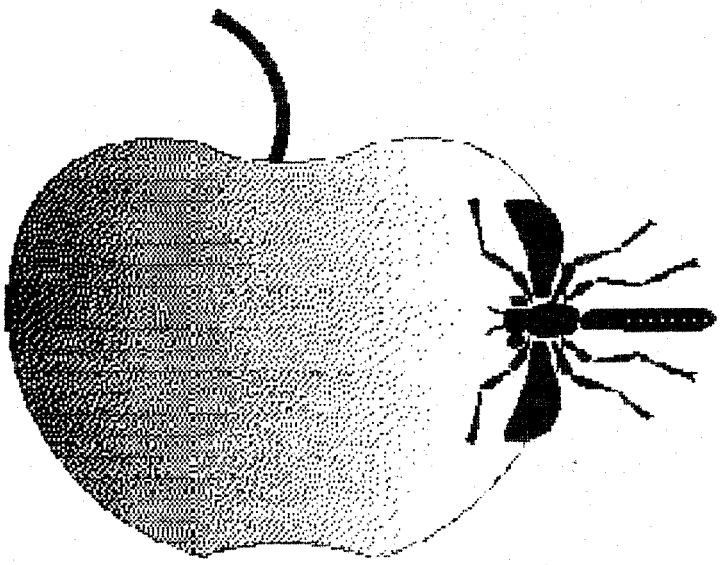
Apple Bug



The Newsletter of:

Apple-Q Inc.

The Brisbane Apple Users' Group.

January 1989 Edition

P.O. Box 721,
South Brisbane,
Queensland 4101.

$1.50

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Apple-Q Information Page

This Month...

Open Day
Sunday 15th January 1989
Hours: 9.00 a.m. to 4.30 p.m.

Committee Meeting
Monday 16th January 1989
Starts: 7.00 p.m.

Beginners Course
Sunday 15th January 1989
Starts: 2.00 p.m. at the Software Library Room

Next Month...

Open Day
Sunday 19th Feburary 1989
Hours: 9.00 a.m. to 4.30 p.m.

Committee Meeting
Monday 20th Feburary 1989
Starts: 7.00 p.m.

Executive Committee

Vince Crosdale	President	(07) 351-3090
John Finch	Vice-President	(07) 260-5218
Bob Godbehere	Secretary	(07) 808-3892
Bernie Benson	Treasurer	(07) 345-1545
Graham Black	Registrar	(07) 883-1525
Dale Rodgie	Editor	(075) 38-6942
Sheryl Mann	Software Librarian	(071) 96-7401
Brett Dutton	Hardcopy Librarian	(07) 265-5112

Bulletin Board

Name:	**Apple-Q Inc. BBS**
On-line:	24 hours a day
Telephone:	(07) 284-6145 (Bulletin Board) (07) 883-1525 (Voice)
Baud Rates:	300, 1200/75, 1200 & 2400 (CCITT & BELL)
Data Specs:	8 Data bits, 1 Stop bit, No Parity, Full Duplex
Sysops:	Graham Black, Vince Crosdale, Brett Dutton

Now with a 60 megabyte Hard Disk

Membership Fees

Joining Fee:	$10.00 (add to Membership Fee when first joining)
Adults/Family:	$20.00
Pensioners:	$12.00 (on production of Pensioner Card)
Full Time Students:	$12.00 (under 21 years & on production of Student Card)
Corporate Membership:	$50.00
Associate Membership:	$ 5.00 (plus $5.00 joining fee - BBS only)

(At the discretion of the Executive Committee)

Copying Fees

Apple-Q has a wide selection of Public Domain, Shareware and Demonstration software available to members. We charge a copying fee so the group can obtain more software to expand the library. The copying fee for 5.25 inch disks is 50 cents a side with a minimum charge of $2.00. For the 3.5 inch disks, the fee is $3.00 per disk. See the software librarian at the next Open Day for a catalogue.

More Info...

