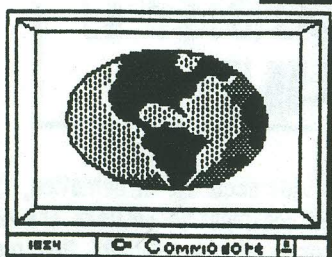


Fresno Commodore User Group/64um

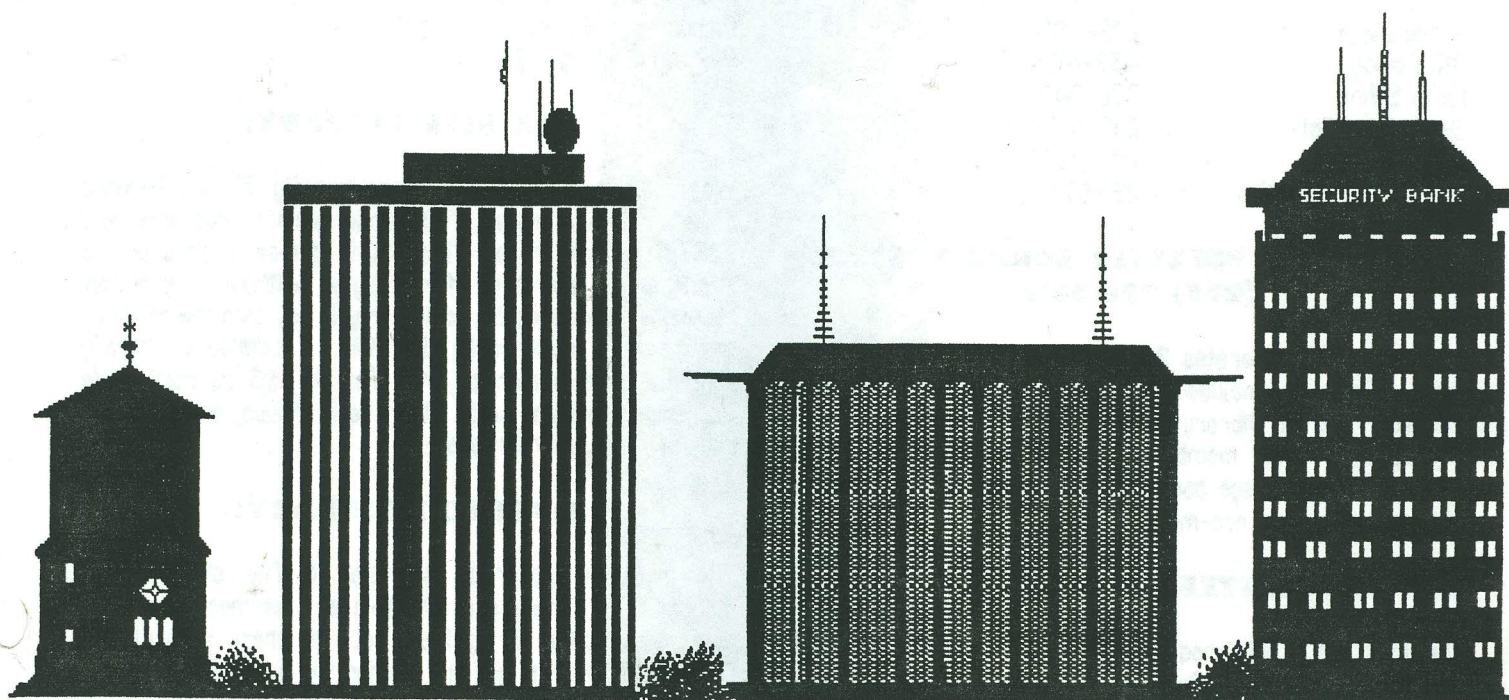


INTERFACE

Fresno, California

November, 1989

8th ANNIVERSARY ISSUE



EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT FCUG/64UM

WHO WE ARE:

Approximately 80 families who share an interest in Commodore 64 and 128 computers.

WHO'S IN CHARGE HERE?

