



NEWSLETTER OF SYDTRUG INC.  
SYDNEY TRS-80/MS-DOS USERS' GROUP

P.O. BOX 75, PANANIA 2213  
AUSTRALIA

Volume 12 Issue 12 DECEMBER 1992 Price \$2.00

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MEETING ARRANGEMENTS

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\*\* The usual General Meeting will be held this month  
\*\* on 12th December, commencing at 1:00 p.m.  
\*\*  
\*\* at 1st Sefton Scout Hall,  
\*\* 2 Waldron Road, SEFTON  
\*\*  
\*\* PLEASE NOTE THERE WILL BE NO MEETING  
\*\* on 26th December  
\*\*  
\*\* Best wishes to all members for the festive season  
\*\*  
\*\*\*\*\*  
\*\*\*\*\*

SYDTRUG Bulletin Board

TRUG-86, the MS-DOS/TRS-80 Bulletin Board, (02) 790-5681  
For full details see the Services page overleaf.

CREDIT CARDS

We have the facility to charge your membership fees, or renewal fees to either BANKCARD, MASTERCARD or VISA. Additionally, purchases made on your behalf by the group may also be charged to your credit card. If you wish to use this service, please quote your card number, type of card, expiry date of card, and SIGN your request.

Closing Dates for January 1993 Newsletter:

Hard Copy only - 5th December 1992 -  
On Disk - 12th December 1992 -  
or Via Bulletin Board

WHO'S WHO

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\*\* Please check the Information Page (overleaf)  
\*\* for some updates  
\*\*  
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## SYDTRUG Inc. Information

### **MEMBERSHIP FEES:**

There is a **ONCE ONLY** joining fee of \$20, plus, for single membership, \$45 per standard financial year (July to June) or, for family membership (which includes all family members living at the same address), \$55 per standard financial year. These fees fall due on 1st July each year and are payable by Cash, Bankcard, Mastercard or Visa Card. They cover the cost of the monthly newsletter and admission to Saturday meetings, access to the bulletin board, access to the group library, and reinking of fabric printer ribbons.

For those who wish to insure against possible future fee increases, payment of \$200 for single membership, or \$250 for family membership, will cover five years fees. This represents a saving of \$5 per year and any increases which may occur during the five years.

### **Our NEWSLETTER ("SYDTRUG News"):**

Distributed on a regular basis, it includes group business information along with software and hardware articles and information from local and overseas sources. Contributions from members are always welcome. See below for advertisements.

**COST:** Included in your membership fee. Back issues available at \$2.00 ea plus postage (within Australia) \$0.70.

### **Other NEWSLETTERS:**

We receive numerous exchange newsletters from similar groups, both locally and from overseas. See the resume which appears regularly in "SYDTRUG News". Copies are available for borrowing from our Sefton meetings. You can also borrow by mail if you drop us a line including outgoing postage, as for back issues of "SYDTRUG News" shown above, one magazine at a time for one month.

### **DISKS:**

Floppy disks are purchased in quantity to enable members to benefit from the resulting price saving. Members may buy them by contacting our secretary, preferably at group meetings, but, for those unable to attend meetings, Bruce may be contacted by phone at the number shown on the front cover to make arrangements.

The prices, per ten (10) disks, are as follows:

5.25 DS DD (360K) \$6.00  
5.25 DS HD (1.2M) \$10.00 (Unboxed)  
5.25 DS HD (1.2M) \$11.00 (Boxed)  
3.50 DS DD (720K) \$11.00  
3.50 DS HD (1.4M) \$18.00 (High Quality)  
3.50 DS HD (1.4M) \$15.00

### **LIBRARY:**

We maintain a library of interesting books, mainly at present on TRS-80 matters, along with most issues of "80-MICRO". There are a number of other magazines available as well as copies of some local computer magazines. These are available for borrowing from the group for one month at a time.

### **FABRIC RIBBON RE-INKING:**

Most printer ribbons can be reinked quite successfully, so long as they have not been thrashed. There needs to be a reasonable fabric base to absorb the ink. **NOTE: Fabric ribbons only, carbon film ribbons cannot be reinked.** If given to the reinker person at meetings they will normally be ready at the same meeting of the next month. By mail, send them to the Group P.O. Box in a padded jiffy bag. Before you mail it, get it weighed and pop postage value of stamps into the bag before you seal it so that we can return it.

**COST:** This service is free to members, but postage and packing charges will apply where applicable.

### **SIGs (Special Interest Groups):**

On the second meeting of the month we often have either hardware or software tutorials. If you can present an area of interest or can suggest something that you might like to learn about, please contact a committee member.

## **DISCLAIMER:**

No Patent liability is assumed with respect to the use of the information contained herein. While every precaution has been taken in the preparation of this publication, neither SYDTRUG Inc. nor its appointed office bearers assume any responsibility for errors or omissions. Neither is any liability assumed for damages arising from the use of any information contained herein. Any opinions expressed are those of the author concerned, and not necessarily those of the Group or its committee.

### **SOFTWARE:**

#### **MS-DOS Public Domain/Trial Ware:**

We have an ever increasing range of MS-DOS Public Domain and Trial Ware disks from a number of sources. Watch the newsletter for details.

**COST:** The software is normally available on a 5.25 inch 360K disk format for a cost of \$5, plus postage and packaging if applicable. Alternatively, the software can be supplied on a 3.5 inch 720K disk for an additional \$1.00. Two programs normally available on two 360K disks can be supplied on the one 3.5 inch disk format for the cost of two 360K disks plus \$1. The group does not charge for the software but charges a disk purchase price to cover the cost of the disk medium and the cost that SYDTRUG Inc. has to outlay to maintain the software library. Members have the option of picking the order up at a SYDTRUG meeting (provided the order is placed 5 days in advance) or having the disks posted to them in a disk mailer box.

The additional cost of postage and packaging will vary depending on the destination and the current charges are as shown:

1 - 5 disks:	Within Australia:	\$2.00
	Overseas Airmail:	\$5.00
6 - 10 disks:	Within Australia:	\$4.00
	Overseas Airmail:	\$10.00

#### **TRS-80 Public Domain:**

A huge range of TRS-80 Public Domain Software is available for Mod I/Sys 80 along with Mod III, 4/4P. See our catalogue disks for details, if you don't have them write and ask, including \$8.00 to cover disks and P/P. Be sure to let us know in what format you require the catalogue disks written.

Members are reminded that this software has been acquired over the years from a multitude of different sources, and it is in the nature of P/D software that a lot of it is less than explicit regarding the system resources required to run it successfully. In many cases further development is required to suit the user's specific system. This being the case, SYDTRUG Inc. cannot offer any guarantee as to the suitability of any particular program to any specific purpose. Having said that, there is still a lot of very useful material in the collection.

**COST:** \$3.00 per disk, plus postage and packing as for MS-DOS disks above.

### **BULLETIN BOARD:**

Our MS-DOS/TRS-80 BBS called TRUG-86, now up and running on (02) 790-5601, is still in the process of development. So please bear with us if it does not yet have all the bells and whistles which you may expect. All members of SYDTRUG Inc. will have access, while limited access is available to visitors.

Initially your password is your membership number, so it would be a good idea to log on and change your password to one which only you know.

The following formats are available:-

CCITT V21 (300/300), V22 (1200/1200)  
V23 (1200/75) and V22 bis (2400/2400)  
BELL 103 (300 FULL Duplex), 212 (1200/1200)  
2400 (2400 FULL Duplex)

All formats utilise 8 DATA bits, 1 STOP bit and NO Parity

You should set your Modem and/or software for "Originate", except for V23 (1200/75) which should be set for VIATEL or 1200 Receive/75 Transmit.

**COST:** This service is FREE to MEMBERS.

### **ADVERTISEMENTS:**

Members may place "For Sale", "Exchange", or "Wanted" advertisements in "SYDTRUG News". There is no charge, but inclusion is dependent upon space being available. The editor reserves the right to amend advertisements as thought fit.

## Threading a Maze

by Kevin Formby - SYDTRUG

In adventure-type games, such as the old Infocom games, including ZORK, it is normal procedure to draw a map of the region in which the action takes place. This is fairly straightforward when the various rooms have different names, and you are always told the name of the room you are in. You soon discover that there are ten possible ways to move: N NE E SE S SW W NW (corresponding to the compass points, and normally going towards the top of your map for N). The two remaining are U and D, for Up and Down respectively. You are commonly told, when you first enter a room, where the various exits are, and these should be noted on your map.

A one-way exit leads to an entry-only point in another room, and is sometimes not mentioned in the description of that room. I map a one-way exit as a solid line exit, then change it to a dotted line connecting to the room it enters. You also discover that going N from a room, and then S, does not always take you back to your starting point. Hence you must draw your map as a series of squares, connected by lines that may have bends in them. The squares will contain the room name (e.g. KITCHEN, ATTIC, etc) and footnotes will tell you what may be in the various rooms. An extended room, like a forest, can be described variously as FOREST1, FOREST2, etc.

