NYBBLES February 1994

The official newsletter of the

CALGARY COMMODORE USERS' GROUP

CCUG Executive, 1993-1994:

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The Calgary Commodore Users' Group runs a Bulletin Board System (BBS) at the number 274-0771. Use your computer and modem to dial up, 24 hours a day, 7 days a week! Set your terminal program to the following parameters: 2400 bps, 8 data bits, 1 stop bit, Full duplex, and No parity. See you online!

Please notify us of any changes of address or phone number. Be sure to include your membership number and home phone number. Give Phil a ring (local call from Calgary), or drop him a line at:

CCUG Membership
c/o Phil Porth
427 5th Ave SE
High River, Alberta
T1V 1H9

The CCUG holds public meetings at the Main Branch of the Calgary Public Library, 616 Macleod Trail SE, Basement Room #2. This is just off the City Hall and Olympic Plaza LRT stations. Our next meeting is on **Wednesday, February 2, 1994 at 7:30 PM.** Hope to see you there!

The President's Message - Kevin DeMan

Good news from Commodore: the release of the new CD 32 will be shown at February's General Meeting by the people at Computer Studio! The CD 32, Commodore's second attempt at producing a CD-based console, has sold 75,000 units in just three months of sales in the U.K., and they've only been in North America for just over a month. CD 32 is the first 32-bit game console available, containing an AGA chip allowing up to 256,000 colours on-screen out of a 24-bit palette, and is capable of connecting up to 16 separate contollers. It stores up to 650 Mb of data and is double-speed, capable of playing audio CD's, CD+G, Kodak Photo CD's and MPEG movie disks. It has a new AKIKO custom chip that does planar to chunky pixel data conversion and a 32-bit expansion bus for third-party expansion.

Over the past few years, some of you have thought that the Club should find a way to put our Newsletter on disk, and now there is talk that we should put the Newsletter onto the BBS. This sounds great, but there are a few things I would like to point out to you.

PUTTING IT ON DISK: This would not be a bad thing to do; it would even cost less. However, we would still have to mail them out or have you come down and get them at the meetings. What about the poeple that can't make it to the meeting? The cost of mailing the disks would be significantly greater than for shipping the Newsletter on paper. We would also have to spend a lot of time setting the Newsletter up separately for the Commodore 64, 128 and the Amiga.

PUTTING IT ON THE BBS: Some of you who have called the Club's Bulletin Board System say that you would like to see the Newsletter on the BBS. If we set up the Newsletter this way, we would need someone to set it up on the BBS each month. If you think that you could do this then we can use the BBS, but before you say 'yes', I would like to know that if the Newsletter is done this way, how will a person that doesn't have a modem get their copy? We could just mail issues out to those who don't have modems, and those that have modems could get *their* issues from the BBS. I would like to know what you think about the structure of the Newsletter; feel free to call me before the next meeting. I think the way we have the Newsletter set up is great. Over the past few years we have cut the cost of producing it down to the point where we can mail it out to you in time for the meeting, and it is also mailed out to other user groups and computer stores. I hope that this note will answer any questions that you have about our Publication.

One more thing I would like to say about the Newsletter: you may have noticed that it now has two names. *[Hmm... See my column. -Editor]* Well, I would like to know what you think of the new name and what you think of this change. Personally, I think that the old newsletter name was fine before, but this is just my opinion. WHAT DO YOU THINK?

Amiga Disk Of the Month for Feb. 1994

This month's disk should have something all of you will like (I hope). LHA FILES: Here you will find two files that will fill two disks when unpacked. Deluxe Music 2 demo: this is a demo of the new Deluxe Music 2 that is out for the Amiga. Printers.lha: Have you ever needed a printer file but can't find the right one? Well, here are some new ones that may help you. To unpack these files, put lha into RAM, then make sure you have a formatted disk in one of the drives. Put the Disk Of the Month in the other drive and type the line

a LHA X (filename.lha) df?: [return]

df? is the destination to where the file will be unpacked. In the Workbench you will find MAGIC MENU. This is a little program that you can put in your start-up. When it is active, any time you need the Workbench, simply hit the right mouse button and the menu will appear! So you can be anywhere in the Workbench and have the menu at your call. In the "try me" are some more DWFPRESETS. Spice up your Workbench start-up and pointers with these preferences.