- All club meetings are held at the **Hooper Education Center, Kuran Street, Wavell Heights.**
- The copying of Commercially produced software cannot be sanctioned by Apple-Q Inc. and members who do so risk expulsion from the group.
- All contributions fo the newsletter should be handed to a committee member at the Open Day, or posted to P.O. Box 6375, Gold Coast Mail Centre, Bundall, Queensland 4217. The deadline date is the committee meeting immediately following the Open Day.
- Application for membership or Renewal of membership should be sent to P.O. Box 698, Redcliffe, Queensland 4020. All other mail should be sent to the club's post office box - listed on the cover.
- Due to space restrictions, only Apple-Q Inc. members are allowed to set up their machines at the meetings. Make sure to display your membership card on your machine, or you will be required to pay a membership fee.
- No one is allowed behind the Trading Table counter except the committee members and anyone appointed to work at the Trading Table.

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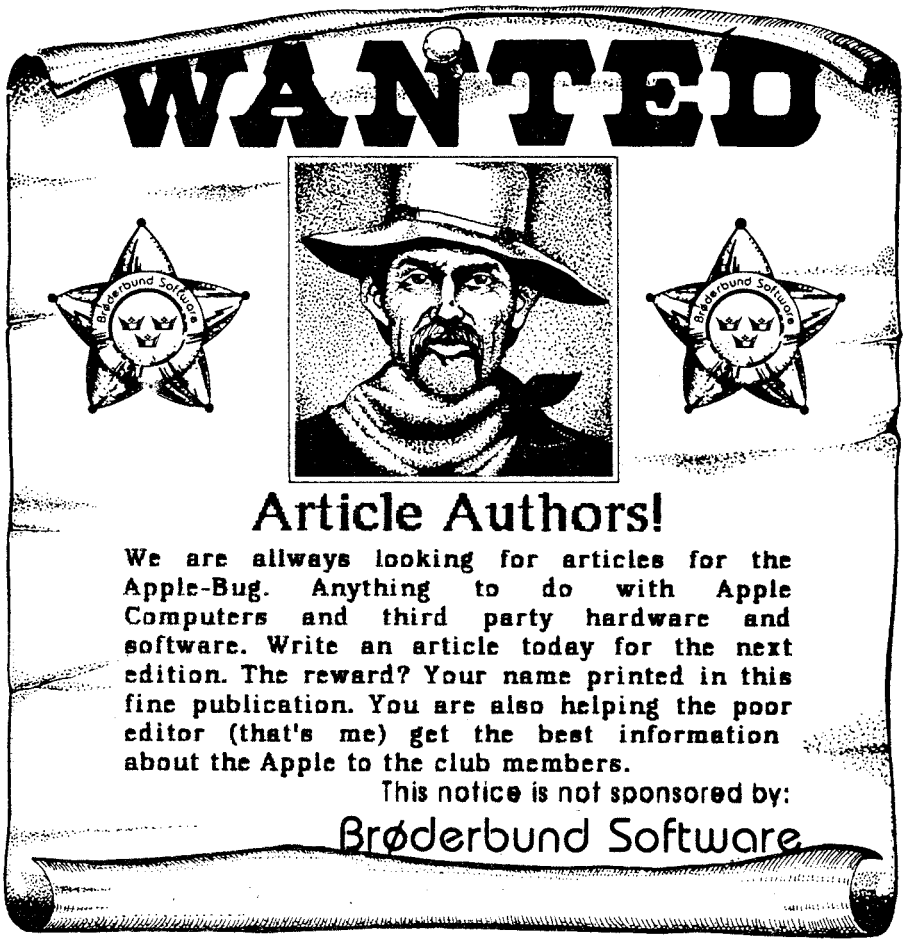
[Editoral]

by Dale Rodgie

Welcome to the first newsletter for 1989. You would have noticed a few changes in the newsletter this year. Thanks to John Finch, we have a new front cover. He whipped it up on his Mac. We have also re-designed the "information page" to fit more in.



Beginners Course

This Open Day we are holding a Beginners Course. Anyone new to the compter scene can come along and learn but your Apple. The course starts at 2.00 p.m. in the Software Library Room (on your right as you enter the main door). All members are invited.

Please Note!

The coffee machine is provided by the Hooper Centre, and coffee costs only 20 cents per cup. Money is put in the bowl on top of the machine using the honour system. The chairs and tables are owned by the Hooper Centre, and extra trestles can be obtained from under the school building if needed. We aren't allowed to have alcoholic beverages on the premises because of Departmental Regulations. The telephone is locked and not available for outgoing calls. We do not have a key to this phone.

Someone has to clean up at the end of the day, make sure that the trestles have been returned, rubbish put out, etc. Anyone volunteering to help close up (clean up, put away trestles, etc) would be welcomed with open arms.