All this is pretty elementary, but you must be acquainted with it to take the next step, solving mazes. Mazes occur in many games, but I have never seen a clear description of how to solve one. Even hint books do not help. They either assume you can solve a maze, or they simply give you the path through, or perhaps draw you a map. I propose to describe how you can solve a maze for yourself. We will tackle the maze in ZORK, because it is an old, well-known game, and also because the way to solve it can be applied to almost any other maze. In case you don't happen to know ZORK, I will include a short introduction.

You commence in a cellar in a strange cottage, where the possible moves are N or S. Going N takes you to the TROLL room, where you have to slay the Troll. Since he is no pushover you SAVE in the cellar, as CELLAR. If he kills you, RESTORE CELLAR, go N, and try again.

Having killed the troll, you have three possible moves in the TROLL room: E to the EAST-WEST PASSAGE, S back to the CELLAR, or W to the MAZE. You are going to enter the maze, so, having typed W <ENTER>, to go into the maze, you call the room you have entered Room M1, and SAVE it immediately as M1.

Starting in M1 you try in turn each of the ten possible directions, noting on your map which ones are viable.

A typical viable direction would be: SW <ENTER>: "You have entered a featureless room with exits in various directions."

A typical non-viable direction would be: NE <ENTER>: "You cannot go in that direction."

You must, after noting a viable direction on your map, RESTORE M1, before trying the next direction. This is most important, and is really the clue to the whole procedure. You must at all times cling to what is certain. Do not make any unjustifiable assumptions. It turns out that the exits from M1 are N E S and W.

We now check on all the rooms accessible from M1, by going N E S and W, but not necessarily in that order.

We are reassured when we find that E takes us back to the TROLL room. This also identifies M1. It is, in fact, the only certainty we have discovered so far in the maze. It is the room from whence E takes us to the TROLL room.

Suppose we go N from M1, and investigate the room we have entered. We soon find that going E from it will also take us to the TROLL room. Hence we are still in M1. Going N from M1 leaves you still in M1.

I show this on my map by putting a little circle at the end of the line going N from M1, to represent a roundabout taking me back to M1. Quite simple when you know, but this was a great hurdle when I first tackled this maze.

Suppose we go W from M1 and so enter what we call M2. We SAVE it as M2. Next we investigate all the possible exits from M2, which turn out to be N E and W. We might expect that going E would take us back to M1. Not at all. Going E leads to a Dead End in the Maze. We have to find the room from where we go E to the TROLL

room. Eventually we discover that N from M2 takes us back to M1. We can now draw M2 on our map with certainty.

A careful study of the above will reveal the basic secret of maze solving. Each small step we take must be checked against what we know to be true. We continue in this way, SAVING and RESTORING carefully and systematically. Always check back to what is certain, and in any case of doubt, check and recheck which room you are in. Initially we had only one certainty, namely M1, attached to the TROLL room. But you soon will have a series of certainties, linked together, and finally you will have drawn the precious map. And what satisfaction when you have finished! (There are 21 rooms in the ZORK maze, which is not unduly large.) If you run out of room on your save disk, simply start a new save disk.

You have to be on the look-out for traps, deceptions, and subterfuges. I have mentioned one-way exits. I have warned you that going N, say, is not always cancelled by going S, but, perhaps by N again, or even U! Sometimes you have to do something in a room in order to survive. Sometimes it is necessary to refrain from doing something.

Suppose we are well on in the maze, say at M15, and we find a one-way exit going D from it. At first we do not know where it goes to. So we tentatively call its destination, say, M17. Eventually we get around to checking the exits from M17, and we notice, if we are observant, that they are identical to the exits from M5, a room we have already checked. Is M17 really M5? To check this, follow a path from M17 which would, if the same path were followed from M5, lead to a known spot, say the TROLL room. If indeed, it reaches the TROLL room, then M17 is really M5, and you adjust your map accordingly. If it does not, then you have found two rooms, M5 and M17, which have identical exits. I should mention that it seems to be a convention among maze-makers never to have rooms with identical exits in the one maze, so I would suggest here that you double-check your procedures.

It should be clear that if you have carefully saved each room as M1, M2, etc, then you readily can move anywhere you like in the maze, which greatly eases the tedious procedures that must be followed in the course of solving it.

If you persevere then you will solve the whole maze. It is important to do this, because otherwise you may miss some vital clue. Whenever you find something in a room, put a reference number beside the relevant room, and write a suitable footnote. In ZORK you find several unique rooms in the maze, containing variously a skeleton, a Cyclops, and the Thief's Treasure. Once discovered, they can be added to M1 as reference points.

In some mazes you can ease the work of identifying a room by dropping something in it, say a sword. Afterwards, whenever you enter the room you get a message "There is a sword here," for example, which makes it clear which room you are in. This is dangerous in ZORK, however, as the thief, who lives in the maze, has an unpleasant habit of moving things around in a random fashion, especially if he thinks you don't want him to. You have to modify your procedure to harmonise with the conditions applying in the maze.

Once the maze is completely mapped you can resume your solution of the game, treating the maze the same as the rest of the game.

## For Sale - RS-232 Boards

These are brand new, genuine Tandy, TRS-80 RS-232 boards which were obtained as a special deal when Tandy were clearing out TRS-80 stock.

They are designed to fit both Model III and Model 4

There are still a few left but this may well be your last opportunity to get one of these.

Catalogue Number - 26-1148

Price \$22 plus shipping charges where applicable.

For further information contact a committee member.



## Accounting Reports

by Tom Foley - SYDTRUG

In a previous article I wrote about my General Ledger Programme called ACCOMPT1/BAS. The programme was based on HOUSEHOLD ACCOUNTS published in the now defunct Australian computer journal, "MICRO-80".

While a general ledger programme is a necessary tool for recording the financial operations of a business enterprise, some sort of reporting programme is required to present the results of that enterprise in a more succinct way than using a multi-page print out of its general ledger accounts.

When I started using the predecessor of ACCOMPT1 in 1983, I prepared my first lot of accounting reports of Profit & Loss statements and Balance Sheets using a word processing programme. If any reader has been involved in this sort of operation, they will be aware that 'setting out' a readable and professional looking set of statements is an art which takes a long time to acquire. Particularly now when all the new requirements of various Acts of Parliament, regulations of Stock Exchanges and dictums of professional bodies have to be taken into consideration.

After many years of experience, I can vouch for the fact that 'Accounting Report' typists are still as scarce as hen's teeth. When you have managed to find such a typist and train them to type reports the way you want them, you pay them well above average pay rates to ensure they stay with you.

The computer screen is ideal for 'setting out' accounting reports. Layouts can be experimented with, changed, moved about or reprinted many times over. But once a satisfactory style is achieved, some more permanent format than a word processing template is needed.

I kept a weather eye out for a suitable programme to encapsulate my ideas, and even toyed with the idea of writing my own. Not being very experienced at writing programmes from scratch, I find I am more at home looking at someone else's effort and making suggestions for improvement. It was a few years later when I discovered the ideal vehicle.

SYDTRUG's TRS-80 PD software library yielded the answer to an accountant's prayer.

Now let's digress for a moment:-

Last year, members bought \$371 worth of TRS software from the Club. Not all of that amount represented PD disks. At \$3 per disk plus postage (see page 2 of "SYDTRUG NEWS"), I can highly recommend the Business and Home Group of disks, particularly the PDBUSI07 to PDBUSI13 set. There are some top class business programmes there. Some admittedly, are only germs of ideas in need of development by an interested BASIC programmer. Although there are others which are fully developed and immediately useful without change.

After the advertising plug, back to the main theme:-

I came across a set of 6 programmes spread over 2 disks, PDBUSI10 and PDBUSI11, which together with their attendant /DOCs could be massaged into a very professional accounting report writing programmes. If you want an example of their output, have a look at the Annual Report of SYDTRUG INC. published in the September 1992, SYDTRUG NEWS.

Four of the programmes are directly involved to, as the documentation states, "Produce an income statement and balance sheet from the keyboard". Three of the four are on disk 11 and the other on 10. Also, on 11 are two related programmes to analyse income and expense information and prepare either budgets or cash forecasts. (Neither of these latter two are used by me.)

The programmes are:-

PDBUSI10 - RECORD/BAS  
PDBUSI11 - AMTS/BAS  
- INCOME/BAS  
- BALANCE/BAS  
  
- FCOMP/BAS  
- BUDGET/BAS

Programmes 1 and 2, which set up a chart of accounts and trial balance, required very little further development. Improvements to the edit function being the main changes made. Even today, after

many upgrades of the whole suite of programmes, some 75-80% of the present version of these two programmes can be found on the PD disks.

Programmes 3 and 4 were in need of much more development. The central theme of a FOR, NEXT loop marrying the data from programmes 1 and 2 and printing the answers from the original programmes still remains the underlying theme. By this means, each data line is analysed and allocated to their correct group and order. The results tabulated by group subtotals and grand totals.