OFFICERS & STAFF

President	Barbara Monis	226-7774
V. Pres.	Steve Holmes	275-6023
Secretary - Treasurer	Bernice Lallo	226-4609
Membership	Lloyd Warren	
Newsletter:	Editor	Dick Estel 224-4163
	Production	Jim Lutter 292-3410
	Mailing	Bernice Lallo 226-4609
Librarians	C64 Randy Clays	275-4817
	C128 Jim Lutter	292-3410
	Magazine/Video	Steve Holmes 275-6023
BBS Sysop	Keith Sohm	226-0420
Demonstration Coordinators		
	Thursday - Keith Sohm	226-0420
	Saturday - Larry Hawks	297-7637
Technicians	Del Contreras	227-5375
	Larry Hawks	297-7637

BOARD OF TRUSTEES

Randy Clays	275-4817
Bill Cosloy	432-4124
Keith Sohm	226-0420
Sandy Dippollet	299-1275
Larry Hawks	297-7637
Len & Emmetta Allen	251-8744

ELECTRONIC BULLETIN BOARD SYSTEM (209) 226-5313

The 64UM BBS operates 24 hours a day at 300 or 1200 baud. Features include message bases, electronic mail service, and a library of programs which may be downloaded. Club members receive full access to the system. The message boards and a limited section of the library are open to non-members.

THE NEWSLETTER:

The Interface is published monthly to disseminate news and information relating to Commodore 64 and 128 computers.

While care is taken to provide accurate information, the club, its officers, staff, and contributing writers are not responsible for unexpected or unintended events that may result from using the information published.

We are not desperate for articles but we gladly accept and encourage the submission of material by club members. First preference is given to material submitted on disk or via the BBS, although hard copy material will be used when it is suitable and re-typing time is available. GEOS or The Write Stuff are preferred. Do not use ANY formatting commands of any type in any word processor file--we just have to remove them. Articles may be submitted to the editor or mailed to the club's post office box. Sequential text files and most word processor text files can also be uploaded to the Newsletter section of the 64UM BBS. The deadline for all material is the 15th of the month.

THE HELP LINE

When you have a problem, call the Help Line, 297-7637. The help line operator will refer you to someone who has experience with the equipment or program you are working with.

TECHNICAL SERVICES:

Disk drive and keyboard cleaning - \$10
Fastload reset switches - \$7
Computer reset switches - \$10.
Ribbon re-inking - \$1

OUR DISK LIBRARY:

We maintain a library of approximately 75 double-sided disks containing over 1700 public domain programs, and 225 magazine disks. The public domain programs are available to members for copying without restriction. Magazine disks may be copied only if you own the issue of the magazine covered by the disk. A catalog of library contents is available on disk for \$2; \$3 by mail. We exchange programs with other user groups, and welcome your own PD contributions.

MAGAZINE LIBRARY:

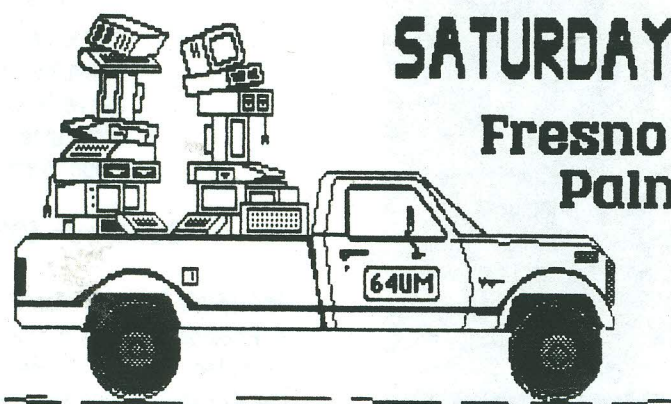
The magazine librarian maintains a file of computer magazines. A few are available at meetings...take them home, read them, bring them back to share with others. Call the librarian if you are looking for a specific issue.

(See EVERYTHING, Page 4)



FCUG/64UM

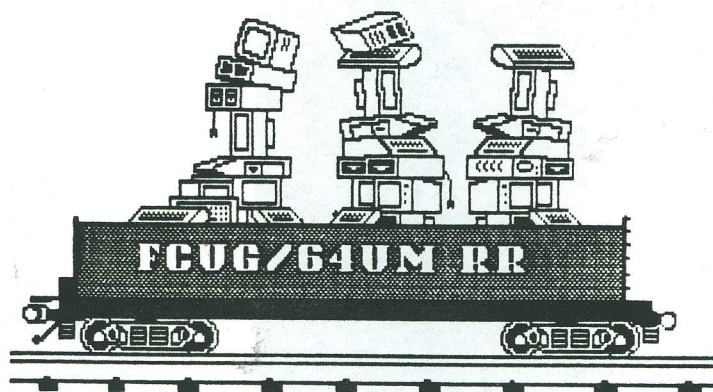
SWAP MEET



SATURDAY NOVEMBER 4

**Fresno Adult School
Palm & Clinton**

9 to 11 a.m.



