY -EB NEWPROMPT
```

The same format rules apply as in changing the regular command level prompt.

This is a nice feature, isn't it? Not yet it isn't. As it is right now, you would have to *retype* RDY -RB NEWPROMPT and RDY -EB NEWPROMPT every time you signed onto The Source. The system does not remember this command after you have logged off the system. To change the prompt permanently by making The Source remember these commands, a SID file must be created. A SID file is activated whenever you sign onto The Source. Aside from automatically activating a command (such as changing the command level prompt) or several commands (such as changing both prompts), it will also place you directly at command level, unless you tell it not to. Setting up a SID file is a bit tricky. Consult The Source User Manual for full details. Here, I will give a brief outline and let your imagination (and determination in learning the instructions on the manual) do the rest.

At command level, type **ENTER SID** followed by the two commands to change your prompt. You can also add **POST SCAN COMMODORE** if you wish. This will perform a scan of the POST category Commodore and leave you at the POST program. If you do not want that, you can type **MENU** to have the system activate the menu structure after the prompt has been changed. When you are through typing, press **Return** to complete the SID file. Each of these options looks like the following as a complete SID file:

```
->ENTER SID

BEGIN

RDY -RB NEWPROMPT
RDY -EB NEWPROMPT
POST SCAN COMMODORE
<press Return>
->
```

or

```
->ENTER SID

BEGIN

RDY -RB NEWPROMPT
RDY -EB NEWPROMPT
MENU
<press Return>
->
```

Don't forget that Newprompt stands for whatever the new prompt is to be. To see the SID file work, log off The Source and sign back on. If there is a mistake in the file or something goes awry, start from scratch by typing **CLOSE SID** at command level; and then **DEL SID** when the command level prompt appears a second time. Then create a new SID file.

This is just part of what a SID file can do. The Source User Manual you will receive when you subscribe will help you get the most out of the SID options. The manual is full of examples of how to use The Source, is very clearly written, and is the model of how documentation should be written and presented.

Although there isn't a lot that is tailored for Commodore owners, there are plenty of other services and databases on The Source that can benefit you. This ends my coverage of existing National Information Services. The next chapter will introduce you to a Local Information Service that is of interest to VIC 20 and Commodore 64 owners.

CHAPTER 5

Using StarText

The StarText system, located in Fort Worth, Texas, is the only existing Local Information Service with features specifically for Commodore owners. It is the largest local system in operation and is keyword-driven. When you sign on for the first time, a welcome message such as this will be shown:

```
25-Apr-84   22:22:22
Good Evening NEW
SUBSCRIBER
Welcome to
S.T.A.R.T.E.X.T

YOU HAVE NO MAIL.

Since Ø1/Ø1/84 you
have been on the
system Ø times,
for a total of Ø
minutes. You have
accessed Ø keywords
and have Ø.ØØ in
other charges. The
last time you were on
the system was
ØØ/ØØ/84 and your
subscription
expires on Ø5/Ø9/84
Ø4/25/84   22:22

  FORECAST: Low
Wednesday night near
5Ø. Clearing
Thursday, high
mid-7Øs.

  STARVOTE QUESTION:
Have you used one or
more of the free area
```

```
computer bulletin
boards? Vote YES or
NO at the first
Request line.
  LAST QUESTION: Do
you think the forced
breakup of AT&T was
a mistake? 287 YES,
11Ø NO.


REQUEST:
```

This welcome message is formatted for a 22-column screen. The Starvote Question at the end is a weekly poll that you can participate in simply by typing **Yes** or **No** at the first system prompt. "REQUEST:" is the system prompt. After registering a vote, you will see

```
REQUEST:YES
YOUR POLL RESPONSE HAS BEEN RECORDED. THANK YOU!


REQUEST:
```

Type **VOTES** when online to see the tally of responses.

The next step in using the system is to set terminal and system parameters. This is done by first typing **SHOW.ALL** to display current terminal and system parameters that are set for your account. It will look like this:

```
REQUEST:SHOW.ALL
SCREEN= 23 LINES BY
22 CHARACTERS PER
LINE.
PAUSE= 5 SECONDS.
HOME CODES= 27 22
CLEAR SCREEN CODES=
27 74
AFTER PAUSE MODE= Ø
PROFILE # 1 =
PROFILE # 2 =
PROFILE # 3 =
PROFILE # 4 =
PROFILE # 5 =
PROFILE # 6 =
PROFILE # 7 =
PROFILE # 8 =
PROFILE # 9 =
```

```
DISCONNECT AFTER
PROFILE= N
NUMBER OF NULL CODES=
Ø
NICKNAME= NEW
SUBSCRIBER
DELETE CODE= 127
SUSPEND CODE= 19
RESUME CODE= 17
BACK SPACE CODE= 8
TERMINATOR CODES= 13
1Ø
SKIP CODE= 13
ESCAPE CODE= 27

REQUEST:
```

Although this is a lot of information to deal with in one fell swoop, StarText has plenty of help files that will aid you in setting each of the above parameters. In fact, if you ever get stuck on the system, type **HELP** to call upon the system for assistance.

The first parameter to set is your screen size. If you are using a VIC, you may want to keep the 22 × 23 screen. Remember, though, that this is just how any material you decide to print out will appear. If you are using a 64, you will want to set this parameter for at least 24 lines by 40 columns so the screen will be filled. Regardless of whether you are using a VIC or a 64, the best screen settings for printing out on paper are 24 by 78 or 16 by 64, depending on how wide you wish the margins to be. To set the screen parameter, type **SET.SCREEN**:

```
REQUEST:SET.SCREEN
SCREEN= 23 LINES BY
22 CHARACTERS PER
LINE.
LINES>
```

Type in the number of lines desired. For a 24-by-40 screen, first type **24**:

```
LINES>24
CHARACTERS>
```

Then type in the number of characters (columns) wide you wish your screen to be. For a 24-by-40 screen, type **4Ø**:

```
REQUEST:SET.SCREEN
SCREEN= 23 LINES BY
```

```
22 CHARACTERS PER
LINE.
LINES>24
CHARACTERS>40
RESETTING YOUR SCREEN SIZE. PLEASE
STAND BY. . .
SCREEN= 24 LINES BY 40 CHARACTERS PER
LINE.


REQUEST:
```

The next parameter to set is the length of a pause you wish StarText to take once it has filled your screen. In the original parameter file, StarText has been instructed to wait 5 seconds after it has filled your screen before sending more text. If you are calling the system long distance, strip away all pauses. Most likely, you will be capturing all of the system's output in a terminal program's buffer to read offline. Getting rid of the pauses will help to cut down phone costs. To get rid of the 5-second delay, type **SET.PAUSE** to get

```
REQUEST:SET.PAUSE
PAUSE= 5 SECONDS.
>
```

Type **0** to eliminate the pause:

```
>0
PAUSE= 0 SECONDS.


REQUEST:
```

The final code to set is an Escape code. This will interrupt a file that is being printed out and return you to the REQUEST: prompt. The VIC and 64 do not have ESCape keys. StarText, though, lets you define any key as an ESCape key. This is done by specifying the decimal equivalent of an individual key. Instead of laboriously thumbing through a code sheet to uncover your keyboard's decimal codes, StarText can tell you what an individual key's decimal code is if you type **SHOW.CODE**, like so:

```
REQUEST:SHOW.CODE
Type ONE key. A decimal code will be
returned to you. This code can be used
to set your keyboard parameters.
>
```

Choose a key you are unlikely to use when typing a StarText keyword. The back-arrow key (next to the 1 key), the up-arrow key (next to the RESTORE key), the Equal sign key (next to the RETURN key), or any other nonalphanumeric key can be used. For my ESCape key, I've chosen the at-sign (@) key next to the asterisk (*) key. By pressing that key, StarText told me

```
>@
Code = 64


REQUEST:
```

I now knew that my @-key had a decimal value of 64. I can set this key as ESCape by typing **SET.ESCAPE**:

```
REQUEST:SET.ESCAPE
ESCAPE CODE= 27
>64
ESCAPE CODE= 64

REQUEST:
```

Now, whenever I want to interrupt a file, I just press my @-key.

These are the only three terminal parameters I have needed to set in order to use StarText. You may wish to set more than three, however. StarText has a special file called COMSET that details other settings that are recommended for Commodore VIC and 64 users. This file is reprinted in Appendix 4 for your convenience.

Information in StarText is stored in the form of text files. To retrieve them, you simply type in the keyword that represents the file's title. Don't worry about making a mistake when typing in a keyword; this system is very forgiving and will sometimes even try to guess what keyword you meant to type in. A list of StarText keywords is reprinted in Appendix 4. When you subscribe to the service, a list of keywords will be mailed to you. The latest list can be displayed while online by typing **INDEX** and **NEWKEYWORDS**. Be prepared with an empty buffer in your terminal program when requesting these files; they are quite long.

There are several files that are of particular interest to Commodore owners, which will be illustrated here. The first is a regular column for Commodore owners called The Commodore Exchange. Its keyword is **COMEXCH**. Accessing this file will look somewhat like this:

```
REQUEST:COMEXCH
Ø4/25/84  22:32
```

THE COMMODORE EXCHANGE

By James Patman

Wednesday April 25, 1984

Send all questions concerning Commodore software and hardware to me via the Starmail Electronic Mail facility [Mail Code 2679] or mail to: StarText, P O Box 189Ø, Forth Worth, Texas, 761Ø2. Request COMQUIZ for current answers to subscribers questions.

TIPS ON USING THE 1541 DISK DRIVE

This article is in response to the many inquiries I have received concerning the Disk Drive. The following tips are not contained in the operating manual:

The body of the article will then appear. At the end, you will see

A CLOSING NOTE

Comments, questions and contributions are welcome. This is your newsletter. Your suggestions for future articles are welcome also. If you have questions about CBM products and software I will try to help you find the answer. Contact me through the Starmail Electronic Mail facility and I will answer your questions as soon as possible by personal contact and under the keyword COMQUIZ. Request HELP.MAIL for information on how to use the Starmail facility. Address all Electronic Mail to mail code 2679.

(81)

REQUEST:

In each edition of The Commodore Exchange, there is plenty of information to help you get the most out of your system. Past editions have

covered the PET dynamic keyboard, the DOS Wedge, and a review of CompuServe's Vidtex software. The editor of The Commodore Exchange, James Patman, takes great pains to make the column interesting and practical.

The next file of interest to Commodore owners, also edited by Patman, contains questions submitted by StarText Commodore owners that he answers (or finds the answers to). It is, appropriately, called Commodore Questions and Answers. The file keyword is **COMQUIZ**:

REQUEST:**COMQUIZ**
Ø4/25/84 22:58

COMMODORE QUESTIONS AND ANSWERS

By James Patman

April 25, 1984

Answers to Subscribers questions will appear here. If you have a question concerning Commodore products or software contact me using the Starmail Electronic Mail facility. [Mail Code #2679] Request COMSET for help in setting Startext keyboard functions. Request COMEXCH for the current Commodore newsletter.

Question: I have a gemini 1ØX printer, the 64 and a 1541 disk drive. When I connect the printer the disk will not load even though the screen says "searching for XXXX", the disk just sits there and will not run.

Answer: Try turning the disk off and then on again after the rest of the system is powered up. Also try loading, turning the disk off, (until you get a "device not present" error message) and then turn on and try to load your program. This is a common complaint and is due to a bug in some of the available printer interface units.

This is just a sample of the file to give you an idea of what its format is like. Whether you have a specific question or not, the Q&A column is

always interesting reading. The answer to someone else's problem can often inspire you to use your system in a different way.

The next part of StarText that features Commodore material would mainly be of interest to local callers of StarText. It is The Computer Exchange, a sort of classified ad section for those who want to sell their systems or get rid of software that no longer holds their interest. Its keyword is not as straightforward as you might think. Typing its original keyword, **COMPEX**, will get

REQUEST:**COMPEX**
Ø4/25/84 22:59

S T A R T E X T
The Computer Exchange

Computer Exchange is a special service exclusively for STARTEXT subscribers. Through it, you may list computers, software or related items you have for sell or trade.

A complete list of the special exchange keywords follows. You will note there are separate categories for the major computer types, a category for printers, other peripherals, software and services. We welcome feedback and ideas on making this service more valuable to you.

Guidelines for Listings

1. All listings MUST BE sent to us via the Message facility or mailed to:

STARTEXT
Computer Exchange
PO Box 187Ø
Fort Worth, Texas
761Ø1

Due to staff restrictions, we cannot take listings for the Computer Exchange over the telephone. However, you may phone in corrections, or request your listing be removed.

2. Please keep your listings as brief as possible.
3. All listings will be retained on the

system until we are notified to remove them.

4. New listings will be placed at the top of each category as they come in.

5. If no listings have been received for a category, you will get the message:

END OF LISTING.

Computer Exchange Keywords

Ask for (EXCHANGE) to get complete listings in these categories:

(EX1) -- Apple.
(EX2) -- Atari.
(EX3) -- Commodore 64.
(EX4) -- IBM.
(EX5) -- Osborne.
(EX6) -- TRS-8Ø Color Computer.
(EX7) -- TRS-8Ø Other Models.
(EX8) -- VIC 2Ø.
(EX9) -- Other Computers.
(EX10) -- Printers.
(EX11) -- Other Peripherals.
(EX12) -- Software.
(EX13) -- Services Offered.
(EX14) -- Miscellaneous.

END

(53)

REQUEST:

If you type **EX3**, for Commodore 64, from the above list of category keywords, you will get

REQUEST:**EX3**
Ø4/25/84 ØØ:Ø5

EX3 -- COMMODORE 64 COMPUTERS

(APR. 2Ø) -- Commodore VIC-1515 graphic printer, like new. Make reasonable offer. 555-5555. Also need game paddle for C64. Ask for Izzy.

(APR. 19) -- For sale: C64, 1541 disk drive, Dataset. My 1541 is an old "whitey" -- zero problems as compared to the newer ones. Best offer gets a great deal on the C64 and 1541. Will throw in the Dataset for zip! Excellent system. Contact Ralph Eubanks MC ØØØØØ.

(APR. 14) -- C64 software for sale, all on disk except where noted: Starbattle (Timeworks), $15; Crush, Crumble and Chomp (Epyx), $15; Jumpman (Epyx), $25; Jumpman Junior (Epyx), $25; Cassette Bonus Pack (comm.) $1Ø. Call metro 555-5555 after 6 pm. Ask for Jack.

(APR. 13) -- C64 total system for sale. Make offer. 555-5555.

END

(19)

REQUEST:

This is also representative of **EX8** for VIC 20 computers and is the last of the StarText features that are designed specifically for Commodore owners.

There is one other feature of StarText I would like to illustrate, especially since it is a new feature. It is the system's electronic mail facility, called Starmail. Once you are through with the Commodore features on StarText, you can look up your system mail code. Unlike other systems, the account number you are given by StarText does *not* act as your electronic mail address. Your address is another number, and to learn it you will have to search a directory. At the time this book was being written, Startext had alphabetical files containing user mail codes. For example, if your last name (or the company name holding the account) began with the letter "A," you would type **MAILA** at the REQUEST: prompt to pore through a listing of other StarText account holders until your own listing is displayed. It would look something like this:

REQUEST:**MAILA**
Ø4/25/84 ØØ:32

930ØØØ AARDVARK;ANNE
999826 ABBOTT!;HEY
988ØØØ ANTLER;DEER

and so on. If your last name or company name were AZYZYGY, for example, you would have to go through a good deal of the list before the code came up. Perhaps StarText will add a search feature to their mail directory or at least add a "SHOW.MAILCODE" command to the system to allow the quick display of your electronic mail address.

Once you have found your mail code, write it down where it can be found easily (I suggest next to the StarText directory listing in this book). The next step is to send yourself a piece of mail in order to familiarize yourself with Starmail. Composing and sending mail is easy. At the prompt, type **SENDMAIL** to see

```
REQUEST:SENDMAIL
Welcome to STARMAIL service. Please
enter the MAIL ID number to send your
mail to:
```

Type in your mail code, for example, mine is **26626**, to see

```
26626
STARMAIL being sent to COMPUTER PHONE
BOOK;THE. . Type your ESC key to ABORT or
your RETURN key to CONTINUE.
```

After entering your mail code, the system will confirm it by showing the directory listing of the person matching it. If your name does not come up after entering your mail code, press your **ESCape** key to abort the process. Check your mail code again to make certain it was written down correctly. If your name came up as the intended recipient of your test letter, press **Return** in order to start the process and type in a message. In this example, I will show the formatting commands that are available:

```
REQUEST:SENDMAIL
Welcome to STARMAIL service. Please
enter the MAIL ID number to send your
mail to:
26626
STARMAIL being sent to COMPUTER PHONE
BOOK;THE. . Type your ESC key to ABORT or
your RETURN key to CONTINUE.
<press Return to confirm recipient>
Proceed with your text:
Testing C
/L
  This is a test of the Starmail
feature of the StarText Local
Information Service based in Ft.
```

```
Worth, Texas. /L
  I am sending Starmail to myself to
test this electronic mail feature.
/L
Mike Cane, The Computer Phone Book.
<press ESCape to end>

YOUR MAIL HAS BEEN SENT.
```

Before explaining the formatting codes I used, let's read the letter to see if you can ascertain their purposes. To read waiting mail is similarly as easy. Type **READMAIL**:

```
REQUEST:READMAIL
YOU HAVE 1 ITEMS OF MAIL TO READ.
Ø4/25/84  ØØ:54

DATE Ø4-APR-84  TIME ØØ:4Ø:59

FROM: COMPUTER PHONE BOOK;THE. ,MC: 26626
                  Testing

  This is a test of the Starmail
feature of the StarText Local Information
Service based in Ft. Worth, Texas.
  I am sending Starmail to myself to
test this electronic mail feature.

Mike Cane, The Computer Phone Book.
```

After reading the test message, press **ESCape** to delete it. If you just press **Return**, the letter will be stored (although it will automatically be deleted from the system within 7 days).

The first formatting code I used was a capital **C** at the end of a line. This instructed the StarText host computer to center that line. Then I used a backslash and a capital L (**/L**). This told the host to leave a blank line. **/L** was used again, this time at the end of a line, to tell the system that I was ending a paragraph. The final **/L** was for another blank line. When I was through, I pressed my **ESCape** key (defined on StarText as my @-key) to speed the letter on its way.

Starmail lacks features found on national systems, but it is quite adequate (and useful) for a local system. If you are going to use the system as a long-distance caller, note that mail is deleted automatically after 7 days, whether or not it has been read. This purging is necessary to keep storage on the system within reasonable limits and is not an unusual practice. Therefore, if you intend to use Starmail to communicate, be prepared to

call the system once within each 7-day period. Plus, when sending mail, make sure to put your own Mail Code in the letter to save the recipient the trouble of looking you up in the mail directories. Type **MC 12345** (where MC is short for Mail Code and 12345 represents *your* own actual mail code).

Like a national system, StarText has an advanced parameter feature. Aside from terminal parameters, StarText can be customized in an attempt to lower phone costs when calling long distance. StarText can be set to call up certain files automatically and then disconnect you from the system. This is accomplished by setting the PROFILE parameter. The Profile parameter allows you to select up to nine keywords that the system will retrieve once you are online. You don't have to search through StarText's keyword list or your memory to find keywords for files you usually access. Just place these keywords in the Profile parameter once and let the system do the remembering, and work, for you. For example, this is what my Profile looks like:

PROFILE # 1 = COMEXCH

PROFILE # 2 = COMQUIZ

PROFILE # 3 = STARTEXT

PROFILE # 4 =

PROFILE # 5 =

PROFILE # 6 =

PROFILE # 7 =

PROFILE # 8 =

PROFILE # 9 =

I've only chosen to set three of my nine choices. When I log on to the system, I type **PROFILE** to activate the Profile feature. The system then retrieves the three files I have specified. Once I have the "REQUEST:" prompt, I like to do some browsing on my own, knowing that the important information I wanted is safely residing in my capture buffer to be saved to disk. To set up your Profile, type **SET.PROFILE1** through **SET.PROFILE9**. Setting a Profile parameter looks like this:

REQUEST:**SET.PROFILE1**

PROFILE # 1 =

```
>COMEXCH

PROFILE # 1 = COMEXCH
```

Continue this process for Profile.2, 3, and so on, placing a different keyword in each one. You can set just one or all nine. To clear one of your Profile settings, use the appropriate SET.PROFILE command and type in a few random letters (ones that are not being used as a system keyword; StarText suggests something such as **XXXX**). The old Profile setting will be deleted.

Another Profile option you may want to explore, particularly if you are concerned about long-distance rates, is the disconnect after Profile feature. This will do just what it says—automatically disconnect your computer from StarText after the Profile-specified files have been retrieved. To activate this option, at the REQUEST: prompt type **SET.DISCONNECT** and then type **Y** at the > prompt.

Aside from Commodore-related material, StarText contains many other types of files. Whether you are primarily interested in computers or want to keep up on video game reviews, movie reviews, columnists, or current events, StarText has a file to read.

The next type of system designed exclusively for Commodore owners follows; it is CBMBBS, the Commodore Bulletin-Board System.

CHAPTER 6

Using CBMBBSs

Commonly known as "Punter" BBSs, *The Computer Phone Book* has chosen to classify this type of Bulletin-Board System as CBMBBS to indicate that it is a Commodore-based BBS. The CBMBBS software was authored by Steve Punter, whose WordPro word-processing software is well-known to Commodore users. Actually, Steve's accomplishment is not just the creation of a fine Bulletin-Board System, but special terminal software as well. Although CBMBBS software is made to run on a Commodore PET microcomputer, terminal software is available for Commodore VIC 20 and 64 computers. The terminal software allows error-free uploading and downloading from a CBMBBS.

Using a CBMBBS is very easy. After you have dialed one of the numbers listed in the directory section of this book, gotten a carrier signal, and entered a few **Returns** into the system, you will see something like this:

```
The Wyoming Commodore Bulletin Board
------------------------------------------------------------
Operated by  : Roger Keslar
Sponsored by: Computer Concepts
Written by   : Steve Punter
Version      : 2.Ø2(RLK)
CPB Number : CPBBØ485Ø

Log In At Ø2Ø1h

Your First Name?
```

Just type in your first name. Do *not* use a pseudonym. Phony names are not permitted on most CBMBBSs (a practice *The Computer Phone Book* commends wholeheartedly). After typing in your first name, you will see

```
Your First Name? MIKE
Your Last Name ?
```

Again, do what the system asks. Type in your surname. Then, you will see

```
Your Last Name ? CANE

Standby. . .

Very Well MIKE CANE,
Is This Your First Time On
This System?
```

Type **Y** to see

```
Please Enter a 6-Letter
User Code:
```

You are being asked to type in a six-letter password. This is a security precaution to prevent others from signing onto the system and using your name. Type any combination of six letters and *write them down next to the system listing in this book*. You must type in this User Code every time you sign on to the system after this first time. If you lose your User Code, you will be out of luck. After you have entered a User Code, you will see

```
Name : MIKE CANE
City   : NEW YORK,NY
1st On: Ø2Ø1h on Ø4/29/84

You are Caller # 18852

# Of Active Messages = 65

Operating Hours:

24 Hours a Day
7 Days a Week
```

Following this will be a signon bulletin, such as the following:

```
We have redone the programs for
downloading starting with disk 'ID' AA
and extended the 'ID's' to AX. All the
programs on these ID's are believed to
function on the Commodore 64.

We at Computer Concepts believe that
all the programs on the disk 'ID's'
that we upload are public domain. If
you should find some that are not
please leave a message to the SYSOP
with the name of the program and the
disk 'ID'.
```

Computer Concepts is in no way
responsible for any Copyrighted
programs uploaded to disk 'ID' UC.
Any programs that are uploaded and if
found to be Copyrighted will be
deleted unless permission of the
Copyright holder is given in writing
to Computer Concepts.

Thank You - Computer Concepts
April 1Ø, 1984

Last Sign-On: Ø2Ø1h on Ø4/29/84

There are no messages on this
system addressed to you!

These are the available commands.
Type 'S' to stop the listing.
Once stopped, 'S' will restart,
'A' will abort.

```
+ + + + + + + + + + + + + + + + + +
+            COMMANDS             +
+ + + + + + + + + + + + + + + + + +
```

HELP - Reprint This List

Message Section

A - Read All Messages
DM - Delete a Message
E - Enter a Message
F[#] - Forward Message Reading
FROM - List Messages FROM a User
MINE - List Messages YOU Sent
NEW - Read New Messages
O - Overview of Messages
O[#] - Overview from Specific Msg
R - Recall a Specific Message
R[#] - Reverse Message Reading
RALL - Read Messages Sent to ALL
READ - Read Only YOUR Messages
S - Summary of Available Messages
S[#] - Summary from Specific Msg
TO - List Message Recipients
TOME - List Messages TO You

```
                Bulletin Section
                ----------------

B       - Go to Bulletin Section

                Special Commands
                ----------------

BYE   - Goodbye (Leave System)
CHAT  - Chat with SYSOP (If Available)
CONT  - Toggle Continuous Mode
DUP   - Change Echoplex
EXP   - Expert Mode
G     - Goodbye (Same as QUIT)
LF    - Turn Off/On Line Feeds
LOG   - System Usage Log
PLOG  - Program Download Usage Log
Q     - Quit (Short for Quit)
QUIT  - Leave System
LIST  - List Available Programs
*LOAD - Load a Program
*SAVE - Save Program to BBS
STAT  - Load/Save Status Variable
TIME  - Show Current Connect Time
U     - User Log

* = Needs Special Terminal Program

Command >
```

This is not a standard CBMBBS menu design. I particularly chose this system to illustrate the use of a CBMBBS because of its unique menu design. In this menu, all of the commands are grouped under headings. This is not the case on most CBMBBSs, which can result in some confusion when the system is used for the first time. Not all of these commands will be illustrated in this chapter. The complete Help File for using most CBMBBSs can be found in Appendix 5, and it will supplement what is not covered here. "Command >" is the system prompt.

The first thing you will want to do on a CBMBBS is look at the messages that have been posted. There are several methods for getting to messages. You can scan subject lines, scan message headers, or continuously read through the message base. To just look at the subject lines of posted messages, you would type the S (Summary) command. You will see the most recent message in the system, first, like so:

```
Command > S

Type 'S' to stop the listing.
Once stopped, 'S' will restart,
'A' will abort.

Msg #     Subject
---------  ----------
   95      New Book!
   94      BBS NUMBERS
   87      NEW WITH QUESTIONS
   86      Lawsuit!
   83      New Commodores
   82      No replies...????
   8Ø      Uploads
   79      REPLY
   78      EasyScript 64
   77      New CBM-64 User's Group
   76      1541 Disk Drive Book!
   74      new user's group
   73      want to buy used 1541
   72      Punter systems
   7Ø      new bulletin board! 64-based!
   69      Disk copying
   67      Backups
   65      VIC-20 FOR SALE

Command >
```

The scroll will continue until the last message, if you wish. Or, you can pause the scroll by pressing **S** and restart it at any time by pressing **S** again. Although the instructions say you can abort this command by pressing **A**, it has been my experience that on most CBMBBSs I have had to issue a **Control-A** to abort.

As the subject headers scroll up your screen, you can note the numbers of interesting messages on a sheet of paper. You can also limit a summary by specifying a starting number. Instead of accepting the most recent message as the starting point, for example, you could type **S3Ø** to get a summary of messages 30 to 1. Such a specific summary is helpful if you forgot to write down a number from a previous summary and want a quick way of locating it.

Another way of accessing the message base is to use the **O** (Overview) command. It, too, always works in reverse and starts with the most recent posted message:

```
Command > O
Type 'S' to stop the listing.
```

```
Once stopped, 'S' will restart,
'A' will abort.

Msg #   :95 - Ref 1855
From    :MIKE CANE
To      :ALL
Posted  :2130h on Ø4/27/84
Subject :New Book!

Msg #   :94 - Ref 1854
From    :IZZY SIMPUL
To      :ALL
Posted  :2Ø52h on Ø4/27/84
Subject :BBS NUMBERS

Msg #   :87 - Ref 1834
From    :JIM MAIN
To      :SYSOP
Posted  :195Øh on Ø4/25/84
Subject :NEW WITH QUESTIONS

Msg #   :86 - Ref 1833
From    :KILDY LOYERS
To      :ALL
Posted  :1917h on Ø4/25/84
Subject :Lawsuit!
```

Again, the scroll will continue to the final message, or you may pause it and restart it by typing **S**.

Like the **S** command, you can use the **O** (Overview) command to start from a particular message. Instead of accepting the latest message default, you could specify a message number to begin the summary:

```
Command > O86
Type 'S' to stop the listing.
Once stopped, 'S' will restart,
'A' will abort.

Msg #   :86 - Ref 1833
From    :KILDY LOYERS
To      :ALL
Posted  :1917h on Ø4/25/84
Subject :Lawsuit!
```

Although these message headers are fairly standard for any type of system, CBMBBS incorporates a unique feature: a Reference Number. Note that there are two numbers: a message number (Msg #) and a Ref-

erence Number (Ref). On a CBMBBS, as messages are deleted, existing messages are given a new message number. Hence, message number 95, the most recent, will eventually become message number 1 as it is pushed to the bottom of the message stack and is not deleted. In theory, you could sign onto a CBMBBS today and tomorrow or later find message 94 renumbered as message number 93 or 92. If you were to try to call it up by its old message number, you would not get it. The only way a message is *permanently* identified on a CBMBBS is by its Reference Number. For message 95, this number is Ref 1855; for 94 it is Ref 1854. This brings us to the heart of using a CBMBBS: *retrieving messages*.

Message retrieval can be accomplished in many ways. You can read individual messages, read only those messages that have been added since your last call, or read the messages continuously in a specific direction. Reading individual messages is done by typing **R**:

```
Command > R

Msg # = (+) : Ref # = (−) : Exit = RTN
Last message is number 95
Message (Ref #s are neg):
```

If you just wanted to read message 95, you would type **95** to see

```
Msg # : 95 - Ref 1855
From  : MIKE CANE
To    : ALL
Posted : 2130h on Ø4/27/84
Subject: New Book!

Now available just for Commodore VIC
and 64 owners: The Computer Phone
Book ONLINE GUIDE for Commodore
Computers! Learn how to use the VIC
and 64 SIGs on CompuServe; sections of
Delphi and The Source; "Punter"
CBMBBSs, and other systems!
Also, learn about terminal programs
available, how to upload and download.
Includes a directory of
Commodore-specific systems. Published
by NAL, written by and trademarks of
Mike Cane.

Command >
```

As with scanning messages, you can abort the retrieval process by pressing **A** (or issuing a **Control-A**). Pressing your **S** key will temporarily pause

the message's scrolling; pressing **S** again will resume scrolling. Had you wanted to retrieve the above message by its Reference Number, you would have typed **-1855** instead of the message number **95**.

A variation of the **R** (Recall) command is **R##** (Reverse Message Reading), where **##** can equal any number, for example, **1** or **134**. If you had wanted to read the messages in reverse order (most recent to last), you would have typed

```
Command > R95
```

Then, when message 95 ended, you would have seen

```
Continue With Messages?
```

To continue to message 94, you could either type **Y** or press **Return**. The "Continue With Messages?" prompt will appear after every message. To suppress it, you must type **CONT** (Continuous Mode) at the "Command>" prompt.

In contrast to the R## (Reverse Recall) command is the F (Forward Read) command and its variant, F##. These commands work just like the R and R## commands except in reverse. Typing **F** will start retrieving from the lowest-numbered (oldest) message, typing **F##** will start retrieving from the message you specify and continue to the highest-numbered (most recent) message.

If you are fortunate enough to live close to a CBMBBS or can afford to call one long-distance on a regular basis, you can use the **NEW** command to retrieve messages that have been posted since your last call. This is easier than having to remember what the last message number was on your previous call. This command, however, will retrieve public messages left to specific users. Most of these are not worth reading since they are not of general interest. To skip these, you could type **RALL**, to just retrieve those messages that are addressed to "ALL." If you are told, at signon, that you have messages waiting, you can type **READ** to automatically call them up.

The commands FROM, MINE, TO, and TOME all list messages in the format of the S (Summary) command. Typing **FROM** will list messages from a specific user; this is helpful if you want to know which messages on the system are from the Sysop. Typing **MINE** will list messages that you have placed on the system; you can very quickly locate old messages you have left and then delete them to free some system disk space for other users. Typing **TO** will list the names of people who have messages addressed to them on the system; this can be used to see if a friend has deleted a message left by you. Typing **TOME** will give you a list of messages that are addressed to you on the system; you can note their numbers and then delete them to free disk space.

After you have been through the message base, you will probably want to leave a message of your own. This is done by using the **E** (Enter) command. Leaving a message looks like this:

```
Command\> E

Only use RETURN at the end of a
paragraph, let words wrap around, they
will be formatted for you. End message
with a RETURN on a BLANK line.

Subject of Message (29 chrs max)?
>CPB Number
Whom is the Message to be Sent?
>sysop

Msg # : 96 - Ref 4554
From  : MIKE CANE
To    : SYSOP
Posted : Ø2Ø4h on Ø4/27/84
Subject: CPB

Private Message? Yes

Go Ahead. . .

Sysop: I am very glad to see th
at you are using the CPB Number
that I assigned to your system
in the first edition of The Com
pter Phone Book. Please sprea
d the word. Mike Cane/CPB
<hit Return here>
```

Notice that the system chops up words by inserting a carriage return when column 32 is reached. This is disconcerting when first entering a message, but it is done for a reason. When the message is posted, it will be dynamically reformatted to fit the 40-column screen of a Commodore 64 without breaking words at the end of a line. The message will be right justified to make the length of each line equal. After your message is completed, you will see what it will look like when posted:

```
Here is how your Message looks:
Sysop: I am very glad to see that you
are using the CPB Number that I
assigned to your system in the first
edition of The Compter Phone Book.
Please spread the word. Mike Cane/CPB
```

```
Option:
----------
Send    List      Edit
Format  Continue  Abort
Insert  Delete    Paragraph

Search & Replace:
R/[find]/[replace]/[line #]

>
```

After the message what you see is a list of editing options. Most of them are self-explanatory and will not be illustrated here. The one command that may give you some difficulty is Search & Replace. To Search & Replace, you must know the line numbers of your original message, *not* the line numbers that are assigned in the preview of the message's new format. Thus, to change the word with the typo "Compter" to the correct word "Computer" in the above message, you would have to know the line number on which it appears in the original message. The original message can be redisplayed with line numbers by typing the **List** command. Then, type **R** for the Search & Replace command as follows:

```
>r/pter/puter/5

 5) puter Phone Book. Please sprea

Substitutions: 1

>
```

Once through, hitting **Return** at the prompt will redisplay the corrected message for verification:

```
Here is how your Message looks:
Sysop: I am very glad to see that you
are using the CPB Number that I
assigned to your system in the first
edition of The Computer Phone Book.
Please spread the word. Mike Cane/CPB

S L E F C A I D P R or H(elp)
>
```

The list of options has been truncated to a one-line prompt. Typing **H** will call back the complete list, if needed. To post the message, type **S** to see

```
>S

Standby, Saving Message...