Major groupings in the original programmes were easily expanded, by the introduction of sub groups and sub sub groups for more meaningful analysis. With the use of nested loops, the ability to produce reports with comparative figures from previous years or budgets was added.

A very sophisticated system of report writing programmes was available with sufficient flexibility to meet the requirements of any small business or professional office.

Of course to make further changes to these programmes now would be a major task. The print-outs from the original programmes were for U.S. style accounting reports. Cognisance had to be taken of Generally Accepted Australian Accounting Standards and the Companies Code in designing suitable layouts to meet Australian conditions. Also as mentioned above, the programmes as written dealt with only a rudimentary set of accounts of some 5 or 6 accounts.

The number and size of programme lines for each of the two programmes has more than doubled the original memory use. When the new Accounting Standards were issued following the introduction of the new Corporations Laws in the late 1980's, a complete re-write of the loops in BALANCE/BAS and INCOME/BAS was necessary. The layouts of assets and liabilities in the balance sheet now follow the latest standards.

As well, to accommodate a small business operation, a Trading Account programme was added. This was easily achieved, based on INCOME/BAS.

To link all 5 programmes together a menu programme has been written. This gives a more professional appearance to the suite. If you wish to see a demonstration of the outputs, then as mentioned above, study the Income Statement and Balance Sheet of SYDTRUG in the September 1992 Newsletter.

If you wish to have a copy of the disk (Known as ACCOMPT2), the Secretary will oblige for the usual fee for PD software of the Club.

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## Confessions of a Professional Stripper

by Dan Jordan

[Reprinted from "WNYTUG News",  
Newsletter of the West New York Tandy Users Group,  
5 Shelly Court, TONAWANDA NY 14150,  
UNITED STATES of AMERICA, September 1992,  
where it was reprinted from "BIBMUG.TXT, April 1992]

Desktop publishing as a consulting stripper sees it.

Desktop publishing has done wonders for in-house publications and layouts. With all this fabulous equipment at your disposal, you should be able to reduce printing costs and save a lot of time. You can now supply finished art or film directly to a printer. Why can't you seem to realise your savings on printing cost? What happens to your work at a printing plant?

A large part of the problem is knowing what a printing house considers "camera-ready" art to be! The computer program has been written with the intention of making your output the final piece, not just camera-ready art! A drawing program makes all the correct assumptions for printing to a slide or colour printer, but the requirements for camera-ready art are different. The concept of a colour trap, multiple images on a single sheet, or enlarging your art to final size are not even considered in DTP programs, but must be for camera-ready art! There are no DTP programs that automatically create camera-ready art, but many can be utilised to do so.

The copy from your laser printer may look great, especially if it's printing in the 1000 dpi range. Problems arise when you convert 1000 dpi to a screen tint or half tone when the line ruling



translates to about 75 lines per inch. (Screened photos for newspapers typically run in the 65 to 85 line screen range.)

Take a serious look at your output and remember that the camera the printer will use to copy your work will pick up every blemish in the paper as well as any fault in the toner coverage. How black are the image areas? Will your work stand up to enlargement? Is the toner even (same density throughout) or do you notice light and dark areas?

If you question the quality of your printer's output, have your files professionally output on film or print paper at the highest possible resolution! The minor cost of having a service bureau print your files will be easily offset in improved quality on the final printed piece.

Camera-ready art will be delivered to the pre-press department by your account executive. Specific instructions and expectations should be spelled out on tissue overlay leaving no doubt about what result is desired. A pre-press person will critique the work to decide if the work provided will produce the desired results as they are indicated on layouts, colour proofs, and tissue overlays.

This is the point at which money and time are spent or saved. With careful preplanning, material cost and time costs can be reduced significantly. Consult with your printer in the planning stages to decide who will be responsible for bleeds, traps, screens, and creep. When supplying multiple pages or images to be printed on a single sheet, ask how the printer would prefer to receive them.

**What is the general rule of thumb for supplying multiple pages, and why would I want to be responsible for some creep?**

The first point we have to clear up is that creep is not the scruffy looking character on some street corner! Creep is a real concern when you are dealing with books, pamphlets or any other folded job. The physical act of paper folding will change the location of the image on the page. Pages of a book are positioned (stripped) on a larger sheet of paper called a signature. The signature is then folded several times into a book. The sides of the book are trimmed off so that the pages are even.

The end result of folding and cutting a signature leaves you with several pages of different dimensions, in which your image should appear to be framed by a non-image border after binding the book. If you do not account for folding and cutting, the image will appear to move (creep) toward the edge of the page, especially in the centre pages.

Several factors go into determining the creep on any one page such as the number of pages on a signature, binding technique and paper weight. Unless you have a great deal of experience in this field, and you know exactly what size signature and paper weight will be used, leave creep up to your printer!

Pages for a book should be supplied one up (that is, one page to an output sheet) unless your printer specifies otherwise. Desktop computer art is not accurate enough for stripping use in multiple outputs.

Most publishing programs will allow for a gutter adjustment; again, please consult with your printer before setting gutters. The size of the publication, type of paper and binding technique will all affect the amount of gutter required for optimum readability. When you are unable to consult or require changes after the work is in progress, centre art on single pages and leave a note on a tissue overlay telling the stripper to handle creep and gutter dimensions.

**Bleed, who should do it?**

I suppose now is a good time to point out that bleed is a function of your art, and not the red stuff that pours out of a cut after dealing with the creep on the corner.

When the image on a printed page runs off the sheet (past the trim marks), it is said to bleed. Somebody, either you or the printer, must create this effect! Whenever possible, you should do this. A simple method of creating bleed in most computer programs is to set crop marks at sheet size or 1/8 to 1/4 inch larger than the intended finished art size and draw trim marks at finished size. All illustrations that are to bleed off the page should run out to the sheet crop marks, and all type or non-bleeding images should stop within trim marks.

**When using spot colour, how should it be separated, or why do I need spot colour?**

There are two types of colour in a printed piece: process colour and spot colour. Process colour is made of four colours of ink, (Black, Cyan, Magenta and Yellow) which simulate other colours by overprinting various screen percentages of the basic inks. Spot colour is any other colour that is used to match a special colour exactly. Process colour cannot represent all colours and shades accurately; orange, for example, looks pale next to a pure spot colour of Pantone 012 orange.

A common method of supplying spot colour art is to prepare a base board with the main body of the art/copy, and putting each other colour on its own acetate layer or rubylith film with register marks. I do not recommend this method with computer art; the difference in output accuracy between film and paper is too great! Always use all paper or all film to orient the image in positive form art. I prefer to see computer art on positive film, so that it can be checked for fit and alignment. Ask your printer which way they prefer to see supplied art!

**Tints and special effects - what can you do to avoid problems?**

Each piece of art that is produced will have its own problems which cannot be fit into a neat generalisation that says always do this or that. Communication between you and the printer will help eliminate most of the major trouble spots that drive up costs and create delays. Generally speaking, art should have separate overlay (output sheet) for each colour, and you should never put two different colours on the same overlay.

Tints, screens and special effects are those neat little options the computer does so well. How can we make sure that they will not come back and haunt us? When you are specifying screen tints or special effects, supply an additional overlay with only the tints for each colour that is tinted.

The computer excels in fancy patterns and colouring for backgrounds, type and spot colour. This is also a disproportionately large cause of cost overruns! You will do best if you supply these art windows on your tint flats. The desired effect should be supplied on separate art overlays slightly larger than your window, as if it were a photo to be dropped in. By treating tints and patterns in this manner you will have the option to change values, or the printer can use film to produce the desired effect. When a tint is incorporated in the overlay it generally is impossible or very expensive to change.

**Trap - your program doesn't know what it is, and the printer claims to lose sleep over it! Is trap really worth worrying about?**

Spot colour cannot be butted perfectly on a press the way it is on your laser printer. The moisture and pressure that the paper is subjected to while running through the press distorts the sheet, and will cause fit problems in the final piece. In order to avoid having white (non-image) areas showing between colours, you must spread one, or both, of the colours to create an overlap. The act of overlaying one colour on another is known as trap. The amount of trap used on any given piece of art will be determined by five factors:

1. The size of the final printed piece.
2. The colours to be trapped.
3. The style of the art (loose or tight design).
4. The type, size and weight of the paper that it is being printed on.
5. The type of press and the number of passes through that press.

The best way to calculate trap is to show your printer a colour layout of your art and ask, "How much trap do you need for this piece to work?" After determining the amount of trap needed between colours, you must decide which colour will be dominant (the colour that will hold the main shape). Always remember that a third colour of a darker shade of an existing colour will be formed at the point of overlap. Please trap neatly and consistently.

Here are some examples of trap situations to guide you in creating camera-ready art. For the purpose of this discussion let's say the printer told you that one point trap was needed.