For those of you that were at the meeting when Mike Stoll talked about Scope and 17 Bit CD files, now you can see what thay have. If you bring a blank disk down you can get a copy of the disk containing those files. If you would like anything from these two files you will have to call Mike about this, as he has all of them.

Vice-Presidential Ramblings - Mike Stoll

I realize that (at the time of this writing) we are only one month into the new year, but it is time to remind everyone that elections for the CCUG Executive are in MAY! This means: if you are to think about running, you start thinking now. Then, when nominations close April 6th at the General Meeting, you can feel confident in your decision whether or not to run. In brief, the elected positions are: President, Vice-President, Treasurer, and Membership Co-ordinator. Positions appointed by the Executive are: VIC, 64, 128, and Amiga Librarians, BBS SysOps, Newsletter Editor (& Printmaster...), and any other position deemed necessary by the Executive. For more information, please contact anyone in the Executive. Our phone numbers are elsewhere in this newsletter. We can also be contacted on the BBS and at the General Meetings.

Do you own a modem? If not, you may be missing out on a very exciting aspect of computing. Basically, a modem allows your computer to communicate with other computers using telephone lines to transfer the data. A modem will MODulate the digital data into an analog signal that can be transmitted over the telephone lines, and the modem on the other end will DEModulate the signal back into digital data.

The CCUG operates a BBS, or Bulletin Board System. This system waits for another computer to call it by modem, 24 hours a day... Most BBS's offer services similar to ours, such as a public message base, private messages to other users ('E-Mail' or Electronic Mail), games played while online, and a file transfer base, where you can 'download' programs from the BBS to be used on your computer at a later date. There are many other things that some BBS's may offer as well, from message bases networked between dozens of BBS's all over the world, to 'real-time chats', where you can 'talk' (well, type) to others using the system at the same time you are on.

There are several kinds of modems that can be used on a Commodore 64 and 128. Among the oldest is the VICModem *[remember the 1650 and 1660? -Editor]* . It operates at a transfer speed of 300 'baud', a rate equal to 30 characters per second. ('Baud' basically means 'bits transmitted'. Each character needs 10 bits to be transmitted by the modem.) This is considered EXTREMELY SLOW by today's standards.

The next step up is to 1200 baud. The Commodore 1670 is a very common 1200-baud modem for the 64 and 128. As they operate at four times the speed of the 300-baud modem, they were very popular replacements for modem users impatient with their slow 300-baud units. The Commodore 1670 is the usual 'starter modem' for anyone who wants to get into modeming, but who doesn't want the high price involved in higher-speed modems. A used 1670 modem can usually be found for sale between $20 and $30.

The most popular speed on the 64 and 128 is 2400 baud. This is the fastest that the 64 and 128 can support without getting into special hardware. The most popular 2400-baud modem made just for the 64 and 128 is the Aprotek Minimodem C24. This is the unit that the CCUG BBS uses, and can be found for about $130 new, or about $90 used.

All the modems I have discussed so far plug directly into the user port on a 64 or 128. No additional hardware is required to make it function; just plug it into a standard phone jack, and you are ready to go, hardware-wise. In order to make your computer communicate properly with a modem, you will require software.

Software for telecommunications are called terminal programs, or 'terms' for short. Most term programs are freely redistributable software - public domain, shareware, or the like. You can try out different term programs to see which ones you enjoy most; if you use a shareware terminal regularly, please comply with the shareware conditions set out by the author. See the Disk Librarians for special term program disks. (continued)

(Vice-Presidential Ramblings cont'd)

Some of you have never seen a modem in action. It may be that you have no use for 'telecomputing', but if it sounds interesting to you, contact a friend or a CCUG Executive Member for more information. In the future, there may be another live demonstration at a CCUG General Meeting, or perhaps a Special Interest Group (SIG) could be set up for first time 'modemers'. If you have a modem sitting in a drawer somewhere, put it out and get 'online'! The phone number for the Club's BBS is 274-0771.