Software, hardware, refreshments, prizes!

**FREE ADMISSION
TO BUYERS AND SELLERS**

EVERYTHING (from Page 2)
OTHER NEWSLETTERS

The editor maintains a file of newsletters received from other clubs. If you'd like to check out some of these, just give him a call.

STUFF WE SELL

Disk of the Month - \$3 at meetings; \$4 by mail
 Graphics Disks (Print Shop or PrintMaster format)- \$3 for a disk of 220 graphics (\$4 by mail) Blank disks 50c each or 25 for \$10
 Disk notchers - \$3
 Write protect tabs - 180 for \$1.50
 Disk sleeves - 50 for \$2.25 or 5c each
 The Write Stuff - a full-featured word processor:
 C64 \$12 members; \$14 non-members; with SAM \$16
 C128 \$16 members; \$18 non-members
 Spellchecker (C64 or C128) - \$8 members; \$10 non-members
 Write Stuff Business Letter Templates (6 disk sides) - \$6

DUES

Dues are \$24 for 12 months, starting in the month paid. This entitles you to the newsletter and access to the various services and resources mentioned on this page.

MEETINGS

We meet the first Saturday and the first Thursday of each month (see back page for locations and times). Our Saturday meeting is in a school where we have the use of 20 C64 systems for copying. Meetings also include demonstrations, a drawing, and a question and answer period to offer help with problems.

SWAP MEET

We conduct a semi-annual Swap Meet (normally in May and November). No charge for buyers or sellers.



WHO WAS WHO

Officers 1984

President: Cheryl Phillips
 V. President: Bob Hebbler
 Secretary: John Damiano
 Treasurer: Perry Christensen
 Executive Board: Jan Pedersen
 Brad Roltgen
 Robert Ehtesham

Officers 1985

President: Randy Dodds
 V. President: Bob Hebbler
 Secretary: Chris Chambers
 Treasurer: Duke Marshall
 Executive Board: Perry Christensen
 Brad Roltgen
 John Damiano

Officers 1986

President: Dave Hoff
 V. President: Mark Miller
 Secretary: George Beardon
 Treasurer: Ruth Seibert
 Brad Roltgen
 D.O. "Doc" Chambers
 Steve Orton
 Rudy Luna
 Tom Estell
 Randy Smith

Officers 1987

President: Mark Miller
 V. President: Tom Balmanno
 Secretary:
 Treasurer: Chuck Linden
 Membership Secretary: Faye Johnson
 Executive Board: Brad Roltgen
 Paul Calkins
 Bill Cosloy
 Ralph Edwards
 David VonDracek
 Shawn Carter

Officers 1988

President: Barbara Monis
 V. President/Membership: Mark Miller
 Secretary: Bernice Lallo
 Treasurer: Chuck Linden/Bernice Lallo
 Executive Board: Len & Emmetta Allen
 Marjorie Bowen
 Brian Hagopian
 Steve Holmes
 Jim Lutter
 Lloyd Warren

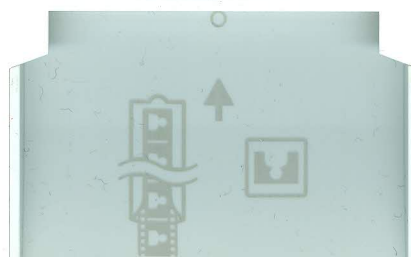
Officers 1989

President: Barbara Monis
 V. President: Steve Holmes
 Secretary/Treasurer: Bernice Lallo
 Membership: Lloyd Warren
 Executive Board: Randy Clays
 Bill Cosloy
 Bill Cutshaw/Keith Sohm
 Sandy Dippollet
 Larry Hawks
 Mark Miller/Len & Emmetta Allen

NEWSLETTER EDITORS

1/83? Chuck Yruegui
 12/83 Deb Christensen
 7/84 Randy Dodds
 Late 85 George Beardon
 11/86 Randy Smith
 1/88 Mark Miller
 7/88 Dick Estel

Brad Roltgen handled librarian duties for a number of years. Randy Clays became club librarian in 1987. Jim Lutter became our first C-128 librarian in 1988.