For the first example, you will have a red background with a yellow circle in the centre of it. The red will be the dominant colour and be responsible for maintaining the shape of the circle. By adding a one point stroke to the outside of the yellow circle (colours must be on different overlay sheets) you will create the trap your printer needs while still maintaining the overall size and shape. If the colours were reversed, then you would still add a stroke to the yellow because yellow, being lighter, would not cover up the red.

The second example of trapping involves three colours; a red and yellow background with a purple circle cutting across both colours. Consider two colours at a time, the background red and yellow. Red will be the dominant colour and hold the size and shape of the meeting edges, so select the yellow layer and add one point to the edge that would meet the red. This is the same procedure as in the first example.

The third colour, purple, will be dominant compared to the red and yellow because it will be least affected by the other two colours. Select the yellow layer and add one point stroke to the edge that meets the purple circle. The next step is to select the red layer and add a one point stroke in the area that meets the purple. When the individual layouts are output you will have camera-ready art that can be used as is by the printer.

Yes, I know that your program handles knockout type - ignore it and treat the type as an extra colour!

Type that drops out of a graphic element (two or more colours), is said to be Knocked out. The default method of your program is fine for the laser printer but will not create a smooth dropout where the colours meet because of the need for trap on the press.

Summing up, a little preplanning goes a long way towards reducing printing costs when you are doing the publishing yourself. Talk to your printer about exactly what it is you are trying to do. It's in his best interest to help you come up with a product that is as close as possible to his requirements, because he will save time (and thus money) and still end up with a satisfied customer.

### A Model 4 Program for the Young at Heart

by Ivan Kennedy - SYDTRUG

Nothing pleases me more than writing about TRS-80 programs that do the job. But then I'm a devoted fan of the Model 4 and the 4P, probably too willing to overlook some of its deficiencies in screen presentation. However, I will concede nothing to any micro-computer when it comes to the actual printed output from a 4 or a 4P, which is as good as any.

It's even more impressive when your 12-year old son discovers a program on the Model 4 that he can use and impress his school-mates with. Such a program is PostMaster, the LS-DOS equivalent (I'm told) of PrintMaster in the MS-DOS range. Thomas discovered this program one day while I wasn't looking and I've hardly been able to keep his hands off the Model 4 since. He uses it to prepare posters and letterheads as well as labels of all kinds. Nearly all his school projects now show the benefit of the use of this program. For my part, I'm impressed, since I rarely have to do anything other than ensure that the RX80 emulator cartridge is installed into the DeskJet 500 that I now keep at home.

One of the reasons he likes it is that it provides a very obvious menu for use of all its facilities with never a look at a manual. At the base of the screen there's a high resolution graphics presentation of the keys you can select from for various outcomes. More than anything, this feature allowed Thomas to find his way through the program on his first attempt, and to learn all its facilities with no help at all from me. I came back from a week away to find that he and one of his mates had consumed all the paper I had on hand, using the Model 4 and PostMaster.

The program is a credit to David Miller, its writer, and to Computer News 80 in the USA, which has ensured that this excellent program could be brought to the TRS-80 public and be given continuing support. For ease of use, I would say that there are few if any programs available, even on MS-DOS or Apple computers, to match it.

The program needs either of the high resolution graphics boards that Tandy and MicroLabs produced (Graphyx Solution). It displays logos and icons that you can prepare yourself, or buy on disk, available in large numbers that keep growing. It also has its own text fonts, that are displayed on the screen for selection. In some ways, this program takes the place of the marvellous DotWriter program of ProSoft fame (Fontasy in its MS-DOS version), but unlike DotWriter, PostMaster is a newly developed program for the Model 4, currently supported by its creator. However, it's not really like DotWriter, which is a text-formatter similar to Allwrite! that uses any one of literally hundreds of alternative character fonts of all shapes and sizes. PostMaster isn't really meant for doing large slabs of text but it's great when it comes to short stories, front pages for assignments, letterheads

and so on. One of its best features is the availability of a series of more or less fancy borders that allow the production of good-looking labels, etc.

David Goben has enhanced the usefulness of PostMaster by providing a series of utilities that enable you to manipulate high resolution graphics imported from anywhere for conversion to graphics (icons) for use in PostMaster. All of these programs are available from Computer News 80, PO Box 680, Casper, Wyoming 82602-0680, USA for a reasonable cost (\$75.95US plus postage), together with the MicroLabs Graphyx Solution Board (+\$91US), if you don't already have one of the plug-in hi-res boards. Having one of these boards really expands the range of uses for a Model 4 or 4P.

But the best proof and hard-hitting review I could have had for this combination of TRS-80 Model 4, graphics and the PostMaster program was its productivity for a 12-year-old boy. I'm pleased to see that ease of use and the quality of the actual hard-copy product is still respected, even for a generation brought up on colour television. As for me, - well, we find PostMaster just great for producing labels for laboratory drawers, cupboards and project folders at work. For speed of production and quality of output, there's none better.

### Treasurer's Report for October 1992

by Tom Foley

INCOME:	October	Year to Date
Members' Subscriptions:		
Renewals:	135.00	2,050.00
New: Joining Fees	100.00	300.00
Annual Fees	265.00	735.00
5 year Subs to 1997	0.00	200.00
	500.00	3,285.00
Members' Purchases:		
MS-DOS Shareware	10.00	45.00
TRS Software	42.00	226.00
Blank Disks	105.00	458.50
Hardware	0.00	22.00
Sundries	0.20	8.70
	157.20	760.20
TOTAL INCOME	\$657.20	\$4,045.20
EXPENDITURE:		
Newsletter Costs:		
Printing	135.00	540.00
Postage	44.00	206.59
Other	0.00	67.00
	179.00	813.59
Meeting Costs:		
Rent	50.00	200.00
Purchases for Members:		
Blank Disks	0.00	190.00
Admin Costs:		
Equipment Maintenance	0.00	44.85
Bank Charges and fees	0.00	45.74
Post and Telephone	145.00	286.25
Photocopying Costs	0.00	92.53
General Expenses	173.91	173.91
	318.91	643.28
Bulletin Board Running	49.00	98.05
Capital Expenditure	0.00	190.00
Sundries	0.00	12.93
TOTAL EXPENDITURE	\$596.91	\$2,147.85

### Worth Repeating

Loud and disorderly party: The one next door to which you have not been invited.  
-- Gwendoline Cafritz

Coexistence: What the farmer does with the turkey until Christmas.  
-- Mike Connolly

## MS-DOS Novice Nook # 20 Talented Keystrokes Called Macros

by Roger R. Giler - FCUG

[Reprinted from "Voice of FCUG",  
Newsletter of the Fairfield County Computer Users Group Inc.,  
14 Wakefield Road, WILTON CT 06897, September 1990]

We have scrutinised many of the computer commands to make us more comfortable with our electronic marvel. Still, for some of us, especially the geriatric (over 30) generation, a computer has not yet become second nature. I have heard from reliable sources that there are still many people at large who do not share my fascination with the device. While not quite referring to it as a instrument of Beelzebub, they consider it as a contrivance foisted upon the human race to complicate their lives. It is for these misguided individuals that the macro was invented.

### What's A Macro?

No. It is not a French Fish. A macro is, by definition, a series of commands that have been stored into a single key. Its power can be unleashed at will. By necessity, the accumulated keystrokes should represent a repetitive set of operations that are frequently used - at least once per session. Or they may be created to perform functions too specialised for the casual user. In some programs, macros have been given homey names like "smart keys", to make them appear less formidable.

The best way to understand what they can do is to describe their actions when used in various programs. We will look at them in MS-DOS, in a word processor, in a spreadsheet, and in a database. I will concentrate on the importance of the concept, and its implications for the average user, rather than on the actual nitty-gritty of macro design.

Did you know that MS-DOS comes complete with some macros? They are the first seven function keys. Of these, the F3 (repeat previous command) key is the only truly useful one. If you have performed an MS-DOS function, preferably with a long command, striking F3 will place all the characters from that command back on the screen where you can edit or reuse them. No need to type everything back in.

What is a long command? COPY C:\MARKETING\FINANCE\OCTOBER\LEDGER1.WK1 A:\BACKUP. This could be a typical data backup routine. If we now want to copy LEDGER2.WK1, we could either retype the whole command string or much better, use the F3 macro key to regurgitate it to the screen. Then modify a single character (change 1 to 2). Et Voila! Touching F1 replays the letters of previous command to the screen, one at a time.

The function performed by each of these keys can be changed using ANSI.SYS but this is beyond our scope. I mentioned it only to titillate you. A simpler way is to use one of the many full-fledged macro definition software packages such as SuperKey, ProKey, etc.

Keys typically used for macros, in addition to the function keys, are Alt, Ctrl, and Shift in combination with one of the function or letter keys. However, we will review here the macros that we can create for ourselves, for our specialised use, not the pre-packaged ones.

### Word Processing

All current software of this type includes macro creation functions. So why would I want to use a macro when writing a letter? Glad you asked. Say that you have just written a letter to someone and you now need to print the name on the envelope. Use a macro that will read the information from your letter and ask you to insert an envelope into your printer. If you use one of the recent printers with a sheet feeder, you can also have the printer switch to the envelope bin and type the address right on the envelope -- all as a result of touching a set of keys.