A small number of power boards are available, at Open Days, for a deposit of $20.00. Due to the number of missing power boards, we had to increase the deposit. I recommend that you bring your own as the few available will not last long.

[BBS Report]

by Dale Rodgie

Early December, the Apple-Q BBS had its own Christmas present. I am talking about the 60 megabyte Hard Drive now connected to the BBS. More public domain software has been placed on the BBS. Also more games and a bigger message base. I would like to thank all the members who donated to the Hard Disk Fund or bought the Modem disk that was on sale. We were planning to buy a 40 megabyte hard drive but the cost of the 60 meg. was about $90.00 extra. So we bought the 60 meg.

However, even with the sale of some of the BBS equipment, we still are about $200.00 short of the cost of the hard drive. This $200.00 has come out of the Apple-Q funds. Graham and I would like to continue the Hard Disk Fund to pay back the $200.00 and keep raising funds for any nessary additions in the future. So this month we have another disk for sale. It contains a Shareware program called "Davex".

Davex is a command shell for ProDOS. ProDOS has no way to accept commands from you directly, so some sort of command interpreter is required. Davex includes a large number of "housekeeping" commands for managing your disks, directories, and files.

Davex is also a starting place for using other ProDOS programs. When you run another program from Davex (just by typing its name), you will normally be returned automatically to Davex when you Quit the other program. Here is a list of the commands:

Internal Commands

This is just a list of commands. It tells you what commands are built into Davex, but it does not explain them. Consult the online help to find out how to use a specific command.

help | ?	display command information
cat	display directory
prefix	change prefix
top	set prefix to parent volume
up	change prefix to parent directory
over	move to another directory
online	print names of online volumes
copy	copy files or trees of files
update	replace outdated files
pg	display files a screenful at a time
type	display files (also displays Appleworks word processor files)
rename	change name
delete	destroy files
create	create a directory or other file
filetype	change file's type (and auxiliary type)
alias	show or change aliases (abbreviations)
config	show or set various Davex options
ftype	display or update filetype table
dev	list, add, or remove ProDOS devices

scan	examine or change the scan list
exec	get keyboard input from a TXT file
como	redirect command output to file or printer
size	show size of file or directory
info	print info on file
lock	make a file read-only
unlock	allow read, write, rename, delete
prot	protect file
spool	spool files for later printing
eject	eject a volume or all volumes from SmartPort
touch	touch a file, updating its modification date/time (or set/clear backup bit)
bye	quit Davex
cls	clear screen (or send Ctrl-L to file/printer)
rep	repeat: execute a command several times
err	print ProDOS error message from code
num	convert numbers between decimal and hex
dt	print date and time
boot	boot the system
mon	enter the Monitor
echo	echo string
=	print pathnames
wait	wait for spooled files to finish printing

External commands

These commands are supplied with Davex. Other external commands can be written by an assembly language programmer.

blist	list a BAS file in ASCII
brun	run a BIN file ['brun' is actually a small SYS file, not an external command]
chkmod	compare modification dates on pairs of files
conp	set IIgs control panel options
deschw	describe system hardware
du	summarize disk usage
ffind	search directories or volumes for files (find by name, type, auxiliary type, need-backup)
find	search files for lines containing a given string
gsbuff	set Apple IIgs printer/modem buffer sizes
hdr	print lines from the beginning of a file
init	initialize (format) any ProDOS block device (or just write Boot blocks to a volume)
iw2	set up print options for ImageWriter II
mx80	set up print options for Epson MX80
pset	set up print options for NEC8023 / ProWriter / Imagewriter
setdate	sets date and time (only if no clock available)
setstart	examine or set the startup path of a SYS application
sysalias	create an alias for a SYS file
what	determine what a file is (this can be really handy!)

This disk contains the Davex program and the documentation. It also has on-line help. All this for just $5.00 at the Trading Table this Open Day.

[Income & Expenditure Statement]

Below is the income and expenditure statment for Apple-Q Inc. This statement covers the period until 31st August 1988.