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Better **Working Power C** by Spinnaker
a ***Software Review*** by Dean Finnman

Have you ever dreamed about conquering your computer? This is somewhat the feeling you get when a program you've written runs relatively bug-free. I got this feeling while typing in the now-defunct program listings from the Gazette *[did you mean COMPUTE!'s Gazette? -Editor]* almost a decade ago on my old VIC-20. Since then I've owned many different computers, all with different versions of BASIC.

One of the main advantages of BASIC is that it's easy to learn, thanks to its English-like commands, and almost every computer comes complete with its own version of BASIC when you buy the system. Another advantage of BASIC is that it is a very forgiving language. If you have an error in a program, it will stop and tell you what line the error occurred in. However, BASIC does have a few disadvantages. It is an interpreted language, which means that it looks at the command you have given it, converts the command to a language the computer understands, and executes that command before going on to the next command and repeating the whole procedure. Because of this constant "interpreting" routine, it becomes a very slow language. And because BASIC is so forgiving, programmers tend to develop a few bad habits and end up with very unstructured or "spaghetti" code. Finally, BASIC is also popular because it has a multitude of commands to make life easier on the programmer, but because of all the different commands it becomes difficult to take a program written in 64 BASIC and translate it to IBM BASIC or vice-versa. One alternative to BASIC's faults is the "C" language.

A couple years ago I purchased Turbo C for my IBM and was determined to learn the language on my own. I installed it on my hard drive (giving up almost seven megs) and sat back to read the two HUGE manuals. Since I was never one who liked massive manuals I kind of gave up on C for the IBM, figuring I would learn it later. A few months later I got a deal on the SAS version 6.0 C compiler for the Amiga. I decided learning C would be a lot more interesting on the Amiga than the IBM and decided to give C another chance. When I finally received my new SAS C I was dismayed to see two even HUGER manuals than the IBM C had.

A couple months ago I decided over this winter I would TRY to teach myself C again, but this time on my 64. (What can I say... I still adore my 64.) I searched all over for a good C compiler for the 64. I remembered Abacus selling Super C a few years back, but when I contacted Abacus I was told it had been discontinued. I finally tracked down a program called "Better Working Power C" by Spinnaker. The package included a version for the 64 as well as a version for the 128. When I finally received my Power C Package, I was surprised (and thrilled) to see a SMALL, 60-page manual that covered both versions. Even I can read a manual that small! Each version contains two editors, a linker, compiler, several utility programs and a shell to run it all through. It also contains over 95 standard functions, support for floating-point numbers and a small tutorial to get you started in C programming.

The first thing I did (instead of reading the rest of the manual) was flip to the small tutorial. I followed the step-by-step instructions and within minutes had edited, compiled and linked a small stand-alone C program. I was more excited than when I wrote my first little BASIC program on the VIC!

(continued)

(Power C review continued)

One of the main advantages of C is that it has very few commands. Instead of commands, it uses "functions." Some of these are standard functions that come with most versions of C and others you build yourself. This makes the language very portable to other machines. If you write a program on the 64 using standard functions, you can take your 64 source file (sequential file), modem it to your IBM or Amiga, and recompile it with the other machine's C compiler. Because the functions are so standard between compilers, your program should run with very little changes. If you made up your own functions in the 64 version then you can modem those functions over to your IBM or Amiga and compile them along with your new program. This portability makes it easy for a programmer to write a program on one machine and with very little effort be able to recompile and market it on several different machines. To check out this portability theory I'd read so much about, I took a small source file I'd written on the IBM, and using Big Blue Reader on my 64, transferred it to a 64 disk. I then compiled and linked this program using Power C on the 64 and within minutes had the same program running on both machines.