EDITOR'S NOTES

by Dick Estel

MILESTONES

Why a big deal over an eighth anniversary, you might wonder. We seem to celebrate nice round numbers, or multiples of five, better than numbers like eight. Well, there are several reasons.

Not least is that I don't know who will be the editor of this newsletter when the next nice round number rolls around. And, though reports of the death of the 8-bit computer are highly exaggerated, we don't know what the status of the club will be in two years.

But mostly I think I am in a milestone mood. In August I celebrated what has come to be called "The Big Five Oh," an undeniable milestone. Within the three month period from June through August my father turned 75, my older daughter reached the quarter-century mark, and my grandson celebrated his 5th birthday. For him, that was a bigger deal than all the others put together, because it preceded by only a month that other major milestone, starting kindergarten.

On a lesser note, this month is my second anniversary as a computer owner.

So we have a special issue of the Interface, marking the completion of eight years of 64UM. I talked to some of the founding members of the club in preparation for this issue. And I read all the old newsletters starting with issue number one, which is reproduced in its entirety on page 12.

I hope and believe we'll celebrate our 10th anniversary as a club in 1991, and I expect to be an active part of that celebration. But for now, this is our salute to those who
(See EDITOR, Column 3)

The Delights of a Good Desk

by Dick Estel

In keeping with our policy of reviewing anything that's computer-related, I would like to say a few words about my desk.

It is a fairly standard computer desk/hutch combination, with a two-door storage area at the top, adjustable shelves, and a solid desk top where the monitor sits. It is a little over four feet wide and six feet high. The shelves are positioned so that my two disk drives sit on a shelf just above the top of the monitor, while the section to the right of that has two shelves above the desk top where I keep books and disk storage boxes.

The keyboard sits on a slide-out shelf which is the full width of the desk. The right half is about two inches lower than the main desk top and contains a small drawer. The left side is dropped down another three inches, putting the keyboard at the perfect height, about 24 inches from floor level.

The slide-out shelf should slide back in to provide protection and for neatness, but I must admit mine has been too cluttered to slide back in for several months now.

The desk and hutch were purchased separately for a total of about \$100 from Target. Both came completely disassembled. I am as far as you can get from being handy with tools and still eat with a fork--however, I was able to assemble these items in a reasonably short time and with virtually no problems.

The instructions that came with them were the clearest and best-written I have ever encountered in an assembly project. All the screw holes were pre-drilled, and in one case where it was necessary to make holes, a paper template was provided. I would say that if you can

X-RAY-TED DISKS?

(from Greater Oklahoma Commodore Club newsletter, Oklahoma City OK, 9/89)

At a recent club meeting Sandra B. related a horrible experience. While at our local airport, Sandra was required to pass through the inspection point.

The attendant grabbed a box of disks full of programs from Sandra's hand. Before she could explain the contents, the attendant placed the box on the conveyer for X-ray. The attendant assured her that the X-ray would not hurt them and that this was done all the time.

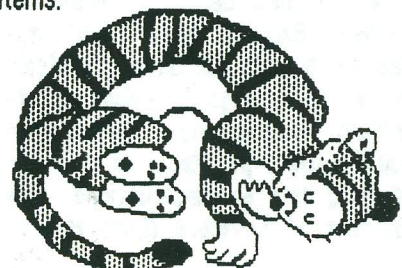
Needless to say, the disks were blank when she tried them at home. She has written a letter of protest to the airline company and will keep us posted.

EDITOR (From Column 1)

built the organization from scratch, to those who worked to combine two clubs into one in 1985, and to the officers and members who continue to make this a group dedicated to mutual self-help in the wonderful and sometimes mysterious world of computers.

successfully operate a manual can opener and can read directions, you could assemble this company's products.

The desk is made by Sauder Woodworking Company of Archbold, Ohio, and they make a fairly extensive line of other ready to assemble desks, shelving and similar items.



The Ancient History of Computers

by Richard Axtell

(from Greater Oklahoma Commodore Club Newsletter, 10/88)

Let's go back in time about two thousand years to the time when the first computing device was invented. Do you know what this device was called? The answer is the ABACUS. This device is still in use to this day in Japan and China. These use equally spaced wires or rods with beads to represent digits.