Opening Balance 1.9.87			673.80
Less Federal Debits Tax	1.70		
	.50		
Cash Float	50.00		
	---		52.20

Balance transferred to Apple-Q Inc.			621.60
Receipts			

BBS Income		972.45	
Cheque Account Interest		37.94	
Donations		244.17	
Float		66.00	
Full Memberships		2635.00	
Joining Fees		898.00	
Library Sales		32.00	
Postage - Income		10.00	
Raffles		287.80	
Refunds		28.30	
Software Sales		513.50	
Student Membership		614.00	
Trading Table		5067.40	

			11,406.56

			12,028.16
Expenditure			

A.G.M.		232.75	
Advertising		75.55	
Audit Fees		45.00	
Bankcard charges		10.52	
BBS Expenses		1061.35	
Cleaning Fees		25.00	
Equipment / BBS		194.00	
Federal Debits Tax		15.90	
Float Withdrawal		66.00	
Insurance		283.29	
Library Expenses		377.70	
Magazine Subscriptions		197.26	
Meeting Expenses		50.60	
Miscellaneous		84.71	
Newsletter		2065.88	
PO Box Charges		23.00	
Postage / Stationery		561.85	
Repairs		97.50	
Software Purchases		136.92	
Trading Table Purchases		4351.46	

			9,956.24

			$2.071.92
			=========

[Macro Table]

EDITOR: This article was found in the November edition of the AUSOM News and I thought it would bring a smile to some of our members.

Observing a definite lack of computational power in most modern machines, our Engineers have produced the following list of commands that we feel should greatly expand the scope and capabilities of the average computer. These commands are easy to remember mnemnonics for simple addition to any Marco or Instruction set. One simple command will often eliminate many bulky routines.

AAC	Alter all commands
AAR	Alter at ramdom
AB	Add Backwards
AFVC	Add Finagles' Variable Constant
AIB	Attack Innocent Bystanders
AWTT	Assemble with Tinker toys
BAC	Branch to Alpha Centauri
BAF	Blow All Fuses
BCIL	Branch Creating Infinite Loop
BDC	Break down and Cry
BF	Belch Fire
BDT	Burn data Tree
BW	Branch on Whim
CBNC	Close, but No Closer
CH	Create Havoc
CMD	Compare Meaningless Data
CML	Compute Meaning of Life
CNB	Cause Nervous Breakdown
COOL	Crash on Operator's Lunchbreak
CRASH	Continue running after stop or Halt
CS	Crash System
CSL	Curse and Swear Loudly
CVG	Convert to Garbage
DBZ	Divide by Zero
DDC	Dally During Calculation
DOC	Drive Operator Crazy
DLN	Don't Look now...
DPMI	Declare Programmer Mentally Incompetent
DPr	Destroy Program
DTC	Destroy This Command
DTVFL	Destroy Third Variable from Left
DW	Destory World
ECO	Electrocute Computer Operator
EIAO	Execute in any Order
ENF	Emit Noxious Fumes
EP	Execute Program
FLI	Flash Lights Impressively
GCAR	Get correct answer regardless
GDP	Grin defiantly at programmer
HCF	Halt and Catch Fire
HCP	Hide Central Processor
ISC	Insert Sarcastic Comments
JTZ	Jump to Twilight Zone
LAP	Laugh at Programmer
MAZ	Multiply Answer by Zero
MW	Malfunction Whenever
MWT	Malfunction without Telling
OBL	Obey Murphy's Law
PNRP	Print Nasty Replies to Programmers
RA	Randomize Answer
RAB	Read answer Backwards
RLI	Rotate left Indefinitely
RPM	Read Programmers Mind
RRSGWSSNK	Round and Round she goes, where she stops nobody knows
SAI	Skip all Instructions
SCCA	Short Circuit on Correct Answers
SFT	Stall for Time
SOS	Sign Off, Stupid
TILO	Turn Indicator Lights off
TAN	Take a Nap
TPDH	Tell Programmer to Do it Himself
TTA	Try, try Again
WSWW	Work In Strange and Wondrous Ways

[How to play "Dream Zone"]

The solve assumes that you are mapping each new area you go into and therefore does not provide much detail on how to get from one place to another. Also, you can only carry so many objects at one time. You will have to decide when and where to drop certain objects. You can have up to twelve objects in a location at a time.

If you type in swear words on the keyboard, it will take you to a special place called the "Romper Room". There are two romper room's in the game, you will encounter the second one after you get the crowd by the bar to leave. Don't leave objects in the first romper room or you won't be able to get back to them later in the game.

Save the game often, accidents happen and you wouldn't want to have to start all over again (especially after getting through the D.O.I.).