Command >
```

To see if the message was posted, the message base can be scanned by using the **S** command.

Once you have finished examining the message base, the next step is to take a look at the text files that reside on the system. They can be found in the Bulletin Section, reached by typing **B**:

```
Command >B

        + ------------------- +
        + Bulletin Section +
        + ------------------- +

  Choose One Of The Following:

July 4, 1983
Reprint this List . . . . . 'H'
Other Bulletin Boards . . . . . 'O'
Commodore Bulletin Boards . . . .'O1'
Hit RETURN to Exit!
Sub Command >
```

To choose a Bulletin to read, simply type in one of the labels at the right-hand side of the list. The text file will then be displayed on your screen. Once you have finished exploring the Bulletin Section, pressing **Return** will take you back to the message base portion of the system. There, your last stop in this tour is the downloading of programs from a CBMBBS.

To start the downloading process, you must call up a catalog of the disk that contains programs available for downloading. This is done by using the **LIST** command, like so:

```
Command > LIST

Type 'S' to stop the listing.
Once stopped, 'S' will restart,
'A' will abort.

Enter ID of Disk >
```

When a CBMBBS is running on a hard disk, it will contain more downloadable programs than can be placed on a single floppy disk. Since there

is such a large number of programs, presenting a single list would be time consuming and impractical. The solution is to separate the large number of files into smaller groupings, or separate "disks." On this CBMBBS, this is what has been done to accommodate the large number of programs available to callers. The "ID" prompt above is asking you to type in the two-letter code that is used to specify a single diskful of programs. Disk IDs will usually be found in the signon message when you enter a CBMBBS, as is the case in this example. It is not necessary for me to show you what each disk on the system contains; instead I will show you one example of one such disk's contents. I'll use the first one available, **AA**:

```
Enter ID of Disk > AA

ST Program              Sender
-- ------------         ----------
 P STOCK MARKET2.C      COMPUTER CONCEPTS
 P SIMULATION.C3        COMPUTER CONCEPTS
 P PORTFOLIO.C3         COMPUTER CONCEPTS
 P OBJECTIVE1.1.C3      COMPUTER CONCEPTS
 P MORTGAGE.C3          COMPUTER CONCEPTS
 P LEMONADE.C3          COMPUTER CONCEPTS

Command >
```

This shows you some of the entries in the actual directory of disk AA. This directory is made up of four elements. The first is a column labeled S, for Status, and designates whether or not a program listed is available to all callers. An asterisk (*) in that column indicates that the program has been secured with a code that prevents all callers from downloading the program. The next column is labeled T, which means Type. This explains what sort of file is residing on the disk. A P in this column means Program file, S means Sequential, and W means WordPro. Only the first is a runnable program; the other two are just text files (such as documentation for a program file). The next column, labeled Programs, lists the name of the program, and the final column, labeled Sender, lists who placed the program on the system.

This is as far as you can go on a CBMBBS without having the special terminal program that is required to download from the system. *If you do not have that terminal program, you will not be able to download anything, in any manner, period.* Do not try to hack the system to see if you can trick it into doing your bidding; it won't work. This portion of the system is only designed to be used with a special terminal program. In Appendix 7, I will list sources for this terminal program. For now, I will demonstrate how the actual process works and looks, using a version of the required terminal program that I have. Note that any terminal program you even-

tually acquire will probably differ a bit from the version I have and am illustrating here.

Once the terminal program has been booted up (*before* calling a CBMBBS, of course), a menu of choices such as this one, on the version of the program I have, will appear:

```
Function:

1 - Terminal Mode
2 - Receive program
3 - Open Disk File
4 - Print Disk File
5 - Change Color
6 - Quit

(A reliable upload procedure for
the c-64 is not yet available)
```

These choices are pretty much self-explanatory. Choices 3 and 4, on my copy, do not work, though. In theory, typing choice **3** will open a SEQuential file on your disk to allow the capturing of a BBS session. In theory, typing choice **4** will allow you to print out that session. As the bottom line states, this version of the program will not upload, although there are versions that *will*. When calling a CBMBBS with this program, choice **1**, Terminal Mode, is used. A NEWed (formatted) disk is put in your drive, replacing the terminal program disk. This second disk is used to store the downloaded programs. Once you have reached the portion of the CBMBBS that will allow downloading of programs, this menu must be called back to allow another choice. First, though, you must select a program from the CBMBBS. This is done by typing the **LOAD** command:

```
Command > LOAD
```

Depending on the individual CBMBBS, you will be greeted with one of two prompts. The first one may be

```
Access Code?
```

If this is the case, try typing in **EEZOO**. If you get this prompt, type in this code, and are still denied access, you must leave a message to the sysop asking what the new access code is. You will not be able to proceed further without the correct access code. If your access code is accepted, or this prompt does not appear at all, you will see

```
Name of Program?
```

In response to this, type in the name of the program you wish to capture. On disk AA, in this example, I'll choose the following:

```
Name of Program? LEMONADE.C3
```

Note that you must type the file name *exactly* as it appears in the directory. After this is done, you will see

```
Estimated Transmission
Time = 5.7 Minutes

Waiting for START Signal
(or 'A' for ABORT)
```

If, after seeing how long it will take to download a file, you decide to change your mind, type **A** to abort the process. If you still wish to download, this is your cue to start the terminal program. To get back to the main menu of the terminal program, press the **CLR/HOME** key. The menu will appear and you must then select choice **2**, Receive program. On your screen, it will look like this:

```
Function:

1 - Terminal Mode
2 - Receive program
3 - Open Disk File
4 - Print Disk File
5 - Change Color
6 - Quit

(A reliable upload procedure for
the c-64 is not yet available)

Name of file?
Default drive is #Ø
>
```

At the terminal program prompt, ">," type in the file name you wish to give the program on your disk:

```
Name of file?
Default drive is #Ø
>LEMON
File type: program
```

Your drive will then come to life as the terminal program opens a file on your disk called LEMON. The CBMBBS will then start to transmit the program. The whole process, when completed, will look like this on your screen:

```
Name of file?
Default drive is #Ø
>LEMON
------:----------------:----------
----------:---------

Command >
```

Each hyphen represents a 254-byte block sent to your computer. After 3 blocks are sent, the terminal program will automatically write the blocks to your disk. The appearance of a colon (:), illustrated above, represents a block that was not received properly by your computer. The downloading process is monitored for errors, and once a bad block is detected, it is sent again. There is a limit of five attempts to transmit a good block. If more than five attempts are made, the process will be aborted and you will see "Over 5 Tries for a Single Block!" appear on your screen. Any number of things can contribute to this problem: a bad phone line with noise, a low carrier signal, a bad copy of the terminal program itself. Another way in which the process can be aborted is with the loss of the Good/Bad signal, which monitors the procedure for errors. In the event that this is lost, "G/B Signal Lost" will appear on your screen, aborting the transfer. Once the file has been safely transferred to your computer, the terminal program will close the disk file and you will have an error-free ready-to-run program residing on your disk.

The reverse process, uploading a file, works like this. First, type **SAVE** at the "Command >" prompt. If you are asked for an access code, try typing **EEZOO**. If this is successful, the next prompt will ask for the disk ID. Make sure you are using the correct disk to upload your file. If the system has separate disks, the signon message will specify which disk is for user contributions. Then a prompt will appear asking for the name of the program. Type in the name as you wish it to appear in the system's directory. Another prompt will appear, asking you to supply a security code. If your program is being uploaded to the system for the benefit of only a few users, you can block access by everyone by supplying a security code. This, in effect, is a password that must be known by the person or people who are going to download the file. You can leave the security code for them in private messages on the system. If your file is for anyone, just hit **Return** to allow everyone to get at it. Next, you will be asked to supply a deletion code. This will permit only you and the sysop to delete the file (unless you give the code to someone else, of course). If you just want the sysop to delete it at will, hit **Return**. Finally, the system will say

```
Waiting for START Signal
(or 'A' for ABORT)
```

From this point, it will depend on your terminal program. Pressing **CLR/HOME** will return you to the main menu of the terminal program. There you must choose the appropriate selection for transmitting/sending a file. The terminal program may ask you what type of file you are sending: Program, Sequential, or WordPro. Make the appropriate selection. Once done, the terminal program will automatically open the disk file and begin transmitting the file. Hyphens will appear on your screen to indicate successfully transmitted blocks, whereas colons will indicate blocks with errors. The same abort procedures as with downloading a file will be in effect. When the process is over, you will get the "Command >" prompt again.

Perhaps it is due to the version of the terminal program I have, but I only use it when I am going to download a program from a CBMBBS. I don't consider it powerful enough to be trusted as a program to capture text, although other versions of the program may work fine. I would suggest that you ask the sysop of a CBMBBS what he or she recommends. In most instances, you should find a notice on a CBMBBS telling you how the program may be obtained from the sysop. This method of getting the program will ensure that the version acquired will work properly, although I cannot vouch for the list of features it will contain.

Once you have finished using a CBMBBS, type **Q** to exit:

```
Command > Q

Delete ALL Messages SENT to You? Y

Log Off At Ø235h on Ø4/27/84
Connect Time = Ø:14:14

Thanks For Calling MIKE
```

This will complete your session. It is always a good idea to delete messages left for you that you have read when signing off. This will free disk space so other users can post messages. The sysop will also be grateful because it means he or she will have to spend less time maintaining the system.

This concludes the tours of online systems that are available especially for Commodore computer owners. The following two chapters will detail the contents of each available system, helping you to decide which one you should call to take part in the online world.

CHAPTER 7

Directory of National and Local Systems

The listings of systems in this chapter includes National Information Services and Local Information Services. Each system listing is basically in this format, with little variation:

CPB Number	bps rate(s)
System name	Protocol
Networks	
Operating hours	
Registration fee	
Minimum	
Connect-time	
Billing	
Contact	
Contents	
Comments	

- *CPB Number.* Each system listed in *The Computer Phone Book* (and any *ONLINE GUIDE* editions) has been assigned a system number prefixed with CPB (for *Computer Phone Book*) to indicate the assigned number's source. Following this, in Version 0.1 of the coding (that was used in *The Computer Phone Book*), is a letter to indicate the type of system. This is N for a National Information Service, L for a Local Information Service, or B for a Bulletin-Board System. An additional letter may be added when the system resides outside of the United States. As in *The Computer Phone Book,* these numbers act as a place holder within the book's structure and do not translate into any shorthand form of information. A coding standard is being developed to enable the quick retrieval of systems from an online database.
- *bps rate.* This is the transmission speed(s) at which the system is available. It will generally be 300 bps, 1200 bps, or both.
- *System name.* This is self-explanatory.
- *Protocol.* This refers to the arrangement and number of bits your computer should send. The format is word length/stop bits/parity.

Thus, 7/0/N in a listing would mean to set your communications software for 7 word bits, 0 stop bits, and no parity.

- *Networks.* This cites the packet-switched networks through which a system is available. This will only require that you call a local phone number for access to a system's computers that may reside in a different state.
- *Operating hours.* All systems listed operate more or less on a 24-hour basis, with a few hours of sporadic service when software is being updated or the hardware is being maintained. All available hours are broken into prime time and non-prime-time, which is measured by your local time.
- *Registration fee.* The amount of up-front money required to get on the system, before you are charged for actual use.
- *Minimum.* Some systems charge a monthly minimum to keep an account active.
- *Connect-time.* This is how much the system costs to use in one-hour increments. To figure per-minute costs, divide the rate by 60. Most systems are about 8–10 cents/minute.
- *Billing.* This is the manner in which a system charges for its services. It may be a statement mailed to you, a debit request sent to your checking account, or a charge levied on your credit card.
- *Contact.* This is the address and phone number to get additional information or to subscribe immediately with a credit card.
- *Contents.* This tells you what the system has to offer. This information is not meant to be absolutely timely. Systems add and drop services faster than any printed matter can keep track. Use this as a general guide.
- *Comments.* This is what I have to say about the system in question. I've used online systems for 4 years now. My comments are not objective and don't pretend to be; they are, however, informed opinions.

Note that all systems listed in this chapter contain information that updates descriptions published in *The Computer Phone Book.*

CPBN00060 110/300/1200 bps

CompuServe Consumer Information Service 7/1/E or 8/1/N

Networks: ComLink, DataPac, Telenet, Tymnet.

Operating hours: Prime-time: Mon–Fri, 8 AM–6 PM local time. Non-prime-time: Mon–Fri, 6 PM–5 AM local time; Sat–Sun, 8 AM–5 AM local time; holidays, 8 AM–5 AM local time.

Registration fee: Purchase of a Starter Kit at any authorized computer dealer; cost is $30 and includes 1 hour of free connect-time. Purchase

of a VICModem or 1650 Automodem includes free registration as well as 1 hour of free connect-time.

Connect-time: Prime-time: Mon–Fri, 8 AM–6 PM, local time, $12.50/hour at 300 bps, $15/hour at 1200 bps. Non-prime: Mon–Fri, 6 PM–5 AM, weekends and holidays, $6.00/hour at 300 bps, $12.50/hour at 1200 bps. Surcharges apply if DataPac, Telenet, or Tymnet is used.

Billing: Credit card, CHECKFREE (debit checking account), direct billing to businesses.

Contact: CompuServe, Inc., Consumer Information Service, 5000 Arlington Centre Blvd., Columbus, OH 43220, (614)457-8600, 1-(800)848-8199.

Contents: The Consumer Information Service is divided into six choices. The last choice, Index, is an alphabetical and searchable listing of services on the system and their corresponding page numbers. The remaining five categories are further divided into sub-menus of from one to three layers each. This structure is outlined below, showing the system's contents.

HOME SERVICES

News/Weather/Sports: The Washington Post, St. Louis Post-Dispatch, AP Viewdata Wire, NOAA Weather Wire, Official PGA Tour Guide, Hollywood Hotline, American Ski Association.

Reference Library: Academic American Encyclopedia, Information on Demand, U.S. Government Publications, Bibliographic Services, dataFAMILIAE, New York Fashion Report, Victory Garden, Belmont Golf Association, AES Development Digest, Popular Science, National Satirist, Human Sexuality, Wine Information.

Communications: Electronic Mail (user to user messages), CB Simulation, National Bulletin Board (public messages), User Directory, Ask Aunt Nettie, CB Society, Network with Nick!.

Home Shopping/Banking: Comp-U-Store, Electronic Banking (Huntington National Bank, Shawmut Bank of Boston, United American Bank of Memphis; Horizon Bancorp Demonstration New Jersey), The Athlete's Outfitter, Documentation and Art Gallery, Music Information Service, Fifth Avenue Shopper, Primetime Radio Classics, AutoNet, Savings-Scan, Holiday Magazine Discounts.

Discussion Forums: CBers, HamNet, Netwits, Orch 90, Sports, Cooking, Travel, Space, Issues, Literary, Educators, Arcade, Games, Family Matters, Good Earth, Work-at-Home, Music, Food Buyline, Games Education, Animal & Pet Care, Entertainment, Religion, Ski Forum, Outdoors.

Games: Board Games (Backgammon, Gomoku, Fastermind, Reversi), Parlor Games (Hangman, Concentration, Maze Maker), Sports Games (Golf, Football), Games of Chance (Multiplayer Casino Blackjack, Roulette, Craps, Bridge, Singleplayer Blackjack), Adventure Games

(Original Adventure [350 pts], New Adventure [751 pts], House of Banshi, Scott Adams Adventures, Dungeons of Kesmai, Castle Telengard, Hunt the Wumpus), War Games/Simulations (Multi-Player SeaWar, Command Decision, Civil War Simulation, Hammurabbi, Fur Trapper), Space Games (MegaWars, MegaWars II, DECWARS, Lunar Lander, Multiplayer Space War, Space Trek), Educational Games (The Multiple Choice, Word Scramble, Folie des Rois), Fortune Telling Games (Biorhythm Charting, Astrological Charting), Gamer's Gazette and Sigs (Scorpia's GameSIG, Multiplayer Game Sig, Game Sig Archive).

Education: Grolier's Academic American Encyclopedia, The College Board, The Multiple Choice, Services for the Disabled (Clarke School for the Deaf, Handicapped Users' Database), Edutech Project PILOT, Discussion Forums (Educators' SIG, Educational Research Forum).

Home Management: Balance your checkbook, calculate your next raise, calculate your net worth, amortize a loan, IDS Financial Services.

Entertainment: Hollywood Hotline, movie reviews, Video Information, SHO-TIME Movie Catalog, Network with Nick.

BUSINESS & FINANCIAL

News & Financial Analysis: Business Information Wire, The Business Wire, MMS Financial Analysis, Commodity News Service, Stevens Business Reports.

Investments & Quotations: MicroQuote, Quick Quote, Standard and Poor's Analyses, Value Line Data Base II, Commodity News Service, Rapaport Diamond System.

Communications: Electronic Mail (user to user messages), User Directory.

Brokerage & Banking: Unified Management Corporation, Tickerscreen, Huntington National Bank, Shawmut Bank of Boston, United American Bank of Memphis.

Reference Library: Incorporating Guide, Rapaport Diamond System.

Discussion Forums: "Ask Mr. Fed" (Economic Analysis), HiTech Forum (Columbus, Ohio Area Chamber of Commerce High Technology Group).

Travel Services: Official Airline Guides, FIRSTWORLD Travel Agency, WWX Holiday Homes-Yachts-RVs, State Department Advisories, Pan Am Immigration Guide, Travel Fax, West Coast Travel, TravelVision, Discussion Forum, OAG EE Online Survey.

Personal Finance: IDS Financial Services, calculating your net worth, calculating your next raise, balancing your checkbook, loan payments calculation, calculate compound interest, depreciation analysis.

PERSONAL COMPUTING

News: RCA Newsletter, Tandy Newsletter, Computers & Electronics, Commodore Newsletter, The Altertext Report.

Reference: Periodical Guide DataBase, software reviews, CompuServe CAI tutorials, programming languages, text editors, word processing, utilities, mathematics and statistics, special features, terminal software.

Communications: Electronic Mail (user to user messages), CB Simulation, National Bulletin Board (public messages), User Directory, Access (public file area).

Shop at Home: Softex.

Groups and Clubs: CP/M SIG, HUG (Heath), MAUG (Apple), MNET-11(H11), MUSUS p-sys., RCA micros, TRS80 CoCo, Panasonic, MNET80, TRS80, LSI Users, PowerSoft, Programmer's, Computers & Electronics Magazine, Author Forum, Commodore (VIC, 64, B-series), Atari, IBM PC, OSI, MicroSoft, Telecom, TRS-80 Model 100, Computer Art, VAX, Epson, Whole Earth Software Catalog.

Programmer's Area: personal disk space, text editors, languages.

SERVICES FOR PROFESSIONALS

Agribusiness: Commodity News Service, Information Retrieval Service.

Aviation: ASI Newsletter, NWS Aviation Weather, EMI Flight Planning, AVSIG, Official Airline Guides, Peak Delay Guide, Aircraft Insurance, FAA Rule Changes/NTSB Cases, Vidtex Weather Radar Maps.

Communications/Data Processing: The Direct Connection.

Engineering/Technical: FireNet, Communications Industry Forum, Mine-Equip, Miner's Underground, Information Retrieval Service.

Environmental: NWWA—WaterLine, Environmental Forum, Information Retrieval Service.

Legal: Legal Forum, Incorporating Guide.

Medical: AAMSI Medical Forum, American Society of Computers in Medicine and Dentistry, FOI Newsline—FDA Information, AAMSI Communications Network, Veterinarians Forum.

Jewelers: Rapaport Diamond System.

USER INFORMATION

What's New: Weekly announcements.

Command Summary & Usage Tips: Mini-tutorial.

Feedback to CompuServe: Where to complain or comment.

Order Products, Guides, etc.: Where to buy Vidtex and manuals.

Change Terminal Settings: Where to customize CIS output.

Change Your Password: Where to correct your mistake.

Billing—Your Charges, Rates, Options, Making Changes: what it says.

Logon Instructions & Numbers: What it says.

Electronic Bounce Back: Where to contact *Online Today* magazine advertisers for more information.

INDEX
Index: Search index; complete index list.

Comments: CompuServe is where most of the action is on national systems. It has a Forum for virtually every interest. For Commodore owners, it cannot be beat.

CPBN00100 300/1200 bps
Delphi 7/1/N

Networks: DataPac, Telenet, Tymnet.
Operating hours: Prime-time: Mon–Fri, 8 AM–6 PM local time. Non-prime-time: Mon–Fri, 6 PM–8 AM local time; Sat–Sun, 24 hours/day; holidays, 24 hours/day.
Registration fee: $49.95.
Minimum: none.
Connect-time: Prime-time: $16/hour. Non-prime-time: $6/hour. Rates are the same for 300- and 1200-bps service.
Billing: Credit card; direct billing to businesses.
Contact: General Videotex Corporation, 3 Blackstone St., Cambridge, MA 02139, (617)491-3393, 1-(800)544-4005.
Contents: The following outline is drawn from Delphi's menu structure.

APPOINTMENT-CALENDAR
Appointment Calendar: Place your schedule online in a private file you can look at any time as a reminder.

BULLETIN-BOARDS
Categories include Abacus; Apple; Atari; Books; Chatter; Computers; CP/M; Decus; Delphi; Digital; Games; Ham radio; IBM-PC; Jokes; Kiss Computer; Marine research; Miscellany; Movies; NAK; Oracle; Performing Artists Network; Personals; Printers, modems; Racing; Software; Sports; Travel; Trivia; TRS-80; User Advisory Panel; and VIC Commodore.

CONFERENCE
Conference: Multiuser real-time conferencing system.

DELPHI-ORACLE
Delphi-Oracle: A panel of experts in a variety of fields will attempt to answer any questions you may have.

FINANCIAL SERVICES
Banking: Electronic banking.
Brokerage Services: NAICO/Net.
Business Program Library: Programs to help you in your business.

Home Finances: Home finance programs.
Advisory Services: Security Objective Services.
News: Financial news.

GAMES

Adventures: DND, Star-Trek; Zork.

Board-Games: Backgammon, Hexapawn, Othello, Qubic.

Delphi-Casino: Blackjack, Craps, Darts, Poker, Russian-Roulette, Wheel-of-Fortune.

Kiddie-Korner: Bug.

Logic-Games: Alien, Pirana, Lunar-Lander, Super-Wumpus, Wumpus.

Sports-Games: Boxing, Football.

VT52-Terminal-Only: Blackjack, Empire, Gammon, Hobbit, Mastermind, Trek.

GUIDED TOUR

Guided-Tour: The first thing you will see when you sign on to Delphi as a new user; a quick tutorial on how to use the system.

INFOMANIA

Authors: User-written text files. Titles include Autumn, Comcard, Darkcity, Dawn, Editor, Invocati, Legends, Legends1, Legends2, Legends3, Legends4, Legends5, Legends6, Legends7, Legends8, Lovegames, Lullaby, Phases, SF, Shewolf, Type, Welcome.

Collaborative-Novel: Each chapter is written by a different user; titles include Link to Love, Marty's Tail—A Day in the Life of a Wombat, Particle Theories, Star Tricks, VIC Grows Up.

Members-Choice: Programs submitted by users. Titles include Bondprice, Bondyield, Cashflow, Cookie, Golf, Golf2, Lander, Mortgages, PAMS, Reporter, Return.

Newsletter: User publishing. Titles include Inside Delphi!, National Club Circuit News.

Poll: User-created opinion polls.

LIBRARY

Delphi-Info: Current rates, help files, and network phone numbers.

Dialcom: Gateway to the Dialcom network.

Kussmaul-Encyclopedia: The first online encyclopedia made available to the general public.

Librarian: Online searching performed by a researcher.

Research-Library: Gateway to the Dialog Information Retrieval Service.

XREF: Cross referencing of indexed items from the electronic encyclopedia.

MAIL

Mail: Electronic mail system and access to sending U.S. Postal Service E-COM letters.

NEWS

Hollywood Hotline: Tinseltown tintypes.

News: Electronic news and wire-clipping service.

ONLINE-MARKETS

Bazaar: User-submitted items for sale. Categories include Antiques, Apartments, Appliances, Automotive, Books, Business-Machines, Computers, Electronics, For-Sale-General, Furniture, Help-Wanted, Home, Jewelry, Music, Personals, Pets, Real-Estate, Sporting-Goods, Stereo-TV-Video, Wanted.

Catalog: Online shopping from various firms.

Comp-U-Store: Online catalog of over 50,000 items that may be ordered online.

Specialty Services: Film library (VCR), Record-Release Index, Software Emporium.

PROFILE

IamWhoIs: User Directory.

Terminal Parameters: Length, Menu, Password, Prompt, Terminal, Width.

TRAVEL

Information: How to use the service.

OAG: Official Airline Guides, Electronic Edition.

Reservations: Make travel and room reservations online.

Services: News, preferences, specials.

Travel-Library: City and country profiles, airline, car rental and lodging info.

WRITERS-CORNER

Catalog: Look at your personal online disk space.

Files: Use your personal online disk space.

Publish: Publish your files on Delphi.

Typeset: Zip your text files to a typesetter.

Comments: The great promise of Delphi and its bright future have been tarnished since its previous listing. User publishing has not turned out to be as good as I had anticipated (Delphi is not paying royalties to user publishers); electronic mail is the worst to be found on a national system; and the new bulletin-board software is klunky and clumsy. There is not much on Delphi of specific interest to VIC and 64 owners, although there are other useful services available.

CPBN000800 300/1200 bps
THE SOURCE 8/1/N

Networks: DataPac, SOURCENet, Telenet, Uninet.
Operating hours: Prime-time: 7 AM–6 PM local time. Non-prime-time: Mon–Fri, 6 PM–4 AM local time; Sat–Sun, 6 AM–4 AM; holidays, 6 AM–4 AM.
Registration fee: $100 or purchase of a SOURCEPak.
Minimum: $10/month.
Connect-time: THE SOURCE. Prime-time, 7 AM–6 PM, local time, Mon–Fri. All other time is non-prime. Prime-time: $20.75/hour at 300 bps; $25.75/hour at 1200 bps. Non-prime-time: $7.75/hour at 300 bps; $10.75/hour at 1200 bps. SOURCE*PLUS. Prime-time: $39.75/hour at 300 bps; $44.75/hour at 1200 bps. Non-prime-time: $34.75/hour at 300 bps; $37.75/hour at 1200 bps. Rates are higher in Hawaii, Alaska, Canada, and overseas.
Billing: Credit card; direct billing to businesses.
Contact: Source Telecomputing Corp., 1616 Anderson Rd., McLean, VA 22102. 1-(800)336-3366, 1-(800)572-2070 (in Virginia), (703)734-7500 (outside the United States).
Contents: The following is from the menu structure of The Source.

NEWS AND REFERENCE RESOURCES

News and Sports: UPI News Service, The Editorial Page, UPI sports.

Travel and Dining: Domestic flights, international flights, travel tips and specials, travel reservations.

Government and Politics: President's schedule (daily), Senate committee, House committee, political commentary.

Consumer Information: Consumer Corner columnists, Bylines news features.

BUSINESS/FINANCIAL MARKETS

Financial Markets: NYSE closing prices, AMEX closing prices, UNISTOX, Media General stock analysis.

Analysis & Computation: Media General stock analysis.

News and Commentary: UPI business news, Management Contents.

Research and Reference: Information on Demand, Management Contents.

CATALOG SHOPPING

Catalog Shopping: books, records, tapes, videotapes, radio recordings, classified ads, Comp-U-Store.

HOME AND LEISURE

Games: SOURCE Game Library, Adventure (550 pt version), Castlequest, Hangman, Biorhythm, Market, Stocks, Super Blackjack,

Blackdragon, Checkers, Civil War, Off Track Betting, Explore, Printwiz, Backgammon.

Advice and Biorhythms: Advice columnists, IChing, biorhythm charting.

Travel & Dining: Domestic flights, international flights, travel tips and specials, travel reservations.

Entertainment: Weekly bestsellers list, movie reviews, music news, TV previews, soap opera tune in.

EDUCATION AND CAREER

Career Network: career guidance.

MAIL AND COMMUNICATIONS

Mail and Communications: Mail, Chat, POST, Participate, Mailgram messages, ECOM messages.

CREATING AND COMPUTING

Creating and Computing: Microline, user publishing, SOURCE manuals, text editor, file transfer to THE SOURCE, programming.

SOURCE*PLUS

SOURCE*PLUS: Media General Stock Analysis, Modell financial modeling, data management (Infox).

POST

Categories include Antiques, Apartments, Apple, Atari, Automobiles, Aviation, Books/publications, Bulletin-board, Businesses, Cado, Chatter, Clubs, Collectables, Commodore, Conferences, CP/M, CTSlate, DEC, Documentation, Education, Epson, Games, Gripes, Ham-radio, Hardware, Hayes, Heath, Help-wanted, Hewlett-Packard, Hobbies-and-crafts, IBM, Investments, Kaypro, Merchandise, Music, NEC, Novation, Office-equipment, Osborne, PARTI, Personal, Photography, PLATO, Politics, Programming, Public, Real-estate, Services, Soap-operas, Software, Sports, Tandy Teens, TI, Transend, Travel, Victor, Video, Visicalc, Xerox, Zenith.

PUBLIC

Files include Apple City, Christology course, Classic & exotic cars, Clearpoint int'l. news, Crossword puzzles, Dial-a-date, Dicheck, Eater's Digest, Elephant Walk Enterprises, Image Micro catalog, Independent Record Releases, Jobhunter's Handbook, The Muses, Mylar's Warp, Newsbytes, New Tech Times, Online Educator, Oxbridge legal forms, Par Mt. Telegraph, product reviews, Public Access Systems, Real Times magazine, Ridexchange, S.A.U.G. magazine, S.A.U.G. libraries, S.I.G.O.P. library, SourceTrek, Teleresource, Vault of Ages, WINK magazine.

Comments: Like Delphi, The Source holds limited interest to VIC and 64 owners who are looking for services tailor made for their computer. The rating I gave The Source in *The Computer Phone Book* was unfair. Its slow response time is due more to atrocious Telenet service than the system's own mainframes. The system, although still bug-ridden, does contain some user publications worth investigating.

CPBLØØ95Ø 3ØØ/12ØØ bps
StarText 7/1/E or 8/1/N

Operating hours: 24 hours/day, 7 days/week.
Subscription fee: $7.95/month (may be subscribed to in 3-, 6-, or 12-month increments).
Billing: Prepayment.
Contact: StarText, P.O. Box 1870, Ft. Worth, TX 76101, (817)390-7832.
Contents: National and local news, weather, sports, TV listings, business and financial news, computer group newsletters, videogame reviews and news, entertainment and cultural news, special columnists.
Comments: StarText is the largest Local Information Service in the United States. It offers more information online than any other local system and can be customized for screen output and information retrieval. It is *still* the biggest bargain to be found in local systems—or any fee-based system. The system is fast, flexible, very easy to use, and now offers electronic mail, too! For Commodore owners, it's worth the money and the long-distance calls. Try it for 1 month and see if you agree. Appendix 4 contains a list of StarText keywords.

CHAPTER 8

Directory of Bulletin-Board Systems

The systems in this chapter are Bulletin-Board Systems (BBSs) in the United States and elsewhere. Each system listing is basically in this format, with little variation:

CPB Number
System name
City, State
Access requirements
Features
Special features
Special interests
Notice
Comments
Phone Number
bps rate(s)
Protocol
Software

- CPB Number. Each system listed in *The Computer Phone Book* (and any *ONLINE GUIDE* editions) has been assigned a system number prefixed with CPB (for *Computer Phone Book*) to indicate the assigned number's source. Following this, in Version 0.1 (that was used in *The Computer Phone Book*) of the coding, is a letter to indicate the type of system. In this chapter, B for Bulletin-Board System is the one mostly used. An additional letter is added when a system resides outside of the United States. (CPB Numbers are only assigned when a system is published in *The Computer Phone Book*. Thus, systems that are new to this *Online Guide* will only have temporary CPB Number assignments and will be given permanent numbers when and should they appear in *The Computer Phone Book*.) As in *The Computer Phone Book*, these numbers act as a place holder within the book's structure and do not translate into any shorthand form of information. A coding standard is being developed to enable the quick retrieval of systems from an online database.
- *Phone number.* This is the number, with area code, to call to connect to the system.
- *System name.* This is self-explanatory.

- *bps rate(s).* This is the transmission speed(s) at which the system is available. It will generally be 300 bps, 1200 bps, or both.
- *City, State.* This is where the system is located.
- *Protocol.* This refers to the arrangement and number of bits your computer should send. The format is word length/stop bits/parity. Thus, 7/0/N in a listing would mean to set your communications software for 7 word bits, 0 stop bits, and no parity.
- *Access requirements.* "Open" in a listing indicates that a new user does not need a password to call the system; it does not, however, necessarily mean that a *second* call to the system will not require a password. In any case in which a password is issued to you, *write it down next to the system's listing!* Sysops do not look kindly on users who think so little of their system that they don't take a few moments to put their password in a readily accessible place. "Password required" in a listing will indicate that although you may call a system without a password for the first time, you must either request or register a password for future access. This item is subject to change.
- *Software.* This is the software the system was running when I accessed it for this *Online Guide.* Since sysops change software as fashion and/or circumstances dictate, any system listed could be quite different than described herein.
- *Features.* This is the heart of a BBS. It is what it offers its users. A BBS can offer a variety of things, and the list below explains the terms *The Computer Phone Book* uses to classify the standard features found on all types of BBSs.

  Catalog. A list of merchandise for sale, sometimes supplied by businesses running or sponsoring a BBS. Generally, the items offered for sale are computer related and may be ordered online using a credit card.

  Chat. The ability to page the sysop (at a reasonable hour) to converse with him or her via your keyboard.

  Conference. A sequentially or logically structured discussion system; found on Greene Machines and Conference Trees. This is not the same as messaging (see below).

  Downloading. Programs that can be transferred to your computer and stored on floppy disk to run once offline.

  Feedback. The ability to leave a private message to the sysop before you are disconnected from the system. This is an option offered once the termination command has been used and is not available on some systems.

  Games. A selection of games that may be played on the system while online. These are text games, such as Adventure, and are not to be confused with role-playing games (RPG), which are played by users using individual messages or electronic mail.

Mail. The ability to leave private messages for individual users on a system via a menu selection that is specifically labeled "Mail."

Messaging. The ability to leave public and/or private messages on a system. Some systems do not allow new users to post messages until their passwords have been validated. When possible, *The Computer Phone Book* will try to note which systems follow this policy. *The Computer Phone Book* does not consider private messaging availability on a system as "mail" unless offered on a menu under that label.

Parameters. The ability to control one or more aspects of a system's output to your computer. This can range from toggling a prompt bell to setting screen width, bps rate, and protocol.

System information. A text file that explains the hardware and software that is used to run the system.

Text files. Various and sundry types of information provided by sysops and/or users. Text files are sometimes labeled "Bulletins" on systems, a practice *The Computer Phone Book* frowns upon. In the purest sense, Bulletins should only be a reprinting of signon messages, not original text files.

Time/duration. The ability to see the system's local time and how long you have been on the system. This is an important feature when you call a system long distance and wish to keep track of your phone costs. It is also handy when a system has a time limit for use.

Userlog. Either a temporary list of recent callers to the system or a permanent list of regular users. No distinction is made between the two by *The Computer Phone Book.*

- *Special features.* When possible, details of downloadable programs, games, and text files will be found under this heading.
- *Special interests.* If the system is run to suit a particular interest (such as a particular brand of computer or piece of software), it will be noted under this heading.
- *Notice:* If a system has a time limit, charges its users, or has an otherwise unusual policy that you should know of, it will be noted under this heading.
- *Comments.* Although I have used every system listed here (and then some), I will not necessarily have something to say about each system. Some systems are just made to be called, not written about.

The list of BBSs that follows represents the most complete and accurate listing to be found anywhere. To compile it, I drew upon existing listings that were published in *The Computer Phone Book* and called those systems *again* to make sure they were *still* operating and still contained their original features. I also contacted those people currently involved in the marketing and/or authoring of BBS programs to get new listings. In this listing, the

only weeding out of systems I have done was to reject those published in *The Computer Phone Book* that did not pick up when called this time. This is a negligible number and need not be detailed. If you happen to be a sysop of a system excluded in this manner, I can only tell you to get rid of your busy signal.

If your system is no longer operating, *disconnect* the number I have; do *not* just unhook your system to let the line register busy or continual ringing. Most of all, *contact me to remove the listing for all time.*

Now that you know how this section was compiled, you should learn some of the rules when calling BBSs. Although it may seem self-evident, it bears repeating: Conduct yourself as if you were a guest in a stranger's home, that is, with courtesy and manners. Foul language and vandalism are neither appreciated nor tolerated by system operators. When you call one of these systems, you are calling a system that is private property, made available to the public through the generosity of an individual or business. Sysops are not timid about defending their systems, and data lines can be tapped and calls on them traced just as easily as voice grade lines. Act adult.

Keep your visits from 15 to 20 minutes long. Remember that only one person at a time can use each system, and while you are cavorting through it, others are getting a busy signal. Abide by a system's time limits or per-day calling limits. If you don't, your account could be revoked.

Leave a message to the sysop that you learned about his or her system from this book. If the system isn't using its assigned CPB Number, ask the sysop to start using it in order to make keeping track of long-distance calls easier. Of course, I would appreciate your leaving a message to all users to let them know about this book.

Unless otherwise noted, all systems in this section are operational 24 hours a day, 7 days a week. Now that *NBC News Overnight* has been canceled, there is one more hour per night that can be spent online. Frankly, I'd rather still be losing that hour. And so it goes.

CPBB000060 (205) 288-1100
Joe's Computer 300/1200 bps
Montgomery, Alabama 8/1/N
Password Required TBBS

Features: BBS list, chat, downloading, feedback, mail, messaging, parameters, system information, text files, time/duration, uploading, userlog.
Special features: Downloadable programs for Apple, Commodore, CP/M, IBM, TRS-80.
Special interests: Multiple message boards for Apple, Commodore, CP/M, Heath/Zenith, IBM, TI, TRS-80, Video, and XXX.

Notice: A registered password is required for regular use.
Comments: A general-interest message system. Help the sysop out by uploading some Commodore programs. Only one was resident when I called this system.

CPBBØØ45Ø (4Ø8)688-9629
Mines of Moria 3ØØ bps
Aptos, California 8/1/N
Password Required Net-Works clone

Features: Catalog, chat, downloading, mail, messaging, parameters, system information, text files, time/duration.
Special features: Unspecified downloadable programs, text files on various topics.
Special interests: Multiple message bases for Adventure Hints, Apple, Atari, Backup Hints, Bartering, Games Reviews, Public, Software Docs, VIC/Commodore.
Notice: Just like a real Net-Works system, you will only be allowed to read certain portions of the system and will not have full system access until granted a verified password.
Comments: "Tamerlane of the Rings," sysop of this system, is still going strong after a year with a 10-megabyte hard disk and plenty of room to spare. Not too much here for Commodore callers, but for local users, it's a good deal.

CPBB-NEW-1 (415)763-4751
QIN 2 3ØØ bps
San Francisco, California 8/1/N
Open QIN

Features: Chat, messaging, text files.
Special interests: Commodore computers.
Comments: This is quite an imaginative system, although slow. It is running on an expanded VIC, and the software itself is semi-tree-structured. It is not exactly a Conference Tree, but it is also not exactly a conventional BBS. It's worth a long-distance call just to see it in action.

CPBB-NEW-2 (415)821-6438
64 ET BBS 300 bps
San Francisco, California 8/1/N
Open Original

Features: Messaging, text files.
Special interests: Commodore computers.
Comments: No, it is not *ET* as in the movie, but ET as in the phone number. 6438 translates into 64ET, get it? This is a very small system, with only six menu selections when I called it. It is running on a VIC with 16K memory expansion. Not much here to look at, but if you are curious (I sure was!), give it a ring.

CPBB00770 (619)691-8367
CVBBS 300 bps
Chula Vista, California 8/1/N
Password Required T-Net

Features: Chat, downloading, messaging, parameters, system information, text files, time/duration.
Special features: Various computer-related text files.
Special interests: Multiple message bases for Apple, Atari, Commodore, CP/M, D&D, Diplomacy, General, Traveller, TRS-80.
Notice: A registered password is required for regular use.
Comments: This is still a very busy system, one year later. The combination IBM/Commodore board is no more; Commodore users now have one of their own.

CPBB-NEW-3 (707)964-7114
The Electric Magazine 300 bps
Ft. Bragg, California 8/1/N
Open Original

Features: BBS list, messaging, parameters, system information, text files, userlog.
Special interests: Commodore computers.
Notice: There is a 20-minute time limit on this system.
Comments: This is an incredibly s-l-o-w system. Long-distance callers should have plenty of patience as should local callers. If you are looking for BBS software to run on your 64, the sysop is also the author of this

software and is selling it. See Appendix 7 for information. Don't forget, if you set up your own BBS, send in the system sheet to be listed in *The Computer Phone Book!*

CPBB-NEW-4 (714)838-7345
The Grapevine Info Exchange 3ØØ bps
Tustin, California 8/1/N
Password Required RAVICS

Features: BBS list, catalog, chat, downloading, feedback, mail, messaging, system information, text files.
Special features: Downloadable programs for Commodore computers. Also claims B-protocol capability for error-free file transfers using Vidtex. Multiple message bases for Commodore, Entertainment, C64 User's Exchange, Telecommunications.
Special interests: Commodore computers.
Notice: A registered password is required for regular use.
Comments: This is a system locked up like a safe. There weren't many messages on the system when I called it. I would venture to say this system is only of use and interest to local callers. If you are calling long distance, you'd best be dedicated or very interested in seeing what RAVICS software looks like.

CPBBØ117Ø (3Ø3)223-43Ø5
Front Range Commodore Bulletin-Board 3ØØ bps
Ft. Collins, Colorado 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: The downloading and uploading of programs requires an authorization code and a special terminal program.
Comments: This is the first of several CBMBBSs listed in this book. All are worth a long-distance call for Commodore owners, and this one is no exception to that rule.

CPBBØ12ØØ (3Ø3)232-85Ø9
Petula 3ØØ bps
Lakewood, Colorado 8/1/N
Password Required Pet-Net

Features: BBS list, chat, feedback, mail, messaging, parameters, system information, text files, time/duration, userlog.
Special features: Text files about various topics.
Special interests: Commodore computers.
Comments: This system is still going strong after 1 year. It resembles NetWorks software. The sysops are friendly and dedicated to running the system, and the system itself is fast. It's worth a long-distance call for Commodore owners.

CPBBØ2ØØ (317)898-5Ø27
AVC—Commodore Bulletin-Board 3ØØ bps
Indianapolis, Indiana 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: This is a new phone number for this system! The downloading and uploading of programs requires an authorization code and a special terminal program.
Comments: This was the first CBMBBS I had ever called, and it was like finding an oasis in a spreading desert. Well, the desert is still spreading and this is still a fine oasis to rest in. The sysop is Tim Renshaw, and his system is worth a call from anywhere.

CPBB-NEW-5 (317)357-8597
RF Commtrole Systems BBS 3ØØ bps
Indianapolis, Indiana 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.

Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Comments: This is quite an active system. Unfortunately, the downloading section was not in operation when I called it, so available programs are an unknown quantity. Despite that, like any CBMBBS, it is still worth a long-distance call.

CPBBØ225Ø (5Ø4)926-0181
TBBS 3ØØ/12ØØ bps
Baton Rouge, Louisiana 8/1/N
Password Required TBBS

Features: BBS list, feedback, mail, messaging, parameters, system information, text files, time/duration.
Special interests: Multiple message bases for Apple, Commodore, Movies, Politics, Psychic, TRS-80.
Notice: There is a 20-minute time limit on this system, and a registered password is required for regular use.
Comments: This is a general-interest message system that is locked tighter than a safe in Fort Knox. There is no sysop chat function for first-time callers or even an accessible BBS list! Long-distance callers can easily do better.

CPBBØ253Ø (313)662-83Ø3
Barton Data Line 3ØØ/12ØØ bps
Ann Arbor, Michigan 8/1/N
Password Required TBBS

Features: BBS list, catalog, mail, messaging, parameters, system information, text files, time/duration.
Special features: Employment information, various text files.
Special interests: Multiple message bases for Apple, Atari, Commodore, Dear Alice, For Sale, IBM, Opinion, Public, Trivia, TRS-80, Wargames, Videogames.
Notice: There is a 20-minute time limit on this system. A registered password is required for regular use.
Comments: This is another locked-up TBBS, but less so than most. It is a very well-run system and is worth going through the process of registering a password for long-distance callers.

CPBB-NEW-6 (313)856-3804
Crystal Castle 300 bps
Lambertville, Michigan 8/1/N
Password Required Net-Works

Features: BBS list, chat, downloading, mail, messaging, parameters, system information, text files, time/duration.
Special features: Unspecified downloadable programs, various text files, play-by-system-mail games.
Special interests: Multiple message bases ("halls") for Adventure & Game Hints, Apple, Banquet, Com64/VIC-20, Diplomacy, For Sale/Trade/Want, Great Hall (Public), IBM PC, Master Adventurers, Modem/Communications, Prog. Problems/Solutions/Tips, Small Advertisements, Softdocs, Software/Hardware Reviews, System Operator, TI/Atari, Toledo, TRS-80.
Notice: A registered password is required for regular use.
Comments: This is yet another locked system. The sysops are Lady Crystal, Lord Bloodstone, Lady Chalice, and The Dungeon Master. As any true computerist knows, these are role-playing names. I don't know how to gauge this system. I don't like Net-Works software (the first totalitarian piece of software written for the Apple), so I'm inclined to tell you to skip this one if you are a long-distance caller. But I know better than that. If you are a game aficionado, nothing I say will stop you from calling this one!

CPBB02740 (612)333-8970
MarkeTrak 300 bps
Minneapolis, Minnesota 7/1/N
Open ABBS

Features: BBS list, downloading, messaging, parameters, system information, text files, time/duration.
Special features: Text files that provide an update to a printed commodities newsletter, a VIC 20 bibliography.
Special interests: Commodities and multiple message bases for General, Precious Metals/Future Markets, Commodore & VIC Users, and Market Analysis.
Notice: Although the following was not true when I called the system, there used to be a 14-minute time limit and the system itself used to be *unavailable* Mon–Fri 7 AM–9 AM and 1:30–5:30 PM Central Time with sporadic Saturday morning availability. Be advised.

Comments: For a system as wide open as this one is, there were *zero* obscene messages or any other indication of things that make a sysop flee to TBBS software to set up an online dictatorship. This is what the online world *used* to be like—open, no passwords needed, no Big Brotheresque sysops sitting on a silicon throne. Call this system quick—before the Thought Police get it!

CPBB-NEW-7 (314)372-55Ø4
Barnett BBS 3ØØ bps
Barnett, Missouri 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: The downloading and uploading of programs requires an authorization code and a special terminal program.
Comments: The sysop is Louis Pucel. Not much to say about this system except it is a CBMBBS—and that makes it worth the long-distance charges.

CPBBØ285Ø (314)867-695Ø
Commodore Communications 3ØØ bps
St. Louis, Missouri 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: This is a new telephone number for this system! The downloading and uploading of programs requires an authorization code and a special terminal program. This system also features downloading of SEQuential files and IMG (hex code) files without the use of a special terminal program.
Comments: The sysop is Tony Ott. This system has a variety of downloadable programs you would not believe. Unfortunately, there is a policy that has to be dealt with before you can gain access to the large

software base. Full details are on the system. It is worth a long-distance call and fighting busy signals, despite the policy.

CPBB-NEW-8 (816)257-2502
KCPUG 300 bps
Kansas City, Missouri 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: The downloading and uploading of programs require an authorization code and a special terminal program.
Comments: It's a CBMBBS. That says it all. Call it.

CPBB-NEW-9 (201)330-8317
WBBS 300 bps
Union City, NJ 7/2/N
Password Required Original

Features: Chat, mail, messaging, parameters, text files, userlog.
Special interests: Multiple message bases for Apple, Atari, Commodore, IBM, TRS-80.
Notice: A registered password is required for regular use.
Comments: This system suffered from lack of linefeeds when I called it originally. It's a small system, not elegant or polished, but does the job. It's worth a short long-distance call for the curious but is of more use for local callers.

CPBB03540 (216)724-2125
TBBS 300 bps
Akron, Ohio 8/1/N
Password Required TBBS

Features: BBS list, chat, downloading, feedback, mail, messaging, parameters, system information, text files, time/duration.
Special features: Downloadable programs for TRS-80 computers.

Special interests: Multiple message bases for Apple, Atari, Commodore, Max-80, TRS-80.
Notice: There is a 20-minute time limit on this system.
Comments: A general-interest message system. One of those systems that is made to be called, not written about.

CPBBØ3960 (8Ø3)871-3468
Tinbrain's BBS 3ØØ bps
Summerville, South Carolina 8/1/N
Password Required TBBS

Features: Catalog, chat, feedback, mail, messaging, parameters, time/duration, userlog.
Special interests: Multiple message bases for Apple, Atari, Color Computer, Commodore, CP/M, IBM, Ham radio, Rumors, Science-Fiction, Timex-Sinclair, TI 99/4a, TRS-80 I/III/IV, Women only.
Notice: There is a 30-minute time limit on this system. A registered password is required for regular use.
Comments: Still very active a year later, this system has an interesting mix of features and message bases. Give it a call, even long distance.

CPBBØ4100 (214)769-3Ø36
MicroServe 3ØØ/12ØØ bps
Hawkins, Texas 8/1/N
Password Required TBBS

Features: BBS list, chat, downloading, feedback, mail, messaging, parameters, system information, text files, time/duration.
Special features: Downloadable programs for Color Computer and TRS-80 computers.
Special interests: Multiple message bases for Apple, Atari, Color Computer, Commodore, CP/M, IBM, Osborne, RCA, TI, TRS-80 Model I/III, TRS-80 Model II, VIC 20.
Notice: There is a 20-minute time limit on this system. A registered password is required for regular use, and a fee must be paid to access the downloading section.
Comments: First-time callers are not allowed to see a menu of downloadable programs. Commodore owners can do better.

CPBB-NEW-1Ø (713)331-2599
Freelancin' 3ØØ/12ØØ bps
Alvin, Texas 8/1/N
Password Required TBBS

Features: BBS list, chat, downloading, feedback, messaging, parameters, system information, text files, time/duration, userlog.
Special features: Unspecified downloadable programs; various text files.
Special interests: Multiple message bases for Apple, Color Computer, Commodore 64/VIC 20, Ham, Heath/Zenith, IBM, Space.
Notice: There is a 20-minute time limit on this system. A registered password is required for regular use.
Comments: Yes, another TBBS. But this one is different. It isn't locked up. In fact, there are plenty of text files that may be read as a first-time caller. Downloading is restricted, so I can't vouch for the quantity or quality of the system's contents. Not much Commodore stuff to get at, aside from the message base, but otherwise worth a long-distance call.

CPBB-NEW-11 (713)933-7353
Zachary*Net™ 3ØØ bps
Houston, Texas 8/1/N
Password Required Net-Works

Features: BBS list, catalog, chat, downloading, mail, messaging, parameters, system information, text files, time/duration.
Special features: Unspecified downloadable programs for Commodore VIC and 64 computers; text files for VIC and 64.
Special interests: Multiple message bases for Apple, Atari, Commodore, IBM, Public, Programmer's, Trading, TRS-80.
Notice: A registered password is required for regular use.
Comments: Another locked system but with plenty of material that is tempting. Worth a long-distance call.

CPBBØ419Ø (8Ø6)374-9711
Burg Board 3ØØ bps
Amarillo, Texas 8/1/N
Password Required TBBS

Features: BBS list, chat, downloading, feedback, games, mail, messaging, parameters, system information, text files, time/duration, userlog.

Special features: Downloadable programs for Apple, Commodore, and TRS-80 computers.
Special interests: Multiple message bases for Apple, Commodore, TI, TRS-80.
Notice: There is a 30-minute time limit on this system. A registered password is required for regular use. First-time callers cannot post public messages, see a download menu, or download programs.
Comments: Tom Whittenburg is the sysop of the Burg Board, and he does a marvelous job of it. Unfortunately, long-distance callers will have to go through a registration process to be granted full system access, but in this case such a pain is worth the pleasure the Burg Board holds in store for you. This system is also, I am told by Tom, a point for information exchange for several local user groups, one of which is for Commodore computers. On this system, forget the Commodore features—you *must* play the interactive fiction games available in Fantasyland. Spy, Deal, and Air will knock you for a loop.

CPBBØ428Ø (8Ø1)277-3913
Commodore Central 3ØØ bps
Holladay, Utah 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: The downloading and uploading of programs requires an authorization code and a special terminal program.
Comments: This is another fine CBMBBS; worth a long-distance call.

CPBBØ451Ø (2Ø6)743-6Ø21
Northwest Commodore User's Group 3ØØ bps
Edmonds, Washington 8/1/N
Password Required CBMBBS

Features: Downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.

Notice: This system is now apparently private. It asks for a password for entry. The downloading and uploading of programs requires an authorization code and a special terminal program.

Comments: All new users are locked out! This system apparently has gone private, but the sysop didn't change the phone number. I suggest that local Commodore owners contact a local user's group for entry information.

CPBBØ456Ø (2Ø6)763-8879
Seacomm-8Ø 3ØØ bps
Seattle, Washington 8/1/N
Password Required RACS

Features: BBS list, chat, downloading, feedback, messaging, parameters, poll, system information, time/duration, uploading, userlog.

Special interests: Multiple message bases for Apple, Atari, Commodore, CP/M, Ham, IBM PC, TRS-80.

Notice: A registered password is required for regular use.

Comments: This holds very limited interest for Commodore owners. For long-distance callers, it holds no interest. The system is slow and klunky; a typical RACS system, and the last one in existence.