Another big advantage of Power C is speed. The speed comes from being a compiled language, as opposed to an interpreted language like BASIC. The compiler goes through the program once and checks it over for errors. If it doesn't find any errors it writes an executable program in a language the computer can understand. If it finds errors during Compilation, it stops and lets you know where the errors are. You have to fix them before you can go on; because of this, C is not as forgiving as BASIC. But you learn to plan your programs out and make them more structured in order to avoid these pitfalls. In order to test the speed of the Power C compiler I typed in a small bubble sort out of an old issue of COMPUTE Magazine. The magazine had a BASIC version and a version written in Abacus Super C. The program was supposed to be a direct line-for-line translation in order not to give C any unfair advantages. I typed in the BASIC version, and then the Super C version using my Power C source editor. I compiled the Super C version with the Power C compiler and within minutes had an executable bubble sort in C. The programs were supposed to create 100 random numbers, list them to the screen to show they were random, sort them using a bubble-sort algorithm and then redisplay them. COMPUTE Magazine timed both versions from the time it displayed the scrambled numbers to when it finished sorting and started displaying the sorted numbers. According to their times, BASIC took two minutes even to sort the numbers, and Super C took one minute and thirty five seconds. My BASIC version took the same two minutes (naturally, since it was the same code), but the Power C really outshined the Super C with an incredible FIVE SECONDS to complete the sort! To check compatibility, I also typed in several small programs out of IBM C textbooks from the library and all of them ran with very little if any changes.

All in all, Power C seems like a pretty good little C programming package, if you want to try your hand at C programming. It appears to be very compatible with other versions of C on different systems. It has proven itself on the small tests I ran to create very fast executables. It supports multiple drives. Next to the $80.00 price tag (SAIT Student Price) for my IBM version and over $300.00 for my Amiga version, the $24.95 price tag (Byte Ryder ..... of course <grin>) can't be beat for a beginner to learn C with. Last but certainly not least, the size of the manual doesn't scare you away from trying to learn C. (Note: the New Amiga SIG will also be incorporating SOME beginner C programming and if anyone is interested, please talk to Kevin!)

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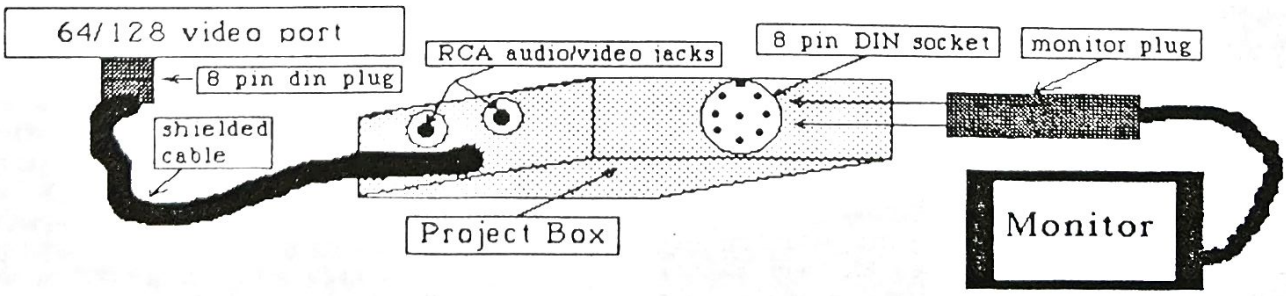
This month's newsletter was created on a Commodore 128 with geoWrite 128, Perfect Print, geoPaint and geoPublish, all running under GEOS and gateWay 128. Output was done on a Panasonic KX-P1123 printer, and duplicated on the Club's Canon PC25 photocopier.

We welcome your submissions! For fastest handling, we strongly recommend you upload all articles in ASCII, PETSCII or converted GEOS text format to the Club's BBS; however, we will also consider articles on disk and paper. Call the Editor for details. We reserve the right to edit articles for length, style and clarity.

This month's column will be a little different, as my deadline has arrived before the Gazette Disk. A few months back, I showed you a professional-looking video titler program which was on a Gazette Disk. If you have a 64 with a 2-plug RCA cable to connect your monitor, then read no further. If you are like the rest of us, then read on.

My computers have video cables with either three RCA plugs (red, yellow & white), or one 8-pin DIN plug on one end and a 5-pin DIN plug on the other. *[What kind of cable is that? My 1902A 40-col. cable is 8- and 6-pin DIN. -Editor]* None of these combinations will provide the correct outputs for recording color on a video camera or VCR.