You will start your adventure in your own bedroom. Take the sandwich. Open the dresser. Wear the pajamas. Go in the bathroom and get the toothbrush and the plunger. Don't forget to brush your teeth (good dental hygene is the key to good relationships). Now go to your Brother's room. Give him some money and he will go to buy candy. Open the chest and take the squirt gun. Now you are ready to start your adventure. Go back to your room and sleep. When you start dreaming you will suddenly be transported to a very colorful world. Leave the bedroom and you will be on a sidewalk facing two doors, one is the bedroom you just left, the other is the door you must go through. Your toothbrush is the key to the door. Once you get into town there's not much else to do except get into the bar. The fox can help you get into the bar but he will require you to get Form 69B-12C from the D.O.I. Since that is the only way to get in you will have no choice. Enter the D.O.I. and ask the Informer about 69B-12C. He will tell you to ask about that in N3L-D. This means: N - north elevator, 3 - third floor, L - left door, D - room D. Now you're in for a bit of red tape.

Go to N3L-D and ask about 69B-12C
Go to N4R-E and ask about Officer S3R-D
Go to N2L-D and ask about Officer S3R-D
Go to S3R-D and ask about 69B-12C (take rock)

Go to E4L-C and ask about 43A-81G
Go to E3R-D and ask about 11X-16B
Go to E2L-B and ask about 51M-970
Go to S4R-E and ask about 17D-16B (give Officer sandwich)
Go to S2L-A and ask about 16D-970 (shoot Officer)
Go to E2L-B give Officer 16D-970 (get 51M-970)
Go to E3R-D give Officer 17D-16B (get 11X-16B)
Go to E4L-C give Officer 51M-970 & 11X-16B (get 43A-81G)
Go to S3R-D give Officer 43A-81G (steal 69B-12C & shoot Officer)
Go to S4L-B and ask about 22Z-13I
Go to S2R-A give Officer 22Z-13I (get receipt)

Exit the building, go to the fox and buy an I.D. Go over to the crowd and say "FREE BEER". The crowd will stampede and carry you to the front of the bar. Type in a swear word and you will be transported to the Romper Room. Take the soap and wash your mouth out and you will be transported back to the crowd. Look at the girl in the crowd (she look's like a girl you could take home to mother). Propose to the girl. She will be willing to marry you and she will follow you. You will be in the basement of the D.O.I., take the elevator to the first floor and exit the building.

Go to the church and get married (don't forget to get the wafers). Go back to the bar and go up to the roof. There you will meet a rat named Nick. Ask Nick about keys and he will let you buy them from him (you will need the keys to go into the

bathroom once you go back into the bar). Enter the bar and take the jacket then talk to the twins. They will give you some gum. Give the wafers to the bartender and he will give you a keg. Give the keys to the bartender and you will be able to go into the bathroom.

Enter the window (in the bathroom) and go south to the bigtop. Buy a ticket to see the freak show. Go to the game booths and play the games. You will have to steal the teddy bear and the tokens. Find the kids that are fighting and give them the tokens, they will give you some candy. Go to the freak show and give Hairy the candy. Hairy will give you some hair tonic. Next, give the gum to the Grajunk, he will now follow you. Now go back to where the crowd used to be and you will find a bridge to the Emperor's palace. Go to the end of the dock and go swimming. Enter the cave and you will meet Jacque the Water Rat. Give him the keg and he will give you the Pearl. Go to the Swordsmith and talk to him about the sword.

Now go to the Emperor's rock garden and walk along the wall. A Ninja will come at you from the wall, shoot him, you will now be allowed to enter the Palace. But before you do, go to the middle north part of the rock garden and dig. You will find an old vase and some worms. Now go see the Emperor. Give him the rock and he will let you roam about the Palace. Find the Servant room and give the servant the vase. He will open the room that the princess is in (the Emperor's bedroom). You can enter the Emperor's bedroom from the Palace room (north of the dining room). Give the Princess the teddy bear and she will follow you. Take the rock, then take the Princess back to the Swordsmith and he will give you the sword. Then give him the jacket and he will give you some rice.

Take the rice and go back to the rock garden (southwest corner), and look for Sushi (the rat). Give Sushi the rice and John the rat will owe you a favor (you can find him in the bathroom of the bar). Now go back to the bar and outside to where the fox was and in his place you will find a loan shark. Ask him about a loan (buy loan), he will loan you 100,000 tuna. Now go back to the bar and go in. Enter the bathroom, the window, and go to the Airship Terminal.