Now we move forward in time and meet the man who invented the first adding/subtracting device. His name was Blaise Pascal (1623-1662). At the age of 19, he constructed this device and gave Louis XIV, King of France, a copy. This device used gears, rods and dials for computing answer to problems. Most people introduced to this device refused to use it because they feared it would eliminate the need for human calculators someday (sound familiar?)

The first commercially used adding machines appeared nearly 200 years later, in about 1820. In 1822 Charles Babbage (1792-1871), a British mathematician, designed and built a prototype of the difference machine. This machine was to generate mathematical tables and could perform repetitive calculations to make these tables. In 1833 Babbage redesigned the machine radically, calling his new design the analytical engine. Babbage never built this machine, but the design used a steam engine and cogged cylinders to perform calculations. The engine would use punched cards for inputting data and instructions. The Countess of Lovelace (Lord Byron's

daughter), who was a mathematician, called Babbage's analytical engine a machine that would weave algebraic patterns just as a Jacquard loom weaves flowers and leaves. The countess was considered the first to write computer programming for this machine.

In 1890, Herman Hollerith (1860-1929) developed the first electric machine that could read punched cards. At this time he worked for the U.S. Census Bureau and his device was used to help with census information. The machine was used in other countries, like Canada and Russia, for the same purpose. Hollerith formed a company in 1896 called Tabulating Machine Company. This company was one of the companies that later joined to form the company familiar to us all as IBM in 1924.

In 1928 astronomers Wallace J. Eckert from the U.S. and John Cromie of England devised punch card machines for calculating astronomical and nautical tables.

Moving to 1943, J. Presper Eckert and John W. Mauchly and associates designed a machine called Electrical Numerical Integrator and Calculator (ENIAC). The machine was built in 1944. It used 18,000 vacuum tubes used 180,000 watts of electricity. It also required space equal to a two bedroom house. This machine could calculate in 20 seconds ballistic problems that would take one person 20 hours using a desk calculator. ENIAC was also used for calculations to develop the first atomic bomb.

Also in 1944, the Harvard Mark I was finished. This electro-mechanical device could perform the

TREASURER'S REPORT

Beginning Balance: \$1413.15

INCOME:

Dues	70.00
DOM	75.00
Blank Disks & Misc.	75.00
Raffle	16.00
The Write Stuff	60.00
TWS Spellchecker	40.00
TWS Letter Templates	33.00
Interest	11.09
Error Correction	35
TOTAL	380.44

EXPENSES:

TWS Supplies, Notary Service	52.22
Postage	35.00
Advertising (Fresno Bee)	37.95
Printing	249.45
BBS Phone Service	11.99
Del Contreras	25.00
TOTAL	411.61

BALANCE 9/25/89 \$1381.98

--Bernice Lallo, Treasurer

calculations planned for the analytical engine by Babbage some 111 years before. The Mark I was designed by Howard Aiken and Associates. This machine was 8 feet tall by 55 feet long and had around 750,000 parts. The Mark I could handle numbers with 23 digits and do all arithmetic operations along with logarithms and trigonometric functions.

By 1945, John von Neumann proposed the idea of stored memory and designed his EDVAC (Electronic Discrete Variable Automatic Computer). The design was completed in 1952. Von Neumann is considered the father of the modern electronic computer.



SUPER GRAPHIX GOLD LIVES UP TO ITS NAME

by Dick Estel

With the Xetec Super Graphix Gold, the use of the word "super" for once is not mere hyperbole. This is indeed the Cadillac of interfaces for the Commodore. Being used to a Commodore direct-connect printer and the old, slow but steady Carcdo interface with the Star SG-10, I was amazed at what a difference the Xetec made in printing times.

The Super Gold comes with a 32K buffer, which allows it to store data and send it to the printer while releasing the computer for other uses. With The Write Stuff I usually get ready to print, stand up and check the printer which is on top of a four-drawer file cabinet, then hit the print command. By the time I sit down, a file up to ten pages long has been sent to the buffer and I can continue with my work.

With GEOS, a typical page of the newsletter contains several different fonts and some graphics. Since it is all a graphic file as far as the printer is concerned, I have been used to ten-minute printing times. With the Xetec Gold, control of the computer is usually released after about 2/3 of the page has printed, which takes four to five minutes. Thus I have effectively cut in half the time my computer is tied up in printing chores with GEOS.