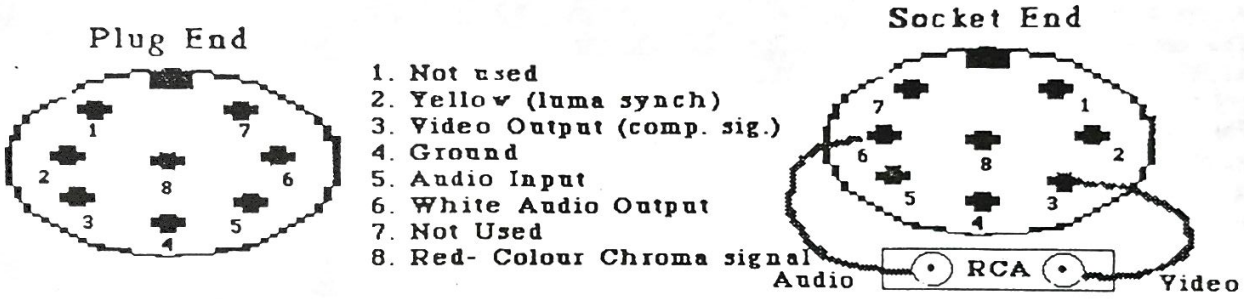
The red plug is the Chroma signal, yellow is the Luma sync. The white is the Audio; no problem there. If you REALLY want to record, you can buy two Y-adaptors, connecting one end of each to the yellow and white monitor inputs, then plugging the other ends to the camera or VCR inputs. This will only give you a black-and-white picture. Commodore has seen fit to provide the computer with all the necessary outputs to the 8-pin socket known as the Video Output Port. All that is required is the proper cable, or an adaptor like this one which will work with all Commodores & monitors and a 40-column screen. Another Club member is currently working on an 80-column adaptor, for the 128 in 80-column mode. *[Is this 128 cable intended to provide a signal recordable by VCR, or just to split? -Editor]*



Some dexterity is required with a soldering iron, but other than that it is a fairly easy project to complete. Where noted, part #'s are from Radio Shack or Cardinal Electronics. Two 4-conductor speaker or telephone cables may be used, with a spare conductor to act as the shield connection. I chose to make my own 6-conductor cable with a shield out of scraps I had around the house. Cost: less than $10.00!

(Phil's Two Bits cont'd)

	Materials	Tools
Project Box	R.S.#270-231 $3.99	Drill & Bits
4 Pos. Phono plug board	R.S.#274-322 $1.99	Solder Iron/Gun
8-pin DIN Socket (chassis mount) C# 25-280-1	$1.05	Solder, screws/driver
8-pin DIN Plug	C# 25-380-1 $1.28	Needle nose pliers
6-Conductor shielded wire (1/2 Meter)	$1.00?	wire cutters/ strippers
or alternatives mentioned before.		Cable Connections



[By the way, Phil has implied that if you want to record your 40-column video signal (properly) in color, you need a special cable that feeds off Pin #3 of the Video Output Port. I am almost sure that the 1701 monitor cable is the item for the job, as it has <u>two</u> RCA plugs on the monitor end - one for audio, the other for composite video. As an experiment, I have ordered two of these cables from Commodore's Canadian headquarters in Agincourt, Ontario (amazing that they still carry them!); Item Number PN 17010050 costs $11.25 plus GST. I'll tell you about it when the package arrives. -Editor]

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FLASH BULLETIN, just in from Bill Baird, 64 Librarian:

> The front side of Jan 94 C-64 DOM does not work, I fixed it, and uploaded it (to the Club BBS), so members who bought the disk can download it, filename is: 'iq personality', thanks.

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...and now for some miscellaneous tidbits:

* Remember to wish your sweetheart(s) a Happy Valentine's Day!

* Catch my demonstration of Blockout for Commodore 64! Blockout is a 3-D variant of Tetris with a top-down view of the well. Pieces can be moved in nine directions and *rotated* along three axes. A fine translation of the arcade game.

* Look for more articles on classic software for C-64 and 128. Your distinguished panel of reviewers will advise you on programs that have stood the test of time! Tag-team reviews (a la Siskel & Ebert) may also appear.

Writing Your Own Adventure Games - Paul Napper

Part 4: Starting the Finished Program (?)