Buy a ticket and go south to the airship, then talk to the Captain about the castle. Give him the Pearl (globe). You will not be able to take off because you are still anchored to the ground. Go back to the bathroom in the bar and talk to John the rat about the task (he owes you a favor). He will follow you back to the airship and take care of the rope. You will still not be able to take off yet (can't go till you pay your debt). Go back to the Emperor's Palace to the dock and go fishing. You will catch enough to pay off the Loan Shark (you need the worms from the rock garden). Now go back and pay off the Loan Shark. Now you're ready to go back to the airship and take off (say'ready).

When you dock, exit the airship and go north. Now you need to find the drunk so jump west. When you find him, hit him. He will drop a bottle of wine. Take the wine (don't drink it). Now jump. You will catch the trap-door and swing up to meet Rambone Rat. Give Rambone the tonic and he will leave you alone. The only place is up from here. Now you will be in front of the key (the key will be in some kind of display). Replace the key with the rock (your wife will do it, you don't have enough fineese). Now you have two ways to get back down. You could take the airship, but it is quicker to just swear (that will take you to the Romper Room, then use soap and you will be in the basement of the D.O.I). At this point you have completed most of your quest, the only thing left is to get back to your bedroom. To do this you must face a Deamon. Just throw the wine on him and he will dissolve. Now to open the door. You try to use the key and oh-oh, the Grajunk swallows the key. Time to whip out the plunger and use it on the Grajunk. Got the key, use it on the door and you're home free. Once you're back in the bedroom, go to your brother's room and give him back the squirt gun. That will complete the game.

[Reprinted from the Devil's Playground Times, November 1988]

[Appleworks Tips]

EDITOR: Here are just three tips from the Appleworks disks advertised in the November Apple-Bug. The disks contain heaps of hints to make the best use of Appleworks.

Fixing CONTROL-@ in Appleworks version 2.0

From the MAIN MENU April, 1987

AppleWorks 2.0 won't allow a Control-@ in its custom printer codes. Apple has released a program to its dealers to patch AppleWorks 2.0 or you can key in the following program and run it.

Enter BASIC and type in the following program.

```
10 D$ = CHR$(4)
20 PRINT D$:"BLOAD /APPLEWORKS/APLWORKS.SYSTEM,A$2000,T$FF"
30 IF PEEK (13055)<>46 THEN END:REM Check for version #.
40 POKE 13057,112: REM  Change version number
50 POKE 11760,242: REM Fix Control-@ problem
60 PRINT D$:"BSAVE /APPLEWORKS/APLWORKS.SYSTEM,A$2000,L8531,T$FF
70 END
```

Non-stop patch for 3.5", RAM, or hard disk

(Both versions)

1. BLOAD APLWORKS.SYSTEM,TSYS,A$2000

(Version 1.3)

2. POKE 13193,44 [this stops the spacebar stop to switch to program disk]

3. POKE 13855,208
   POKE 13856,19 [this accepts the default date or reads it from a clock card]

(Version 2.0 pokes)

2. POKE 14468,44 [Spacebar stop]

3. POKE 14148,208
   POKE 14149,19 [Date/clock card bypass]

(Both versions)

4. BSAVE APLWORKS.SYSTEM,TSYS,A$2000

CURSOR CHANGE PATCH

Submitted by Richard Marchiafava

Do you find the Insert cursor to be small, hard to find at times, or just plain boring? I do. The following patch will let you change the Insert cursor marker to almost anything that you find useful.

An ASCII character table which included Mouse Text characters yielded some possibilities for a bolder, more distinct cursor. An enhanced //e, or a //c will allow selection of Mouse Text characters. I tried some characters to see which are bold enough to be useful. The solid Diamond character is very good, the Right Arrow and Hourglass (?) are usable, but I have selected the Solid Apple for my use!

Those who do not have an enhanced //e may find the] right bracket character bold enough for use as a cursor. Since the cursor flashes, there would be no problem distinguishing it from the same character on screen.

Character	Value
Diamond	5B
Right Arrow	55
Hourglass (?)	42
Solid Apple	40
]	1D

This patch, from Open-Apple suggested using a checkerboard character, which looks like the RETURN marker, or an inverse box. The checkerboard was not bold enough, the inverse box looks like the overstrike cursor.