The macro can then continue, taking only the name and address from the letter and plopping it on the end of another document that contains all addresses serviced. You could continue the instructions forever. All you have to do to initiate the sequence is to press the keys to which the macro was assigned.

This may sound exotic, and I agree that it may be overkill. The important part is that it is very easy to generate these macros without too much experience. If you are going to write them yourself, you must know at least how to perform the functions that you want to incorporate. For instance, it is important to always start the address in exactly the same place on each letter.

The way to proceed would be to go into the macro "learn" mode. From there on, every keystroke will be remembered by the computer as the original action takes place. When finished with the sequence, the information is stored and can later be recalled with the proper key combination.

A macro can also be much simpler. If you are going to experiment, I recommend that you start with a short one. For instance, when beginning a missive, I use one that prints my name and address, gracefully centred at the top of the page, issues a few line feeds, enters today's date, and positions the cursor where I want to begin typing the addressee's name.

### Spreadsheet

Some of the macros I have written for my spreadsheet are very simple and I have standardised them. /P will print my data, /D inserts the date into the current cell which it then formats. No big deal, but a time saver.

More complex macros help me to combine various spreadsheets. For instance, my family income report consolidates the monthly revenues from other documents. In effect, I have a small report that includes monthly income obtained from other spreadsheets or even different programs from where the numbers are imported. Without a macro, it might have taken me a few minutes to try to remember the procedure and perform the task since it is only done once a month.

A common use is where you might have a large table showing monthly activities in columns with totals for the month on the bottom line and yearly totals for all columns on the right. When starting, I did not bother to make many blank columns with all the formulas and hiding them before they are useful.

The macro way would be to insert a blank column for the new month, format it by copying the previous month into it, and then zeroing out the numbers. Anything that you do repeatedly is a perfect candidate for a macro.

### Database

It may be easiest to give an example of a simple macro. I keep a database of all diskettes that I have accumulated over the years. I have a macro that will sort them in alphabetical order and then generate a printed report. It will then resort them by category and date, and print yet another report.

This could be done manually quite easily, but instead I call up my list of macros which gives me a description of what each one does, and press the appropriate key.

For clients, I often write a macro that stops its work to ask for input, such as a range of dates for a given report. It could also cover the invoices that have not been paid within 45 days, and all the operator has to do is enter the name of the customer into the keyboard when the macro requests it.

I hope that I have been able to interest you in using macros to simplify your more repetitive tasks. This is one of the main tools available for users to save time. Remember that if it takes you longer to perform a task by computer than it took you manually, there is something very wrong with your program selection, or more likely with its implementation.

Roger may be contacted at the following address:

Mr Roger GILER  
24 Downe Lane  
WILTON CT 06897  
UNITED STATES of AMERICA

### For Sale

Members requiring computers, hardware or software should first contact:

### Rosstron Australia

mention SYDTRUG Inc. and quote their membership number. They should be pleasantly surprised by the discounts available to members.

Voice Phone: (02) 746-9106  
FAX: (02) 746-2751



## MS-DOS Novice Nook # 21 Diskette Salvage

by Roger R. Giler - FCUG

[Reprinted from "Voice of FCUG",  
Newsletter of the Fairfield County Computer Users Group Inc.,  
14 Wakefield Road, WILTON CT 06897, October 1990]

Having been playing with computers for many moons, I have accumulated a hefty cache of diskettes loaded with useless information in long forgotten formats (Newdos, DosPlus, UltraDos, SuperDos ...). So I decided to reuse them. Recently, the computer stubbornly refused to read some of the recycled diskettes. When that happens, I usually take it out of the drive, jiggle the hub (if any) a smidgen, plop it back into the drive, and it normally goes right back to work. But not this time.

It seemed to me that the media did not want to move, and almost felt like it was glued inside the sleeve. A discussion with the gurus revealed that the "better" grades of diskettes had a lubricant inside the sleeve, and as it was aging, it was breaking down chemically. Fortunately it stayed in place and only stopped, or slowed down the diskette, rather than buttering up the heads.

As is usually the case, once a problem is defined, solutions are easier to come by. So I cut most of the sleeve away, leaving just enough to hold the two halves together and was then able to copy off all the data. In the worst scenario, you can actually use just the magnetic media, without case.

### The Good Ole Days ?

In the early days of diskettes, some of us took the magnetic media out and washed it in a mild detergent when there was a problem. Floppies were expensive. The Radio Shack single sided, low density, 160K variety could be had for \$6.95 plus tax, so I treated them with great respect. Some of the richer guys used to splurge and buy a 3-pack. Those were the days, my friends ....

## Exchange Newsletters

Some of what is included in our library. These newsletters may be borrowed by members. Members attending meetings at Sefton should see our Librarian. Other members may apply to our P.O. Box. Postage will, of course, be charged for those forwarded by mail.

### April 1992

#### "Adelaide Micro User News"

Newsletter of the Adelaide Micro User Group  
G.P.O. Box 214, ADELAIDE S.A. 5001

Farewell Old Friend - A tribute to the late Algi Grigonis:  
The Way of Thinking Matters - About modems and like matters:  
How's Your Memory - Some thoughts on expanded and extended memory with IBM compatible computers:  
Have You Ever Been FUBAR ? - A few acronyms sometimes met on bulletin boards:  
Slaves of the Screen - An apology for using a manual typewriter rather than a word processor:  
To Disk or Not to Disk - An editor rationalises his choice of spelling:  
Word Processor Tips for Beginners - Mainly about Lazywriter:  
Diskettes - About the incompatibility of double density and high density media:  
Everything You Ever Wanted to Know About Floppy Disks - Already appeared in "SYDTRUG News":  
Summing Up the Information Age - Reprinted from "SYDTRUG News":  
Know the Difference Between the Terms - Already appeared in "SYDTRUG News":  
Warning! Warning! Warning! - About the possibility of Math Coprocessor chip incompatibility.

#### "HAWTUG NEWS"

Newsletter of the Hawaii TRS-80 User Group,  
366 Elelupe Road, HONOLULU HAWAII 96821

LABELS 3.0 - Highly favourable review of a, presumably MS-DOS, label printing program:  
The TANDY 4850EP - A brief overview of a newly released computer with a 50MHz clock speed:  
Bits and Bytes - Various items of information.

#### "Bits & Bytes"

Newsletter of the TRS-80 System 80 Computer Group  
41 Montclair Street, Aspley Qld. 4034

What Is the Meaning of the Term "-----" for Computers - Pt. 4 - FDE, GAT and HIT:  
Bulletin Board Notes - Some general advice about difficulties experienced when contacting Bulletin Boards:  
Assembly Language Lesson #3 - Using SVCs:  
Modem Noise Killer - A D-I-Y project to combat noisy telephone lines:  
Custom BASIC - For NewDos 86/90 users:  
Defined Functions & Boolean Logic in BASIC - Pt. 1 - As per the title:  
Repatee - A few words on the subject of jumper leads on motherboards etc.

#### "Canberra Micro-80"

Newsletter of the Canberra Micro-80 Users Group  
18 Callabonna Street, KALEEN ACT 2617

Wanted Wide Brim Hat - Continuing the Word Processor Debate:  
Bits and Pieces - About using 4DOS, also MS-DOS v5.1 versus DR DOS v5.0:  
MoreFonts - Demonstrating a variety of fonts available with this font generating program:  
Barry's New Toy - Some more fonts:  
Hard Disk Backup - A brief introduction to the strategy of hard disk backup, with particular reference to PC Tools:  
Double Your Hard Disk Space Without Expensive Hardware - An overview of SuperStor; a program for compressing and expanding files on the fly.

#### "Computer News 80"

P.O. Box 680, CASPER WYOMING 82602-0680, US of A

Editorial Comments - Strictly about this issue:  
Old Tandy Printers and Some PC Clones Don't Mix - Excerpt from Tandy User Group Newsletter:  
Programming Tutor - Part 38 - Model 4 BASIC "Play" - a machine language routine to utilise the sound board:  
Mouse Tales - A potpourri of information for users of mice or mouses:  
A Visit With David Goben - A patch for FFORMAT, Chinon drives, Symphony-90, Laser boxes, USPS Bar codes:  
TRS-80 Parcel Delivery Service Programs Using Profile III+ - Doing an IBM PC job with a TRS-80 Model 4:  
Using Mark Reed's Utilities - Some information about CMDEDIT and CMDSTORE:  
Alpha Sorted CAT for Model 4 - A BASIC program:  
Memory Location Program - An assembler routine for use with LS-DOS 6.3.x to load or write a data file:  
Return Address Label Program in BASIC - For Model 4 BASIC:  
Open Forum - Letters, questions and, sometimes, answers:  
More TRSDOS 1.3 Patches - The title says it all.