CPBBØ459Ø (2Ø6)756-Ø448
Tech-BBS 3ØØ bps
Tacoma, Washington 8/1/N
Password Required TBBS

Features: Downloading, feedback, mail, messaging, parameters, system information, text files, time/duration, userlog.

Special features: Various text files provided by *Basic Computing* magazine for TRS-80 users.

Special interests: Multiple message bases for Apple, Color Computer, Commodore, Max-80, TRS-80.

Notice: There is a 30-minute time limit on this system and a registered password is required for regular use.

Comments: This system is not exactly open, but neither is it closed. There is a lot to read here, but not for Commodore owners. Still, it is worth a long-distance call if you want to see a good system.

CPBBØ469Ø (414)281-Ø545
Canopus 3ØØ bps
Greenfield, Wisconsin 8/1/N
Password Required TBBS

Features: Chat, feedback, mail, messaging, parameters, system information, time/duration.
Special interests: Multiple message bases for Apple, Color Computer, Commodore/VIC, DOS., Jokes, Reviews (books, movies, records, Milwaukee), Teenagers, TI, TRS-80.
Notice: There is a 5-minute time limit on this system.
Comments: The above listing of contents is from *The Computer Phone Book* and may not represent this system's current contents. This system is locked up tight. Access can only be gained by sending a letter to an address given during a signon pitch. Long-distance callers can skip this one, although local residents in Greenfield may want to go through the process of sending in a letter to sign up. If this system is indicative of a trend, the online world is becoming more Orwellian than the real world.

CPBB-NEW-12 (6Ø8)233-7711
M.A.C.U.G. 3ØØ bps
Madison, Wisconsin 8/1/N
Password Required Teleport-64

Features: Chat, mail, messaging, time/duration, userlog.
Special interests: Commodore computers.
Comments: Although this is Teleport-64 #8, I was not able to discover the other seven Teleport-64 systems. The Teleport HQ system has not answered in quite some time. At any rate, Event Horizon Software is going to be marketing a revised version of this BBS software. So, if you want an idea of what to expect, give this system a ring.

CPBBØ471Ø (414)554-952Ø
C.U.S.S.H. 3ØØ bps
Milwaukee, Wisconsin 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.

Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: The downloading and uploading of programs requires an authorization code and a special terminal program.
Comments: C.U.S.S.H. stands for Commodore Users of Systems, Software, and Hardware. This system's sysop is Tim Tremmel, who writes a very good telecommunications column in *Midnite/Gazette*. It is another great CBMBBS that is worth a long-distance call.

CPBBØ479Ø (414)352-2Ø93
TBBS 3ØØ bps
Wausau, Wisconsin 8/1/N
Password Required TBBS

Features: Feedback, mail, messaging, parameters, time/duration.
Special features: Unspecified downloadable programs.
Special interests: Multiple message bases for TRS-80 and VIC 20.
Notice: A registered password is required for regular use.
Comments: Another locked-tight TBBS system. Long-distance callers can skip this one without missing a beat.

CPBBØ4850 (3Ø7)637-6Ø45
Commodore Bulletin-Board 3ØØ bps
Cheyenne, Wyoming 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: The downloading and uploading of programs requires an authorization code and a special terminal program.
Comments: This system's sysop is Roger Keslar. This system is the one used as an example of CBMBBSs in this book. Of course, it is worth a long-distance call.

CANADIAN SYSTEMS

CPBBC-NEW-13 (416)624-5431
PSI-WordPro 300 bps
Mississauga, Ontario, CANADA 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: This is a *part-time* system. Hours are Mon–Fri, 6 PM–8 AM; Sat–Sun, 24 hours. All hours are Eastern Time. The downloading and uploading of programs require an authorization code and a special terminal program.
Comments: This is the headquarters system of CBMBBS, its sysop is its author, Steve Punter. This system is running the latest version of Steve's software and is quite interesting to see. This is a busy system, so be prepared to call odd hours and get a very high long-distance charge. Worth the effort.

CPBBC-NEW-14 (416)345-7199
The New ASC 300 bps
Thunder Bay, Ontario, CANADA 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: This is a *part-time* system. Hours are Mon–Thurs, 6 PM–8 AM; Fri 9 PM–Mon 8 AM Eastern Time. The downloading and uploading of programs require an authorization code and a special terminal program.
Comments: Another CBMBBS system. Watch those long-distance bills!

CPBBC-NEW-15 (416)223-2625
TPUG 300 bps
Toronto, Ontario, CANADA 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: This is a *part-time* system. Hours are Mon–Fri, 7 PM–9 AM; Sat–Sun, 24 hours. All hours are Eastern Time. The downloading and uploading of programs require an authorization code, a special terminal program, and membership in TPUG.
Comments: This system is for TPUG members only. TPUG is the Toronto PET User's Group. It is a must-join organization for anyone who has any sort of Commodore computer. There are hundreds of programs that can be ordered for members, at a cost of only $10.00 (U.S.) a disk. To use this system, you must know the password to gain entry. The password is circulated to TPUG members through its monthly magazine, *TPUG*.

CPBBC-NEW-16 (416)291-8026
Pritchard Info System 300 bps
Toronto, Ontario, CANADA 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: This is a *fee-based* system. The downloading and uploading of programs require an authorization code, a special terminal program, and the payment of a fee.
Comments: This is a pay-for-it system. I didn't pay for it, so I haven't tried it.

CPBBC-NEW-17 (416)487-2593
NORTEC 300 bps
Toronto, Ontario, CANADA 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: The downloading and uploading of programs requires an authorization code and a special terminal program.
Comments: Another fine CBMBBS. Be careful about the messages you leave here. Seems there is always some sort of feud going on between the users. Keep your head down when calling.

CPBBC-NEW-18 (416)487-5833
Bradley Brothers Bulletin-Board System 300 bps
Toronto, Ontario, CANADA 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: This is a *fee-based* system. The downloading and uploading of programs requires an authorization code, a special terminal program, and payment of a fee.
Comments: Another pay-for-it system. Actually, there are two systems, says the signon pitch. System one is a message base. System two is running on a hard disk with over 1000 downloadable programs for Commodore computers. The programs are all available from TPUG (Toronto PET User's Group). For a caller from the United States, it would be cheaper and more practical to just become a member of TPUG. For local Canadian callers, this system could be quite a boon. If you are interested, call the system to read the pitch.

CPBBC-NEW-19 (416)884-6198
RTC 3ØØ bps
Toronto, Ontario, CANADA 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: This is a *part-time* system. Hours are Mon–Fri, 5 PM–9 AM; Sat–Sun, 24 hours. All hours are Eastern Time. The downloading and uploading of programs requires an authorization code and a special terminal program.
Comments: This system is run by Richvale Telecommunications, makers of various and sundry items for the Commodore PET and 64 computers. Give it a call.

OTHER SYSTEMS

CPBBP-NEW-2Ø (8Ø9)781-Ø35Ø
DSM 3ØØ bps
San Juan, Puerto Rico 8/1/N
Password Required CBMBBS

Features: BBS list, downloading, messaging, parameters, text files, time/duration, userlog.
Special features: Downloadable programs and text files for VIC 20 and Commodore 64 computers.
Special interests: Commodore computers.
Notice: This is a *part-time* system. Hours are Mon–Fri, 8 PM–8 AM; Sat–Sun, 24 hours. All hours are Eastern Time. The downloading and uploading of programs requires an authorization code and a special terminal program.
Comments: I was very surprised to find a Commodore BBS in Puerto Rico. But then, I'm always surprised whenever I find any BBS outside of the U.S., since I consider them to be primarily an American (mainland) phenomenon. But here it is. Although the last system in this book, it certainly isn't last in quality or features. Be prepared for a surprising phone bill, though, when you call this one. Worth fighting the busy signals (yes, I said busy signals!).

CHAPTER 9

Other Hardware, Software, and the Future . . .

Aside from the terminal programs described in Chapter 1, you may be interested in other terminal programs that are currently being developed, as well as other hardware that can help your system to grow.

Telstar 64 is a terminal program from Eastern House. This is a cartridge-based terminal program with uploading/downloading capability to tape and disk. It features several utilities to translate files into PRoGram, SEQuential, MAE Assembler, and ASCII. This is a program you may want to investigate if you only have a tape unit. Telstar 64 is quite a complex program, with documentation that is clear, although not complete. By the time you read this, the documentation problem should be resolved.

Another available program is Bufterm. It is the first terminal program (and possibly the *only* program) that will run on a Commodore 64 with CP/M. Bufterm has uploading and downloading capabilities, is written in assembly language, and comes on a disk.

Other terminal programs, with unknown features, are being developed by Softlaw and Richvale Telecommunications, separately. The former firm made its mark in Color Computer software. The latter has been making a splash in the Commodore world with several utility programs and an IEEE interface unit called the C-64 Link.

A terminal program, of sorts, for visually impaired Commodore owners is for sale from Duffy Engineering. Called the Talktex Computer System, it is a complete package offering voice synthesis for both offline and online use. This product is being used by several visually impaired individuals on Delphi.

Slipping between the cracks of being described as either hardware or software are 80-column cartridges. Although these can double the screen width of either a VIC or 64, only one is compatible with any third-party software. This is the Data-20 card. It can be used with Commterm-80 or Smart 64 Terminal. It is also the only 80-column cartridge that will work with a third-party word processor, Paperclip from Batteries Included. The Data-20 cartridge comes with built-in dumb terminal software, enabling you to go online without investing in terminal software. Of course, since

it is a dumb terminal emulator, uploading and downloading are not possible. The display can be toggled between 40 and 80 columns. I own a Data-20 and can tell you that it produces a nice display. It cannot, however, be left in the cartridge port when loading some types of software. For instance, it will not permit EasyScript to load; the program disk will just madly spin in its drive. I cannot vouch for the display, capabilities, or problems of other 80-column cartridges. I can say, however, to stay away from software-based 80-column displays. Eyestrain is about the only thing you will get out of such a program.

In terms of hardware, HES has announced another modem. This one seems to be aimed squarely at the 1650 Automodem from Commodore. It will be interesting to see what effect it has on terminal software development.

Other new hardware are more disk drives for the 64 from third-party vendors. MSD is no longer alone in the market with its Super Drive. A sturdy disk drive is a must if you are considering turning your 64 (or spare VIC) into a BBS. Given the amount of use a BBS disk drive is put through, it is clear that using a 1541 is a risky proposition at best. I know of one sysop who had a program disk melt in his 1541 because of the use it was getting.

BBSs, of course, bring us back to software. Currently, there are three BBS programs being actively marketed. One, with no name, is being used online as *The Electric Magazine* (see page 206). The second, called RAVICS, does not have its HQ system listed in this book. I haven't been able to get on it, and I won't list systems that I cannot prove exist. The final piece of software is from Steve Punter, father of WordPro. He has just finished translating his PET-based CBMBBS software into a program that will now run on a Commodore 64. In fact, this software has replaced his PET-based CBMBBS. You can call his 64 CBMBBS at the number given on page 359. Another BBS package available is Dial-Your-Match from Matchmaker Enterprises. This will turn a VIC or 64 into an online dating service.

What does the future hold for VIC and 64 telecommunications? As more VIC owners upgrade to a 64, there will be a larger base of VICs standing idle. The ideal way to put them to use would be as a BBS, be it private (as a text-based telephone answering machine) or public (as a conventional BBS). Although there are VIC-based BBSs listed in this book, no indications have yet been seen that the sysops plan to market their software. I would venture to say that anyone who would develop a sturdy piece of software would find him or herself contributing to a population explosion of online systems. Of course, it goes without saying that by this time next year, there will be many more BBSs available that are running on 64s. Wait and see.

In terms of professional telecommunications systems, CompuServe seems

to have a lock on Commodore owners, and I expect Commodore to expand its services on that system. As the 264 and 364 make their way over the horizon, it stands to reason that room will be made to accommodate their owners on the Commodore Forums.

Although it has only been mentioned in passing at the beginning of this book, videotex may take a part in Commodore telecommunications. Commodore itself has announced plans to market videotex terminal software that will allow 64s to tap into Telidon-based systems. In Canada, a firm called Avcor is busily at work perfecting a cartridge-based terminal program that will allow 64s to tie into NAPLPS videotex systems. The 64s are out there, but not the systems. At least not yet.

But then, that's what makes the whole world of computers exciting: not knowing what's just around the corner; or, in the case of telecommunications, at the other end of the phone line.

APPENDIX 1

The CompuServe Treasure Chest

If you've decided to subscribe to CompuServe, you should know about some of the programs that are worth downloading.

For VIC owners, a necessity is VICTERM PRINT. This program works with the VICTerm program that accompanies the VICModem. It allows the printing out of information from an online system. This is not wholly a solution, but it is a worthwhile compromise. Program listings may be printed out and typed into the VIC to be stored on tape for later use. With VICTERM PRINT, you can print out *other* terminal program listings, such as the VKY-extension series of programs. They will allow a degree of true downloading and text-to-BASIC conversion. After VICTERM PRINT, you are left to your own devices and tastes in choosing programs. Don't forget to upload some of your own programs.

For 64 owners, the 64 Forum is truly a gold mine. Although your individual needs will vary, here are the programs I consider must-haves on the system.

TXEDIT.IMG: Either its original version or compiled version. This little wonder will allow you to compose messages offline to later upload with Vidtex. It can handle conventional SEQuential text files, as well as translate them into ASCII (which only the early version of Vidtex can read).

DSKCHK.IMG: Again, either its original or compiled forms will do. This program will show you the BAM of a disk, check all resident files, and recover scratched files (if the disk blocks haven't been allocated by overwriting them). This program recovered a full disk for me after I accidentally used the incorrect wildcard syntax in EasyScript. It should be in your computer first aid kit.

PNTRM1.IMG and PNTRM2.IMG: A very limited version of a "Punter" terminal program for downloading from CBMBBSs. This one has fewer features than the one I have, but it will do in a crunch.

VIDCON.IMG: This will take a SEQuential file prepared on a word processor and translate it into an ASCII file for uploading with Vidtex. If you don't need TXEDIT.IMG, you may need this.

TX2BAS.IMG: A program to convert downloaded SEQuential program listings into runnable, tokenized BASIC programs. Very useful.

TERM8Ø.IMG: A terminal program that can emulate a VT terminal and can toggle between 40- and 80-column screens. This will show you why I have said stay away from software-generated displays. Although a nice characterset is used, the letters are virtually microscopic. Nice to have on hand, though, just in case.

ZPIEEE.BIN, SUPZAP.IMG, VTXCIE.IMG, VTXZAP.DOC, ZP1541.BIN, and/or SUPZAP.DOC: According to your own needs, a zap patch to make Vidtex operate at 1200 bps. The early version will not, and needs one of these zaps, according to whatever individual configuration is being used. Be sure to read VTXZAP.DOC first.

NUDOS.IMG: An amazing incarnation of the DOS Wedge that will copy itself to another disk! Also included is UnNEW, to save you from accidentally wiping out your keyboarding efforts.

These are just some of the programs available on CompuServe that will help you get the most out of your VIC and, especially, your 64. In Appendixes 2 and 3, a complete list of downloadable programs available on CompuServe is presented. For those of you already on CompuServe, these appendixes will help you to locate programs as the databases grow. For those of you not yet on CompuServe, these lists should be the clincher. See you in the Forum!

APPENDIX 2

Files in VIC Forum XA Databases

FILES IN DATABASE XAØ (HOTLINE)

NOTICE! As this book heads for the printer, Commodore is making drastic changes in the structure and content of their Reference Libraries (XA databases). You may find that some files reside in different databases or that filenames have been changed. In particular, the XAØ databases are being changed, given new filenames. When searching for a file, it is suggested that you use the **/KEY:** command, with a keyword, to aid in retrieval.

To download files from XAØ, use the **R**ead command to dump into your buffer. The format is: **R FILENAME.EXTENSION** (if the file has an extension). Example: **R HINTS.TXT**. The files in XAØ are text files that answer frequently-asked questions about Commodore equipment. Filenames are in **boldface**; the filesize, in bytes, is in *italics*. When you enter the database, type **BRO** to see the latest files that have been added since the publication of this book.

HINTS.TXT *820*

Can it give me any help with my Infocom adventure games?

ISSUES.TXT *2315*

How do I get back issues of Power/Play and Commodore Magazines?

MANUAL.TXT *1285*

Where can I get service manuals with schematics for my Commodore?

NUMBER.TXT *420*

Where can I find a list of CompuServe direct access numbers and logon procedures for Tymnet, Telenet and Datapac (Canada).

PRINTER.TXT *675*

What is the difference between the MPS-801, 1525 and 1526 printers?

PUBDOM.TXT *540*

Where can I find the public domain programs in CIN?

RIBBON.TXT *860*

When can I get printer paper and ribbons for the 1526 and MPS-801 printers?

SPECS.TXT *475*

Where can I get information on Commodore computers, peripherals or software?

SSDISK.TXT *440*

What type of disks should I use with my 1541 disk drive?

SUBSCR.TXT *620*

What do I do if I have subscribed to a Commodore publication and have not received a copy of this publication?

DOWNLD.TXT *905*

How do I download information to my printer or storage device?

PFDISK.TXT *1535*

Is there a disk version for the VIC 20 Personal Finance program?

BREAK.TXT *625*

Which keys on the VIC 20 or Commodore 64 are used as "break" keys?

COLUMN.TXT *760*

How can I expand the column display of the VIC 20 or Commodore 64?

COST.TXT *495*

I need information concerning the rate and billing procedures used by CompuServe.

FORMAT.TXT *965*

How do I format a new diskette when using the 1541 disk drive?

INTERF.TXT *755*

What information or recommendations can Commodore give me concerning the use of third party hardware, software or services with my Commodore computer?

M1702.TXT *1320*

Does Commodore produce a color monitor?

PLOTTR.TXT *1440*

Does Commodore make a printer/plotter and where can I get replacement paper and pens for it?

CALLWT.TXT *595*

If I have call waiting and are using a modem will there be any communication problem when I receive a call?

CHARAC.TXT *1150*

How do I generate special characters not found on the keyboard, over the Vicmodem?

ENCYCL *1665*

How can my programs be included in the Commodore Software Encyclopedia?

F-KEYS.TXT *1675*

How can I utilize the function keys on the VIC 20 and Commodore 64?

HOOKUP.TXT *1615*

How do I hook-up a monitor to the Commodore 64 or VIC 20?

LOAD.TXT *1135*

What do I do if I have trouble loading a tape on my VIC 20 or Commodore 64?

OVRSEA.TXT *1285*

Can my American or Canadian bought VIC 20 or Commodore 64 be used overseas where the current and cycles per second are different?

PHONE.TXT *1765*

What style of telephone do I need to operate the 1600 modem with the VIC 20 or Commodore 64?

PROTEC.TXT *675*

How do I protect software on the Commodore 64 and the VIC 20?

RF.TXT *1130*

How do I clear up the picture on my TV when using the Commodore 64 or VIC 20?

SETTIN.TXT *5855*

What do I do if I am having trouble accessing another computer?

SFTWRE.TXT *850*

Where can I find information on software for Commodore computers?

SPLIST.TXT *1620*

How do I get a listing of a program from a SuperPet to my printer?

TAPE.TXT *555*

How do I copy a program from tape to disk?

TVJUMP.TXT *460*

What do I do if the picture on my TV is fluttering when using my VIC 20?

VICCOM.TXT *1145*

When using VICTerm I, what parameter settings are needed to communicate between two VIC 20's?

VICTYP.TXT *2020*

How do I SAVE and LOAD the current text using the VIC Typewriter program?

WCARD.TXT *600*

What do I do if I did not receive a warranty card with my VIC 20 or Commodore 64?

COPY.TXT *925*

How do I copy Term 64 or VICTerm I, which are on tape, onto a disk?

CRASH.TXT *840*

Can high voltage electrical appliances cause my computer to crash its program in memory?

DLRLST.TXT *540*

How can I locate an Authorized Commodore dealer in my area?

FILES.TXT *835*

How do I get access to a file I have stored on CompuServe's storage disk?

GRDCBL.TXT *705*

What is the silver wire extruding from the C2N (#1530 datasette) used for?

HI-RES.TXT *1565*

Where can I find information on programming the VIC 20 with High Resolution Graphics?

INTFCE.TXT *550*

Can the VIC 20 be interfaced with other Commodore peripherals?

STOP.TXT *1305*

When using VICTERM-1 or Term 64, how can I stop the transmission of data on CIS so that I may read the information and then re-start the transmission?

VICTER.TXT *1810*

What is VICTerm 40?

PAC.TXT *1805*

Does Commodore have an extended BASIC for the VIC 20?

SERVIC.TXT *1975*

What do I do if my VIC 20 or Commodore 64 is defective?

USRGRP.TXT *1405*

How do I start a User's Group?

BULBDS.TXT *825*

Where can I find a list of local and nationwide bulletin boards?

CABLES.TXT *1350*

What monitor cable should I use with my Commodore 64 and 1701 or 1702 monitor?

MONITR.TXT *460*

What is the difference between the 1701 and 1702 monitors?

VTERM.TXT *1155*

What should I do if I am having problems with my VICTerm Print program?

PP1515.TXT *755*

Where can I find replacement ribbons and paper for my 1515 printer?

PP1525.TXT *755*

Where can I find replacement ribbons and paper for my 1525 printer?

RP025.TXT *1665*

How can my programs be included in the Commodore Software Encyclopedia?

RS232.TXT *375*

How do I access the RS232 port on the SuperPET 9000?

SP043.TXT *1640*

How do I get a LISTing of a program from a SuperPET to my printer?

SP044.TXT *700*

Can my CBM 8032 computer be upgraded to a SuperPET 9000?

LOGOFF *820*

How should I logoff from CompuServe?

PF055 *1545*

Is there a disk version for the VIC 20 Personal Finance tapes?

RF084 *955*

How can I obtain information concerning the use of relative files with the Commodore 1541 Disk Drive?

MM0048 *535*

What is Terminal Forty?

MP0086 *1030*

How can I obtain information pertaining to Educational or mass purchase policies of Commodore equipment?

RS0028 *1580*

How do I connect a RS-232 modem, printer, or other device to the VIC 20 RS-232 port?

IMGLTR *1200*

What are IMaGe files?

VA0024 *605*

Does Commodore manufacture a Voice Module for the VIC 20 and the Commodore 64?

SK0070 *855*

How can I obtain information to help me navigate my way through the Commodore Information Network?

AM0072 *1050*

When is the new #1650 Auto-Dial/Auto-Answer modem coming out for the Commodore 64 and the VIC 20?

VS0012 *1920*

What is the Super Expander?

VS0019 *280*

Can I upgrade my VIC 20 to a Commodore 64?

DD0004 *1570*

How do I change the device number on the VIC 1540 or VIC 1541 disk drives?

DEALER *305*

Where do I get replacement parts for my VIC 20 or Commodore 64?

EXPAND *280*

How do I expand my VIC 20 to 32K?

EXPSOF *260*

Is it possible to use Commodore software with memory expansion?

IE074 *620*

How do I connect a third party printer, disk drive, modem, or other device to the VIC 20 or Commodore 64?

MOVEBA *1335*

How do I move the beginning of BASIC?

SOFTWA *415*

Where do I get software for my modem?

VT045 *1030*

Can I exceed 66 characters per line with the VIC Typewriter?

CC080 *760*

What are the differences between the VICTerm I and Term 64 color change commands?

CPM *275*

Will the CP/M cartridge for the Commodore 64 work with the VIC 20?

LU079 *1030*

What can I do to alleviate a lock-up problem involving my VIC 20 and 1525E printer?

PROGRA *1310*

Will Commodore assist me in my personal programming efforts?

CONVER *700*

How do I convert VIC 20 programs to run on the Commodore 64?

AL027 *495*

What are the Apple and Atari loaders and are they made by Commodore?

MS073 *1830*

What do Commodore and Power/Play Magazines cover and how may I subscribe to them?

FILES IN DATABASE XA2 (VIC Rec Programs)

To download files from XA2 and the remaining VIC Forum XA databases, use the **R**ead command to dump into your buffer. The format is: **R FILENAME.EXTENSION** (when the file has an extension). Example: **R ALPHA.IMG**. Remember that program files with the extension **IMG** need to be converted from their hex format into tokenized BASIC in order to run on your VIC 20. The files in the remaining XA databases are a mixture of program and text files. Filenames are in **boldface**; the filesize, in bytes, is in *italics*. Note that files with an **IMG** extension have *two* filesizes: the first is the size of the hex coding; the second is the number of bytes the file will actually occupy on your disk after it has been converted. When you enter these databases, type **BRO** to see the latest files that have been added since the publication of this book. All comments in the file descriptions are those of the file's submittor.

ALPHA.IMG *7365(2904)*

Game for pre-schoolers to learn the alphabet.

CLUE.IMG *7660(3024)*

Game similar to the board game of CLUE. Find the clues and catch the killer.

HANG.IMG *8090(3192)*

Graphics game of Hangman. Multiple players. Key in word and opponent must guess the word.

MUSVIC.IMG *5155(2040)*

Similar to the game of Simon. Colors and sounds must be matched in sequence or you lose points.

SLOTS.IMG *8455(3336)*

Play the slot machines! Place your bet against VIC.

IMGTP5.SEQ *2640*

This program converts image files (.IMG extension) to PRG files and requires a disk drive. This newest version traps out more errors so it won't crash as easily on unedited buffers with prompt lines.

TOKEN.LSE *850*

Tokenizes BASIC program using dynamic keyboard modified to do entire file at once not line by line.

DEVSUB.IMG *13625(5376)*

Submarine Warfare game, Color, Sound and Action. Requires a Memory Expander.

DGRACE.IMG *13105(5160)*

A game of Dog Races with Sound, Color and Action. Place bets, get odds and then watch race.

BLKJAK.IMG *14905(5880)*

Game for 1 or 2 players with color & sound. Must have at least 8K Expander. Requires 5.8K of memory.

LASVEG.IMG *9730(3840)*

Super Slot machine game. Multiple odds, Jackpots and payoffs. Sound and color. Original odds and format pgm. This game requires at least a 3K Expansion.

DRWPKR.BAS *6115*

A simple game of Draw Poker with color and sound. Warning: the dealer has a mind of his own.

SONATA.IMG *12245(4824)*

Excerpt from Mozart's Sonata in C Major. Requires 1211-A Super-Expander cartridge.

ALSO.IMG *6380(2520)*

Introduction to Also Sprach Zarathustra.

SLTNIT.IMG *1570(624)*

Public domain program plays SILENT NIGHT on VIC 20.

XMAS.IMG *3630(1440)*

This is a nice little program I got from a public domain library for the VIC 20. (Back when I used it alot!).

SWAMP2.IMG *6450(2544)*

A VIC game.

DSKMNU.DOC *720*

Docs for DKSMNU program, which provides a menu for any diskette. It will read the Directory to make it.

HEXBIN.DOC *385*

Docs for HEXBIN.DEC conversion program. For any VIC.

DSKMNU.VIC *2690*

An adaptation of Commodore's Directory Assistance for C-64, will auto-load/run any program from menu.

HEXBIN.DEC *4655*

Will convert Hex to dec and dec to Hex, also binary to dec and dec to binary! Fits on unexpanded VIC (just barely!)

IRQWDG.BAS *510*

Demonstrates background processing thru an interrupt routine wedge. After running, the background routine will be activated and will display the numbers 0–9 in the upper left corner of the screen, changing numbers each second. This takes place concurrently with anything else you do or run. The program is from the book, "Mastering the VIC."

ANIMAL.SEQ *2135*

This is a game called ANIMALS for the VIC 20.

ETCH.SEQ *3355*

This game allows you to draw on the VIC screen with the joystick.

SNAKE.SEQ *3905*

This is a game called SNAKE.

HEX.SEQ *1005*

This program will convert hexadecimal numbers to decimal and vice versa.

DWNLOD.VKY *1870*

One of several programs for downloading and converting to a program.

ERRATA.VKY *6370*

One of several programs with info on my downloading programs.

INSTR.VKY *1790*

One of several programs with instructions for my downloading programs and some hints.

SEEDLD.VKY *2720*

One of several programs with info on my downloading programs.

TOKEN.VKY *1305*

One of several programs with info on my downloading programs.

UPLOD3.VKY *2415*

One of several programs with info on my downloading programs.

UPLOD4.VKY *2920*

One of several programs with info on my downloading programs.

TUMBLR.BAS *1100*

This program, from Commodore magazine, uses programmable characters to animate a tumbler rolling across the gym floor.

ALROUT *1080*

This file contains a routine for converting IMG files to BASIC to be read.

GOLF.SEQ *1010*

This is a description of the game golf found in file GOLF.IMG.

MAZE.SEQ *2080*

This is an explanation for the game "The Maze" found in file MAZE.IMG.

PIOGAM.SEQ *215*

This is a description of the game PIO which can be found under the filename PIO.IMG.

FILES IN DATABASE XA3 (Utilities)

VKPRNT.BAS *1405*

This program will implement the handshaking on the VIC-20. The busy line on a printer can be used to control the flow of characters.

VKPRNT.DOC *2200*

This is the documentation for the program VKPRNT.

HEXDEC.BAS *1710*

Read HEXDEC.DOC.

HEXDEC.DOC *485*

DOC to HEXDEC.

ACCESS.TXT *2175*

Using ACCESS.

VICPAC *3550*

A packman like program for the VIC.

USERGR.TXT *14825*

This file contains an article on starting your own user group.

64BACK.IMG *105(48)*

64 file backup.

C64BAM.IMG *5285(2088)*

BAM reader.

CRAPS.IMG *5465(2160)*

Craps game.

CRAZYB.IMG *8050(3168)*

VIC game.

CTRG.IMG *365(144)*

VIC joystick demo.

CURSOR.IMG *525(216)*

Cursor demo.

DEMOA.IMG *595(240)*

Demo for VIC.

SWAMP1.IMG *6485(2568)*

VIC game.

SWAMP2.IMG *6450(2544)*

VIC game.

SWMPLS.IMG *9030(3576)*

VIC game.

TWTHF.IMG *2900(1152)*

Music demo.

VTERM2.DOC *4710*

This is the modified version of VICTerm Print terminal program.

VTERM2.SEQ *4330*

This is a modified version of VICTerm print terminal program that originally appeared in Commodore magazine.

BUTTER.IMG *3705(1464)*

A terminal emulator program.

FILES IN DATABASE XA6 (CBM Mag. Pgms)

POEM.IMG *3330(1320)*

This is a program published in the Spring 1984 issue of Commodore Power/Play, titled POEM WRITER.

PUBDOC *2875*

This is a preliminary catalog of the files in XA6.

TIME.IMG *3685(1464)*

64 clock pgm.

CHEK64.IMG *5055(1992)*

64 pgm.

COPOEM.IMG *1375(552)*

Color poem.

COWORD.IMG *1365(552)*

Color words.

DOLENT.IMG *6815(2688)*

Mag pgm.

FILBLK.IMG *9005(3552)*

Fill in the blanks.

FITB.IMG *1970(792)*

VIC utility.

HMINVT.IMG *13520(5328)*

Inventory pgm.

JOYRIT.IMG *1740(696)*

VIC joystick demo.

MERGE.IMG *1210(480)*

VIC utility.

MMDIET.IMG *450(192)*

Mag pgm.

PIO.IMG *5880(2328)*

VIC utility.

PROTEC.IMG *2700(1080)*

Mag pgm.

STRPOS.IMG *3480(1392)*

Chart star positions.

UTILIT.IMG *2735(1080)*

VIC utility.

WHEREL.IMG *2365(936)*

VIC utility.

WHLCHK.IMG *180(72)*

Mag pgm.

ARRAYS.IMG *1270(504)*

VIC sort arrays.

GTMST1.IMG *285(120)*

Getting the most out of the VIC 20.

GTMST2.IMG *165(72)*

Getting the most out of the VIC 20.

GTMST3.IMG *360(144)*

Getting the most out of the VIC 20.

GTMST4.IMG *345(144)*

Getting the most out of the VIC 20.

NOTCHG.IMG *410(168)*

Sylvan notes.

NOTES.SEQ *125*

Sylvan notes.

NOTES1.IMG *2645(1056)*

Sylvan notes.

NOTES2.SEQ *200*

Sylvan notes.

SPTCRE.IMG *895(360)*

VIC sprite creator.

ADVENT.IMG *4760(1896)*

Adventure game.

ALPHAM.IMG *16445(6480)*

VIC game.

BANK2.IMG *280(120)*

VIC game.

BOOKS1.IMG *5915(2328)*

Bookkeeping.

BOOKS2.IMG *8395(3312)*

Bookkeeping.

BOOKS3.IMG *8395(3312)*

Bookkeeping.

BOOKS4.IMG *8395(3312)*

Bookkeeping.

MULTIP.IMG *21700(8544)*

Multiplication pgm.

TURTLE.IMG *1425(576)*

Turtle graphics.

ARRAY.IMG *1270(504)*

Sort arrays.

BANKCH.IMG *415(168)*

64 utility.

BUBBLE.IMG *815(336)*

Sort utility.

CRUNCH.IMG *530(216)*

VIC utility.

DIR-41.IMG *5410(2136)*

1541 utility.

ETSHOU.IMG *2100(840)*

ET's house.

FIVE-4.IMG *2555(1008)*

64 music demo.

LAZLIN.IMG *570(240)*

Utility.

LOAN.IMG *3705(1464)*

Loan calculator.

MATCH.IMG *16445(6480)*

VIC game.

RUBIC.IMG *4715(1872)*

Cube game.

SOUNDS.IMG *2415(960)*

Sound demo.

SPINWH.IMG *7705(3048)*

VIC game.

SUPMON.IMG *14245(5616)*

Machine language monitor.

TONEMT.IMG *2235(888)*

Tone pgm.

TUMBLE.IMG *2215(888)*

VIC game.

VICBAK.IMG *105(48)*

VIC utility.

VICPOK.IMG *1870(744)*

VIC poker.

WHEELG.IMG *6675(2640)*

VIC game.

CRAPS.IMG *5465(2160)*

Craps game.

CRAZYB.IMG *8050(3168)*

VIC game.

CTRG.IMG *365(144)*

Mag pgm.

CURSOR.IMG *525(216)*

Cursor demo.

DEMOA.IMG *595(240)*

VIC demo.

DEMOB.IMG *2180(864)*

VIC demo.

SWAMP1.IMG *6485(2568)*

VIC game.

SWAMP2.IMG *6450(2544)*

VIC game.

SWMPLS.IMG *9030(3576)*

VIC game.

TWTHF.IMG *2900(1152)*

VIC game.

FILES IN DATABASE XA7 (CBM Mag. Articles)

AVENGE.TXT *1795*

This is an abstract of an article entitled Winning Avenger which appeared in Power/Play.

BUTTER.TXT *715*

This is an abstract of an article titled Butterfield Reminders that appeared in Power/Play.

MACHLG.TXT *905*

This is an article about Machine Language for Beginners. It appeared in Commodore Microcomputer.

MAGIC1.TXT *845*

This is an abstract of an article about Magic Desk 1 for the Commodore 64 which appeared in Microcomputer.

MCRCHP.TXT *6995*

This is a Commodore Magazine article called Millions and the Microchip.

MSTVIC.TXT *3670*

This is a Commodore Power/Play Magazine article abstract called Mastering Your VIC 20.

RAYLIT.TXT *1225*

An interesting article about the use of Photoelectric Ray on the Commodore Vic 20. This article appeared in Commodore Microcomputer.

STARCR.TXT *2025*

This a review of the adventure game STARCROSS by Infocom for the Commodore 64.

STIMUL.TXT *865*

This is an abstract of an article entitled Stimulating Stimulations which appeared in Power/Play.

FILES IN DATABASE XA8 (Telecommunications)

This database is empty as this book goes to press. No doubt there will be entries in it when this book appears in stores. Use the **BRO** command here to see what has been added.

APPENDIX 3

Files in 64 Forum XA Databases

FILES IN DATABASE XAØ (HOTLINE)

NOTICE! As this book heads for the printer, Commodore is making drastic changes in the structure and content of their Reference Libraries (XA databases). You may find that some files reside in different databases or that filenames have been changed. In particular, the XAØ databases are being changed, given new filenames. When searching for a file, it is suggested that you use the **/KEY:** command, with a keyword, to aid in retrieval.

To download files from XAØ, use the **Read** command to dump into your buffer. The format is: **R FILENAME.EXTENSION** (if the file has an extension). Example: **R PERNEW.HLP**. The files in XAØ are text files that answer frequently-asked questions about Commodore equipment. Filenames are in **boldface**; the filesize, in bytes, is in *italics*. When you enter the database, type **BRO** to see the latest files that have been added since the publication of this book.

PERNEW.HLP *813Ø*

A buffer capture of setting up the customized personal menu for the newest CIS feature. Also a look at the new File management menu and the new command, PER.

HINTS.TXT *82Ø*

Can you give any help with my Infocom adventure games?

ISSUES.TXT *2315*

How do I get back issues of Power/Play and Commodore Magazines?

MANUAL.TXT *1285*

Where can I get service manuals with schematics for my Commodore?

PRINTR.TXT *675*

What is the difference between the MPS-801, 1525 and 1526 printers?

PUBDOM.TXT *540*

Where can I find Public Domain programs in CIN?

RIBBON.TXT *860*

Where can I find printer paper and ribbons for the 1526 and MPS-801 printers?

SPECS.TXT *475*

Where can I get information on Commodore computers, peripherals or software?

SSDISK.TXT *440*

What type of disks should I use with my 1541 disk drive?

SUBSCR.TXT *620*

What do I do if I have subscribed to a Commodore publication and have not received a copy of this publication?

HOW2CO.HLP *4930*

This file explains how to use the COnferencing facility in this SIG. If you need more assistance after reading this file, please leave a message addressed to SYSOP and someone will answer your questions.

DOSCO.TWO *2110*

Announcing DOS CO #2! This will be an indepth conference and discussion about the 1541 DOS. Interested and qualified SIG members must read this file for the proper procedures to request attendance and submit questions to our Guest.

DOWNLD.TXT *905*

How do I download information to my printer or storage device?

BREAK.TXT *625*

Which keys on the VIC 20 and Commodore 64 are used as "break" keys?

COLUMN.TXT *760*

How can I expand the column display of the Commodore 64 or VIC 20?

COST.TXT *495*

I need information concerning the rate and billing procedures used by CompuServe.

FORMAT.TXT *965*

How do I format a new diskette when using the 1541 disk drive?

INTERF.TXT *755*

What information or recommendations can Commodore give me concerning the use of third party hardware, software or services with my Commodore computer?

M1702.TXT *1320*

Does Commodore produce a color monitor for the VIC 20 and Commodore 64?

PHONE.TXT *1770*

What style phone do I need to operate the 1600 Vicmodem with my VIC 20 or Commodore 64?

PLOTTR.TXT *1440*

Does Commodore make a color printer/plotter and where can I buy replacement paper and pens for it?

XA0.DIR *16940*

This is a directory of all files in this database on March 1st 1984.

CALLWT.TXT *595*

If I have call waiting and are using a modem, will there be any communication problem when I receive a call?

CHARAC.TXT *1150*

How do I generate special characters not found on the keyboard over the VICModem?

COPY.TXT *925*

How do I copy Term-64 or VICTerm I, which are on tape, on to a disk?

CRASH.TXT *840*

Can high voltage electrical appliances cause my computer to crash its program in memory?

DLRLST.TXT *540*

How can I locate an authorized Commodore dealer in my area?

ENCYCL *1665*

How can my programs be included in the Commodore Software Encyclopedia?

F-KEYS.TXT *1675*

How can I utilize the function keys on the VIC 20 and Commodore 64?

GRDCBL.TXT *705*

What is the silver wire extruding from the C2N (1530 datasette) used for?

HOOKUP.TXT *1410*

How do I hook up a monitor to the Commodore 64 or the VIC 20?

OVRSEA.TXT *1285*

Can my American or Canadian bought VIC 20 or Commodore 64 be used over-seas where the current and cycles per second are different?

PROTEC.TXT *675*

How do I protect software on the Commodore 64 and the VIC 20?

RF.TXT *1130*

How do I clear up the picture on my TV when using my computer?

SETTIN.TXT *5760*

What do I do if I am having trouble accessing another computer?

SFTWRE.TXT *850*

Where can I find information on software for Commodore computers?

STOP.TXT *1305*

When using VICTerm I or Term 64 how can I stop the transmission of data on CompuServe so that I may read the information and then re-start the transmission?

TAPE.TXT *520*

How do I copy a program from tape to disk?

VICTYP.TXT *2020*

How do I SAVE or LOAD the current text using the VIC Typewriter program?

WCARD.TXT *600*

I did not receive a warranty card with my VIC 20 or Commodore 64.

FILES.TXT *835*

How do I get access to a file which I have stored on CompuServe's storage disk?

SERVIC.TXT *1970*

What do I do if my VIC 20 or Commodore 64 is defective?

USRGRP.TXT *1405*

How do I start a User's Group?

BULBDS.TXT *825*

Where can I find a list of local and nationwide bulletin boards?

CABLES.TXT *1350*

What monitor cable should I use with my Commodore 64 and 1701 or 1702 monitor?

EZSCPT.TXT *1470*

How can I access the special printer functions on my third party printer with Easyscript?

GREXP.TXT *1195*

Does Commodore offer an extended BASIC and graphic expander for the Commodore 64?

MONITR.TXT *460*

What is the difference between the 1701 and 1702 monitors?

VTERM.TXT *1155*

What should I do if I am having problems with my VICTerm print program?

PP1515.TXT *755*

Where can I find replacement ribbons and paper for my 1515 printer?

PP1525.TXT *755*

Where can I find replacement ribbons and paper for my 1525 printer?

EC0040 *600*

Does Commodore have a downloading and uploading program for the Commodore 64?

LOGOFF *820*

How should I logoff from CompuServe?

RF0084 *955*

How can I obtain information concerning the use of relative files with the Commodore 1541 Disk Drive?

TC0026 *2395*

How do I access the Time of Day Clock on the Commodore 64?

DB0081 *725*

What are, and how can I obtain, the Commodore Disk and Cassette Bonus Packs?

RI0085 *2595*

Does Commodore have information available concerning the programming of the Raster Interrupt Vector on the Commodore 64?

CPM64 *1060*

What specific CP/M versions will run with a Commodore 64 CP/M option?

IMGLTR *1200*

What are IMaGe files?

VA0024 *605*

Does Commodore manufacture a Voice Module for the VIC 20 and Commodore 64?

SKØ7Ø *855*

How can I obtain information about using the Commodore Information Network?

AMØ72 *1Ø5Ø*

When is the new #165Ø Auto-Dial/Auto-Answer modem coming out for the Commodore 64 and the VIC 2Ø?

CSØ14 *1915*

Where can I get a Commodore 64 Programmers Reference Guide?

VSØ19 *28Ø*

Can I upgrade my VIC 2Ø to a Commodore 64?

DDØØ4 *157Ø*

How do I change the device number on the VIC 154Ø or VIC 1541 disk drive?

DDØ42 *164Ø*

When using a 154Ø Disk Drive with a Commodore 64 I experience a communication lockup with SAVE and LOAD commands.

DEALER *3Ø5*

Where do I get replacement parts for my VIC 2Ø or Commodore 64?

IEØ74 *62Ø*

How do I connect a third party printer, disk drive, modem, or other device to the VIC 2Ø or Commodore 64?

MOVEBA *1335*

How do I move the beginning of BASIC?

SID *1255*

How do I know what "frequency out" of the SID (6581 Sound Interface Device) is?

SOFTWA *415*

Where do I get software for my modem?

CC64Ø *76Ø*

What are the differences between the VICTerm 1 and Term 64 color change commands?

CPM *275*

Will the CP/M cartridge for the Commodore 64 work with the VIC 2Ø?

PROGRA *131Ø*

Will Commodore assist me in my personal programming efforts?

CONVER *7ØØ*

How do I convert VIC 2Ø programs to run on the Commodore 64?

CP6423 *42Ø*

Why does my screen blank out when I save or load with my Commodore 64?

CS61Ø *121Ø*

How do I find out how many bytes free I have on the Commodore 64?

RS629 *3Ø15*

How do I connect a RS-232 modem, printer, or other device to the Commodore 64 RS-232 port?

AL627 *495*

What are the Apple and Atari loaders and are they made by Commodore?

CS667 *765*

How do I get a terminal program for the Commodore 64?

MSØ73 *183Ø*

What do Commodore Magazine and Power/Play Magazines cover and how may I subscribe to them?

SEØ61 *44Ø*

Can the Commodore 64 be expanded beyond 64K RAM?

FILES IN DATABASE XA2 (Utilities)

To download files from XA2 and the remaining 64 Forum XA databases, use the Read command to dump into your buffer if you are *not* using Vidtex as your terminal program. The format is: **R FILENAME.EXTENSION**. Example: **R INVOIC.IMG**. Remember that program files with the extension **IMG** need to be converted from their hex format into tokenized BASIC in order to run on your 64. If you are using Vidtex as your terminal program, you should use the **DOW** command to transfer files using CompuServe's B-protocol for error-free transmission. The format is: **DOW FILENAME.EXTENSION**. Example: **DOW INVOIC.IMG**. The remaining XA databases are a mixture of program and text files. When necessary, I will provide additional information about a database. Filenames are in **boldface**; the filesize, in bytes, is in *italics*. Note that files with an **IMG** extension have *two* filesizes: the first is the size of the hex coding; the second is the number of bytes the file will actually occupy on your disk after it has been converted. When you enter these databases, type **BRO** to see the latest files that have been added since the publication of this book. All comments in the file descriptions are those of the file's submittor.

INVOIC.IMG *22170(8736)*

This is an invoice program that is menu driven for ease in use.

CLEANR.BAS *535*

This program allows you to use a cleaning diskette in your 1541 without all the 'knocking'. Load the program, prepare the cleaning diskette and RUN! Be aware that your disk will spin, but that the RED light will NOT go on! The program will time the cleaning to your specifications.

PATCH.IMG *11765(4632)*

This disk utility reads sectors off the disk and allows dumps to a printer in Hex, ASCII, or decimal. The block can be edited and written back to the disk. The edit mode displays Hex, decimal,

ASCII, and BASIC keywords. The program is menu driven using function keys and is quite easy to use.

TWINCO.IMG *5415(2136)*

A fairly quick file copy program for twin single 1541 disk drive users. Uses an ML subroutine located just below the cassette buffer to perform the transfer. Directory read routine is adapted from the erroneous program in the 1541 Users Manual. It will display deleted files, but not copy them.

PTRDEM.IMG *4905(1944)*

This program is essentially a tutorial for printer formatting of columns. Be sure to 'LIST' and read LINES 0–21 for description and documentation of the program.

RANGEN.IMG *1805(720)*

This simple program demonstrates the generating of random numbers. Any number of sets of 'x' numbers can be obtained up to your pre-set size. It will also print them out for you if so desired.

WEDGE.SRC *15190*

This is the source code for the C64 wedge. This program makes the use of the disk drive simpler for the C64 user. This is the program that is distributed in binary format on the disk supplied with the 1541 disk drive.

AUTVID.IMG *1525(600)*

Ever want to use CIS when you're not at home or in the middle of the night? Try this program which auto starts Vidtex whenever you want. Program asks for auto-log which you create for this purpose (be sure to study navigation in your manual). Then ask for present time and time to call. The rest is up to Vidtex, CIS and your own creativity.

DIRECT.IMG *7775(3072)*

This program is a nice revision of the directory program found on the 1541 demo disk (and the 1541 manual). This program supports a 1541 disk drive and a 1525 printer/plotter.

DISDOK.IMG *16745(6600)*

This is the Disk Doctor program with the addition of a copy function and it also reads out in both Hex and decimal. To use the copy function, just read the T&S you want to copy then insert the disk you want it written on. Then press the <C>opy key and you're done!