Work with a backup copy of AppleWorks. Boot ProDOS and run Basic.System. From basic enter:

```
BLOAD APLWORKS.SYSTEM,A$2000,TSYS
CALL-151
```

For AppleWorks 1.2 enter 2D80:<value>

For AppleWorks 1.3 enter 2D8B:<value>

For AppleWorks 2.0 enter 2DA1:<value>

```
3D0G

BSAVE APLWORKS.SYSTEM,A$2000,TSYS
```

For <value>, use the 2 character code corresponding with the ASCII character selected. There are no Oh characters in the patch above, only zeros.

When you are satisfied with the cursor you have selected, replace APLEWORKS.SYSTEM on your application disks by copying with a file management utility. Your new insert cursor will make data entry easier for you.

[Christiansen Protocol]

What is Christiansen protocol and how does it differ from Xmodem? Are they compatible? Does Apple Access support the Christianson protocol?

"Xmodem" is more or less a media representation of Christensen protocol. Originally xmodem was just a program on RCP/M systems that used the protocol. It eventually became a generic buzzword for the protocol itself, unfortunately. The official name of the protocol is Christensen, from it's original designer, Ward Christensen. There are a number of different implementations of it - some of which are very brain damaged. By the way, you can find ASCII Express for as low as $85 at various discount software operations. Apple Access is a toy program. First off, Christensen's protocol was originally developed for CP/M, and he named his protocol program "XMODEM" -- hence, we've adopted the name. He's also come out with MODEM7, and a few others. So to answer your question, yes, "Xmodem" and "Christensen Protocol" are compatible since they are, for the most part, the same.

The incompatibility factor comes when you're trying to make good use of this protocol in an environment that really needs more information than is sent with xmodem. For example, under CP/M (where xmodem orginated), file sizes were always MOD 128 bytes in length, and terminated with ^Z most likely, to flag the end of file. Files under

CP/M really don't have "types", as far as the operating system is concerned, other than a three character "dot extension" to let the user know what kind of program it is. Now, let's look at DOS 3.3, which requires a loading address parameter, a filetype identifier, and probably something else (I'm no DOS 3.3 expert). AE Pro needs to save an xmodem receive to disk in such a way as to make the data useful -- so Bill Blue and Mark Robbins came up with a scheme of moving special Apple-only file information along with the transfer so that the receiving side (most likely another Apple) could restore the original file to its proper state (to maintain file type, loading address, etc). The ProDOS version of AE Pro is even more complex. It sends an extra data packet at the end of the transfer that tells all sorts of information about the file in question (type, time and date created/modified, block size, loading address, record size, number of bytes, etc.) This special implementation should not cause a properly-written xmodem receiver to choke on the transfer. It should get AE's special characters at the beginning of the transfer and just flag them as errors. AE sees these errors and then knows that it isn't talking to another Apple, so it reverts into a standard Christensen mode.

The basic protocol is MODEM2 released by Ward Christensen in 1979. It provided for both a terminal mode and a file transfer mode. All Christensen compatible modem programs use this protocol, but was enhanced with the addition of CRC mode as explained in the body of this document. XMODEM uses the same protocol as MODEM2 but with the deletion (X'ed) of the terminal mode for use by RCPM operators so that callers had the use of file transfer capabilities compatible with MODEM2. This deletion and naming of XMODEM was done by Keith Petersen.

Obviously, it was desirable to be able to prevent remote users from putting the program into terminal mode. The program also prevented users from transferring executable files to an RCPM and then being able to execute them. They had to be renamed so that the extension part of the name would prevent execution until renamed by the RCPM Sysop.

MODEM7 is the name of the original expansion of MODEM2 that added batch file capability. This was done by Mark Zeiger and James K. Mills in 1980. There are many variants of this program with enhanced terminal mode capabilities, printer buffering etc. - but the claim to be a MODEM7 compatible protocol should be reserved for programs that are first, MODEM2 compatible; and second, batch mode capable with file name sending compatible with the MODEM7 filespec protocol. Other batch name protocols such as in MINITEL and YAM are not MODEM7 compatible.