#### "The Interface"

Newsletter of The San Gabriel Valley Tandy Users Group  
P.O. Box 6818, BURBANK CA 91510, US of A

President's Column - Mainly of local interest:  
Mike and I - An encounter with the Michelangelo virus, plus words of praise for McAfee:  
The CR-LF Problem - A simple modification to a printer to overcome the inaccessibility of the dip switches:  
My Secret Life With Computers - Some of the author's experiences:  
More Than You Want to Know About Your Printer - About the trials of trying to drive a Line Printer VIII from WordPerfect.

#### "LLIST"

Newsletter of the Calgary Color Computer Club  
Box 22 STN."M", CALGARY. ALBERTA. T2P 2G9, CANADA.

Editorial - Includes a routine for transferring from 35 track disks to 40 track disks:  
Chuck's Column -- Beginners - Discussing what monitors will work with a CoCo.

**"MICROBITS"**

Newsletter of New Zealand TRS-80 Users Group,  
P.O. Box 87082, MEADOWBANK, AUCKLAND, NEW ZEALAND

Editorial - Mainly local interest:

Index - TRSLink 40-43 - The TRS-80 newsletter on disk:

Chess & Computers with SFINKS 4.0 - Strictly for chess enthusiasts:

Graphics 90, for the 90s - Review of a Model III graphics editor.

**"NATGUG News"**

Newsletter of the National Tandy & General User Group  
24 Granville Road, MELKSHAM SN12 8AS, UNITED KINGDOM

PRO's Notes - Mainly local interest:

Mandelbrot Program - Reprinted from "Thuggery":

TRSLink Overview - As per the title:

The Logical Structure, Organisation, & Management of Hard Disks - Reprinted from "Thuggery":

Cheshire Chat - More questions than answers:

Laser Printing from ALLWRITE - Reprinted from "SYDTRUG News":

PC COMMS, Modems & Computer Conferencing - Part 2 - Relates to MS-DOS type machines:

Rambling Roger - Various comments on this and that:

Ramblings - Reprinted from NCTCUG Newsletter:

Troubleshooting UAEs - For users of Windows.

**"National Capital Tandy Computer Users Group"**

Newsletter of the National Capital Tandy Computer Users Group  
P.O. Box 949, ARLINGTON VIRGINIA 22216, US of A

Presidential Bits - Mainly of local interest:

Tips from the Back Room - A program to permit a custom tailored warm boot for MS-DOS computers:

QModem v5 and Off Line Express - Very favourable review of an MS-DOS communications package and smart mail reader:

Computers and Spouses - Do they Mix? - Perhaps too true to be funny:

Computer Consultants - A tongue in cheek discussion of computer programmers, systems analysts and Computer consultants:

A Database Primer - Explains in general terms, some of the differences between "Flat File" and "Relational" databases:

Professor DOS #3 - A regular column of MS-DOS commands and/or operation:

MS-DOS Tip - One use for the NUL device:

The PC is Not a Typewriter - A review of a book which '... tells you, in plain English, exactly what makes a document look "professional"':

WordPerfect Tricks and Tips - Repeat of March article:

Selecting a Spreadsheet: 1-2-3 vs Quattro - Listing Pros and Cons for various versions:

PC-CILLIN V.2.97+ - A different anti-virus program which is recommended.

**"Thuggery"**

Newsletter of The Hobart Users Group  
P.O. Box 420, MOONAH TASMANIA 7009

President's Page - Mainly local content:

Public Domain Library Notes - Strictly local:

Extended or Expanded Memory - An explanation of this sometimes puzzling matter:

Happenings - Mainly local content:

Bulletin Boards Around the World - A brief explanation of what bulletin boards are all about:

Addressing MS-DOS with QuickBasic - An Application Note from Microsoft Product Support Services.

**"The Voice of FCUG"**

Newsletter of The Fairfield County Computer Users Group  
14 Wakefield Road, WILTON CT 06897, US of A

Editor's Voice - An evaluation of STACKER, the hard drive compression program:

Thank You for Your Support - Log of a frustrating experience:

Abstract Computing - Another explanation of computer viruses and how to combat them:

Bill's Bumbings No. 72 - T.S.R.s - Continuing the D-I-Y exercise on programming TSRs:

Computer Power or The Next Lap - A short poem:

Pro-Util - He has developed a method of inputting files downloaded from the phone line directly into Lotus worksheets. However, he does not tell us how:

M. Angelo - Once a Great Painter But Now - Relating his experi-

ences in removing the virus from a network, and ensuring that the problem should not occur again:

More MS-DOS 5.0 Qbasic - How to use the INSTR command:

Print Enhancement Revisited - A brief overview of ImagePrint and

Publisher's Powerpak, two print enhancement packages:

What's News - Keeping in touch with current (Computer) events.

**"WNYTUG News"**

Newsletter of Western New York Tandy Users Group  
5 Shelly Court, TONAWANDA NEW YORK 14150, US of A

Strictly local content following change of office bearers.

**New Members**

We wish to extend a warm welcome to the following new members of our group. We hope that they will find their membership rewarding. Interaction between members enables us to improve our utilisation of our machines, as it often saves us having to "reinvent the wheel". What presents a problem to you now, may very well have been overcome already by another member, and if you ask, you may well find the answer for which you are looking.

James Chapman	- Regents Park	(02) 646-1415
J.G. (Jenni) Chapman	- Regents Park	(02) 646-1415
Rebekah Chapman	- Regents Park	(02) 646-1415
A. (Al) Cowen	- Strathfield	(02) 746-2545
Barbara Cowen	- Strathfield	(02) 746-2545
Bernard Menetrier	- Padstow	(02) 774-5197
Paul Menetrier	- Padstow	(02) 774-5197
Sindy Menetrier	- Padstow	(02) 774-5197
R.E. (Ron) Neate	- Goulburn	(048) 21-2558
R.A. (Rob) Webster	- Revesby	(02) 771-3842

**Exchange Newsletters**

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**May 1992****"Adelaide Micro User News"**

Newsletter of the Adelaide Micro User Group  
G.P.O. Box 214, ADELAIDE S.A. 5001

PC Shareware - A regular column:

PC Corner - Mainly local interest:

From Our Chairman Erik - Mainly local interest

Prompting a Change - How to customise your MS-DOS prompt:

On the Board - Mainly local interest:

Tan80 to the Rescue - About a utility which can identify your new IDE hard disk:

Fidonews - Downloaded from their Fido Bulletin Board:

ARC and Zipping Help - Reprinted from NCTCUG Newsletter:

An A to Z of Archiving on TRS-80s - Reprinted from "SYDTRUG News":

Compatibility -- Exactly What Is It - Already appeared in "SYDTRUG News":

Simple Speed Mod - To speed up a TRS-80 Model 4:

Safety Warning - About a safety recall on 4 outlet power boards.

**"Bits & Bytes"**

Newsletter of the TRS-80 System 80 Computer Group  
41 Montclair Street, Aspley Qld. 4034

What is the Meaning of the Term "----" for Computers - Pt. 5 - Buffer, FCB, Shell:

Assembly Language for Beginners - Pt. 4 - Reprinted from TRS-LINK:

The World According to Student Bloopers - Humorous item reprinted from TRS-LINK #21:

Repatee - Following up a question posed last month:

Profile 4+ Hints - Reprinted from TRS-LINK #22.

**"Canberra Micro-80"**

Newsletter of the Canberra Micro-80 Users Group  
18 Callabonna Street, KALEEN ACT 2617

Bits and Pieces - An unsuccessful attempt to use a memory management kit, further attempts to get MS-DOS 5 to do what he wanted and no joy with screen blanking programs in conjunction with a mouse:

Deja Vu - More argument and criticism.

**"Computer News 80"**

P.O. Box 680, CASPER WYOMING 82602-0680, US of A

Editorial Comments - About this issue:

Printers - A blurb about a 24 pin 80 column printer:

Hi Resolution Catalogue - Another Blurb:

Optional LS-DOS 6.3.1 Patches - A BASIC program and two JCL files for implementing patches:

High Resolution: The Last Frontier? - The first of a series?:

PostMaster Tips & Tricks - Some patches:

A Visit With David Goben - A BCX patch, ROMCLOCK, Mouse Driver Info, USPS Bar Codes, More Small C:

Model III - Keypad Graphics - A BASIC program for generating graphics characters:

More About Allwrite - Some patches to enhance the performance:

Open Forum - Letters, questions, and sometimes, answers.

**"HAWTUG NEWS"**

Newsletter of the Hawaii TRS-80 User Group,  
366 Elelupe Road, HONOLULU HAWAII 96821

Requiem [Sic] In Pace - A eulogy for a retired TRS-80 Model I:

Experience with KeyDictionary (tm) - About an on-line dictionary, NOT a spelling checker, for MS-DOS users.