WPTRAN.IMG *1435(576)*

This original program converts the program files of screen codes, which are used by WordPro and PaperClip, to SEQuential files of Petscii codes. This could be modified for printer output; the conversion is simple and depends on your printer. Note, by the way, the method of using device 3 to get the computer to do the converting.

DSKWOW.IMG *50425(19848)*

This is the Disk Check program (DISK.WOW) compiled with Petspeed. The program has been modified from the original for better error handling and runs about 8 times faster than the uncompiled version. It will print a display of the BAM then check all files for errors, check all sectors for errors, or recover scratched files. The program takes 79 blocks on disk. Will run on either a single or dual drive.

DUMTER.IMG *2925(1152)*

This is, in essence, the VICModem manual program, but rewritten largely in machine language (data statements). I think it will work on a VIC if you change line 40 to vi=1.

DUMTER.SEQ *1415*

This is a listing of a dumb terminal program, rewritten in machine language data statements, from the VICModem manual program. I think it should work for a VIC if you change line 40 to "vi=1".

SEQPX.IMG *3380(1344)*

This is meant to translate underline sequences ("_" followed by ASCII BS or CBM left cursor) into something your non-backspacing printer can handle. It will work, among others, on Commodore printers, and on printers which will do carriage return without linefeed, when connected to a CardCo/A (maybe others) interface.

ERROR.IMG *1335(528)*

This program is in the public domain. It shows you how to read a pre-set error, on a disk, and re-set if error is not there.

AUTOLG.IMG *820(336)*

This is, essentially, the autolog loader on the Vidtex disk, except that it works faster because I blank the screen and use VIC-speed on loading (also uses dynamic keyboard). Change the name variable al$ in line 1Ø to the name of your autolog file; I used "cis".

RS232.DOC *1875*

Commented assembly language corresponding to the BASIC m/l loader, RS232.IMG.

RS232.IMG *1645(648)*

Lets someone else control your computer by modem. For example, if they type "cmd2:list" where file 2 is the modem, the program is transferred to your computer.

DSKMEM.IMG *8740(3456)*

This program will display the memory contents of the ROMs and RAM in a 1541 disk drive. It will display the contents in an 8 Byte per line Hex dump or a 1 instruction per line disassembly using 65Ø2 numonics. You can specify the starting address in Hex or Decimal. If Hex is desired, a $ must be input in front of the Hex address. You can output the listing to a printer though it must be DEVICE #4.

HIUTL.IMG *1335(528)*

This program will print a hi-res screen located at 8192 (most are located here) and print it to the 1526 (only) printer. Garbage will collect on the hi-res screen (don't ask me why) and will ruin your hi-res screen if it's not saved. Note: This is very slow, it takes about 40 minutes to print because of the rotation of characters.

XA2.DIR *77165*

This is a directory of all files in this database on March 1st 1984. Beware it is over 77,ØØØ bytes long and will take a long long time to download.

CATPR-.IMG *4490(1776)*

Formatted printing of SEQ file 'diskfile' generated by 'SDCAT-.IMG' providing catalog directory listing of disk files. Runs on a single drive to catalog up to 1000 files. Compiled w/DTL (see CATPET.IMG for Petspeed version), and you should read COMPIL.DOC & COMPIL.SUPP for info. Formatted for Star Micronics Gemini & Delta series of printers, with CardCo interface. Should run on other combos, however.

KEYIN.IMG *1615(648)*

See KEYIN.DOC. A user-controlled input routine.

RAMASM.IMG *520(216)*

Relocate screen memory to avoid sparkle problem on early 64s. See RAMCHR.DOC.

RAMBAS.IMG *1040(432)*

Relocate screen memory to avoid sparkle problem on early 64's. See RAMCHR.DOC. Also see RAM???.* (e.g. assembly language version, RAMASM.IMG).

SUPMON.IMG *6485(2568)*

The well-known machine language monitor for the Commodore 64.

UNNEW.IMG *200(96)*

An unNEW routine for pure BASIC programs; loaded from disk into the cassette buffer. LOAD "UNNEW", 8,1:SYS 828:CLR. Works only on programs at $0801, the standard C64 loading place.

VTERM.IMG *4730(1872)*

VICTerm Print, modified for the C64. See VTERM.DOC for more information.

CATPET.IMG *39275(15456)*

Formatted printing of SEQ file 'diskfile' generated by 'SDCAT-.IMG' providing catalog directory listing of disk files. Runs on a single drive to catalog up to 1000 files. Compiled w/Petspeed (see CATPR-.IMG for DTL version), and thus less memory is available for filename

storage. Formatted for Star Micronics Gemini & Delta series of printers, with CardCo interface. Should run on other combos, however.

SDCAT-.IMG *5365(2112)*

Single disk drive file cataloguer. Similar to DSKFIL.IMG, but compiled for speed (see COMPIL.DOC & COMPIL.SUP). To create a SEQ file listing of # of files (up to 1000), and, for each file, (1) file name, (2) disk name and (3) disk id#. (Replaces 1FILR-.IMG). Use w/CATPR-.IMG or CATPET.IMG to print out a catalog directory of your disk files.

SORTWO.IMG *25780(10152)*

This is "SRTDIR.IMG" which I have compiled using Petspeed. Marginally longer load time (40 blks vs. 12) but program now runs at least 10x speed with total accuracy.

DISKMN.IMG *2625(1056)*

This program reads your disk directory, and then gives you an option of next screen, previous screen, load a program, or load and run.

NAMER.IMG *3630(1440)*

Renames a disk without erasing any files.

PRINT.IMG *1055(432)*

Will dump your text screen to the printer.

SEQPRN.IMG *2790(1104)*

Will print SEQuential files, filtering out any control characters which may lock up the printer.

SEQRED.IMG *3860(1536)*

Read or print a SEQuential file from disk.

MPRMUT.IMG *84895(33408)*

This is (MPRM) with many programs added to it. See MPRM.DOC for usage instructions. You should be familiar with MPRM to use this program.

BRAKE.IMG *875(360)*

This will allow you to slow down the listing of a program.

C-SORT.IMG *4695(1848)*

This is C-SORT.IMG. Please read C-SORT.DOC for instructions.

CWEDG.IMG *1635(648)*

This program will copy the 64 wedge for you. Load DOS 5.1 into memory and load and run this program.

HSUP1.IMG *4485(1776)*

Please read HSUP.DOC for instructions.

HSUP2.IMG *2105(840)*

Please read HSUP.DOC for instructions.

M-SORT.IMG *2625(1056)*

Please read C-SORT.DOC for instructions.

DSKCOP.IMG *10240(4032)*

This program will copy PRG, SEQ, REL & USR files from one disk to another.

BTERMP.IMG *11755(4632)*

This is the BTERMP.IMG program which I downloaded and made a few speed modifications on. Runs about 20% faster as is. See BTERM.DOC for download instructions.

SRTDIR.IMG *7320(2880)*

A slightly improved version of SRTDIR.SEQ, the directory sort program. This program will read/sort/write the directory of a disk.

BTERMA.IMG *1985(792)*

Please read BTERM.DOC for instructions.

MICROM.IMG *10435(4128)*

Please read MICROM.DOC for instructions.

OBJSAV.IMG *2335(936)*

Please read OBJSAV.DOC for instructions.

TWEET.IMG *9750(3840)*

The program will return the impedence for various configurations of parallel and series circuits, including phase shift.

TEXT.BAS *6825*

This is a text editor which mimics the Commodore screen editor. It can handle 255 lines by 255 characters. This is a SEQuential BASIC listing and must be converted after download.

BB1650.IMG *20410(8040)*

This is a version of the BBS.IMG program also in this XA7 modified for the 1650 Automodem.

AULINE.IMG *2190(864)*

This program will automatically create line numbers for you when writing new programs. All you do is enter the starting number and the increment. The program will prompt you for the correct information.

DISKWO.IMG *6445(2544)*

This is a menu driven BASIC program that performs as the DOS wedge. Its 2 main advantages are: 1) It will accept spaces if they are enclosed in quotes. 2) It will not "blow out" any Machine Language programs, although it will "blow out" BASIC programs.

SQLDR.IMG *1135(456)*

This brash, and relatively short program, quickly loads a SEQuential file into memory, without using its own machine language! (It fools the load routine in the kernel Rom). Only guaranteed to work with kernel 2. Why write your own machine language when Commodore or Microsoft has already done the job? Protect memory used from BASIC.

SQSAV.IMG *1215(480)*

Saves an area of memory as a SEQuential file (without the program file header). Protect the area of memory from BASIC. The interesting thing about this program is that almost all the dirty work is done by parts of the kernel "save" routine, but it has no machine language of its own! May not work except with kernel 2.

26AID.DOC *2265*

Documentation file for 26AID.IMG.

26AID.IMG *580(240)*

A machine language aid to the dumping of (non-multi-color) C'64 custom characters or (God forbid!) hi-res bitmaps. Read the documentation or you'll never figure it out! Designed to be used from BASIC. (i.e. uses calls to CHRGET to get arguments.)

26DEMO.IMG *770(312)*

If a hi-res picture is loaded into memory at $2000 (8192) and 26AID.IMG is loaded into memory at $c000 (49152) then this program will dump the picture to a 1526 printer. I am not responsible for any damage to the printer head which may. . . result. (See page 27 about reversing.)

MENU.IMG *4005(1584)*

A handy (short) auto-menu prog which scans your directory, and up pops a screen full of numbered choices of progs on your disk. Just pick a # and pgm will LOAD/RUN (even m/l and pgms you have to "SYS" into!). Will not use up disk space writing/rewriting a SEQ file so it is always up-to-date!

PHDIR.IMG *16Ø1Ø(6312)*

This is a phone directory program which has the following features: 1) load/save number files/over old files, 2) phone files suitable for upload and printout using a SEQuential file reader, 3) alphabetic sort 4) examine/print by search string, 5) print in normal/expanded print, 6) delete by search string.

TRAPER.IMG *1565(624)*

Instead of an instant termination a program error, er% is set to the error status and the programmer can take action. There are 3 exceptions, which, besides setting er%, jump to the normal error routine—10, next, 11, syntax, and 12, return. If the programmer does not take action, the program may act in a disasterous way—use with caution. If you want to get a standard error termination on a program error, poke781,er%:sys42Ø42.

DSKFIL.IMG *4ØØØ(1584)*

Sets up a SEQuential file of your disks on device 9 while you exchange disks on device 8. 2 fields—program name, disk id. Can then load SEQ file into FlexFile to create random file. If drive hangs up, run-stop and close 1:close2, then start another file where you left off, merge the 2 files with the copy command. Needs KSP.IMG to work.

FKEY.IMG *326Ø(1296)*

This program uses the interrupt vector to allow you to define function keys as a string up to 1Ø characters long. ("_" is translated to carriage return.)

NUDOS *4755*

This text file is a detailed explanation of the modificatioms to the DOS SUPPORT WEDGE that are contained in "NUDOS2.IMG". Examples are given.

NUDOS2.IMG *2765(11Ø4)*

In addition to the Self-Save feature and the Merge w/Unnew in the earlier version of NUDOS, this version adds a command to change the device # of the drive, eliminating the need to use the disk addr.

change prg. Example: if wedge & drive are set to #8, then @=9 will set both to device #9. See NUDOS.DOC.

C64BAK.IMG *12005(4728)*

Single disk backup program with direct/BAM copy options, an option to speed up the program by blanking the screen and using the 1541 VIC speed, audio prompts, et. al. Uses all 64K of RAM (by bank switching) and will crash the wedge, RTC and MSD IEEE interfaces, programming aids, et. al.

FILCOP.IMG *8075(3192)*

Will copy up to 24 files at a time with a buffer of 58K. I don't think it works on relative files.

KSP.IMG *1330(528)*

This is part 2 of 2 needed for diskfiler, (DSKFIL.IMG). This is the sprite file.

PHDIR.SEQ *9355*

This is the source listing for PHDIR.IMG. This program was compiled using zoom pascal by Abacus software.

DISLIB.IMG *10410(4104)*

Simple file program to keep track where your programs are stored. Six catagories, includes catagory sort by alpha and search. Easy to modify to your needs. Will give 'error' on disk drive when first run. Just go to 'file maintenance' and 'add' first file to set up.

MLNDAT.IMG *3560(1416)*

This is a fragment of a larger program (runs as is) illustrating a technique for embedding ML code in data statements to make easily modified hybrid programs without the penalty of the slow pokes from data statements or the inability to easily modify the basic "shell" (as in pgms like the loader for Supermon). This fragment prints the BAM to the screen in Hexadecimal.

USRPK.IMG *1895(768)*

This turns the USR function into a peek function for all 64K of RAM. For example, peek (4Ø96Ø) returns the value for the BASIC ROM, but USR (4Ø96Ø) returns the value for the RAM underneath.

KOMENU.IMG *524Ø(2Ø64)*

Disk menu program to view pictures created with the Koala pad. You may use this program to avoid loading the Koala software, or to distribute copies of your art work to others. This program is entirely in m/l and allows drive & disk changes without exiting. It defaults to the drive it was booted from.

MPRM.DOC *5125*

The Multi Program RAM Manager (MPRM) downloads as a block of programs (MPRM, 15 documents, 8 utilities and 3 examples). This DOC lists one doc file and a cookbook method for breaking the block apart after you download. MPRM stacks many programs in C64 memory at the same time. Each pgm in the stack may run independently or may alter the last program.

MPRM.IMG *8Ø115(31536)*

MPRM allows you to stack many programs in core and run them independently. More information and a cookbook for breaking apart (MPRM, 15 documents, 8 utilities and 3 examples). All files downloaded as a block can be found in MPRM.DOC. This is a powerful tool written in BASIC.

PARADI.IMG *767Ø(3Ø24)*

This program was inspired by an article in the "National Forum". It is an "Optimal Interface Paradigm". With the help of this program, you can become masterful word interfacers on any occasion. A phrase can be readily assembled in many impressive configurations!

VIDLST.DOC *775*

DOC file for VIDLST, a program for sending your downloaded SEQ files to the screen or printer. Compiled with Petspeed.

VIDLST.IMG *22850(9000)*

See VIDLST.DOC for instructions.

MEMDMP.SEQ *680*

This file will display the memory contents from a->b (inputs).

OPCODE.SEQ *680*

This utility will search memory looking for a value you select. It is useful if you are looking to find locations which contain a particular value. For example, if you are trying to find which locations contain an RTS, enter a value of 60 and it will tell you which addresses (from a-->b) contain a 60. When done it will display "end pass" & all the parameters.

BBS.IMG *17900(7056)*

A BBS program.

FILDOC.TXT *5440*

This file is documentation for FILE.IMG. I hope you will read this file before attempting to run the program as these instructions are very important.

PRTSET.IMG *4230(1680)*

This prg was written to assist in the setup of the Gemini-10X character set using the Star Universal/Commodore Interface. Printer must be online when prg is run. Printer must remain on, not necessarily online, while loading the main pgm (Easy Script, etc).

FILE.IMG *15825(6240)*

This is a filing system for the 64 using relative files on disk. It is about 9K, but doesn't use RAM for file storage, so files can be almost any length. Please read FILDOC.TXT for more info and instructions.

UNLIST.IMG *645(264)*

1) Append this routine to the end of your program to be list protected. 2) Add :REMOVE to the end of all lines to be list

protected. 3) GOTO 61000 (the routine). All lines with REMOVE on them will clear the screen when listed.

COPML.IMG *690(288)*

This is the machine language for COP541.IMG. Download this as COPYROUTINE which is the name it will be loaded by.

TRC.TXT *720*

When on, this utility displays the line #'s as they are being performed.

COP241.IMG *7470(2952)*

As requested by other members, this is the BASIC driver for a 2 drive copy program. It is untested since I no longer have 2 1541's but is believed to work. Download this as COPY1541.

ROMFIX.IMG *645(264)*

This public domain patch enables users to run programs which use screen pokes on the newer C64s. It also changes the FRE (X) command to return a positive value. If you have programs that give you blank screens, then you probably need this program.

PRGLST.DOC *5925*

This DOC file will try to explain the need for the program lister. It also contains some of my ideas on printer and interface selection as well as some general information on connecting printers to the C64. Some program customizing notes are suggested.

PRGLST.IMG *11805(4656)*

This program takes care of the problem of listing programs from the C64 to normal ASCII printers without using special characters. Graphic characters are listed by the key sequence needed to produce them on the screen. Characters not available from the keyboard are listed with their ASCII codes. This lastest version also decodes function keys [f1] etc.

PHDIR.IMG *32Ø25(126ØØ)*

This program will offer the following menu options: Create, Search, View, Add, Delete, and end. Max chrs. for each field are: Name=25, Phone=14, Address=8Ø. The program will store up to 1ØØ records on disk. This program was written in Pascal, and this is the object program.

XFF58K.IMG *7475(2952)*

This is XFFILE.IMG as described elsewhere in this data base . . . but with an expanded 58k buffer— it can copy a single file from disk to disk when the file is up to 233 blocks in length. Uses $18ØØ-$ffff. . . requires bank switching the Kernal and I/O ROMs.

KEYHGH.IMG *98Ø(4Ø8)*

M/1 part of keytrix download as KEYTRIX.HGH.

KEYTRX.IMG *1Ø49Ø(4128)*

BASIC part of a program to allow you to redefine the keyboard codes on a C64. You must also have the file KEYTRIX.HGH on the disk. Instructions included in the program. You may redefine almost any key to send any code (Ø–255).

ML2BAS.DOC *213Ø*

Documentation for ML2BAS.

ML2BAS.IMG *6525(2568)*

ML2BAS will convert a section of memory to a BASIC subroutine that will poke that memory back when called. See ML2BAS.DOC.

PRTPTC.IMG *16Ø(72)*

This file changes the 'p' command in MIMON.IMG (not MICROM.IMG!) to toggle the serial printer. To load, type: L C8AF "<patch>" Ø8 then save the new MIMON.

TERM8Ø.DOC · *1Ø155*

DOC file for the program TERM80.IMG, a VT52 terminal emulator program for the C64 that features an 8Ø column display generated by software. This file is in 8Ø column format.

TERM8Ø.IMG *999Ø(3936)*

Terminal program for C64 emulates a DEC VT52 terminal and provides an 8Ø column display through software. The only DEC function unduplicated is the numeric keypad. Switch between 4Ø/8Ø col. with CTRL-4 and CTRL-8. See documentation file TERM8Ø.DOC.

TONE.IMG *386Ø(1536)*

This program will cause your C64 to sound the touch tones. Can be used to dial a TT line phone or access long-distance dialing services.

TDTERM.IMG *15465(6Ø96)*

This program is a merge of a Touchtone dialer with the Punter program Terminal.64 which is listed on another database here. This program requires that the program Term.64 also be present elsewhere on the disk.

PHONE.IMG *949Ø(3744)*

This is an automated phone directory that will search, print, erase, and update your disk files.

XFFILE.DOC *3965*

This file is a commented assembly listing of the Machine Language Disk input/output routines used in XFFILE.IMG. It is intended as an aid for those just learning ML programming for disk in/out, and to help those who might wish to modify XFFILE.IMG.

XFFILE.IMG *6Ø25(2376)*

This prg is a fast (ML core) copy prg. for transferring a (ml) PRG, SEQ, or user file from disk to disk. It is more convenient than using an ML monitor or WP for this purpose, and is much faster than using a single disk backup prg when only a few files need to be copied. It is

most useful with a single disk drive (i.e when Copy-All can't be used), but also works with two drives. See XFFILE.DOC for ASM listing.

TXTED-.IMG *12840(5064)*

A text editor (TXEDITT.IMG) compiled for speed and enhanced with a printer utility added. See COMPIL.DOC for info on using compiled programs. Fast disk loading of stored files, no delays for garbage collection and instantaneous set-up. See TXEDIT.TXT for info on using this program.

SEQUTL.IMG *660(264)*

Reads (screens) a SEQuential file. . . Load "SEQUTL",8,1 sys49245.

COMPIL.SUP *1705*

Additional notes on, and a listing of, current (1/5/83) DTL compiled programs in this database.

TXEDIT.TXT *1585*

Documentation for the program TXEDIT.IMG. A BASIC text editor program which will save the text to disk, print it out or edit it. Please carefully read these instructions.

STAT.DOC *2710*

These are the instructions for using the statistical program STAT.IMG uploaded to this database. This program calculates arithmetic average, standard deviation, standard error of the mean, and does the Student's T Test of significance.

TXEDIT.IMG *11405(4488)*

This is a small BASIC text editor. It is not meant to have all the features of a regular word processor. It will allow you to create SEQ text files on your disk or print out text to your printer. It will also do ASCII conversions for those times you need to use Vidtex for Buffer uploads on the SIG. Creating messages off line can save you a lot of connect time!

STAT.IMG *20355(8016)*

This program calculates the arithmetic mean, standard deviation, and standard error of the mean of data entered from the keyboard. The program also has an optional Student T Test to determine the degree of significance of the difference between pairs of sample means. Output is to the screen and/or printer (Gemini 10X) and is in table form.

BOTMKR.IMG *2315(912)*

This pgm makes another pgm on your disk, which when loaded ',8,1 will load and run a basic pgm of your choice. A sample assembly listing of the pgm created is provided as BOTMKR.DOC.

MAIL64.IMG *9085(3576)*

This is a mailing list program for the '64 as it stands it will hold 100 names and addresses. This can be modified from lines 500–.

FINDER.IMG *2260(912)*

This is a BASIC program which will search for a text string in all the blocks on a diskette. Meant as an aid in finding the first block of a file on a disk whose directory has been clobbered.

RESTOR.DOC *1855*

This is the documentation file for the programs RESTOR.IMG and FINDER.IMG. These are utilities which allow the restoration of files on disks whose directories have been corrupted.

RESTOR.IMG *1930(768)*

This is a BASIC program which will restore files on a disk whose directory has been corrupted. It is necessary to know the track and sector numbers of the first block in the file. The program FINDER.IMG can aid in this. See documentation file RESTOR.DOC.

SRTDR-.IMG *2950(1176)*

This program will alphabetically sort and rewrite your disk directory, as well as sort by program type, in less than 30 seconds.

STRDIR.SEQ *3135*

This program will read the disk directory, sort it by program type, and name, and write it back to the disk. Download and convert to a BASIC program and run.

BOTMKR.DOC *2625*

This file is a commented sample assembly listing of a booter pgm as made by BOTMKR.IMG. It serves to explain the auto run technique used. This program could easily be modified to run Machine Language as well as BASIC . . . just change to a non-relocated load and jump there instead of putting RUN<cr> in keyboard buffer . . . in fact if a jump is made to $a68e, BASIC will run without the RUN<cr>.

PHONE.IMG *8270(3264)*

This program is for storing, editing, retrieving, etc. your phone list.

RECORD.IMG *8130(3216)*

This program inventories a record album collection. It saves the array on disk so can recall, review, and update your collection. It is fully prompted and menu driven. You can probably figure out how to work it just by fiddling with it.

DISKCK.IMG *9415(3720)*

This program will:

1. give you a BAM of your disk.
2. check all files for errors.
3. check for bad track and sectors.
4. recover scratched files.

LODADR.IMG *8050(3168)*

This program will give you the starting and ending load address of all the programs on a disk.

RESTOR.IMG *870(360)*

Machine language loaded from data statements in a subroutine. SYS 49152,5*4 restores data statements to line 20 (so the next read will come from line 20, or the first line afterwards with a data statement).

The line must actually exist. Any valid numerical expression which evaluates to a line number (+ maybe a fraction) may be used.

SCRDMP.IMG *1575(624)*

This program uploaded via Vidtex is an ultra fast screen dump. It uses String Thing and gives one of the fastest dumps I have ever seen.

CGOTO.IMG *1210(480)*

BASIC subroutine loads machine language. (Change location by changing variable cg.) Once this subroutine is run, if a=5, SYS 49152,a^3 is the same as goto 125 SYS 49152+12,a+3 is the same as gosub 8.

COMPIL.DOC *3065*

This is the explanation for downloading and using the Cimarron Insta-Speed compiled programs uploaded to this database and identified by the keywords 'COMPILE', 'DTL', or 'INSTA-SPEED' or by the presence of a '-' as the 6th character in the program name.

VIDFIL.DOC *1075*

Doc file for VIDFIL.IMG.

DSKLOG.IMG *4140(1632)*

This prints a directory on your screen or printer with beginning and ending addresses and the like.

RTLMOV.IMG *510(216)*

Moves RTL-64 to a new disk.

DIR.IMG *405(168)*

Not really a wedge — a substitute for the DOS wedge when you need the memory that the DOS wedge takes. Load "dir",8,1 NEW SYS 828:REM reads error channel SYS 868:REM reads whole directory. Will disappear if you do any cassette I/O.

LGPRNT.IMG *2040(816)*

This pgm allows for rapid print out of those huge SEQ files like PAMS which cannot be loaded into memory without linking.

VIDCON.IMG *2550(1008)*

New version allows insertion of linefeeds — goes from Easy Script or Vidtex meta-S files to Vidtex meta-U files, which can be uploaded using meta-L.

VIDFIL.IMG *12745(5016)*

Keeps track of your videotapes (or books, records, disks or whatever). See VIDFIL.DOC for details.

SEQFLN.IMG *6330(2496)*

This is the Insta-Speed compiled version of the file called SEQFLN.*** in one of the other databases. The compiled version will run the pgm significantly faster, particularly in disk transfers of data. SEQFLN is a text editor for creating, loading, printing, editing and saving SEQuential files.

CWEDGC.IMG *3930(1560)*

Compiled pgm for fast copying the DOS wedge onto a new disk. After downloading this pgm (call it 'copy wedge'), change (temporarily) the names of your wedge loader m/l pgms on the master disk from 'c64 wedge' to 'w' and 'dos 5.1' to 'd' respectively. Make sure U have 'rtl-64' on the same disk as 'copy wedge'. (See COMPIL.DOC for info.)

RTL-64.IMG *20790(8184)*

This is a run-time library consisting of a set of m/l instructions that must be on the same disk as a Cimarron Insta-Speed compiled pgm in order to run it. Download/convert this pgm and save to disk. Do not try to run this alone. Then download/convert and save to the same disk VIDTEX IMG files which refer to Insta-Speed or DTL in their keywords or descriptions.

FINANC.IMG *13140(5184)*

Finance utility program for calculating various items such as loan installments, mortgage amortization payments, compound interest accumulations, savings growth, etc.

WORDLI.IMG *6605(2616)*

This program converts PETSCII files to ASCII in any line length format from 40 to 80 cleans string ends for no broken words and then inserts a <cr>. Also allows for setting paragraph indent 0–5. Great with any SEQ file of text.

GEMINI.IMG *6020(2376)*

A subroutine (lines 36000 et seq) for setting your printer operational format conveniently w/o having to enter the various code commands. Tested on the Gemini 10 but is believed to work as well on the Gemini 10x, Delta 10 and Epson printers, and possibly others as well.

PNTRM1.IMG *9435(3720)*

The first of two programs needed to upload or download from a Punter BBS. Save this program as TERMINAL.64 and download PNTRM2.IMG as TERM.64.

PNTRM2.IMG *4110(1632)*

The second of two programs needed to upload or download from a Punter BBS. Save this program as TERM.64 and download PNTRM1.IMG as TERMINAL.64.

SUPBAS.DOC *510*

Doc file for SUPBAS.IMG. This program will let you view and/or change any sector in any block on a disk byte by byte. Very useful for sick disks.

ERASER.SEQ *590*

Two line utility for erasing the upper portion of a program listing from within a program.

UPLOAD.SEQ *2620*

Converts a BASIC pgm listing into a SEQ file sendable as an uploaded SEQ file to CIS via Commterm-64 software. Instructions in REM statements.

BFILL.IMG *1220(480)*

BASIC data statements to fill in any number of 256-byte pages in memory with any value. Example included. (A simple bit-mapped graphics setup).

BLT.IMG *1435(576)*

BASIC data statements with example. With this routine, you can move any number of 256-byte pages from one location to another (or even to the same location, using bank switching). Interrupts are disabled during the transfer, so it may screw up the clock a jiffie or so. The example moves upper case character set to 12288.

IMGTP5.SEQ *2640*

The latest version of this classic. Requires a disk drive, and a buffer upload terminal program. This newest version traps out more errors, so it won't crash as easily on unedited buffers with prompt lines.

PRTIM5.SEQ *2460*

If you use this program carefully, making sure to get all letters uploaded in upper case, and not getting any blank or prompt lines in the file, you can use this program to upload a real IMG file without the use of Vidtex. However, Vidtex is much better. You'll need a disk drive, and a text upload terminal program.

XMON.DOC *2505*

Documentation for XMON.IMG.

XMON.IMG *7310(2880)*

A popular Commodore public domain extended monitor, C64 version at $080d with BASIC run shell. See XMON.DOC for instructions and how to move this monitor to other locations in memory.

MICROM.IMG *10435(4128)*

See MICROM.DOC.

CHKDSK.IMG *5775(2280)*

This program checks disks for bad blocks. It takes approx. 8 minutes.

TX2BAS.IMG *3960(1560)*

This is my Text to BASIC program. This is the Vidtex version. Please read the doc file. There is also a SEQuentialized BASIC listing. This will work with either tape or disk. Please delete the line not appropriate to your equipment.

STRTHG.IMG *1525(600)*

This is String Thing. Use the machine language routine to write BASIC programs with faster input. There are data statements which contain a routine to read a line of a disk file into a BASIC string variable.

SEQPRG.IMG *2680(1056)*

This program converts a directory entry of SEQ to a directory entry of PRG. It does not convert a BASIC listing to a program, it only modifies the directory entry. This is useful when Vidtex has created a SEQ file instead of a PRG file because of the wrong header.

DISDIC.IMG *15220(6000)*

This is the Disk Doctor program with the addition of a copy command that lets you copy a T&S from one disk to another. To use this feature just swap disks after reading out the one you want to copy and then select the copy option.

ASCII.IMG *5230(2064)*

Load "ASCII",8,1:poke 53272,29. The real thing, with upper and lower reversed, backslash, et. al.

GREEK.IMG *5230(2064)*

Could be more artistic. Load "GREEK",8,1:poke 53272,29.

HEBREW.IMG *5230(2064)*

Could be more artistic. Load "HEBREW",8,1:poke 53272,29. Aleph at @, Bet at A, Gimmel at B, . . . (Same as Israeli typewriter — shift chars are upper-case Latin).

ROOSKI.IMG *5230(2064)*

Could be more artistic. Load "ROOSKI",8,1:poke 53272,27.

VIDKEY.BIN *710(320)*

Function key file (meta-F) for Vidtex — Meta Ø=chr$(0) (NUL), Meta 7=F7=chr$(96) (back-single quote), Meta 9=chr$(28)=control-Backslash=FS. Useful for using Vidtex with a mainframe (other than CompuServe) as these characters are otherwise inaccessible.

MICROM.DOC *7800*

The documentation for MICROMON-64.

BASROM.TXT *3025*

This is a list of addresses in the Commodore '64 BASIC ROM.

HIROM.TXT *4460*

A list of kernel ROM addresses.

FILES IN DATABASE XA3 (Beginner/User Info.)

This is where you will find files that will help you if you are new to computers and to telecommunications. Note that transcripts of online classes in BASIC are stored here. You needn't attend live to learn, although it is suggested.

DYNKEY.TXT *10025*

This is a text file which will instruct you about using the BASIC programming technique known as a dynamic keyboard. It can be used for loading programs or merges or any other useful number of utilities and tricks. Applies to both tape and disk users.

ELECT *8795*

This is a lesson plan outline that was used to give a lecture to Navy personnel concerning Electrical Safety. The information in it can prove valuable to anyone working around electricity.

BUTRSP.TXT *3970*

"Swapping" programs vs. "sharing" programs. Formatted for 80 columns (printer).

SIGHOP.TXT *5915*

This is a list of service names that can be accessed by the R command. This command may be used from the Programming Area or from the Function prompt in the SIG. [*Note by Mike Cane:* the R command is being discontinued, so ignore this file if it is still present.]

XA3.DIR *9465*

This is a directory of all files in this database on March 1st 1984.

ALARM.TXT *3890*

This is a commented disassembly of an alarm clock program which uses interrupts. It is not very long, and easily demonstrates how to write your own interrupt pointers. The original program asks you to set a time you wish to quit and then allows you to keep on programming until it displays TIME TO QUIT and beeps at ya. A very simple and uncomplicated demo for people wishing to learn interrupts.

PRINT.TXT *10380*

The transcript of the class held on Feb. 21 about PRINTing.

SCREEN.TXT *10215*

This is a text file to explain how to use the CBM screen editor. It covers such confusing subjects as inserting in program lines, etc. Another no-tech explanation.

DEVICE.TXT *2315*

This is a small instruction file which gives you clear and non-technical directions for changing your second 1541 to device #9 with a

permanent hardware change. Please do all work on a 1541 at your own risk. This could void a warranty, so check with your dealer before doing it yourself.

64TO64.TXT *6795*

This is an instruction file for using your 64 in local or direct modem connections with another 64 (or any other computer, for that matter).

INTRO.FEB *5120*

This is the text of the first class held in February. It is the starting of a new set of BEGINNING BASIC classes.

VIDAUT.TXT *4Ø5*

In most urban exchanges, you should be able to speed up the VIDTEX dialing algorithm by at least a factor of 4. Try these in your exchange with a number like 9Ø9-555-9999. (Add 1 or whatever is necessary for your DDD Access code). These values work for Vidtex 4.Øa and 4.Øb.

BASIC4.TXT *13ØØ*

This is the text for the fourth BASIC online class.

BASIC3.TXT *17785*

This is the edited transcript of the third online BASIC class held on Jan. 24. The subject was String manipulations.

CHRCOD.TXT *6Ø5*

Here is a list of some of the CHR$ codes which are not in your user guide.

TOKENS.TXT *1275*

This is a list of the BASIC tokens for 2.Ø BASIC. These are the values which are stored in both memory and on disk or tape when you use a keyword in BASIC; ie: PRINT is 153 whether or not you spell it out or use ? for it.

BASIC2.TXT *18455*

This is an edited transcript of the BASIC Class held Jan. 17. The topic was ARRAYS.

BASIC1.TXT *12460*

This is the transcript of the first online BASIC class held for CBM SIG members on Jan. 10. The subject was Variables and the Hierarchy of BASIC CBM math.

ZPIEEE.BIN *2425(1056)*

This is the zap file for users of Vidtex with IEEE devices. See VTXZAP.DOC for details.

SUPZAP.IMG *19270(7584)*

This program will allow you to modify any byte in a program by memory address. This has primarily been used to fix VIDTEX for IEEE and 1200 baud so far but is believed to work on any file. See SUPZAP.DOC for more info.

VTXCIE.IMG *1560(624)*

This program will relocate the MSD CIE code from $9000 to $CA00 and allow the IEEE devices to be used with zapped VIDTEX.

VTXZAP.DOC *5700*

This is the documentation file for using ZP1541.BIN and ZPIEEE.BIN.

ZP1541.BIN *830(384)*

This is the zap file for VIDTEX users with 1541's only. See VTXZAP.DOC for details.

CONF02.TXT *2830*

This is a transcript of the Dec 13 1983 general conference.

SUPZAP.DOC *3120*

This is the documentation for SUPZAP.IMG.

VTERM2.DOC *4710*

This is the documentation file for the revised version of VICTerm Print.

VTERM2.SEQ *4330*

This is the SEQuential file of revised VICTerm Print. Please access the file VTERM2.DOC for further information and instructions for this program.

DSENSE.BAS *1235*

Routine senses presence of multiple single or dual-drive disk units (devices 8–11). Useful for automatic program adjustment to multi-drive configurations. SEQuential file version.

DSENSE.IMG *2670(1056)*

Routine senses presence of multiple single or dual-drive disk units (devices 8–11). Useful for automatic program adjustment to multi-drive configurations. IMG version.

AL1541.TXT *4840*

Alignment problems with 1541 — causes and cures.

NEWSIG.TXT *880*

This is a 'feeler' to see how much support can be drummed up for a new SIG dealing with the problems of telecommunications and the handicapped, and handicapped in general.

ACCESS.TXT *2175*

Using ACCESS.

USERGR.TXT *14825*

This file contains an article on starting your own user group.

FILES IN DATABASE XA4 (Languages/FORTH)

This is the XA database for material of interest to those programming in the FORTH language. NOTE: This database may be moved to a special

Commodore Programming Forum. Check the Commodore Information Network (G CBM-1) for details.

LIFE.SCR *2175*

Life is a math game. These screens have two versions one in high level FORTH (11s/gen), one with a word in assembler (2s/gen). Also included are words to save and restore LIFE screens.

XA4.DIR *7395*

This is a directory of all files in this database on March 1984.

LSCR.SCR *1465*

These screens contain example LIFE screens. Use RLIFE to restore them.

CASE.SCR *1080*

These screens contain two of many possible CASE statements. They were placed in the public domain in FORTH DIMENSIONS II/3. Simple test/examples are included.

GOES.SCR *1315*

GOESINTO is a recursive decompiler. It will decompile a WORD and recursively descend to decompile the WORDS revealed at any level. Modified slightly (uses PMP's KEYIN instead of KEY.)

ASK.SCR *685*

ASK is a defining word which creates daughters that execute numeric input with prompts and error checking. For example 0 15 ASK PITCH creates the word PITCH. PITCH types "ENTER PITCH" and waits for input. If the value is in bounds, it is left on the stack. If not the bounds are typed and the user prompted to reenter.

TIME.SCR *585*

These words support the real time clock on the 6526 chip. SET sets the time. It uses ASK but can be easily changed. TIME types the time as AM/PM HH:MM:SS:10ths.

CONCAT.SCR *2620*

This is an update to CONCAT.SCR which now properly addresses the drives according to the values in DV1, DV2, etc. It takes a range of C64FORTH screens and creates a ready-made XA4 format file for uploading.

DECRYP.SCR *1550*

This is an updated version of DECRYP.SCR which now properly addresses the drives by number according to the screen being written out (and the values in DV1, DV2, etc.). It takes a downloaded XA4 format(!) file and converts it to normal C64FORTH screens.

MACROS.SCR *1020*

This is an updated version of MACROS.SCR which eliminates the two definitions #L, and #H, since they are already defined in the FORTH system as)LO and)HI, and changes MOV2, accordingly. These macros are designed to save a lot of tedious typing and make the 6502 in some way seem like a more modern CPU.

QX.SCR *1400*

This is an updated version of QX.SCR which now properly addresses the drives according to the values in DV1, DV2, etc. It prints out the screen headers in a given range (minus the first two chars) at the rate of about 2–4 seconds per screen. I find it to be an indispensable tool once you have a lot of screens on a disk.

TABLE.SCR *770*

No more putting a 1000 number table on the stack in reverse order and then trying to figure out how long it is! This is the simplest, most elegant solution to creating tables I've seen (if I do say so myself).

THRU.SCR *285*

This simple word comes in handy when you want to fetch several screens into the block buffers at once for an editing session.

SQROOT.SCR *1285*

This routine returns a 16-bit root of a 32-bit double number on the stack. Written in C64-FORTH (PMP) assembler, this can easily be adapted to other FORTH assembler formats.

SCMSCR.SCR *665*

A simple data encrypter for FORTH screens. Utilizes the concept of matrix transposition.

BOXES.SCR *1920*

Draws random sizes and colors of boxes on the Commodore-64 screen. Written in FIG-std FORTH code—should work on any FORTH system on the 64.

SIEVE.SCR *640*

Sieve of Eratosthenes routine in FORTH.

CANON.DOC *9840*

A documentation file describing the .SCR format for FORTH screen files on the C64 SIG XA4 database.

FILES IN DATABASE XA5 (Manual Updates)

This XA database is for Commodore manual and documentation updates.

WORDPR.PAT *545*

WordPro needs a 2-byte patch to work on a 1526, or else it gives a device not present error. Here are the ideas in a program which PSI, the manufacturer of WordPro, is sending, on request, which makes the necessary patch.

XA5.DIR *5705*

This is a directory of all files in this database on March 1st 1984.

PCLIP.UPD *2090*

Two undocumented features of the PaperClip word processor: a method for saving formatted output to disk, and a method for non-destructively changing the line length parameter of a file.

SCRCRA.DOC *1700*

An article about the Commodore 64 screen crash. (Make a line > 80 columns on line 24, and start deleting, in a high #'d color and the machine will crash.)

DOSCO1.TX2 *7385*

The second part of DOSCO1.TX1. It turned out to be shorter once I deleted stuff irrelevant to the disk operating system.

DOSCO1.TX1 *11150*

About the first 45% of a conference held on the Commodore disk operating system, on 11/22/83. Some of the dialog has been rearranged so that questions follow answers.

BAR.IMG *10300(4056)*

Vertical bar charts with user input. Displays quantity by day/week/month.

CHANG1.REF *3810*

This file contains programs which can be found in the 64 reference guide.

CHANG2.REF *4000*

This file is a continuation of programs in the C64 reference guide.

CHANG3.REF *4085*

This file is a continuation of programs that can be found in the 64 reference guide.

CHANG4.REF *3115*

This file is a continuation of programs for the 64 reference guide.

CHANG5.REF *4800*

This file is a continuation of programs found in the 64 reference guide.

CHANG6.REF *3200*

This file is a continuation of programs for the C-64 reference guide.

GUIDE1.REF *15105*

This file contains program errata for the Programmers' Reference Guide.

GUIDE2.REF *6430*

This file is a continuation of errata for the Programmers' Reference Guide.

UPDAT1 *4840*

This file contains updates for the C-64 manuals.

UPDAT2 *4800*

This program is a continuation of updates for the C64 manuals.

UPDAT3 *3010*

This file is a continuation of updates for the C64 manuals.

UPDAT4 *4200*

This file is a continuation of updates for the C64 manuals.

UPDAT5 *3020*

This file is a continuation of updates for the C64 manuals.

UPDAT6 *3535*

This file is a continuation of updates for the C64 manuals.

USEA64.REF *1125Ø*

This file is a continuation of errata for the 64 user guide.

USEB64.REF *3415*

Errata for C64 users guide.

USEC64.REF *9060*

This file is a continuation of errata for the C64 users' guide.

USED64.REF *843Ø*

This file is a continuation of errata for the 64 users' guide.

FILES IN DATABASE XA6 (CP/M Section)

This XA database contains material of interest to CP/M users. NOTE: This database will be moved to the new CBM Programming Forum. Please use this list as a guide for that Forum's database. When you enter XA6 in the 64 Forum, use the **BRO** command to see the new programs that have been placed in it.

BAS2-1.BIN *31235(13344)*

This is the public domain BASIC/E compiler. The syntax is almost identical to that of CBASIC. Programs are prepared using any available text editor. Line numbers are necessary only for lines referenced by goto or gosub statements. Program names must be of the form XXXX.BAS. Compile by typing: BAS2-1 XXXX. Run by typing: RUN2-3 XXXX.

RUN2-3.BIN *31235(13344)*

This is the run time package for BASIC/E (BAS2-1).

TINIDI.BIN *781Ø(336Ø)*

This is a public domain BASIC interpreter (tiny Basic). The program incorporates simple disk I/O. For more information, see TINIDISK.DOC.

TINIDI.DOC *13705*

Documentation file for TINIDISK Basic.

VDO.DOC *12290*

This is the Osborne documentation file, with control characters removed.

VDO.BIN *10165(4352)*

VDO is a Wordstar like SCREEN editor replacement for ED. Use CLR/HOME for help screen.

VDO.HEX *11270*

VDO is a Wordstar like SCREEN editor replacement for ED. Use CLR/HOME for help screen.

MDM712.BIN *32650(13952)*

By popular demand, MDM712 modified to run on a Commodore 64 with CP/M 2.2. It is the full feature program except for autodialing. Use it to download the doc file off your local RCP/M board. First draft, so have fun. Turn up your TV as this supports the BELL function.

XA6.DIR *14000*

This is a directory of all files in this database on March 1st 1984.

CPMU64.IMG *17125(6744)*

This is a Vidtex upload of CPMU64.IMG.

CPMUTL.IMG *18075(7128)*

This is CPMUTL.IMG converted to Vidtex format.

SBIOS2.DOC *710*

DOC file for SBIOS2.HEX. Allows use of 2 1541 drives with SB-80.

SBIOS2.HEX *100*

File patches SB-80 BIOS to allow it to run 2 1541 disk drives.

CPMXF.IMG *3585(1416)*

1) Shut off the computer, insert the CP/M cartridge and turn it on. 2) Run the program. You will be asked if you want PETSCII to ASCII conversion and if you want a CP/M end-of-text-file marker at the end. Note the number of blocks the program tells you to save. 3) At the end, you are in CP/M. Give the command SAVE before you run anything else—e.g. A>SAVE 32 FORTH.COM (where 32 is the number of blocks the program told you to save).

FORTH.BIN *20830(8896)*

The same program as FORTH.HEX but in CompuServe's .BIN form, same as in the CPMIG data bases. If you download with Vidtex, transfer to a CP/M disk with no PETSCII conversion; it then becomes a .COM file. If you download with Buffterm, use CLOAD.HEX (CP/Mig data base) to convert to a .COM file. You have to hit shift with letters in this version of FORTH!

FORTH.DOC *2015*

Documentation for FORTH.HEX, a Z80 Forth system for CP/M computers.

ZPILOT.DOC *3915*

Documentation for ZPILOT.HEX, a Z80 PILOT interpreter for CP/M machines.

FORTH.HEX *23055*

FORTH.HEX is a Z80 FIG Forth system for CP/M computers, author unknown. See the file FORTH.DOC for documentation.

MODM64.DOC *4330*

Documentation for MODM64.HEX, a terminal program with XModem download capabilities that runs directly under Commodore 64 CP/M.

MODM64.HEX *4335*

MODM64 is a terminal program with XModem download capability that runs directly under Commodore 64 CP/M. See file MODM64.DOC for details.

ZPILOT.HEX *2175*

ZPILOT is a Z80 PILOT interpreter for CP/M computers, author unknown. To run the interpreter, prepare an ASCII PILOT file with a text editor and type 'ZPILOT filename.' Expects a file extention of '.PLT'.

BTRAN2.DOC *2975*

Documentation for BTRAN2.IMG. Transfers BIN files from CP/M SIG to 1541 format.

BTRAN2.IMG *2490(984)*

This is an improved version of BINTRN.IMG also on this database. You must have Vidtex software to use this version. See BTRAN2.DOC.

CBIOS2.DOC *2260*

Doc file for CBIOS2.HEX which allows use of two 1541 drives in CPM and makes a few other modifications to BIOS65.

CBIOS2.HEX *2095*

This file makes two modes to BIOS65. 1) It makes the command loop callable as a subroutine. 2) Allows use of two 1541 drives in CP/M.

CONFCB.TXT *24965*

This file contains the contents of the CP/M conference held by Commodore in October 1983. Guest speakers were CBM Research and Development engineers, dedo and R & D.

CPM241.BAS *9910*

This is the BASIC text of CPM241.

TTT.HEX *1449Ø*

This is Tic-Tac-Toe for CPM.

CPM241.BAS *9935*

This is the BASIC text of CPM241.

CPM241.IMG *19375(7632)*

This is a modified version of CPMUTL. This version corrects an error in handling very large CP/M files. This program supports conversion of downloaded .HEX and .COM files to CP/M format. It will also convert non-.COM files back to CBM format for uploading. This program runs very, very slowly. Have dinner or have a party while it runs. For very large programs do both!