[Apple II Peeks]

PEEK(74/$4A)+PEEK(75/$4B)*256 : Current LOMEM

PEEK(76/$4C)+PEEK(77/$4D)*256 : Current Integer HIMEM

RND(PEEK(78/$4E)+PEEK(79/$4F)*256) : Provides "true" ramdom number generation in Applesoft

PEEK(115/$73)+PEEK(116/$74)*256 : Current Applesoft HIMEM

PEEK(202/$CA)+PEEK(203/$CB)*256 : Returns Memory Location of first line of Integer program

PEEK(218/$DA)+PEEK(219/$DB)*256 : Applesoft Line Number where an Error occurred if an Onerr was taken

PEEK(222/$DE) : Returns Error code which identifys the Error which caused an Onerr to be taken

PEEK(36/$24) : Read Horizontal Cursor Position. Values: 40 colomn screen (0 - 39), 80 column screen (0 - 79)

PEEK(37/$25) : Read Vertical Cursor Position (Values 0 - 23)

PEEK(-21902/$AA72)+PEEK(-21901/$AA73) *256 : To find Starting Address of last BLOADed program or data (Dos 3.3 only)

PEEK(43702/$AAB6) : Returns the Language that is active (0=INT 64=FP 128=FP on tape or disk) (same as address -21834)

PEEK(46064/$B3F0) : Returns the Number of Sectors on disk currently being used (16 = DOS 3.3 13 = DOS 3.2) (same as Address -19472)

PEEK(-18070/$B96A) : If 150 is returned then you are using Dos 3.3 this PEEK works for both Applesoft & Integer

PEEK(-16384/$C000) : Read Keyboard. If value is >127 then a key was pressed. This PEEK should be followed by a POKE-16368,0

PEEK(-16352/$C020) : Toggles the Cassette Output Port

PEEK(-16336/$C030) : Toggle the Speaker once for every two PEEKS

PEEK(-16287/$C061) : Read Paddle Switch (0). If value >127 = switch is on

PEEK(-16286/$C062) : Read Paddle Switch (1). If value >127 = switch is on

PEEK(-16285/$C063) : Read Paddle Switch (2). If value >127 = switch is on

[Advertisements]

FOR SALE Contact: Don Bajenoff, phone (07) 376-8235
1 x GS 1meg RAM CARD - brand new in unopened box - sell at the landed price - $700.
1 x Sendata Modem 1200/75 offers.

FOR SALE Contact: Graham Black at the Trading Table or phone (07) 883-1525
Samsung Monitors Green/Amber screen with swivel base $225.00
Samsung Monitors Green/Amber screen Standard $199.00

FOR SALE Contact: Roy Rich, phone (07) 202-6135
1 x Apple IIc $1700.00
Includes: Serial Status Display, joystick/paddles, rapid fire unit, RF modulator, mouse (with Mousepaint), software and disk box. Must Sell!!

[Next Month]

What's in next months edition? Well I don't know. We are planning to put together more interesting articles about the Apple. The February edition of Apple-Bug is comming to a letter box near you...

Membership Number: .....

APPLE--Q: The Brisbane Users Group.

INVOICE/STATEMENT

for

RENEWAL of MEMBERSHIP

Dear Unfinancial Member

According to our records your membership has expired. Please fill in the necessary details below, tick the box where indicated, and forward your remittance along with this Invoice/Statement to the Registrar, to allow for the updating of our records. The Postal address is: P.O.Box 698, Redcliffe, Qld 4020. The delivery of Newsletters will recommence on receipt of your remittance.

Annual Subscriptions:

[ ] $20.00 Adults/Family
[ ] $12.00 Full Time Students under 21 years on production of Student Card
[ ] $12.00 Pensioners on production of Pension Card
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(at the discretion of the Executive Committee)

Surname: ..... Given Name(s): .....

Residential Address: .....

Suburb/Town: ..... State: ..... Post Code: .....

Telephone: Home (....)..... Business (....).....

Occupation: .....

Postal Address: .....

Suburb/Town: ..... State: ..... Post Code: .....

Age Group: [ ] under 16 [ ] 16-20 [ ] 21-30 [ ] 31-40 [ ] 41-50
[ ] 51-60 [ ] over 50 [ ] Student's D.O.B._____]

System Information: [ ] Apple][[ ] Apple][+ [ ] Apple //c [ ] Apple //e
[ ] Apple //GS [ ] Apple /// [ ] Macintosh [ ] other

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