**"Thuggery"**

Newsletter of The Hobart Users Group  
P.O. Box 420, MOONAH TASMANIA 7009

President's Page - Mainly local content:

Public Domain Library Notes - Strictly local:

Happenings - Mainly local content:

Letter to the Editor - From a user group in Canada:

Ramdrive Sorts Out a Problem - Using a ramdrive for TEMPORARY storage:

Fancy [MS-DOS Prompts - Another article on customising the MS-DOS prompt:

Disk Caching - A brief explanation.

**"NATGUG News"**

Newsletter of the National Tandy & General User Group  
24 Granville Road, MELKSHAM SN12 8AS, UNITED KINGDOM

PRO's Notes - Mainly local interest:

The Model 100 Gets a Louder Voice - Reprinted from NCTCUG Newsletter:

Difficulties With Mechanical A-B Switch Boxes and the HP LaserJet - Reprinted from NCTCUG Newsletter:

The End of an Era - Mainly local interest:

An A to Z of Archiving on TRS-80s - Reprinted from "SYDTRUG News":

Dorchester Dottings - Mainly local interest:

Day Numbers - Reprinted from Adelaide Micro User News:

How May Thee Backup - Reprinted from NCTCUG Newsletter:

Transferring Files Between PCs and MACs - A detailed procedure:

Diagnosis - Logic or Luck - Reprinted from NCTCUG Newsletter:

Setting a Default Path and Prompt - Reprinted from NCTCUG Newsletter:

Bert's Ravings - Reprinted from "Thuggery":

New DOS 4.0 Features Menu Shell - Reprinted from NCTCUG Newsletter:

Enhanced "Enhanced" Keyboard - Reprinted from NCTCUG Newsletter:

Modem Noise Killer (Alpha Version) - Reprinted from NCTCUG Newsletter:

Compulsive Computing 2 - Reprinted from NCTCUG Newsletter:

Saving Partition Information - Reprinted from "Voice of the '80":

The Most Dangerous [MS-DOS Command - Reprinted from "SYDTRUG News":

Width Macro for 123 - Reprinted from NCTCUG Newsletter:

Know Some Facts Regarding Viruses - Reprinted from NCTCUG Newsletter.

**"MICROBITS"**

Newsletter of New Zealand TRS-80 Users Group,  
P.O. Box 87082, MEADOWBANK, AUCKLAND, NEW ZEALAND

Editorial - Mainly local interest:

Index for TRSLink 37-39

**"National Capital Tandy Computer Users Group"**

Newsletter of the National Capital Tandy Computer Users Group  
P.O. Box 949, ARLINGTON VIRGINIA 22216, US of A

Presidential Bits - Mainly of local interest

Cache-22 - About a new Multimedia Personal Computer standard:

Professor DOS #4 - A regular column of MS-DOS commands and/or operation:

Professional Write 2.2 - A review - Review of an MS-DOS word processor:

Compaticard IV & Megamate 2.8 - About 2.8 Meg 3.5 inch micro floppies for MS-DOS machines:

Dots Per Inch ... - The low down on laser printers:

DOSKEY - A Great New Feature - Reprinted from "The Voice of FCUG":

WordPerfect Tricks and Tips - Various helpful hints:

Word 2.0 for Windows - P An overview of an MS-DOS word processor.

**"SVCS Newsletter"**

Newsletter of the Silicon Valley Computer Society  
2464 El Camino Real #190, SANTA CLARA CA 95051, US of A

Computer Aided Logistic Support (CALS) - A US government originated standard for computer related manuals, drawings, and contract documents:

FILE F/X - A file manager which runs under Windows:

A View from the Valley - About the direction in which commercial MS-DOS applications are heading:

Do You Have a Friend at MicroSoft - Report of a conference run by MicroSoft:

Word Rapping with Jan - A regular Q and A column for Word for Windows and/or Excel:

The Awakening - A humorous item.

**"The Interface"**

Newsletter of The San Gabriel Valley Tandy Users Group  
P.O. Box 6818, BURBANK CA 91510, US of A

President's Column - Mainly local interest:

Earthquake - A little about seismology:

Dollars & Sense - An overview of an MS-DOS accounting program by Monogram:

Why Digital Transmission? - Some basic communication information:

PC Hints & Tips - This time some WordPerfect and some Q & A.

**"The Voice of FCUG"**

Newsletter of The Fairfield County Computer Users Group  
14 Wakefield Road, WILTON CT 06897, US of A

Editor's Voice - Commenting on some difficulties experienced with his MS-DOS machine:

Microsoft Windows Version 3.1 - A very brief overview:

Novice Nook #35 - by Roger R. Giler

A regular column for MS-DOS beginners:

File Creation Error - Explaining a probable reason and how to overcome it:

IRQ Hardware Interrupts - How careful planning can avoid problems:

Bill's Bumblings No. 73 - More about TSRs:

Clones No Longer - IBM will now market an IBM clone!!:

The UltraStor 15C - A highly critical review of a supposed caching hard disk controller.

**"WNYTUG News"**

Newsletter of Western New York Tandy Users Group  
5 Shelly Court, TONAWANDA NEW YORK 14150, US of A

Editorial - Mainly of only local interest:

Compaticard IV & Megamate 2.8 - Reprinted from NCTCUG Journal:

Use a New Directory Command - A tip for users of MS-DOS:

Archive Formats - A brief guide to file formats.

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**Legend**

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Entries preceded by a (+) indicate changes since the last published membership list. Entries preceded by an asterisk(\*) indicate new members since the last published list. This membership list supersedes all previous membership lists. If corrections are necessary, the editor promptly so corrections can be arranged.



NAME	SUBURB	STATE	PHONE	COMPUTER	MONITOR	PRINT	STORAGE	MODEM	INTERESTS
Victor M. GADD	SUNSHINE	NSW	(049) 73-2274	AB	E	J	M	BC	CD G
Steve S. GAUCI	SEVEN HILLS	NSW	(02) 621-6501	AB	E	F	BCD F	K	CD FG
Edward F. GRZESIK	CARRAMATTA	NSW	(02) 602-6735	B	D	B	E G	K	CD FG
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David John HEYES	LANE COVE	NSW	(02) 427-5254	AB	D	B	BCDE	G	CD
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Kenneth C. JONES	SANCTUARY	NSW	(02) 529-6244	B	E	L	BCD	K	CD
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Robert W. LUTHER	EASTWOOD	NSW	(02) 874-4770	A	C	B	BC	F	BCDE
Gilbert T. LYON	NEUTRAL BAY	NSW	(02) 953-6932	A	C	B	BC	F	BCDE
Bernard E. MADIGAN	ERINGTON	NSW	(02) 638-6228	B	E	L	BCD	K	CD
Denise B. MARTIN	MALAK	NT	(089) 27-4306	B	E	L	BCD	K	CD
Philip J. MARTYN	SPRINGWOOD	NSW	(047) 51-4558	A	C	B	BC	F	BCDE
Gregory MAYO	TAMWORTH	NSW	(067) 65-6557	A	C	B	BC	F	BCDE
Wayne J. MCILLHATTON	MERRYLANDS	NSW	(02) 681-1315	A	C	B	BC	F	BCDE
Andrew MCKENZIE	DOSTER BAY	NSW	(02) 520-0809	B	E	L	BCD	K	CD
Paul MCKENZIE	ROSEMEADOW	NSW	(046) 21-2522	B	E	L	BCD	K	CD
Paul MCKENZIE	PAIDSTON	NSW	(02) 774-5197	B	E	L	BCD	K	CD
Paul MCKENZIE	PAIDSTON	NSW	(02) 774-5197	B	E	L	BCD	K	CD
Paul MCKENZIE	PAIDSTON	NSW	(02) 774-5197	B	E	L	BCD	K	CD
John MERCER	HORTDALE	NSW	(02) 579-2315	B	E	L	BCD	K	CD
Dr. Bruce A. MESSMER	WOPETH	NSW	(049) 33-5094	B	E	L	BCD	K	CD
Terence R. MURPHY	BIRKDALE	NSW	(049) 33-5094	B	E	L	BCD	K	CD
Ronald E. NEATE	GOLDBURN	NSW	(048) 21-2558	B	E	L	BCD	K	CD
Graham T. O'CONNOR	LAKEMBA	NSW	(02) 759-9398	A	C	B	BC	F	BCDE