D.HEX *371Ø*

This is a super DIRectory program. It should be downloaded, converted to CP/M format using CPMUTL or CPM241 into a file called D.HEX. It can then be LOADed under CP/M by LOAD D.

SWAPCO.DOC *35ØØ*

This is the documentation for SWAPCOPY.HEX.

SWAPCO.HEX *34Ø5*

This program is a fast copy for a single disk CP/M system. It uses a memory buffer to hold more than one file for copying. See SWAPCOPY.DOC for more info.

UNLOAD.HEX *217Ø*

This is UNLOAD from the CP/M SIG. It converts .COM back to .HEX files.

BINTRN.DOC *235Ø*

Documentation for BINTRN.IMG.

BINTRN.IMG *2985(1152)*

Transfers BIN files in CP/M SIG to C64 CP/M format.

CPMUTL.IMG *18Ø75(7128)*

More improvements to CPMUTI for 4Ø4Ø/PET. 1) .BIN to .COM logic has been improved. 2) Routine added to convert from CP/M to CBM format files for non-.COM files.

TRANSF.ASM *5425*

Transfer is a CP/M file utility that will read SEQuential files into memory where they can be saved by CP/M. See TRANSF.DOC.

TRANSF.DOC *3325*

Transfer is a CP/M file utility that will read SEQuential files into memory where they can be saved by CP/M. See TRANSF.ASM.

PRNTFX.ASM *64Ø*

I have found that the 651Ø end of the C64 BIOS traps out linefeeds sent to the printer. That's fine if you have a printer set up where you don't need linefeeds. If you need linefeeds, then poke Øfaa6h,Øeah (i.e. no-op the 651Ø rts at Z8Ø address faa6). Here is an assembly language pgm which I wrote to do that.

CHESS.DOC *168Ø*

Chess program documentation.

CHESS.HEX *73465*

Public domain chess program for CP/M.

CPM.DOC *18Ø5*

Explanation of CP/M items.

BIOSZ.ASM *228Ø3Ø*

CP/M source.

UTI64.BAS *7Ø4Ø*

Modification of CPMUTI. UTI64 requires C64 and 2 1541 disk drives used as devices 8 and 9. The program will transfer files recorded in CBM disk format to CBM CP/M format.

CPMU64.BAS *8600*

.BAS version of CPMUTI for one 1541 on the C64.

CPMU64.IMG *17125(6744)*

.IMG version of CPMUTI for one 1541 on the C64.

C64BOO.ASM *1195*

CP/M stuff.

REC.HEX *2180*

CP/M stuff.

SEND.ASM *755*

CP/M stuff.

CPMCO1.TXT *3330*

Notes from the 1st C64 CP/M conference held on 8-23-83.

BIOS65 *14395*

CP/M 6502 BIOS code.

BOOT65 *6830*

CP/M 6502 boot code.

CPMUTI.BAS *7280*

Allows functions on a C64 disk from a 4032/4040 CBM or similar configuration. Allows copying from CBM SEQ file format to CP/M file on CP/M-formatted disk. Also, allows viewing CP/M directory and listing CP/M files from the disk.

CLS.PRN *2025*

For Commodore-64: sounds a beep tone and clears the screen in the CP/M mode. The clear-screen function restores the CLR function disabled by CP/M.

PROTOC.CIS *1771Ø*

This is a file that was in the Access database. This file contains most of the CIS "A" Protocol info needed for a terminal program! This file should be read by anyone writing a terminal program.

CPMINV.BAS *2Ø3Ø*

This is a home inventory program for the C64 written in M-BASIC.

CPMINV.DOC *14Ø*

Documentation for CPMINV.BAS.

TIME.ASM *11Ø5*

This program generates a one millisecond delay. This is in 8Ø8Ø source and must be assembled by the user to run in CP/M.

TIME.DOC *395*

Documentation for TIME.ASM.

CPMBOR.ASM *86Ø*

This program will change the screen colors in CP/M to a color most usable with a monochrome monitor. See CPMBOR.DOC for details.

CPMBOR.DOC *845*

Documentation for CPMBOR.ASM.

FILES IN DATABASE XA7 (Games)

In this database, you will find games. Some so-so, some downright incredible. Have fun!

LIFE1.IMG *6755(2664)*

This is a machine code version of LIFE that has a lattice of 16Ø by 1ØØ cells. To see the instructions, LOAD the pgm and LIST it.

ELIZA-.IMG *14260(5616)*

The game of ELIZA (compiled version). This game is located elsewhere on CIS for $6.00/hr. To run this program you must have the program RTL-64 (in XA2) on the same disk.

MBOUR-.IMG *13270(5232)*

The French card game MBOURNE is the compiled version of MBOURN.IMG located in this database. To use the compiled version you must have the file RTL-64 on the same disk. (RTL-64 is in XA2).

YAHTZE.IMG *7680(3024)*

Translated from the VIC 20.

FTBALL.IMG *16620(6552)*

Football for your computer. Not great on graphics. Choose your play & see how it turns out. All plays & options explained in program.

NUD1.IMG *14095(5568)*

This is a "cute" program which will print (if you have a printer otherwise don't load this) a calendar for whatever month you choose.

MI.IMG *2355(936)*

This is an interrupt-driven song of Mission Impossible. To play, LOAD it ,8,1 and do a SYS49152 to toggle it on and off.

XA7.DIR *27060*

This is a directory of all files in this database on March 1st 1984.

LIFE.IMG *3860(1536)*

Mathematical game with biological overtones.

LIFWOW.IMG *40356(15888)*

Compiled version (Petspeed) of LIFE.IMG. The arrays were changed from real to integer to cut down on disk space.

NIM.IMG *14725(5808)*

The game of Nim.

DRIVER.IMG *8140(3216)*

This is a corrected version of driver previously uploaded. If you already uploaded it just read this and add line 115 to your program. This driver, along with Treasure Quest and Nuke Adventure (two other programs in this database), are all you need to write your own adventure games. Nuke and Quest were written using the Driver and will help you get started.

MBINS.IMG *9080(3576)*

This is the instruction file for MBOURN.IMG.

MBOURN.IMG *16180(6384)*

This is the game of Mille Bourne.

OCTOPU.IMG *6860(2712)*

Moves octopus to his lair without touching the walls. Uses sprites for good graphics.

RUBIC.IMG *4715(1872)*

This is the Cube.

SPHONE.IMG *3465(1368)*

This little program will display all possible letter combinations for a 7 digit phone number. Run program and enter your number, all combinations of letters for each digit will display.

EXPLO.IMG *12840(5064)*

An utterly original short fireworks program for those who like an early 4th of July.

TREK.IMG *53370(21000)*

Multiple command functions as well as six starship computer functions, complete with instructions and galactic map to printer option.

CAR2N.IMG *6515(2568)*

This is a short, simple cartoon-like animated sequence.

AC2C.IMG *15775(6216)*

This is the card game Acey-Ducey. It was originally written for the Compucolor computer.

CRAPS.IMG *6495(2568)*

This is another craps game. Contains good dice rolling routine.

SUSTAR.IMG *53745(21168)*

Similar game play as the one in XA8. But the ultimate with Battle Computer, Information Library, etc. Over 30 functions for Command.

CRAPSI.IMG *37250(14664)*

This started as a simple dice rolling game and soon got out of hand. Craps II is an updated version of my casino craps game, debugged, cleaned up, and otherwise organized, including REMs. Makes betting easier and added field bets as well as other one time bets, added odds on payoffs and a betting overview.

NUKAD.IMG *24600(9696)*

Adventure game written using driver (DRIVER.IMG).

QUEST.IMG *22975(9048)*

Adventure game written using adventure game driver (DRIVER.IMG).

SUPERT.IMG *56550(22272)*

This is the best supertrek game I've seen. Full color and super graphics plus sound and, if you don't make a play within a few seconds, you are treated to a software commercial.

SBGAME.IMG *23730(9360)*

Subshot—this game is similar to the popular arcade game, Sea Wolf. Use joystick in port one. Your ship will appear at bottom of screen.

DPOKER.IMG

Same game as on VIC XA2 but modified for C64. Dealer has a mind of his own.

GAME1.IMG *41575(16368)*

This is the second of three files needed for OMICRON. Also download OMCON.IMG and PSET.IMG. Pause action, enhanced graphics and speed selection as well as better 'patterns' and the like. LOAD OMICRON then SYS49344. Have fun!

OMCON.IMG *1635(648)*

This is the first of three files needed for OMICRON. Also download GAME1.IMG and PSET.IMG. When all are downloaded (same disk) LOAD OMICRON,8,1 then type SYS49344.

PSET.IMG *455(192)*

This is the third and final file needed for a fast action arcade style game. Call this one PSET and RENAME GAME1.IMG to just GAME1. When all three are acquired load and run OMICRON. Other files needed: OMCON.IMG and GAME1.IMG. This game uses a Koala drawing and can easily be altered if you have a pad.

MDRLOA.IMG *645(264)*

This is the loader for MDRPRG.IMG, a drawing tablet program published in the Fall Power/Play issue. The article that accompanied this will be coming soon, but to get a listing of the commands while the program is running, simply type 'M'. This program was written in May 1983 when no good drawing program was commercially available. Now there are quite a few, but this still does the job.

MDRPRG.IMG *32665(12864)*

This is the main program, Multi-Draw 64 which appeared in the Fall 1983 issue of Power/Play. You cannot load this program alone! First you must load and run MDRLOA.IMG which will boot this correctly. See that file for more info on this program.

COMCON.IMG *13785(5424)*

Amaze your friends w/this practical joke. Logon to the Computer Control Center of the North American Defense Command. Keep in mind that all codes called for are dummies (5 letters + Return). Use patter & fake difficulty in remembering them. At Command Level enter fanciful names like CODE BLUE, MINUTEMAN, etc. For a spectacular finish type LANGLEY (+ anything) at Command.

LOVE-.IMG *5Ø65(2Ø16)*

This is the compiled version of LOVE.IMG. See COMPIL.DOC for necessary info. This version is configured for the Gemini/CardCo combo and thus may not work for other interface/printers. Runs about twice as fast on the 1Ø, should be much faster on the 1ØX (no printer buffer).

XM.DOC *3325*

Documentation file for Christmas album customizer programs.

XMESS.IMG *4Ø9Ø(1632)*

Third of four files which allow the customization of the Christmas album found elsewhere in this database. Please refer to XM.DOC for complete instructions. Download this file as CHRMESSETUP.

XMROT.IMG *3Ø85(1224)*

Fourth of four files which allow customization of the Christmas album found elsewhere in this database. Please refer to XM.DOC for complete instructions. Download this file as CHRISTMASROTT1.

XMCUS.IMG *2ØØØ(792)*

First of four files to download to enable customizing of the Christmas album found elsewhere in this database. Please refer to XM.DOC for complete instructions. Download this file as CHRISTMAS1.

XMSPR.IMG *3560(1416)*

Second of four files to download to enable customization of the Christmas album found elsewhere in this database. Please read XM.DOC for complete instructions. Download this file as CHRSPRTSETUP.

SKI-3D.IMG *12320(4848)*

This is the best public domain program that I could think of to upload. Hope you enjoy it.

GLIFE-.IMG *12780(5040)*

The classic (1963) computer game! Adapted from LIFE.BAS in X2, enhanced and compiled for speed. Must have RTL-64 on the disk when it is run. See COMPIL.DOC for info. Game instructions included.

PRIPX-.IMG *5045(1992)*

This compiled program is customized for the Gemini 10/CardCo printer/interface. It enables extremely fast reads from disk and printing of even very long SEQuential files. Try it on the computer pix in PUB and the ArtSig dbs. Allows customizing of printer commands (pix are best at 'compressed' and '10 lines/inch').

COL80.IMG *2990(1200)*

This is a program which demonstrates how 80 columns may be displayed on a high-res screen. It is too slow, because parts of it are in BASIC. My main purpose in uploading this program is to discourage the use of software 80-column programs which I believe to be deleterious to your eyesight.

MONOP.IMG *62035(24408)*

Full lores graphics Monopoly for the Commodore 64.

XMAS.DOC *1220*

This is documentation file for XMAS1.DOC, XMAS2.DOC, XMAS3.DOC, and XMAS4.DOC. It is very important that you read this documentation before attempting to download any of the Xmas files.

XMAS1.IMG *2305(912)*

This is the first of four (4) programs to be downloaded. Download this one as CHRISTMAS. Please be sure to read XMAS.DOC for procedure and documentation.

XMAS2.IMG *95675(37656)*

This is the second of four (4) programs to be downloaded. Call this one CHRISTMASMUSIC. Please be sure to read XMAS.DOC for the proper procedure of how these files should be downloaded.

XMAS3.IMG *10430(4104)*

This is the third program of four and should be downloaded as CHRISTMASCODE.

XMAS4.IMG *3050(1200)*

This is the fourth program of four to be downloaded and should be called CHRISTMASROOT.

TWO.IMG *24610(9696)*

Now at last! After Two Hundred Years of Waiting it's Bach's Two-part Invention No. 8 in F for the Computer.

DIXIE.IMG *23410(9216)*

The song Dixie.

LOVE.IMG *4880(1920)*

Enter a msg up to 60 characters in length and a poster is printed with the repeated msg to form the "LOVE" sculpture. Printer commands are for the CardCo/Gemini interface but should work w/other combos.

RULER.IMG *15100(5952)*

This is similar to a CIS game. It places you in the Hunan Provence of China during the reign of Kubla Kahn. You must grow rice, feed the masses, etc.

THREED.IMG *9420(3720)*

This is a 3D graphics program. It shows a wire frame view of a small city. First make sure you have 'HRSUPP' before you run this program. For a good view try x = 350, y = 500, z = −200, p = −10, b = 0, h = −40. Good luck.

LOVE.SEQ *2360*

Enter a msg up to 60 characters and a poster is printed w/the message repeated endlessly to form the "LOVE" picture. Enjoy!

WLDTIM.IMG *12075(4752)*

This program displays a map with several time zones with clocks. When using, be careful because a Return entered after some of requested information will make it go crazy.

SMALL.IMG *7910(3120)*

Plays "It's a Small World."

BARQUE.IMG *4575(1800)*

Plays a piece in the style of "Thorough Bass."

ROTATE.IMG *3535(1392)*

This program, when run, calls HRSUPP from the disk (available elsewhere in this database, but God only knows where!) so make sure you have it, and that's what it's named. Routine draws a rectangle, then animates it to turn, recede, flip over, and back, then reverse itself, ad infinitum.

TRAIN.IMG *7705(3048)*

This is the same as TRAIN.IMG, previously uploaded, except that the colours are different.

BOWL.IMG *7920(3120)*

Bowling for the 64.

CARD.IMG *4415(1752)*

A musical christmas card.

ELIZA.IMG *17605(6936)*

The game of Eliza. . . . You can play it on CIS for $6.00 per hour, or now you can play it at home on your 64 for nothing.

DICE.IMG *25590(10080)*

The game of dice, better known in more cultured circles as Craps. Allows one or more players.

CHORDS.IMG *10205(4032)*

Simple chord spelling quiz for 4-note jazz chords. Program includes full instructions.

PRTCHR.DOC *650*

This is the Documentation file for PRTCHR.SEQ and PRTCHR.IMG

PRTCHR.IMG *19970(7872)*

See database file PRTCHR.DOC for description.

PRTCHR.SEQ *9675*

See database file PRTCHR.DOC for documentation.

SOLIT.IMG *12900(5088)*

This program was taken from the Fall 1983 issue of Power/Play. It is a version of Solitaire.

CRAPS.IMG *11745(4632)*

Another craps game.

DAYS.IMG *18630(7344)*

The song, "Those Were the Days." It has the words along with it!

CLASS.IMG *11490(4536)*

This is a song by an unknown author. LOAD, RUN, and enjoy!

PRELUD.DOC *590*

Documentation file for PRELUDE.IMG.

PRELUD.IMG *13225(5208)*

Plays Bach's Prelude in C major.

SONATA.DOC *810*

Documentation file for SONATA.IMG.

SONATA.IMG *11265(4440)*

Plays the first part of Mozart's Sonata (K. 545).

MUSDEM.IMG *24960(9840)*

This public domain C64 demo will play two different musical pieces and simultaneously display the musical notes on the screen. Newer C64's may need to run the ROMFIX program before running this program in order to see the notes on the screen.

NOBIS2.IMG *6400(2520)*

Music for the C64.

NOW2.IMG *7680(3024)*

Music for the C64.

ENTER2.IMG *38400(15120)*

Scott Joplin's Entertainer Rag.

FILES IN DATABASE XA8 (Public Domain)

In both this and XA9 you will find the multitude of programs that Commodore has released into the public domain. Although a good deal of these programs can be had from user groups at a cheaper per-program cost, the only way you can get the exact individual programs you wish is to download them from here. The programs are mostly educational and wide-ranging in subject matter. They can help you brush up on subjects that you forgot after High School—or help the kids tackle subjects they are having difficulty mastering in school. Either way, you can't lose or go wrong here.

ADDSUB.IMG *33145(13056)*

This program teaches the student how to add and subtract integers.

ADRACE.IMG *21280(8376)*

An addition drill game where students move the two men displayed on the screen by correctly answering addition problems and uses some graphics.

ALGEBR.IMG *31980(12600)*

This program drills nine sub-topics under algebraic vectors such as: area of a triangle, angle between two vectors, distance between two points.

ANKOVA.IMG *25490(10032)*

This program teaches analysis of covariance.

ANOVA.IMG *21520(8472)*

This program teaches analysis of variance and allows you to enter your own data.

BINOML.IMG *19300(7608)*

A graphic and numeric representation of binomial distribution.

BLOTTO.IMG *43245(17016)*

A code-breaking game using all operations (including negative numbers) to help Agent Blotto.

DART.IMG *28325(11160)*

This program checks speed and accuracy for multiplication, division, addition, and subtraction.

DIVIDE.IMG *26625(10488)*

This program poses division questions which must be answered within a time limit set by the student or teacher.

DRILL.IMG *21635(8520)*

This program drills students in adding large or small addition problems.

DRILL2.IMG *34970(13776)*

This program drills addition or subtraction problems and lets the student count objects if a question is incorrect. Good graphics.

FRACTS.IMG *28360(11160)*

This program gives practice in multiplication of fractions against userset time limits.

METRIC.IMG *29525(11640)*

This program will drill a student in balancing various metric weights.

MULTIP.IMG *26390(10392)*

This program gives practice in knowledge of multiplication facts against user-set time limits.

PERCEN.IMG *29855(11760)*

This program drills conversion of percent to fractions and finding percent values of given numbers.

PLYNOM.IMG *22125(8712)*

This program solves n'th order polynomials.

PRBLTY.IMG *19810(7800)*

This program deals with the topic of probability.

XA8.DIR *14740*

This is a directory of all files in this database on March 1st 1984.

DAMBUS.IMG *33455(13176)*

This is Commodores Dam Busters.C2 game from their public domain series. It has been upgraded to run on all 64's and has had the bugs removed.

STRTRK.IMG *42635(16776)*

This is Commodore's Star Trek IV.C2 game from their public domain series. The game has been modified from the original to run smoother and has had the bugs removed.

CIVWAR.IMG *36320(14304)*

This is Commodore's Civil War simulation game from their public domain programs.

AFO.IMG *33645(13248)*

Action game with some Japanese text where the player tries to knock out 'AFO' with a laser before being hit himself.

STRTRK.IMG *32200(12672)*

A simple graphic space game.

MCBETH.IMG *26240(10344)*

Quiz on material dealing with the play MacBeth.

MEDVOW.IMG *23040(9072)*

A multiple-choice vocabulary test dealing with medial vowels.

MISSPL.IMG *24320(9576)*

A spelling drill where the student is given five words and must identify the one that is misspelled.

MMADVB.IMG *26240(10344)*

Mr Mugs drills pupils on the correct application of adverb forms.

MMCOMP.IMG *25600(10080)*

Mr Mugs: Identification of types of questions.

MMGMWM.IMG *26880(10584)*

Mr Mugs: Learn vocabulary through correct completion of sentences.

MMHMYM.IMG *24320(9576)*

Mr Mugs: Choosing the correct word or two that sound the same.

MMPUNC.IMG *26880(10584)*

Mr Mugs: Correct punctuation of sentences.

MMSADS.IMG *26880(10584)*

Mr Mugs: Sentence completion techniques.

MMSHRE.IMG *30720(12096)*

Mr Mugs: Vocabulary drill.

MMVERB.IMG *24960(9840)*

Mr Mugs: Drilling students on applying verb forms.

MUGWM2.IMG *26240(10344)*

Mr Mugs: Learn vocabulary through correct completion of sentences.

MUGWOD.IMG *32000(12600)*

Mr Mugs: Vocabulary drill.

ANTNYM.IMG *24960(9840)*

Student gives the antonyms of words presented by the computer.

AORAN.IMG *23680(9336)*

Student completes sentences by inserting "a" or "an" before various words.

ASTORY.IMG *23040(9072)*

Student fills in the missing parts of speech; computer makes up a madlib story with them.

BBALIB.IMG *26880(10584)*

Teaches parts of speech: noun, adj., verb and adverb. Student gives examples and the computer uses them in a story.

CONCEN.IMG *35840(14112)*

This is the popular word game of Concentration using similar-sounding words.

CONWRD.IMG *33280(13104)*

A memory matching game for one or two people.

CPOETY.IMG *35200(13872)*

Computer provides short poetry samples, then invites the user to write simple poems.

DEFMAT.IMG *27520(10848)*

Student matches six words to their definitions using numbered keys. (Data adaptable to any grade level).

FLASHE.IMG *30720(12096)*

A word or phrase is flashed on the screen for a specified time; user must correctly retype what was flashed.

HAIKU.IMG *23680(9336)*

Program generates "poetry" in the form of an oriental Haiku.

HANGM1.IMG *34560(13608)*

Traditional word-guessing game with a choice of five categories.

HANGM2.IMG *36480(14376)*

Traditional word-guessing game with a choice of five categories.

HGMATH.IMG *26880(10584)*

A math version of the traditional guessing game.

HGWORD.IMG *30080(11856)*

A "Hangman" program using mathematics.

INDIGR.IMG *26880(10584)*

Student completes words with the appropriate digraph in this multiple-choice drill.

INORDR.IMG *22400(8832)*

Computer thinks of a three-digit number and player tries to guess it with the aid of clues.

MASMND.IMG *23680(9336)*

A computerized version of the popular logic game.

MASTM3.IMG *28160(11088)*

A computerized version of the popular logic game with variable difficulty.

MATCHS.IMG *35840(14112)*

Player and computer take turns removing matches from a pie.

PETROS.IMG *24960(9840)*

Figure out a mysterious relation between rolls of dice and score.

PIZZA.IMG *28800(11352)*

This is a math game that teaches the use of coordinate grids.

ROTATE.IMG *26880(10584)*

A game where the object is to put the letters on the board in order by rotating sets of four letters clockwise.

SNARK.IMG *30080(11856)*

The snark is hiding somewhere under the grid and the user's job is to pinpoint its exact location.

SNERD.IMG *24320(9576)*

The child inputs a number of words that are used in a story about a fictitious creature.

SNOOPY.IMG *34560(13608)*

A line number game in which snoopy shoots down the red baron with your help.

TOWER.IMG *21120(8328)*

Object of the game is to move rings from the first pole to the second or third, according to the rules.

WARHOU.IMG *35840(14112)*

As warehouse supervisor, the player must manage the filling of orders, storing of shipments, etc.

ACCGAM.IMG *22400(8832)*

This is an interesting physics game which requires the use of a calculator.

ARROW.IMG *21120(8328)*

You guide the "snake" to hit target boxes, avoiding the boundaries and the snake itself.

ARTILL.IMG *27520(10848)*

Choose angle and amount of powder required to fire a cannon shot over a mountain at the opposing player.

BLKBOX.IMG *44800(17640)*

Try to find the locations of missing marbles in the black box (the laws of reflection and refraction apply).

DKSHOT.IMG *26240(10344)*

Player scores points by shooting down as many ducks as possible with a fixed "rifle."

GAMATR.IMG *24960(9840)*

The object of this game is to destroy as many spaceships as possible.

GBAGEL.IMG *22400(8832)*

Player attempts to guess 3-digit number using computer clues (right digit, right position).

GCRAPS.IMG *23040(9072)*

This program is a simulation of the dice rolling game called "shooting craps".

ANCHIS.IMG *30080(11856)*

This program is a quiz on ancient history, primarily that of Greece.

CAPITL.IMG *27520(10848)*

User must match world capitals with countries. Optional prompting with either country or its capital.

CODIST.IMG *30720(12096)*

This program helps students find the distance between any two points in the world. An atlas will add use.

ELECTN.IMG *32000(12600)*

A simulation of American elections in the 19th century. Results are based on strategy input.

FAMPEO.IMG *52480(20664)*

This program is a quiz about famous people, both ancient and modern.

FRNTOP.IMG *22400(8832)*

A quiz on French topics.

GEOGMP.IMG *36480(14376)*

This program draws a map and drills user on the physical features shown.

GEOQUIZ.IMG *32000(12600)*

A geography quiz.

GEOTST.IMG *50560(19896)*

Program is designed to test the student's knowlege of the geography of Great Britain.

ITALQZ.IMG *28160(11088)*

Italian topics quiz in English!

KOPPEN.IMG *35840(14112)*

Drills students on the Koppen classification system for climates and gives a mark out of ten.

MILAGE.IMG *23040(9072)*

User inputs longitudes and latitudes of two locations; computer calculates the distance between them.

PRESDT.IMG *28160(11088)*

This is a quiz on Presidents of the United States.

STCAPS.IMG *28800(11352)*

A quiz on states and capitals with multiple choice of "fill in the blank" questions.

STSUSA.IMG *24960(9840)*

American geography only.

WLDCAP.IMG *30720(12096)*

A drill on world capitals.

WORWAR.IMG *28160(11088)*

A quiz on both world wars.

ENGLND.IMG *36480(14376)*

Produces a printer drawing of an outline map of England.

FILES IN DATABASE XA9 (Public Domain)

XA9.DIR *16565*

This is a directory of all files in this database on March 1st 1984.

CONCEPT.IMG *29680(11688)*

A computer science tutorial with good animation.

TURTLE.IMG *29635(11664)*

This program simulates Turtle Graphics. Limited directional movement.

DSKCMD.IMG *31985(12600)*

This is a tutorial on the commands relevant to the disk drive using DOS and BASIC 4.0 language.

GRPSUB.IMG *19200(7560)*

Essentially an 8K subroutine that draws graphs (ie, sine wave) in Commodore 64 Hi-Res.

HEXDEC.IMG *17280(6816)*

Convert hexidecimals and vice-versa.

HEXDMO.IMG *19840(7824)*

Converts decimal numbers between 0 and 255 into hexidecimals, showing the high and low nybbles.

HSTQCS.IMG *33280(13104)*

This program is a computer history quiz.

HYPOAT.IMG *40320(15864)*

This program simulates a computer and uses a machine language to demonstrate operation.

PRTSRT.IMG *18560(7320)*

When a list is entered, it will be output in alphabetical order.

STRING.IMG *34560(13608)*

Program demonstrates the use of string variables on the Commodore 64 Keyboard.

CSSIMU.IMG *31360(12360)*

A simulation of how a computer follows a flow chart.

FEATQZ.IMG *36480(14376)*

Lessons and quiz concerning the CBM Computer.

RNDGEN.IMG *19200(7560)*

Demonstrates random number generator, shows form of statement, and gives sample runs.

AMORTZ.IMG *24960(9840)*

Calculates interest on a loan and creates an amortization table for the life of the loan.

BONDS.IMG *21120(8328)*

Calculates simple bond yield values.

CALEND.IMG *24960(9840)*

A perpetual calendar generator which will provide a calendar for any month, any year.

CIRCT3.IMG *21760(8568)*

This program is an aid to calculating DC register work.

CIRCT4.IMG *23680(9336)*

This program illustrates the discharging of a capacitor through a resistor.

DATESB.IMG *22400(8832)*

Program will calculate how many days ahead or back to any given date from a starting date.

DFWRES.IMG *32640(12864)*

This is a drill on serial and parallel resistors.

DRIEDU.IMG *46720(18384)*

Multiple choice quiz based on driver's handbook.

ELEPRB.IMG *46080(18144)*

A drill on various electrical problems.

FIFOBS.IMG *20480(8064)*

Demonstrates the "first-in-first-out" method of inventory evaluation.

FUSETC.IMG *20480(8064)*

User tested on the relationship between power rating and amperes. A running score is kept.

GROPAY.IMG *23680(9336)*

Drills calculation of gross pay given pay rate, overtime and hours worked.

LEMOND.IMG *32640(12864)*

Simulates a small business operation taking into account a number of variables.

LITMET.IMG *33920(13368)*

Meter reading is taught and tested by this program.

MARKET.IMG *27520(10848)*

A simulated market competition between two companies with the same product.

MORTGE.IMG *29440(11592)*

Computes mortgage tables and prints table of payments, interest, etc.

OBJIVE.IMG *34560(13608)*

A tutorial on balance sheet followed by test.

OHM2TC.IMG *19840(7824)*

User is tested on Ohm's law. A running score is kept.

PORTFO.IMG *29440(11592)*

Program keeps tape file of stock transactions and performs simple calculations.

RESITC.IMG *55680(21912)*

Resistors and Ohm's law are reviewed and tested in this program. A calculator is a helpful aid.

SIMBUS.IMG *31360(12360)*

Simulation of how a computer follows a flow chart. Shows parts of a computer, such as memory and CPU.

SIMUTC.IMG *31360(12360)*

A simulation of how a computer follows a flow chart.

STOCKM.IMG *26880(10584)*

A game involving a simulation of the stock market.

GASEQA.IMG *23040(9072)*

Problems involving pressure, temperature and volume are solved by this program.

GIEGER.IMG *24320(9576)*

Simulation of a gieger counter.

INORGC.IMG *43520(17136)*

A drill on inorganic chemistry.

INTERF.IMG *32640(12864)*

A demo on interference of waves.

IONSC3.IMG *23040(9072)*

Ten questions test the student's knowledge of ion charges and formulas.

LOCKEY.IMG *24960(9840)*

Competitive inhibition study of enzyme acetylcholinesterase featuring the "lock and key" hypothesis.

METRED.IMG *33920(13368)*

Meter reading taught and tested by this program.

METVOL.IMG *35200(13872)*

Offers practice in converting volume measurements from one metric unit to another.

MOLAR.IMG *21760(8568)*

Molar calculations are performed after the user inputs the mass of the substance.

MOTJMP.IMG *26240(10344)*

Simulation of a motorcycle jump with distance, angle and speed variables.

MSCOPY.IMG *40320(15864)*

A tutorial in the operation of a microscope.

NOMCLA.IMG *39040(15360)*

A compound drill with radicals, acids and ousic compounds.

NUCPWR.IMG *56320(22176)*

Simulation of a nuclear power plant using graphics.

PERCNT.IMG *21760(8568)*

A chemistry utility program which calculates percent composition by mass.

PERTAB.IMG *22400(8832)*

A program designed to assist the student in learning the periodic table: elements, symbols and valences.

PHOTSY.IMG *25600(10080)*

Allows user to conduct photosynthesis experiments which would not be practical in class time.

PHPROB.IMG *60160(23688)*

Drills the student on finding the "PH" of various solutions.

POLUTN.IMG *35840(14112)*

Simulates waste and oxygen contents of a body of water.

REGPOW.IMG *35840(14112)*

Design regulated power supplies with this program. Good graphics. Has printer option.

REMNOM.IMG *49920(19656)*

This is a remedial chemical nomenclature program.

SICONV.IMG *33280(13104)*

Drills students on metric conversions within the metric system.

SPHEAT.IMG *27520(10848)*

Facilitates marking of a lab test on specific heat capacity.

STOICH.IMG *24960(9840)*

Program designed to solve stoichiometric calculations. User must input moles of known, unknown compound and mass.

TITRTE.IMG *30080(11856)*

Simulation of a titration experiment.

TMPCON.IMG *35200(13872)*

This program tests the student on Kelvin and Celsius temperature conversions.

USPOP4.IMG *33280(13104)*

A population growth simulation.

YOUNG.IMG *26880(10584)*

A simulation of Young's double slit experiment.

ACTINM.IMG *28800(11352)*

This program works the student through the actinum decay series and produces a graph (requires periodic table).

AVORM.IMG *26880(10584)*

Student must label the named object as animal, vegetable, or mineral.

AZMALT.IMG *30080(11856)*

Program helps student locate eight important stars in the sky by providing the altitude and azimuth for each.

BALCHM.IMG *41600(16368)*

Balances chemical equations.

BERTOW.IMG *24960(9840)*

Simulates operation of bubble tower to separate tar, gas, kerosene and coal oil from crude oil.

BOHRAT.IMG *51200(20160)*

A tutorial on the Bohr Atom.

BOYLAW.IMG *36480(14376)*

Simulates effect of modifying pressure on contained gas, then graphs results and drills concept.

BUOYCY.IMG *56960(22416)*

This program teaches and tests the student on density, buoyancy and flotation.

CAIMOM.IMG *33280(13104)*

Quizzes students on momentum.

CHARGE.IMG *23040(9072)*

A simulation of Millikan's oil drop experiment.

CHEMQZ.IMG *25600(10080)*

Drill on symbols, valences and names of elements.

CHEMST.IMG *23680(9336)*

A chemical ratio quiz program.

CIRCUT.IMG *40320(15864)*

User examines different circuits to determine whether they will light a lamp or not, and why.

CYLNDR.IMG *36480(14376)*

Displays Graduated scales for the student to read.

DEFECT.IMG *21120(8328)*

Program investigates mass defect dealing with a single atom. User inputs variables and the computer calculates the answer.

ELECII.IMG *46080(18144)*

A drill on various electrical problems.

ELEMT.IMG *27520(10848)*

A test concerning the chemical elements and their symbols.

ELEMTS.IMG *29440(11592)*

A drill on the chemical symbols of the elements.

EQUAT2.IMG *35840(14112)*

Student finds how many marbles are in a bag by balancing bags against loose marbles on a scale.

FAMILY.IMG *28800(11352)*

Simulation of a family's genetic growth.

FISHRY.IMG *30720(12096)*

Simulation of resource management of a fishery.

FUSEII.IMG *20480(8064)*

User is tested on the relationship between power rating and amperes and running score is kept.

APPENDIX 4

StarText Help Files

KEYWORD INDEX

Keywords carry the following notations: an update code specifying how often that keyword is updated; the keyword itself; when available, a synonym with which the keyword can also be accessed; and a brief description of the file.

Update Code

(D)—Daily
(W)—Weekly
(AN)—As needed
[MC]—Indicates mail code to which questions can be addressed.

Special Services

STARMAIL—Electronic mail. For details, request (HELP.MAIL). For Subscriber Mail Code Directories, request (MAILA) through (MAILZ) by last name letters.

(STARVOTE)—Details on how to vote on special poll questions.

(SHAREAPLANE)—Extra charge private bulletin board for pilots. Non-subscribers can request this keyword for information message; subscribers request this for access to the service.

Special Computer Columns

(COMPTALK)—New each Tuesday.
(HITECH)—New each Wednesday.
(HOMECOMP)—New each Monday.
(ONLINE)—New each Wednesday.
(USER)—New each Wednesday.

STARTEXT Special Computer Files

(APPLENEWS)[MC135]—Apple News.
(ATARI)—NTACT news.
(BOARDS)—Metroplex Computer Bulletin Boards.
(COMPCORNER)[MC135]—For the beginning computerist.
(COMEXCH)[MC2679]—Commodore news.

(COMPEX)[MC28]—The Computer Exchange.
(COMPUTE)—Special Computer Report and Reviews.
(COMPUTERS)—Summary of computer news on STARTEXT.
(COMPWORDS)—Special Computer Dictionary.
(COMSET)—STARTEXT Commodore settings.
(DALUG)—Dallas User Group Directory.
(EXCHANGE)—Master Computer Exchange file.
(FWUG)—Forth Worth User Group Directory.
(MOD100)[MC26859]—Tandy Model 100 column.
(PCTALK)[MC1312]—IBM Newsletter.
(TALKBACK)—The Communication Exchange.
(TI)—TI Newsletter.
(TIPRO)[MC1483]—TI Professional column.
(USER)—Computer users column.
(USGROUPS)—National User Group Directory.

Special Index Files

AAAINDEX—AAA keywords.
CCINDEX—Classified keywords.
DALINDEX—Dallas listings.

Special STARTEXT Files

(AN) AMUGUIDE—Guide to Feature Keywords.
(AN) BIZGUIDE—Guide to Business Keywords.
(AN) COMMENTS (COM)—Message replies.
(AN) HELP—Using STARTEXT.
(AN) INDEX—Current keyword list.
(AN) MANUAL—STARTEXT instruction manual.
(AN) MESSAGES—User messages.
(AN) NEWSFEA—Index to newsfeatures.
(AN) NEWKEYWORDS (NEWKEYS)—Keyword additions.
(AN) RENEW—Facts about renewing your subscription.
(AN) SPOGUIDE—Guide to Sports Keywords.
(W) STARTEXT (STAR)—Newsletter (updated weekly).
(AN) STFACTS—How startext operates.
(AN) SUBSCRIBE—Online application form.
(AN) SYNONYMS—Keyword synonyms.
(AN) TOPKEYS—Top five requested keywords.
(AN) UPDATE—Keyword Update Guide.
(AN) WEAGUIDE—Guide to Weather Keywords.

Fort Worth Police Department

(AN) ACCIDENTS—Top 10 FW accident locations.
(AN) CRIMEINDEX—Crimestopper cases and guide to FW Police Dept. files.

(AN) CRIMESTATS (CRIMST)—Year-to-date crime figures for Fort Worth.

Special Help Files

HELP.BACK—Setting your back space.
HELP.CLASS—How to use classifieds.
HELP.CLEAR—Defining clear screen operation.
HELP.CODE—Displaying decimal code.
HELP.COMMAND—Using the system commands.
HELP.DELETE—Setting your delete key.
HELP.ESCAPE—Setting your escape key.
HELP.HOME—Defining home operation.
HELP.KEYS—How the keywords work.
HELP.MESSAGE—How to send a message.
HELP.MAIL—How to use electronic mail.
HELP.MODE—Defining your mode.
HELP.NULL—Setting your printer null codes.
HELP.PAUSE—Setting your pause.
HELP.PROFILE—Setting your profiles.
HELP.RESUME—Setting your resume key.
HELP.RETURN—Setting your return key.
HELP.SCREEN—Setting your screen size.
HELP.SKIP—Setting your skip key.
HELP.STOCKS—How to get stocks.
HELP.SUSPEND—Setting your suspend key.
HELP.TERM—Setting your termination code.

General News

(D) Request day of month (1), (2), etc., for TODAY IN HISTORY file.
(D) AMUSEMENTS (AMUSE)—Amusements news summary.
(D) AMUSEMENTS1-AMUSEMENTS6 (AMUSE1-6)—Amusement stories.
(D) BRITES—News on the light side.
(D) BUSINESS (BIZ)—Business news summary.
(D) BUSINESS1-BUSINESS15 (BIZ1-15) (B1-15)—Business stories.
(D) DEATHS—National obituaries of note.
(D) EVENING—Wrapup of the afternoon news.
(D) FORBRIEFS—Foreign news briefs.
(D) FORECASTS—Texas forecasts.
(D) GLOBE—Worldwide weather.
(D) LIFESTYLE—Lifestyle summary.
(D) LIFESTYLE1-LIFESTYLE8—Lifestyle stories.
(D) MED—Health and medical news.

(D) MED1–MED8—Medical stories.
(D) METRO—Metro news summary.
(D) METRO1–METRO12—Metro news stories.
(D) MORNING—Stories to start your day.
(D) NATION—National news summary.
(D) NATION1–NATION8—National stories.
(D) NEWS—Day's top stories.
(D) NEWSTIP—Editor's choice.
(D) QUOTES—Current quotes in the news.
(W) RELIGION—Religious news roundup.
(D) SCIENCE—Science news.
(D) SCIENCE1–SCIENCE8—Science stories.
(D) SCORES—Latest scores.
(D) SPECIAL—Special news summary.
(D) SPECIAL1–SPECIAL6—Special stories.
(D) SPORTS—Sports news summary.
(D) SPORTS1–SPORTS12—Sports stories.
(D) STATE—Texas news summary.
(D) STATE1–STATE8—Texas news stories.
(W) SUNDAY—Sunday edition summary.
(D) SURPRISE—Guess what?
(D) TEXTEMPS—Texas temperatures.
(D) USBRIEFS—National news briefs.
(D) USTEMPS—U.S. temperatures.
(D) USWEATHER (USWEA)—US weather roundup.
(D) WORLD—World news stories.
(D) WORLD1–WORLD8—World stories.
(D) WEATHER (WEA)—Weather news.
(D) WEATHER1–WEATHER4 (WEA1–4)—Weather stories.
(D) VOICES—Letters to the editor.

Special News Reports

ANSBOOK—Star-Telegram Guide to Tarrant County.
NUKE—Special Report on Nuclear War: Who's guarding the guards?
68TH—Special Report on the 68th Legislature.

Special Science Reports

AIDSINDEX—Special Report on AIDS.
CANCER—Special Report on Cancer.
LUCY1—Special Report on Evolution.
SLEEP—Special Report on Sleeping Problems.
THERAPY—Special Report on Behavioral Problems.
TWISTINDEX—Special Report on Tornadoes.

Special Business Keywords

(D) AMXA–AMXZ—American Exchange stock lists.
(D) BONDS—Bond report.
(D) BIZBRIEFS—Business Newsbriefs.
(D) BIZMIRROR—AP business analysis.
(D) DOLLAR—Dollar trading.
(D) DOW—Markets summary.
(D) FOREXCH—Foreign Exchange rates.
(D) FUTTRADE—Closing commodity tables.
(D) FUTURES (FUT)—Commodity report.
(D) GOLD—Gold prices.
(D) GOLDSIL—Gold and silver futures.
(D) GOVFIN—Government finance table.
(D) MONEYRATES (MON)—Money rates.
(D) NYA–NYZ—New York Exchange stock lists.
(D) OTCA–OTCZ—Over the Counter stock lists.
(D) SILVER—Silver prices.
(D) STOCKS—Latest Wall Street story.
(W) TICKER—Weekly Wall Street column.

Special Business Reports

CARINDEX—Car Buying Guide.
EPAMILEAGE—1984 EPA Car Mileage Guide.
FACINDEX—Special Report: The Factory of the Future.
GMINDEX—Special Report on General Motors.
HOUSING—Special Report on Changing Home Financing.
INVEST—Investment Opportunity Guide form 1983.
MONEYGUIDE—1983 Financial Planning Guide.

Special Sports Keywords (Available Seasonally)

(AN) ALEADERS—American League leaders.
(AN) BASEBALL—Baseball standings.
(AN) BBTOP20—College basketball top 20.
(AN) COLOSKI—Colorado ski report.
(AN) COWBOYS—Dallas Cowboy story.
(AN) 83POKEDRAFT—Dallas Cowboys 1983 draft choices.
(AN) FOOTBALL—Guide to football schedules.
(W) HIGHSCHOOL (HS)—High School football scores.
(AN) MAVERICKS (MAVS)—Mavericks story.
(AN) MAVGAMES—Dallas Mavericks schedule.
(AN) NBASTANDINGS (NBA)—NBA standings.
(AN) NFLDRAFT—1983's NFL draft roundup.
(W) NFLINJURY—NFL injury report.
(AN) NFLSTANDINGS (NFL)—NFL standings.

(W) NFLSTATS—NFL box scores.
(AN) NLEADERS—National League leaders.
(AN) NMEXSCI—New Mexico ski report.
(W) PROPICKS—AP predicts NFL winners and losers.
(AN) SPORTSENC—Sports Encyclopedia.
(AN) RANGERS—Texas Rangers story.
(AN) RANGERGAMES (RGAMES)—Texas Rangers schedule.
(AN) SMUSKED—SMU football schedule.
(AN) SWCSKED—SWC football schedules.
(AN) TCUSKED—TCU football schedule.
(AN) TOP20—College football top 20.

Special Sports Reports

FAME—Special Report: Sports Halls of Fame.
FISHINDEX—Guide to North Texas Fishing.
GRIDGUIDE—1983 Football Guide.

Sports Encyclopedia Files

Request SPORTENC for keyword selections.

Special Television Keywords

(D) CABLETV—Cable TV highlights.
(W) NIELSENS (NIEL)—Nielsen ratings.
(D) TV—Daily TV highlights.
(W) TVQUIZ—TV questions and answers.
(W) WEEKENDTV (WETV)—weekend TV highlights.

Feature Keywords

(AN) BARBECUE—Special cooking package.
(W) BILLBOARD (BILL)—Billboard top 10s.
(W) BOOKS—Book review index plus list of top 10 books.
(AN) BOOKREW—10 current book reviews.
(AN) BROOKS—Elston Brooks column.
(AN) CELEB—Celebrity questions and answers.
(AN) COOK—Index to Electronic Cookbook.
(AN) CONCERTS—Metroplex concert calendar.
(W) DALCLUBS—Dallas night clubs.
(W) DALMUSEUMS (DALMU)—Dallas area museum listings.
(W) DALTHEATERS (DALDRAMA)—Dallas theaters.
(W) DINING—Dining review.
(W) DISCOS—Fort Worth discos.
(W) FINEARTS (FINE)—Metroplex classical music listings.
(W) FISHING (FISH)—Weekend fishing report.
(W) FWCLUBS—Fort Worth nightlife.

(W) GARDENING (GAR)—Neil Sperry's column.
(W) GALLERIES (GAL)—Fort Worth art galleries.
(W) HOTWAX—Record reviews.
(AN) MAGS—Update on magazines.
(W) MOVIEGUIDE (MGUIDE)—Gene Siskel's guide to first run films.
(W) MOVIES—Fort Worth movie listings.
(AN) MOVIE1-12—Movie reviews.
(W) MUSEUMS—Fort Worth museum listings.
(AN) NAMES—Names in the news.
(AN) PEOPLE—People in the news.
(W) RECIPE—In the Kitchen column.
(W) ROCKMUSIC (ROCK)—Metroplex concert listings.
(AN) SKYWATCH—Astronomy calendar.
(AN) SNEAKPEEK—A movie or TV preview.
(W) SPERRY—Neil Sperry gardening column.
(W) SUNVID—Sunday video game column.
(W) THEATERS—Fort Worth theater listings.
(AN) TRAVEL—Travel index.
(W) VIDEOPLAY (VP)—Saturday video game column.
(W) VIDEOGAMES (VIDGAMES)—Best selling video games.
(W) VIDEO—Best selling/renting videocassettes.
(W) WHATEVER—Whatever happened to . . .

Special Feature Guides

DIVORCE—Special Report on Divorce.
ETEX—Travel Guide to East Texas.
FALLFAS—1983 Fall Fashion Preview.
GARINDEX—Garden Guide.
GAMES—Special Report: Video Games.
HILLGUIDE—Guide to the Texas Hill Country.
JAZZ—Special Report on Jazz in the 80s.
VIDEOLOG—Video Game Review Library.

Special Columns

(W) ANTIQUES—Questions about antiques.
(W) BMOVIES—"B" movie column.
(D) EDBRICE (ED)—Ed Brice column.
(W) COINS—Coin collecting.
(D) DOLAN—George Dolan's column.
(W) DEARSONYA—Advice on human relationships.
(W) INFOBITS—News tidbits.
(W) HANDYMAN (HM)—Do-it-yourself advice.
(W) PARENTS—Advice about kids.
(W) PLANTPRO (PRO)—Garden advice from Dr. Ricks Pluenneke.

(W) PHOTO—Photography column.
(W) SEX—Sex advice.
(W) SPERRY—Neil Sperry gardening column.
(W) STAMPS—Stamp collecting.
(W) TEXKIN—Texas ancestors.
(W) WINE—Wine questions and answers.
(W) YOUNGBLOOD—Bill Youngblood's editorial column.

STARMAIL HELP

HELP—STARMAIL

STARTEXT now features a full electronic mail service for all its subscribers at no extra charge. In addition to your ID and password, you now have an assigned MAIL CODE. To obtain your mail code listing, request MAIL plus the first letter of your last name. (MAILA)—Mail code directory for STARTEXT subscribers whose last names start with "A". Then (MAILB), (MAILC), etc. through (MAILZ).

If you don't want your mail code posted, we can take your listing out of the directory and you will have, in effect, an "unlisted number."

You have two STARMAIL options:

(READMAIL)—Brings up your mail.
(SENDMAIL)—Sends mail to another subscriber.

When you log on, you will be notified if you have any mail waiting. Mail will stay in your "mailbox" for 7 days before it is automatically deleted.

READMAIL Features

You will receive your mail one at a time, in the order it is sent. After each message is read, you will have the option of deleting it or saving it. Hit your ESCAPE key to delete a message; hit the RETURN key to save it. You can save each letter up to 5 times. After 5 saves, it will be deleted automatically.

SENDMAIL Features

After typing SENDMAIL at the request line, you will be instructed to enter the mail code of the person you are sending the message to. The system will respond with the name matching the mail code you input. If you make a mistake, you have the option of ABORTING the entry by hitting the ESCAPE key, which allows you to enter the correct mail code. If the entry is correct, hit RETURN or ENTER to continue. That will bring up the message PROCEED WITH YOUR TEXT. Now you may type in your message. End it by hitting the ESCAPE key. In a few seconds, your message will be delivered to the appropriate mail box.

Helpful Hints

- You have the ability to center lines by typing a C (capital C) at the end of a line.
- End paragraphs by typing a /L (capital L).
- You can insert blank lines by typing /L (capital L) on a line by itself.
- IMPORTANT: End your sessions by typing BYE, QUIT or EXIT to ensure no one gets unauthorized access to your account.
- When asking for help with a problem, include our mail code for quicker results.

USING VIDTEX ON STARTEXT

SETTING STARTEXT KEYBOARD FUNCTIONS
FOR THE COMMODORE 64 AND VIC-20
Revised November 1, 1983
(Courtesy of James Patman)

One of the big pluses of STARTEXT is that you may set any key on your keyboard to accomplish any of the following functions: ESCAPE, RESUME, SUSPEND, SKIP, BACK, DELETE, etc.

I have chosen these keys at random based upon the following factors. One, they are not normally at use on STARTEXT and they will not interfere with keyword requests. These may not be "right" for all, but they work for me and are a good starting point for new Subscribers to STARTEXT.

ESCAPE KEY—The left arrow (decimal 95)
RESUME—The return key (17)
SUSPEND—The up arrow (94)
SKIP—The asterisk (42)
BACK—The inst. del key (8)
DELETE—Works with back key above. Set to (8)

Enter these codes under SET.ESCAPE, SET.SUSPEND, etc. If you need further help, request HELP.ESCAPE, HELP.SUSPEND, etc.

There are some programs that may need a decimal 28 backspace instead of an 8. Such programs do not reset the end of memory as most do.

If you have terminal software for the Vic or Commodore 64 that has different requirements please advise us and we will include those settings here also.

Home and Clear Settings for "VIDTEX"

Users of the CIS "Vidtex" for the 64 may define their terminals so that the Cursor homes and the screen clears after each page.

The following additional settings apply:

HOME—27,72
CLEAR—27,74
MODE—3

You will also need a linefeed. Set TERM to 13,10.

To return to normal Scrolling set MODE to 0. HOME and CLEAR settings will not interfere with normal Scrolling.

APPENDIX 5

CBMBBS ("Punter") Help File

Choose the command you would like to have explained.

A —Read All Messages
B —Bulletin Section
BO —Toggle Bell (off/on)
CONT —Toggle Continuous Mode
DM —Delete a Message
DP —Delete a Program
DUP —Change Echoplex
E —Enter a Message
EXP —Expert Mode
F —Forward Message Reading
FROM —List Messages FROM a User
G —Goodbye (Same as Quit)
LF —Turn Off/On Line Feeds
LIST —List Available Programs
LOAD —Load a Program
MINE —List Messages YOU Sent
NEW —Read New Messages
NEXT —Continue READ Function
O —Overview of Messages
PLOG —Program Download Log
QUIT —Leave System
R —Recall a Specific Message
R —Reverse Message Reading
RALL —Read Messages Sent to ALL
READ —Read Only YOUR Messages
S —Summary of Available Messages
SAVE —Save Program to BBS
TIME —Toggle Elapsed Time function
TO —List Message Recipients
TOME —List Messages TO You
U —User Log

A —READ ALL MESSAGES

By typing **A**, you will be taken through the messages starting from the most recent down toward the oldest. After each message, you will be given the option to continue or quit the function:

```
Continue With Messages?
```

Any private messages that you neither sent, nor are recipient of, will not be shown. Messages take the following form:

```
Msg #   : XX—Ref YY
From    : STEVE PUNTER
To      : JOE USER
Posted  : 1153h on 06/28/82
Subject : Just a Sample Message
```

Additionally, if the message is private (and you are being allowed to read it, which includes those private messages sent TO or BY you), you will be shown

```
Private Message...
```

Following this will be the actual body of text, which is the message.

If this is a forwarded message, the 'From' and 'To' lines will look like this:

```
From    : STEVE PUNTER (FWD)
To      : JOE USER
```

What this means is that Steve Punter had originally been SENT this message, but felt that Joe User might also be interested in it. Other than this, the message doesn't differ from the original.

The Abort Sequence will return you to "Continue With Messages?", while Utter Abort will return you to "Command >".

B —BULLETIN SECTION

The Bulletin Section is the place where SEQ (text) files are put for you to read. When entered, you will see:

```
--------------------------------------------------------------------------------
                              Bulletin Section
--------------------------------------------------------------------------------
```

This will be followed by one of two displays (depending upon whether you are in Expert Mode or not). The main prompt for this section appears like this:

Sub Command >

If you select a bulletin which does not exist, the following error message will be printed:

Bulletin Not Found

Most Sysops will put "stop points" in the files so that you never have to worry about the data scrolling off your screen before you read it. Although it is possible to stop printing by hitting **S**, then to start it by hitting **S** once more, the "stop points" look like this:

Continue?

This is a Yes/No question. **Y** or <**Return**> for yes, **N** for no. If you answer no, you will be returned to "Sub Command >". To exit the Bulletin Section, simply hit <**Return**> without entering anything with the "Sub Command >" prompt.

BO —TOGGLE BELL FUNCTION

This BBS sends a bell (Control-G) at some prompts. If this bell interferes with your terminal program (garbled characters), the command **BO** will turn it off.

CONT —TOGGLE CONTINUOUS MODE

This function is used in conjunction with the Bulletin Section, and message reading. CONT is a toggle function. This means that each time you enter it, the mode is either switched on or off, depending whether it was on or off in the first place. To use, simply type **CONT**. The display will show either

Continuous

or

Non-Continuous

When continuous mode is set, the "stop points" in the Bulletin files will be ignored. This is useful if you are spooling the Bulletins onto a disk file for later printing and don't want a lot of "Continue?" prompts all through your print-out.

When reading messages, the "Continue With Messages?" prompt will be ignored, and you will be given a continuous display of the messages. The only way of returning to the "Command >" prompt during continuous message reading is to send a CTRL-P (Utter Abort).

DM —DELETE MESSAGE

This function allows you to delete any message sent to or by you. Any other messages cannot be deleted by you. Although at sign-off you are given the option of having all messages sent to you deleted, it is still possible to delete selected ones with **DM**, as well as messages you sent to others that you no longer wish to have on the system.

This function allows an optional message parameter. References must be found, otherwise you will be prompted for another message parameter. If no message parameter is given, you will be immediately prompted for one. That prompt looks like this:

```
Message # ?
```

Once a valid message parameter has been given, either from the above prompt, or with the initial **DM** command, you will be shown the message's header:

```
Msg #   : 25—Ref 556
From    : STEVE PUNTER
To      : ALL
Posted  : 1327h on 07/16/82
Subject : A Sample Deletion
Correct?
```

If you answer **NO** to this question, you will be returned to the "Message # ?" prompt (where, if you simply hit <**Return**>, you will be taken back to "Command >"). If you say **YES**, then one of two things will happen. If this isn't one of your messages, you will be told so. If it is your message, the following will be seen:

```
Message Tagged For Deletion
```

What is meant by the message being tagged is that it has not been removed from the system yet. Instead, the Subject has been changed to "-Tagged For Deletion" so that once you have signed off, the system knows to remove it. This is done to save disk usage, and user on-time (especially for long distance callers).

DP —DELETE PROGRAM

If you wish to delete a program on the Download section of the board, you must first know the "Program Access Code." If this is entered correctly, you will then be asked for the "Deletion Code." The Deletion Code was given to the program by the person who sent it. Under normal circumstances, this would limit the people capable of deleting a program to its sender (and the Sysop), but the sender could tell another user the

Deletion Code via a private message (if the Sysop has set the system up for private messages). To use this command, type **DP**, you will be prompted with:

```
Program Access Code?
Name of Program?
```

Enter the full name of the program and hit <**Return**>. It will take a few seconds for the BBS to search the directory for the file and then either tell you the program doesn't exist, or show one of the following things. If the program wasn't given a Deletion Code:

```
Deletion Restricted
```

If there is a Deletion Code:

```
Deletion Code?
```

Enter the code, then press <**Return**>. If the code is incorrect, you will be told so and returned to "Command >". If the code is correct, the program will be deleted (which will take from 2 to 30 seconds or so).

DUP —DUPLEX

Normally, the BBS works on Full Duplex, which means each character it receives from the user is echoed back to the user. This is the most desirable arrangement since it lets the user verify that his typed characters are getting to the board correctly.

Under some conditions, Full Duplex is impossible, and Half Duplex must be used (no character echo). Duplex may be toggled from Full to Half using the DUP command. Type **DUP** and you will see:

```
Half Duplex
```

or

```
Full Duplex
```

E —ENTER A MESSAGE

This is a very flexible function, as you will soon discover. Before using it though, it is wise to fully understand the method by which messages are entered. Most boards simply have you type in as long a line as you like (usually up to about 64 characters) and require you to hit <**Return**> in order to decide on the format of each line. I do not especially like this system, so I used ideas borrowed from my WordPro package. As you enter

your message, it will go onto the screen as expected, but once you reach the 31st character, a Return will be automatically generated, causing your cursor to drop to the beginning of the next line. Do not let this bother you, just continue typing until you get to the end of your paragraph. Then, and only then, hit <**Return**> to indicate this to be the end of your paragraph.

To leave a blank line between paragraphs, do not simply hit <*Return*>, as this is the indicator that your message is complete. Hit your spacebar to put in a blank space, then <*Return*>.

As mentioned above, once the message is complete, hit <**Return**> on a blank line.

To use this function, type **E**. You will be prompted with:

```
Subject of Message (29 Chrs Max)?
>
```

Using upper and lower case, type in a subject for this message. If you exceed 29 characters, those beyond the limit will simply be cut-off. Just hitting <*Return*> will abort the function. You will now be asked:

```
Whom Is The Message To Be Sent?
>
```

You have four choices for an answer here. 1) A valid user's name. A check of the user file will be made to make sure the name entered is valid. 2) "ALL" followed by any extra material you like (e.g. "All BBS'ers", or "All computer nuts"). 3) "Sysop," which means "System Operator." 4) "Suggestion Box." This particular option is actually decided on by the individual sysops, but for the most part, this is what it will be. Once one of these is entered, the header of the message will be generated and displayed:

```
Msg #      : 82—Ref 625
From       : JOE USER
To         : SYSOP
Posted     : 1351h on 07/16/82
Subject    : A Sample Message
```

If this message is not to "All," and the sysop has allowed private messages, you will be prompted with:

```
Private Message?
```

Type **Y** or **N** depending upon what you want. You will now see

```
Go Ahead . . .
```

You may now start typing your message (according to the rules stated above). You have a maximum of 41 lines on which to enter the message. If you exceed this, the following will be printed:

```
No More Space Left!
```

If that happens, or you end the message normally, it will be formatted and displayed for you. It is formatted to a 38 character line with right justification.

Once it is finished formatting, you will see

```
Option:
---------
Send        Continue      List
Format      Edit          Abort
Insert      Delete        Paragraph
Search and Replace:
R/[search]/[replace]/[line #]
>
```

You have now entered the very powerful Message Editor. For more information on this editor, see documentation further on in the Bulletin-Section.

To send the message, simply type **S**. To abort it, type **A**.

EXP —EXPERT MODE

Expert mode is entered once you have become accustomed to the BBS and how it works. When Expert Mode is entered, many of the wordy explanations at the beginning of functions, as well as long menus, are no longer printed (though all menus are always available by typing **H**). To enter Expert Mode, type **EXP**. You will see:

```
Expert Mode
```

You only ever have to enter Expert Mode once. When you call the function, a flag in your name on the user file will be changed so that next time you sign on, you will automatically be in Expert Mode.

F —FORWARD MESSAGE READING

This function works exactly like "A", but lets you choose the message # (or Reference #) at which to start, and works in the forward direction rather than the reverse. To use the function, type **F** followed by the message parameter defining where you wish to start. Example: **F25, F-2574.**

FROM —LIST MESSAGES FROM A SPECIFIC USER

This function allows you to obtain a list of the message numbers and subject of all the message sent by a specific user. Type **FROM** followed by a user's full name (this also includes "SYSOP"). Example: **FROM STEVE PUNTER**. Once the name you have entered has been verified by the BBS, you will see:

```
Msg#      Subject
--------  -----------
 82       A Sample Message
 25       A Sample Deletion
```

Remember, the only way of stopping this function while it is not printing (searching the disk) is to send a **CONTROL-S.**

G —GOODBYE (SAME AS QUIT)

This function is to allow you to sign-off the system. Once you have typed **G**, you will be prompted with

```
QUIT, Are You Sure?
```

If you accidentally typed **G** and didn't mean to quit the system, you can say **NO** here and return safely to "Command >". If you say **YES**, you will now be asked

```
Delete All Messages SENT To You?
```

Normally, it is good practice to always say **YES**, since it means you won't leave messages you have already read cluttering up the system. The only time you should say **NO** is if you know that there are no messages on the system to you, or your sign-on had to be cut short because of line noise, other more pressing matters, etc. You will now be shown how long you were online and then disconnected:

```
Sign Off At 1428h
Connect Time = 0:25:14
```

LF —LINE FEEDS

Line Feeds are sent after Returns by default, but if your terminal is double spacing, you won't want these Line Feeds. Line Feeds can be toggled on and off by this function. Type **LF** and you will see either:

```
Line Feeds OFF
```

```
Go Ahead . . .
```

You may now start typing your message (according to the rules stated above). You have a maximum of 41 lines on which to enter the message. If you exceed this, the following will be printed:

```
No More Space Left!
```

If that happens, or you end the message normally, it will be formatted and displayed for you. It is formatted to a 38 character line with right justification.

Once it is finished formatting, you will see

```
Option:
---------
Send        Continue      List
Format      Edit          Abort
Insert      Delete        Paragraph
Search and Replace:
R/[search]/[replace]/[line #]
>
```

You have now entered the very powerful Message Editor. For more information on this editor, see documentation further on in the Bulletin-Section.

To send the message, simply type **S**. To abort it, type **A**.

EXP —EXPERT MODE

Expert mode is entered once you have become accustomed to the BBS and how it works. When Expert Mode is entered, many of the wordy explanations at the beginning of functions, as well as long menus, are no longer printed (though all menus are always available by typing **H**). To enter Expert Mode, type **EXP**. You will see:

```
Expert Mode
```

You only ever have to enter Expert Mode once. When you call the function, a flag in your name on the user file will be changed so that next time you sign on, you will automatically be in Expert Mode.

F —FORWARD MESSAGE READING

This function works exactly like "A", but lets you choose the message # (or Reference #) at which to start, and works in the forward direction rather than the reverse. To use the function, type **F** followed by the message parameter defining where you wish to start. Example: **F25, F-2574.**

FROM —LIST MESSAGES FROM A SPECIFIC USER

This function allows you to obtain a list of the message numbers and subject of all the message sent by a specific user. Type **FROM** followed by a user's full name (this also includes "SYSOP"). Example: **FROM STEVE PUNTER**. Once the name you have entered has been verified by the BBS, you will see:

```
Msg#      Subject
--------  -----------
 82       A Sample Message
 25       A Sample Deletion
```

Remember, the only way of stopping this function while it is not printing (searching the disk) is to send a **CONTROL-S.**

G —GOODBYE (SAME AS QUIT)

This function is to allow you to sign-off the system. Once you have typed **G**, you will be prompted with

```
QUIT, Are You Sure?
```

If you accidentally typed **G** and didn't mean to quit the system, you can say **NO** here and return safely to "Command >". If you say **YES**, you will now be asked

```
Delete All Messages SENT To You?
```

Normally, it is good practice to always say **YES**, since it means you won't leave messages you have already read cluttering up the system. The only time you should say **NO** is if you know that there are no messages on the system to you, or your sign-on had to be cut short because of line noise, other more pressing matters, etc. You will now be shown how long you were online and then disconnected:

```
Sign Off At 1428h
Connect Time = 0:25:14
```

LF —LINE FEEDS

Line Feeds are sent after Returns by default, but if your terminal is double spacing, you won't want these Line Feeds. Line Feeds can be toggled on and off by this function. Type **LF** and you will see either:

```
Line Feeds OFF
```

or:

```
Line Feeds ON
```

LIST —LIST AVAILABLE PROGRAMS

To see a list of the programs available in the Download section, type **LIST**. You will see:

```
ST   Program          Sender
---- ----------       --------
 P   TEST PROGRAM     STEVE PUNTER
 S   AN SEQ FILE      JOE USER
 W   WORDPRO FILE     JANE DOE
*P   PROTECTED PRG    JOHN SMITH
*S   PROTECTED SEQ    SYSOP
*W   PROTECTED WP     SYSOP
```

There are three types of files, Programs (P type), Sequential (S type), and WordPro (W type). If the file has an asterisk in front of it, this means that the sender applied a Security Code. You must be able to supply that code in order to download the file.

LOAD —LOAD A PROGRAM FROM THE BBS

The following function is connected with the reception of programs on the BBS. Unless you have a terminal program capable of supporting the protocol used by this board, these functions are meaningless to you.

Type **LOAD.** You will be asked

```
Program Access Code?
```

This access code is the same as for all public BBS's running Steve Punter's software. If you don't have the correct terminal program, this access code will do you no good. If you have the terminal program, you should also have the Access Code. Next you will be asked for:

```
Program Name?
>
```

Type in the full name of the program. The BBS will now search the directory for the name given. If it is not found, you will be informed and returned to the "Program Name?" question. If it was found, you will be told approximately how long a perfect transmission will take:

```
Estimated Transmission
Time = 14.2 Minutes
```

Waiting For Start Signal
(or 'A' for Abort)

You are now ready to receive the program (see instructions for your terminal program to proceed from here).

If you decide that you don't want to go ahead with the LOAD, simply hit the **A** key and you will be returned to "Command >."

There are three ways in which a Load could end up. When the Load is complete, one of three status messages will be sent:

OK

Which means the program has been received properly.

G/B Signal Lost

which means that your transmission of the "Good or Bad" signal for the current block was somehow lost, transmission has been aborted.

Over 5 Tries For a Single Block!

which means that the board tried 5 times unsuccessfully to send a block. Transmission has been aborted.

MINE —LIST MESSAGES YOU SENT

This function gives you a list of the message numbers and subjects of all the messages you have sent which are still on the system. Type **MINE**, a list similar to the one in the FROM command will be seen. This function is just like typing **FROM** (YOUR NAME), only it's quicker to start. If this command is followed by a message parameter, the listing will start from that message.

NEW —READ NEW MESSAGES

Every time you sign off, the next reference number is stored along with your name. Armed with this information it isn't hard for the BBS to find which is the first message on the system which you haven't read yet. Type **NEW** and the BBS will start the binary search for the first unread message. Once found, the function will continue exactly as the F[#] command. If no new messages have been sent (or they are all private and you aren't allowed to read them), the BBS will return to "Command >."

NEXT —CONTINUE READ, NEW, OR RALL

At any time, you can stop a NEW, READ, or RALL command by typing **NO** to "Continue With Messages?." Once stopped, you can do anything you like (ie: send an answering message, check the log, download

a program, etc.), then pick up in NEW (or READ) where you left off! To do so, just type **NEXT**.

O —OVERVIEW OF MESSAGES

If you wish to quickly see who is sending and receiving the messages on the system, Overview will accommodate you. Messages are read in the reverse direction (most to least recent). Typing **O** will start you from the very most recent, while typing **O** followed by a message parameter (ie: **O25**, **O-2274**) will start you from that specific message. The print out will look something like this:

```
Msg # : 55—Ref 412
From  : SYSOP
To    : JOE USER
Subject: Just a Test

Msg # : 54—Ref 409
From  : STEVE PUNTER
To    : JANE DOE
Subject: Pretty Common Name Eh?
```

etc . . .

PLOG —PROGRAM DOWNLOAD LOG

In case you would like to see which programs are being downloaded the most, you can look at the Program Download Log. It will show the program downloaded, who downloaded it, and if it was a good or bad download.

QUIT —SIGN OFF SYSTEM

This function is exactly the same as "G," but because it is next to impossible to type **QUIT** by accident, no verification prompt is seen.

R —RECALL A SPECIFIC MESSAGE

Within this function, messages can be recalled individually by either their message, or Reference number. To enter the function, type **R**. You will see the following prompt:

```
Message # (Ref #'s are Neg)?
```

If you wish to recall a message by its message number, simply type in that number, then hit <**Return**>. If you wish to recall a message by its Reference number, put a minus sign before the number (ie: **−412**). It will take slightly longer for a REF recall since a binary search of the existing messages has to be undertaken first in order to find your Reference. If the Reference given does not exist, you will see:

No Reference

And the next highest message will be recalled. The abort sequence will return you to "Message #," while utter abort will return you to "Command >."

RALL —READ MESSAGES SENT TO ALL

This function works like the F command, only it shows just the messages addressed to "ALL" (broadcast messages). You may work this function in two ways: By using it without a message parameter, in which case it starts from the same place as the NEW command; or with a message parameter, in which case it will start from that specific message. RALL can be aborted and then picked up on again using the NEXT command.

READ —READ MESSAGES SENT TO YOU

Again, this function is identical to the NEW function except that it only reads messages which are addressed to you. Note: Also see 'NEXT' command.

S —SUMMARY OF MESSAGE SUBJECTS

If you wish to see a list of the available messages, but only their message numbers and subjects, S will accommodate you. If you type just S, the list will begin at the very most recent message, while if you type S followed by a message number (ie: S25), the list will begin at that specific message. The list will look something like this:

```
Msg#    Subject
-------  -----------
  55     Just a Test
  54     Pretty Common Name Eh?
etc. . .
```

SAVE —SAVE A PROGRAM TO THE BBS

The following function is connected with the Transmission of programs to the BBS. Unless you have a terminal program capable of supporting the protocol used by this board, these functions are meaningless to you. As with LOAD, you will initially be prompted with:

```
Program Access Code?
```

Once that is given, you will be asked

```
Program Name?
>
```

Give the name by which you would like your file stored. The BBS will now search the directory to determine whether that name has been used before or not. If it has, you will be told so and returned to the "Program Name?" question. If the name has not been used, you will now be asked

```
Security Code (or <RETURN>
for General Distribution)?
>
```

As it says, if you enter nothing, the program can be downloaded by anyone (with the proper terminal program, of course), while if you do enter something (up to 6 characters), only those persons knowing this code will be able to load the program. You will now see:

```
Deletion Code?
>
```

If you wish to be able to delete the program at a future time, this code will be necessary. Enter up to 6 characters. If nothing is entered, the program will only be deletable by the Sysop. You will now see:

```
Waiting For Start Signal
(or 'A' for ABORT)
```

See the instructions for your terminal program to proceed from here. Once the upload is finished, the number of blocks received will be sent back to you so you can determine whether the entire file was sent or not:

```
Done: 25 Blocks
```

STAT —FILE TRANSFER STATUS MESSAGE

When you were doing LOADs or SAVEs, a message was sent at the end to tell you how the transfer worked. If, for some reason, you didn't get to see this message, or you would like to see it again, simply type **STAT**. Also viewable with STAT are

```
LOAD Aborted
SAVE Aborted
```

Which are not displayed if you cancel LOAD or SAVE.

TIME —SHOW ELAPSED CONNECT TIME

This function will simply let you see how long you have been signed onto the board this session. Type **TIME** and you will see

```
0:32:55 Command >
```

Actually, after a user has been online for 30 minutes or more, the connect-time is shown to him each time he returns to the "Command >" prompt. Additionally, once the user has been on for more than 45 minutes, connect-time and the following message are shown:

```
Please Note Your Connect Time!
```

This is just a friendly reminder that he has been online a little too long. If this doesn't give enough of a hint, the caller will be automatically signed out after 1 hour.

TO —LIST MESSAGE RECIPIENTS

If you wish to see a list of message numbers and the person to whom they are sent (if not "ALL"), then type **TO**. This list will always start from the very most recent and list in reverse order. Following **TO** with a message parameter will cause it to start at that specific message, rather than the most recent.

MSG#	RECIPIENT
24	SYSOP
23	STEVE PUNTER
19	JANE DOE
15	JOHN SMITH

and so on.

TOME —LIST MESSAGES TO YOU

Although READ lets you read all messages that were sent to you, you can get a quick list of the message numbers and subjects of all those messages by typing **TOME**. Following **TOME** with a message parameter will cause it to start at that specific message, rather than the most recent.

Msg#	Subject
74	Testing
52	Hi There
25	What's Up Steve

U —EXAMINE USER LIST

The User List is the list of all people who have accessed the system. Instead of just reading through all of them (it would take a very long time),

you can give the BBS information to tell it where to start the listing. Names are stored in alphabetical order (according to first name). Type **U** and you will be prompted with:

```
Starting Pattern Match?
>
```

Enter in a string of characters. The BBS will now search the user list for the first reference to these characters (or the next highest string if they are not found) and begin listing. For example, let us assume you wanted to start listing from the people whose names started with "ST," then we would simply enter **ST** as our "Starting Pattern Match." If you were looking for just a specific user, the best thing to do is to enter their entire name as the pattern match.

Simply hitting <**Return**> for "Starting Pattern Match" will cause the listing to start from the beginning. Since there have been various users who think that the User List is some kind of "shopping list" and will capture it to print out later, I have restricted it to showing 5 Users at a time. Since this system will only allow messages to be sent to a valid user, and the spelling of the users name must be the same as in the log, it was left available. Five names should be sufficient.

APPENDIX 6

SEQuential File Splitter: "Splitto"

This is a program that will *split* lengthy SEQuential files into smaller ones so you can load them into your word processor for easy editing. This program will come in very handy if, when using a communications program with a large buffer, a bufferfull of text will be too much for a word processing program to "swallow" in one chunk and there will be text missing toward the end of the file. The solution is to use Splitto. It will chop long SEQuential files into easier to digest ones. All you have to do is type in the file, **SAVE** it to disk, then **RUN** it. You will be asked for the name of the file to split and a filename for the smaller copies.

Let's say you have a file called "Toobig." Just tell Splitto that name, then assign the smaller files a new name, such as "Smaller." Splitto will then take "Toobig" and turn it into "Smaller," "Smaller-v.2," "Smaller-v.3," and so on. If you want your split files to be either larger or smaller, change the value in line 65. It currently is assigned "225" and this will give smaller files of about 30–40 blocks in size (depending on the size of the original file). Splitto will not delete the old file; you will have to do that yourself, so make sure that you have enough room on your disk for both the large file and its smaller duplicates. I use Splitto all the time to chop up 87-block-long SEQuential files of online messages that I have downloaded so I can run them through EasyScript for editing.

This program was authored by Deb Christensen and is reprinted with her kind permission. It is © Copyright Deb Christensen 1983. You may distribute it to friends on disk after you have typed it in, but selling it (either on disk or online) is a no-no!

```
1 REM "SPLITTO" BY DEB CHRISTENSEN
2 REM (C) COPYRIGHT DEB CHRISTENSEN 1983
3 REM NOT-FOR-PROFIT DUPLICATION ALLOWED
4 REM COMMERCIAL RIGHTS RESERVED
```

```
10 INPUT"FILE NAME TO READ";N$

20 INPUT"WHAT NAME FOR THE WRITE FILE";F$

25 IFLEN (F$) >12THENPRINT"TOO LONG":GOTO2Ø

30 REM WILL JUST ADD V.1, V.2, V.3, ETC TO WRITE FILE
NAME AS SPLIT FROM FIRST

40 OPEN15,8,15

50 OPEN8,8,8,N$:GOSUB5ØØ

60 FF$="Ø:"+F$+",S,W":OPEN9,8,9,FF$:GOSUB5ØØ:X=1

65   C=225

70 FORI=1TOC:REM C=NUMBER OF LINES (CR'S)

80 A$=" ":GET#8,A$

85 IFST<>ØTHENCLOSE9:CLOSE8:END

90 IFA$=CHR$(13)THENPRINT#9,T$:T$:=" ":NEXTI:GOTO2ØØ

100 T$=T$+A$:GOTO8Ø

199 REM START ANOTHER WRITE FILE

200 CLOSE9:X=X+1:X$=STR$(X):X$=RIGHT$(X$,
LEN(X$)-1))

205 FF$="0:"+F$+"-V."+X$+",S,W"

210 OPEN9,8,9,FF$:PRINTFF$:I=Ø:GOSUB5ØØ:GOTO65

500 INPUT#15,A,A$,B,C:IFA<>ØTHENPRINTA;A$;B;C:STOP

510 RETURN

READY.
```

APPENDIX 7

Supplier Addresses

Although I have made every effort to make this list of suppliers complete, not all prices are listed. This is because some products are available in local stores and retail prices vary, depending on individual store's discounting. For products listed here that are available via mail order only, I recommend that you find out the price *before* ordering. In most cases, postage and handling costs are added to the prices quoted here. A self-addressed stamped-envelope, phone call, or CompuServe EMail will get you the complete price.

When contacting any of these firms, mention that you saw their products in *The Computer Phone Book ONLINE GUIDE for the Commodore Computers.* It will help convince the firms to cooperate in putting their product information in updated editions.

Please note that all firms listed here have the right to withdraw, upgrade, or modify their products or to change the price that is listed. As the author of this book, I am not in any way responsible for the quality, performance, or availability of any of the products listed. This list is for your information only.

Arfon Micro
111 Rena Drive
Lafayette, Louisiana 70503
(318)988-2478
Product: Microterm 64 terminal software
$29.95

Avcor
512 King Street East
Toronto, Ontario, M5A 1M1, Canada
(416)864-9240
Product: PLP/NAPLPS videotex terminal program cartridge for the 64
$124.95 (U.S.)

Batteries Included
186 Queen Street West
Toronto, Ontario, Canada, M5V 1Z1
(416)596-1405
Product: BusCard IEEE interface

Duffy Engineering
RFD #1, Box 387A, Nashawena Road
Mashpee, Massachusetts 02649
(617)477-3834
Product: Talktex Computer System

Eastern House
3239 Linda Drive
Winston-Salem, North Carolina 27106
(919)924-2889, (919)748-8446
Product: TelStar 64 cartridge-based terminal program for the 64
$49.95

Event Horizon Software
P.O. Box 1327
New York, New York 10028
(212)535-0697
Products: Mouthpiece terminal programs for the 64, BBS software for the 64 (under development)
$39.95 (Mouthpiece)

HES
(Human Engineered Software)
150 North Hill Drive
Brisbane, California 94005
(800)227-6703
(800)632-7979 in California
Products: HesModem I and II

J & G Software
P.O. Box 146
Pelham, New York 10803
CompuServe: 72775,1341
Product: Commterm-64, Commterm-80 terminal software for the 64
$39.95

Adam Jacobs
1111 Park Avenue
New York, New York 10128
(212)534-3149 (24-hour modem)
CompuServe: 70566,550
Product: RAVICS BBS software for VIC/64
$79.95

Matchmaker Enterprises
P.O. Box 6055
Burbank, California 91510
(213)840-8211
Product: Dial-Your-Match BBS Software for VIC and 64

Microtechnic Solutions
P.O. Box 2940
New Haven, Connecticut 06515
(203)389-8383
CompuServe: 74145,1015
Product: Smart 64 Terminal +2 terminal software for the 64
$39.95

Midwest Micro, Inc.
311 West 72nd Street
Kansas City, Kansas 64114
(816)333-7200
Product: SuperTerm terminal software for the 64
$149.95

Omnitronix
(formerly Bytesize Micro Technology)
P.O. Box 12309
Seattle, Washington 98111
(206)236-2983
Product: RS232C interface for VIC/64
$39.95

Steve Punter
1341 Tyneburn Crescent
Mississauga, Ontario, Canada, L4X 1P6
(416)624-5431 (9AM–5PM ET)
Product: CBMBBS for the 64 (requires IEEE disk drive)
$100.00 (U.S.)

Bob Shannon
33175 Oceanview Drive
Fort Bragg, California 95437
(714)964-7114 (24hr modem)
CompuServe: 75445,615
Product: BBS for the 64
$25.00

Softlaw Corporation
9072 Lundale Avenue South
Minneapolis, Minnesota 55420
(612)881-2777
Product: VIP Terminal terminal software for the 64
$49.95

Jim Strasma
Midnite Software, Inc.
1238 Richland Avenue
Lincoln, Illinois 62656
(217)735-2703
Product: "Official" versions of "Punter" CBMBBS terminal program for VIC/64/PET
$15.00

John Teloh
Quantum Software
5252 NE 6th Avenue, Ste 31-B
Ft. Lauderdale, Florida 33334
(305)776-7421 (6PM–10PM ET)
CompuServe: 74275,1154
Product: Bufterm CP/M terminal program for the 64
$30.00 ($45.00 for XModem protocol)

Richvale Telecommunications
10610 Bayview Avenue
Richmond Hill, Ontario, Canada, L4C 3N8
(416)884-4165
Product: Intel-Terminal terminal program for the 64
$34.95

APPENDIX 8

Publications about Commodore Computers

Ahoy!
Ion International, Inc.
45 West 34th Street, Rm 407
New York, New York 10001

Commander
Micro Systems Specialties
P.O. Box 98827
Tacoma, Washington 98498

Commodore Microcomputer
Commodore Power/Play
Computer Systems Division
Commodore Business Machines, Inc.
1200 Wilson Drive
West Chester, Pennsylvania 19380

Commodore User
VIC Computing
39–41 North Road
London, N7 9DP
ENGLAND

COMPUTE!
COMPUTE!'s Gazette
COMPUTE! Publications, Inc.
P.O. Box 5406
Greensboro, North Carolina 27409

The Midnite/Paper
The Midnite Publishing Co.
635 Maple
Mt. Zion, Illinois 62549

Run
Wayne Green, Inc.
80 Pine Street
Peterborough, New Hampshire 03458

The Transactor
The Transactor
500 Steeles Avenue
Milton, Ontario L9T 3P7
Canada

APPENDIX 9

Systems Index

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CPBB00045Ø	Mines of Moria	Aptos, CA	205
CPBB-NEW-1	QIN 2	San Francisco, CA	205
CPBB-NEW-2	64 ET BBS	San Francisco, CA	206
CPBB00077Ø	CVBBS	Chula Vista, CA	206
CPBB-NEW-3	The Electric Magazine	Ft. Bragg, CA	206
CPBB-NEW-4	The Grapevine Info Exchange	Tustin, CA	207
CPBB01170	Front Range Commodore Bulletin-Board	Ft. Collins, CO	207
CPBB01200	Petula	Lakewood, CO	208
CPBB02000	AVC—Commodore Bulletin-Board	Indianapolis, IN	208
CPBB-NEW-5	RF Commtrole Systems BBS	Indianapolis, IN	208
CPBB02250	TBBS	Baton Rouge, LA	209
CPBB02530	Barton Data Line	Ann Arbor, MI	209
CPBB-NEW-6	Crystal Castle	Lambertville, MI	210
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CPBBØ451Ø	Northwest Commodore User's Group	Edmonds, WA	215
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APPENDIX 10

SYSTEM FORM
Version 0.2

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This sheet is for the use of BBS sysops only. Permission is granted to *sysops only* to duplicate this form for the express purpose of submitting their systems for listing in *The Computer Phone Book* and any *ONLINE GUIDEs.* Any other use of this form or duplication constitutes copyright violation.

National and Local Information Systems should contact Mike Cane via conventional or electronic mail. See the end of this form for addresses.

Sysops assigned "CPB-NEW" numbers should *not* place these numbers on their system. A permanent number will be assigned when the system is listed in *The Computer Phone Book.*

CPBB Number (if assigned): _____

Are you using your system's assigned CPBB number on your system?

( ) Yes ( ) No

If YES, are you using it ( ) at signon or ( ) in a text file?

If NO, reason why: _____

_____

System name: _____

Location. City: _____ State/Country: _____

System phone number (area/country code): _____

Protocol (word bits/stop bits/parity): _____

BPS Rate(s): ( ) 300 bps ( ) 1200 bps ( ) PMMI

BBS software used: _____

Operating hours: _____

Features. Following the classification of features in the directory section, please check the currently available features of your system:

( ) Advertising (paid)
( ) BBS list (national)
( ) Chat (w/sysop)
( ) CP/M
( ) Feedback (at logoff)
( ) Mail (menu item)
( ) Messaging (public/private)
( ) Parameters
( ) Text files
( ) Uploading (pgm/text files)
( ) BBS list (local)
( ) Catalog (shopping)
( ) Conferencing
( ) Downloading
( ) Graphics (online)
( ) Matchmaking
( ) Multiple message bases
( ) System Info (hard/software)
( ) Time/duration
( ) Userlog

( ) Other (specify): _____

Are first-time callers to your system assigned or asked to input a password?
( ) Yes ( ) No
Are first-time callers to your system allowed to post public messages?
( ) Yes ( ) No
Are first-time callers to your system allowed to see a menu of available downloads? ( ) Yes ( ) No

Are first-time callers to your system allowed to download available programs? ( ) Yes ( ) No

Messaging and Downloading. Below is a list of computer brands. Please put a check in *column D* if your system contains available *downloadable programs* for that computer. Please put a check in *column M* if your system offers a *message base* for that computer (specifically labeled as such, *only* if "*multiple message bases*" has been checked in the previous list of features). You may put checks in both columns D and M if you offer both downloads and messaging for the particular computer or computers.

D	M		D	M	
( )	( )	Adam	( )	( )	Apple II+, //e
( )	( )	Apple ///	( )	( )	Apple Lisa
( )	( )	Apple Macintosh	( )	( )	Apple "lap-top"
( )	( )	Apple portable	( )	( )	Atari (400-1600)
( )	( )	AtariTel	( )	( )	Color Computer
( )	( )	Commodore PET	( )	( )	Commodore-64
( )	( )	Commodore 264/364	( )	( )	Commodore Z8000 series
( )	( )	Commodore VIC-20	( )	( )	CP/M-based
( )	( )	Franklin ACE	( )	( )	Heath/Zenith
( )	( )	IBM PCjr	( )	( )	IMB PC
( )	( )	IMB PC XT	( )	( )	KayPro (II/10)
( )	( )	LNW Computers	( )	( )	Osborne
( )	( )	TI 99/4a	( )	( )	TI Professional
( )	( )	Timex-Sinclair (1/2000)	( )	( )	TRS-80 Model I/III
( )	( )	TRS-80 Model IV/12/16	( )	( )	TRS-80 Model 100
( )	( )	Tandy 2000	( )	( )	Other

Specify other computer brands: _____

( ) My system does *not* offer multiple message bases, but my system is devoted to covering the computer brand(s) checked above.

Special Interests. Please check the special interests of your system. If your system's particular interests are not listed, please list them. Check column T if your system contains *text files* on the subject. Check column O if your system contains something *other* than text files on the subject; please specify what "other" means on your system.

T	O		T	O	
( )	( )	Alternate Energy	( )	( )	Arms Control
( )	( )	'C' Language	( )	( )	Coin games
( )	( )	Commodities	( )	( )	Computer technology

( ) ( ) Consulting	( ) ( ) dBase II
( ) ( ) Education	( ) ( ) FORTH language
( ) ( ) Gay sex	( ) ( ) Ham radio
( ) ( ) International news	( ) ( ) Investments
( ) ( ) Jokes	( ) ( ) Law
( ) ( ) Literary	( ) ( ) Medical
( ) ( ) Movies	( ) ( ) Online fiction
( ) ( ) Orchestra 80/85/90	( ) ( ) Paraphsychology
( ) ( ) Photography	( ) ( ) Radio
( ) ( ) Real estate	( ) ( ) Religion
( ) ( ) Science-Fiction	( ) ( ) Space
( ) ( ) Stock market	( ) ( ) Telephone company
( ) ( ) TV	( ) ( ) UFOs
( ) ( ) Video	( ) ( ) Writing
( ) ( ) X-rated	( ) ( ) Other subject(s)

Specify Other checked: _____

Specify Other subject(s): _____

The following information in this section will not be divulged to anyone.
Please complete.

Your name: _____

Address: _____

_____

_____

Home phone: _____

Best hours to reach you: _____

Work phone: _____

Best hours to reach you: _____

Your phone number is necessary in the event your system is too busy to connect to. It will be necessary to confirm that it is still online.

Hardware your system is running on: _____

_____

Kbytes of storage your system has: _____

CIS ID: _____

Delphi ID: _____

Source ID: _____

Other National System IDs (name system): _____

_____

( ) I do not have a national system account.

Do you want your name listed in the next edition of *The Computer Phone Book* (and any corresponding *ONLINE GUIDE*s) as the sysop of your system?

( ) No, but thanks for the thought.

( ) Yes, and I hereby consent to such publication.

Please mail this completed form to

The Computer Phone Book
ATTN: System Update
175 Fifth Ave, Suite 3371
New York, NY 10010

You may also transmit your information electronically to the author via
CompuServe (Consumer): **70736,1500**
CompuServe (Executive): **76010,224**
Delphi: **MIKECANE**
The Source: **BBG492**

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Notes

This is where you should make note of new systems and the system IDs of people you meet online. You'll be able to keep your copy of this book up to date and make the exchange of electronic mail between yourself and your friends much easier. I'll start you off with my addresses.

Name	User ID	System
Mike Cane	70736,1500	CIS
Mike Cane	76101,224	EIS
Mike Cane	BBG492	The Source
Mike Cane	MIKECANE	Delphi

Name	User ID	System

Name	User ID	System

Name	User ID	System

New Systems

System Name	Location	Phone Number

System Name	Location	Phone Number

System Name	Location	Phone Number

System Name	Location	Phone Number

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