The large buffer is only one of the many features of the Super Graphix Gold, but it is the aspect of this product that has been of greatest use to me. Users who would like to have some variety in their printed output will also be delighted with this interface. It comes with four built-in fonts, and four more can be downloaded to it. Included in the package is a disk of more than 40 fonts. All fonts

Candidates Chosen

Candidates for board and officer position were selected at the October meetings. The membership will vote at the December meetings, and those selected will take office in January.

In a rarity for clubs such as ours, two offices are contested. Jim Lutter and Barbara Monis were nominated to run for the presidency; and Bob Loving and Ralph Parrott

support the usual style features such as underline, italics, bold face, super/subscript, as well as nine pitches.

The built-in fonts as well as the four that can be loaded into the interface are selected by means of DIP switches. These are right on top of the interface, and are clearly marked, so that it is possible to select fonts and other features without looking at the manual.

I have not really put this product through a thorough test, but I have had no problems with any of my printing needs. I have heard of people having problems printing with GEOS with some interfaces, but this has only made life easier. INFO magazine called it the "state of the art" interface.

The suggested retail price of the Super Gold is \$119.95, a fairly hefty amount, but worth it considering the features you get. Mail order prices run about \$99.

are vying for the vice-president's position.

Bernice Lallo was chosen to run again for Secretary-Treasurer, and Sandy Dippollet again will seek a board position. Five new names were placed in nomination for board positions: Bill Gilbert, Zella Mallard, Sanjiv Kapoor, Henry Fry, and whoever is NOT chosen vice-president (Bob Loving or Ralph Parrott).

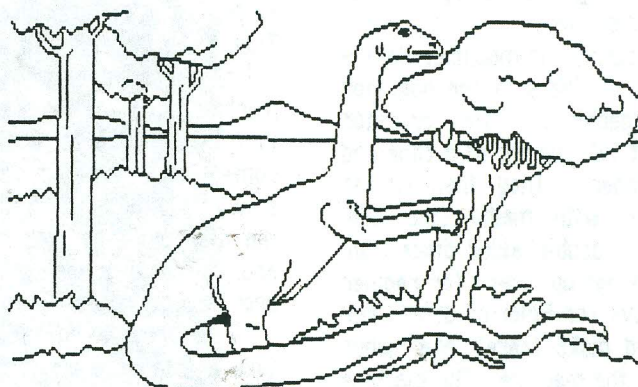
The present board is pleased to see so many new faces volunteering to accept board positions.

Commodore Comes Through

There are two surprises in the November issue of Run Magazine.

The first is a report in which CBM president Harold Copperman states that the company plans to "actively pursue new sales and merchandising strategies for the...C-64." In charge of this pursuit is Rober Larsen, VP of consumer sales, formerly with Casio.

The second eye-catcher is a full page ad from CBM, for direct sales of the 1541-II Disk Drive. The special offer price is \$149.95, well below the typical \$189 price at local discount stores. There's even a toll-free number, 800-345-8112.



How Disks Are Made



by Judy Martin

(From the April, 1989 issue of the Commodore Club Newsletter, Colorado Springs, Colorado, via Greater Oklahoma Commodore Club newsletter 5/89.)

This article is based on my experiences of working at Sentinel Company in Hyannis, Massachusetts.

1. A Computer disk starts in a Burnell room. Here, the operator prepares a bolt of vinyl and a bolt of liner. Both are set into a machine called a Burnell. A die cutter is inserted for cutting the vinyl. The machine pulls the vinyl and liner together into it and cuts it. It then pushes the pre-cut jacket into a roller. Usually there are two inspectors who inspect each pre-cut piece and stack them on a cart. The inspectors look for blemishes and make sure the liner is attached. The average done per shift is 75,000 to 100,000 jackets.

2. The jackets next go to the folding room. The operator takes a stack of jackets and inserts them into a machine called the folder. The folder pulls a jacket one at a time and folds it in half. It then folds all but the top corner and heat seals each end. The pre-made jackets exit the other end of the machine and are stacked open end up in a tote. After inspection, they are ready for the burnishing machine.

3. The burnishing machines does a two fold job. There is one operator for six machines. The operator takes about 30 jackets at a time and fills a hopper. They then fill an upper rack with media (the disk itself). For double sided disks, two ribbons are set up, green for regular media, mauve for Poloroid disks. For single sided disks (rare), one ribbon is put into the machine. The machine

pulls down one media and puts it through a "burnish." It then opens one jacket and pops the media into it. It then drops the disk into another hopper. Burnishing is basically buffing the media so that it will accept information. After a quick inspection, the disks are taken to certifying.