Sorry for the delay, I ran into a wall. *[Literally? Ouch! -Editor.]* What I have decided to do is write the program and explain the routines. I will describe the listing step-by-step. A word of warning: you will have to type the program in to run it!

```
(program code - type in)                    [comments - do not type in]

70 v=25:w=36:g=18                           [v = verbs, w = objects, g = gettable objects]
80 gosub 1600                               [Initialization]
90 print "{clr} haunted house"
100 print "----------------"                [10 hyphens]
110 print "your location"
120 print d$(rm)                            [d$ = the array containing all the descriptions]
                                            [rm = the location of the player]
130 print "exits:";
140 for i = 1 to len(r$(rm))
150 print mid$(r$(rm),i,1);",";             [Prints exits with a comma between each one.]
160 next i                                  [Goes back to 140 and continues to look for exits.]
170 print

180 for i = 1 to g
190 if l(i)=rm and f(i)=0 then print        [Looks for visible objects in the room and informs
    "you can see ";o$(i);"here"             you.]
200 next i
210 print "========================="       [25 equals signs]
220 print m$:m$="what"                      [m$ = messages to the player from the computer.
                                            The variable is set to "what" after each message
                                            is printed.]

230 input "what will you do now";q$         [This is the first player interface.]
240 v$="":w$="":vb=0:ob=0                   [This resets four variables:
                                            v$ = verb string, w$ = object string,
                                            vb = verb variable, ob = object variable]

250 for i = 1 to len(q$)
260 if mid$(q$,i,1)=" " and v$="" then      [Searches for space character and checks
    v$=left$(q$,i-1)                        whether v$ is empty. If v$ is empty, it takes the
                                            letters to the left of the space and adds them
                                            to v$.]

270 if mid$(q$,i+1,1)<>" " and v$<>""       [Does the same as Line 260, only with the
    then w$=mid$(q$,i+1,len(q$)-1):         letters to the right of the space.]
    i=len(q$)

280 next i                                  [That does it for this month. Next time,
290 if w$="" then v$=q$                     we will cover error messages, override conditions
300 for i = 1 to v                          and branch to subroutines, and start in on
310 if v$=v$(i) then vb=i                   the verbs.
320 next i
330 for i = 1 to w                          See you then.
340 if w$=o$(i) then ob=i                   Paul (CG39)]
350 next i
```

C-64 Disk Of the Month, Feb. 1994 - Bill Baird

This is a double-sided 1541 disk, works with the C-64 and 1541. Disable any cartridge or fast boot before loading. *[Thanks for the details, Billy! -Editor]* Get this disk for only $4 at the February meeting.

The program covers thought modification and use of mind maps for beginners. The Intermediate section covers suggestions for topics for mind scoping. The Master section lets you work on your own with no coaching. You will become a professional consultant as a Psychologist, Personal Manager, and Teacher when you complete the Professional section.

This program improves your mind by exercising your mind. (I feel it) is very well done.

C-128 Disk Of the Month, Feb. 1994

Paint 128

BASIC 8 is the way to super hi-res graphics and Paint 128 is the way to use BASIC 8. This remarkable program takes the programming out of computer art.

Auto Expense

The best 80-column car expense tracking program we have seen. You can actually see, via charts, where you are losing auto efficiency.

Night Mirrors

For 2 players, this thoughtful graphic game puts a Hall of Mirrors between the two of you and challenges you to start firing.

Cook's Helper

80 columns of pure joy for the Kitchen CEO of your family. Use it to store recipes, make measure conversions, do shopping lists, plan out meal menus, and much more.

Fern Valley

The Affine Transformations are the latest thing in fractals, and you can have your C-128 draw these fern-like constructs in seconds on the hi-res screen. You are in complete control of their parameters.

Paint Companion

This essential companion piece to Paint 128 allows you to convert Printshop, Printmaster, Doodle! and Computereyes pictures into brushes and pics that Paint 128 can use in its 80-column BASIC 8 graphics.

Cribbage 128

This classic sailors' game comes to your 128. You will have to play pretty well to beat the computer. All rules to Cribbage are found in the "read it" file.

Get this disk at the February meeting, also only $4.00.