Legend

Computers	MS-DOS Screens	Printers	Storage	Modem	Hardware	Programming
A = Model 1	A = Mono	A = C. Itch/Compatible	A = Cassette	A = U.21	A = Design	J = JCL/Batch
B = System 80	B = Hercules	B = Epsom/Compatible	B = 5.25in/180K	B = U.23	B = Repair	K = Assembly
C = Genie	C = CGA	C = Tandy LP/DMP	C = 5.25in/360K	C = U.22	=====	L = Postscript
D = Model III	D = EGA	D = IBM/Compatible	D = 5.25in/720K	D = U.22bis	=====	M = Fortran
E = Model 4/4P	E = VGA Mono	E = Tandy DMP Printer	E = 5.25in/1.2MB	E = U.32	=====	N = Cobol
F = Mod II	F = VGA Colour	F = NEC DMP	F = 3.5in/720K		=====	P = Basic
G = Model 12	G = SUGA	G = Queme DMP	G = 3.5in/1.44MB		=====	Q = Pascal
H = Model 16	H = SUGA	H = Laser Printer	H = 3.5in/2.88MB		=====	R = Forth
I = Model 2 or 3	I = SUGA	I = Inkjet/Bubble Jet	I = 8-in Floppy		=====	S = Forth
J = Model 180/200	J = SUGA	J = Inkjet/Bubble Jet	J = Hard Disk		=====	T = Graphics
K = MS-DOS PC/XT	K = SUGA	K = Inkjet/Bubble Jet	K = Tape Cart.		=====	U = Text Adv.
L = MS-DOS 286	L = SUGA	L = Inkjet/Bubble Jet	L = Optical		=====	M = Educational
M = MS-DOS 386/386SX	M = SUGA	M = Inkjet/Bubble Jet	M = Optical		=====	
N = MS-DOS 486/486SX	N = SUGA	N = Inkjet/Bubble Jet	N = Optical		=====	
P = MS-DOS Other	P = SUGA	P = Inkjet/Bubble Jet	P = Optical		=====	

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NAME	SUBURB	STATE	PHONE	COMPUTER	MONITOR	PRINT	STORAGE	MODEM	INTERESTS
*Kenneth F. PADROTH	ROSELANDS	NSW (02)	740-1257	E					
*Daniel PADROTH	ROSELANDS	NSW (02)	740-1257						
*Debbie PADROTH	ROSELANDS	NSW (02)	740-1257						
*Kenny PADROTH	ROSELANDS	NSW (02)	740-1257						
Idennis J. PAGETT	PANANIA	NSW (02)	740-1257	J					
Konstantinos PANAGAKOS	PANANIA	NSW (02)	740-1257	L					
Brett M. PARKER	PANANIA	NSW (02)	740-1257	F H					
John PEARCE	PANANIA	NSW (02)	740-1257	A					
John PEARSON	PANANIA	NSW (02)	740-1257	N					
Harry R. PLACING	PANANIA	NSW (02)	740-1257	L					
Roger M. POWELL	PANANIA	NSW (02)	740-1257	KL					
Pieter H. PRINS	PANANIA	NSW (02)	740-1257	M					
Des PUPOVAC	PANANIA	NSW (02)	740-1257	D					
Sydney W. RACE	PANANIA	NSW (02)	740-1257	A					
Bruce A. RAMSAY	PANANIA	NSW (02)	740-1257	D					
Simon RASHLEIGH	PANANIA	NSW (02)	740-1257	A					
Robert Lytton REED	PANANIA	NSW (02)	740-1257	BC E					
Brian D. ROSSER	PANANIA	NSW (02)	740-1257	D					
Errol G. ROSSER	PANANIA	NSW (02)	740-1257	LM					
Mark L. SAVILL	PANANIA	NSW (02)	740-1257	K					
Kevin SHIEL	PANANIA	NSW (02)	740-1257	LMN					
Neil SMITH	PANANIA	NSW (02)	740-1257	P					
Denise Kay SNOW	PANANIA	NSW (02)	740-1257	E					
David A. SOLOMONS	PANANIA	NSW (02)	740-1257	E					
Stuart K. STENT	PANANIA	NSW (02)	740-1257	AB D					
Stanley J. STEWART	PANANIA	NSW (02)	740-1257	B					
Adrian G. STREATER	PANANIA	NSW (02)	740-1257	NT					
Gail K. STREATER	PANANIA	NSW (02)	740-1257	NT					
David SUTTON	PANANIA	NSW (02)	740-1257	NT					
Robert H. SWAIN	PANANIA	NSW (02)	740-1257	B D					
Gordon E. SYMONDS	PANANIA	NSW (02)	740-1257	DE					
Edward SYNSTRA	PANANIA	NSW (02)	740-1257	E					
Kim SYNSTRA	PANANIA	NSW (02)	740-1257	AB					
Shawn SYNSTRA	PANANIA	NSW (02)	740-1257	AB					
Philip THIRD	PANANIA	NSW (02)	740-1257	B					
David L. THORNE	PANANIA	NSW (02)	740-1257	NT					
Robert TOMASELLO	PANANIA	NSW (02)	740-1257	D					
Robert G. TURNER	PANANIA	NSW (02)	740-1257	J					
Stephen J. THISS	PANANIA	NSW (02)	740-1257	MN					
Colin C. WALE	PANANIA	NSW (02)	740-1257	E					
Sandra M. WALE	PANANIA	NSW (02)	740-1257	E					
Bruce R. WALL	PANANIA	NSW (02)	740-1257	E					
Michael J. WALSH	PANANIA	NSW (02)	740-1257	E					

Legend

HARDWARE				Interests/Expertise			
Computers	MS-DOS Screens	Printers	Storage	Modem	Hardware	Programming	
A = Model 1	A = Mono	A = C. Itch/Compatible	A = Cassette	A = U-21	A = Design	J = JCL/Batch	
B = System 80	B = Hercules	B = Epsom/Compatible	B = 5.25in/180K	B = U-23	B = Repair	K = Assembly	
C = Gnie	C = CGA	C = Tandy LP/DMP	C = 5.25in/360K	C = U-22		L = Postscript	
D = Model III	D = EGA	D = Tandy DMP Printer	D = 5.25in/720K	D = U-22bis		M = Fortran	
E = Model 4/4p	E = USA Mono	E = NEC DMP	E = 5.25in/1.2MB	E = U-32		N = Cobol	
F = Mod II	F = USA Colour	F = Queme DMP	F = 3.5in/720K			P = Basic	
G = Model 12	G = SVGA	G = Laser Printer	G = 3.5in/1.44MB			Q = C	
H = Model 16		H = Inkjet/Bubble Jet	H = 8-in Floppy			R = Pascal	
I = Model 2 or 3			I = Hard Disk			S = Forth	
J = Model 100/200			J = Tape Cart.			T = Graphics	
K = MS-DOS 286			K = Optical			U = Text Adv.	
L = MS-DOS 386/386SX			L = CD-ROM			M = Educational	
M = MS-DOS 486/486SX			M =				
N = MS-DOS Other			N =				
P =			P =				

Entries preceded by a (+) indicate changes since the last published membership list. Entries preceded by an asterisk(\*) indicate new members since the last published list. This membership list supersedes all previous membership lists. Check your entry carefully. If not correct advise the editor promptly so corrections can be arranged.

NAME	SUBURB	STATE	PHONE	COMPUTER	MONITOR	PRINT	STORAGE	MODEM	INTERESTS
Derek Boyd WATSON	KUPANG N.T. INDONESIA	NSW	(02) 605-5957	E	N	B	E G K	AB	CD F GH
Rodney MATTS	MACQUARIE FIELDS	NSW	(02) 671-3942	B	N	B	ABC E G K		D F
Bruce M. WEBSTER	SEFTON	NSW	(02) 759-8024	E	MN	B	E G K	N	F P R T
Robert A. WEBSTER	REVESEBY	NSW	(02) 759-8024	E	N	B	E G K		F P R
Richard W. WHITE	MARRARREE	NSW	(02) 759-8024	E	N	B	E G K		F P R
Peter WIGGINS	ROSELANDS	NSW	(02) 759-8024	E	N	B	E G K		F P R
Mark WILLIAMS	HEAGLE VALE	NSW	(02) 759-8024	E	N	B	E G K		F P R
Leonard J. YATES	WESTLEIGH	NSW	(02) 759-8024	E	N	B	E G K		F P R
Alex ZUI	FAIRFIELD	NSW	(02) 759-8024	B	LM P	B	DEF G K	ABCD	ABCDEF JKLM PQSTU

Legend

HARDWARE				Interests/Expertise			
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C = Genie III	C = CGA	C = Tandy LP/DMP	C = 5.25in/360K	C = U.22		L = Postscript	
D = Model III	D = EGA	D = IBM/Compatible	D = 5.25in/720K	D = U.22bis		M = Fortran	
E = Model 4/4p	E = VGA Mono	E = Tandy DMP Printer	E = 5.25in/1.2MB	E = U.32		N = Cobol	
F = Mod II	F = VGA Colour	F = NEC DMP	F = 3.5in/720K			P = Basic	
G = Model 12	G = SUGA	G = Queme DMP	G = 3.5in/1.44MB			Q = C	
H = Model 16		H = Laser Printer	H = 3.5in/2.88MB			R = Pascal	
J = Coco 2 or 3		J = Inkjet/Bubble Jet	J = 8-in Floppy			S = Forth	
K = Model 100/200			K = Hard Disk			T = Graphics	
L = MS-DOS PC/XT			L = Tape Cart.			U = Text Adv.	
M = MS-DOS 286			M = Optical			V = Educational	
N = MS-DOS 386/386SX			N = CD-ROM				
P = MS-DOS 486/486SX							
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