4. The Certifiers are the machines that determine if the disk is good enough to use. After the hopper is filled, the machine pulls four disks at a time and runs them through a basic format. It then drops them into numbered slots and grabs the next batch. The numbered slots are:

1. Excellent
2. Good - acceptable
3. Poor - may have been a bad run
4. or 5. Unacceptable - or no media in jacket.

1's usually go to companies for bulk use/sale. 2's are what you buy, (also called ansi disks). 3's get rerun; if not a 1 or 2, it is dumped.

5. At enfolding, the operator takes all the jackets (now with media) and places them in a hopper at one end of a long tilted assembly line. They turn the machine on and disks follow the line and stop at eight specific stops. At this time, a long bar comes down and folds the open top over the jacket. The disks are now sealed and move out the end where they are placed into a tote. This procedure is repeated with all disks.

6. The next step is hubbing. The operator sets up what looks like a large roll of circular "stickers." They fill a hopper with the disks and set the speed they can work at. The machine pulls the disks one at a time into the work area and a large pad comes down. When it comes back up, a hub ring is now on the center of the disk, and the disk moves to the end. The average worker can do about 88 disks a minute.

7. A group of inspectors will now take a tote of disks (about 480) and

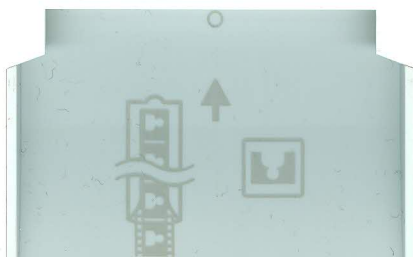
visually inspect about 10-20% of the tote. If there are more than five disks with flaws of any kind, the tote is rejected. The tote will eventually go through a 100% inspection by hand. If the tote is good, it will be stacked for either duplication or packing.

8. Our duplication machines were of different types for different programs. We used MST for Commodore and Apple; MDC for IBM and Mountain for any other computer. We had eight inch drives for large disks. All machines can run any computer program depending on the type of drive that was installed into it. There was a hard drive for all formats used.

9. A company (say Microprose) sends a master disk. A copy of the master disk and a formatted copy (if we don't have one) is sent to duplications. The operator takes the master disk and inserts it into each machine and tells it to read. The operator then goes to the terminal and enters the format code and read. This must be done for each machine. Next step is to remove the master copy, insert a blank disk into each machine and run one copy on each machine. Each disk is then verified at inspection to ensure each machine made a good working copy. If so, the machines are set up for however many copies are needed and set to run. Completed disks are sent to inspection. If a machine gives a bad copy, the procedures are redone until it is working properly or declared "bad" (the technician determines this).

10. As the company does disks/programs for almost all computers, at least one of each computer is set up at inspection. The operators set up at which ever computer they will be using. Each computer is then loaded with a "verify" disk. This program checks the new disk with the master disk. The inspector takes a tote of disks and pulls out about 20% to verify

(See DISKS, Page 9)



DISKS (From Page 8)

and 20% for visual inspection. The verify machines ensure that the company is getting an exact clone of the master disk. If not, it is rerun. Disks that are flawed are discarded.

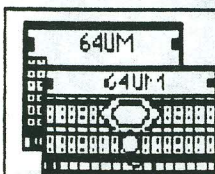
11. At boxing and shrink wrap, the labels are put on by hand or machine. The disks are then placed into sleeves. This is time consuming because some companies want their labels and sleeves, other just want our sleeves. All the disks are counted in groups of tens and are then ready for boxing. All the boxes are pre-made, so you just fold, fold, and fold. This is fancy work, like the Orcal Series takes time. There are 18 different disks to a set, so you take one each of the 18 and place them into a box. You then would place the documentation and close the box. The boxes are now ready for shrink wrap.

12. The shrink wrap is basically a big oven. It is also a busy job because you must check the boxers' work. The oven has a roll of plastic wrap on one end and you turn on an arm that looks like a seal-a-meal. As you place the box on the plastic, it initially looks like a bag too large for the box. You would then pull the arm further down and the box would travel through the machine and shrink the plastic to the box. An inspector then looks at the box to ensure that the plastic is not too big or too tight for the box.