The following was posted on The Great White North BBS by its SysOp, 93-12-25, 11:14.

Our program which art in memory, "Hello" be thy name. Thy operating system come, thy memory be done, on the printer as it is on the screen. Give us this day, our daily data, and forgive us our input/output errors. For thine is the subroutine, looping forever and ever, goto 10. Return.

From the Editor's Desk - Nhat-Viet Phi

I knew I was walking into a potential hornet's nest when I gave the CCUG Newsletter its first true name in years, "Nybbles." But frankly, I grew a little weary of saying THUH CAL-GUH-REE CAW-MO-DORE YOO-ZERZ GROOP NYOOZ-LEH-TUR so often, when all I wanted to do was identify this twelve-page periodical. Really, thirteen syllables is a little long-winded for a title, don't you think? It's so long, it's more like a description than a true name. Wouldn't you rather be addressed by your name than by your description? To illustrate, I present the following example:

> "Hello, [bipedal, carbon-based, animal life form, homo sapiens, male gender, Caucasoid of possibly British descent, 179 cm height, 70 kg mass, approximate age 45 years, uses external corrective lenses], would you like to buy some Girl Scout cookies?"
>
> VERSUS
>
> "Hello, Mr. Baird, would you like to buy some Girl Scout cookies?"

You see? Once you link the short name with the full portrait, you no longer need to drill a long name into the minds of your readers every month. We are NOT so thick-skulled!

With all due respect, I would like to point out a mistake by our President in his column. Our Newsletter does NOT have two names! Rather, it now has ONE short name, and a sub-title or description that clarifies the purpose of this publication. An obscure monthly computer magazine from a few years back had exactly this kind of layout: "COMPUTE!'s Gazette" was the actual name, and the descriptive sub-title, set in smaller type, was "For Owners and Users of Commodore VIC-20 and 64 Personal Computers" (from late 1983 to February 1985). Then the sub-title was changed to read "For Commodore Personal Computer Users" (until about March 1989). If you ask me, I'd say THEY had the right idea the whole time! By no means are we downplaying the focus of our periodicals; we are simply *sticking a concise label on our work.*

Living species must adapt to changing conditions in order to survive. I believe this is a generally accepted statement in the scientific community. When I took the Editor's job, I did not think that Commodore users would actually face *extinction;* however, I instituted change because I thought the Newsletter should reflect our intelligent awareness of the world and the technology evolving around us. Let's face it - Commodores are not the only computers in widespread use anymore! We live in a global computer community, where more and more aspects of daily survival involve automation. A total ignorance of modern language use and of different machines could look bad on a resume. That is partly why, after a decade of relative stasis, the Newsletter is getting a facelift.

Please note that I am constantly trying to find improvements and achieve constructive compromises. You may have noticed that in the page headers, "official bulletin" has been changed to "official newsletter" (although the dictionary implies that "bulletin" and "newsletter" are equivalent). On the Exec Page, I have stamped the CCUG and Commodore logos TWICE as a strong graphic cue to our identity. Do not hesitate to voice your opinions to me, but if you are in disagreement, try to read this column once more. Very few of my decisions are made flippantly.

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My sincerest apologies go to Phil Porth, who was to conduct last month's advanced session on GEOS in 80 columns. I brought my RAMLink down to the meeting, fully confident that it would work with the Club's C-128 (it worked perfectly with three *other* 128's), and that we could stun viewers with a nine-second bootup time for the on-board GEOS. Unfortunately, the computer refused to even start up with RAMLink enabled! Failing that, we needed to use a floppy. It turns out that no one had a usable 80-column boot disk present, so the demonstration took place in 40-column 64 mode, running from disk drive. Phil still managed to pull off a very good show, though.

I feared that the RAMLink might have been damaged on the way down, but thankfully, it is working FINE back at home! We speculate that there had been a timing problem of some kind...

1902A ? monitors
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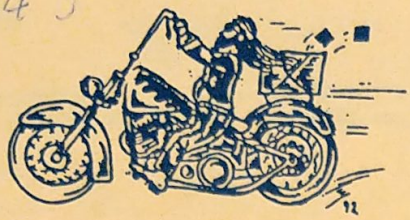

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