13. The last step is the pack-out. Here the boxes of disks are packed for shipment to the companies that ordered them. Each box is sealed and stamped to ensure that there was no tampering.

And that's how a disk is made and duplicated for your usage.

Ed. Note: This article is reproduced "as is" from the source. There appear to be some typos or grammatical errors which make some of this unclear, but the material in general was so interesting I felt this was a minor problem.

**LIBRARY LINES**

by Randy Clays

The club's Public Domain Library will offer a new Directory Disk available at the November swap meet. Added to the disk you will find the new sections on GEOS, ARCHIVE/TEXT FILES, and COMMUNICATIONS.

The GEOS section has a wide variety of programs that work within the environment of GEOS, everything from graphics and games to printer drivers and fonts.

If you are enjoying this great newsletter and enjoy reading the informative articles then you might also like the ARCHIVE/TEXT FILES section. Included are files of information that have not been published in our newsletter. The files are read using BB File Reader so you can read from your screen or make a hard copy.

The COMMUNICATIONS section has 14 disks full of modem fun, from telecommunication programs to full BBS systems you can run from your own home.

New files have been added to the directory describing the programs that have been added to our other sections: EDUCATION, GAMES, UTILITIES, BUSINESS/HOME, and MUSIC/GRAPHICS.

From the activity at the October Saturday copyfest I would say that some of the club members are finding things of interest. Please let me know if you are finding useful programs. If you write your own programs or come across something interesting, a donation of a copy to our library would be greatly appreciated.



Advertising in Tips, Pokes, Peeks & Jokes is free to members for the purpose of advertising computer-related items (no commercial services or enterprises).

Regular commercial advertising rates are as follows:

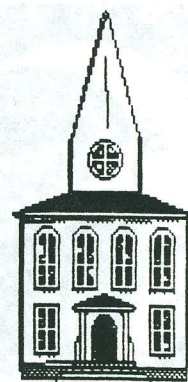
Less than 1/4 page	\$5.
1/4 page	10.
1/2 page	15.
Full page	20.

Prices are for camera-ready art. We will happily do a layout for your ad for a small fee (\$5 to \$10 depending on complexity).

Computer-related businesses are invited to inquire about trading ad space for merchandise or services that can be given as prizes at our drawings.

Programs donated by software publishing companies in exchange for ads may also be reviewed in the newsletter and/or demonstrated at meetings.

For further information call (209) 224-4163.



A History of Modern Computers

by Joan Yance

1971

Intel introduces its 4004 chip - the first micro-processor, designed by Marcian E. ("Ted") Hoff, Jr. The 4004 processed four bits of data at a rate of 60 kHz.

Atari ships Pong, the first commercial video game.

1981

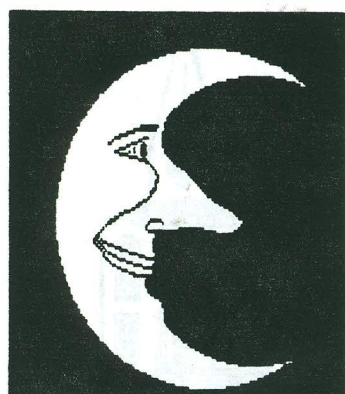
Epson introduces its HX-20, the first laptop computer.

1983

The Tandy 2000 is released.

SURVEY RESULTS PUBLISHED

The club survey conducted over the last few months has been compiled by Jim Lutter. It can be found on the last two pages and makes for some interesting reading.



'85 Merger Created Strong Commodore Club

(THE FOLLOWING ARTICLE APPEARED SIMULTANEOUSLY AS A MESSAGE FROM THE PRESIDENT IN FRESNO 64 USERS UPDATE, NEWSLETTER OF FCUG, AND IN TIPS, POKES, PEEKS & JOKES, NEWSLETTER OF THE 64UM, IN THEIR JUNE, 1985 ISSUES.)

The executive committee of 64UM and officials of the Fresno 64 Users Group met recently to discuss the possibility of merging the two groups. It now appears that a merger will take place in or about August of this year.

A merger would offer the members of both groups an expanded opportunity for interaction...An overriding concern of a merged club will be to address the needs of beginning Commodore users in an ongoing way...the format will be two meetings per month, one on a Thursday or Friday evening...and one on Saturday morning...

The name of the merged group would also reflect both groups. One proposal has been Fresno Commodore User Group/64UM.

We in the Fresno Users Group 64UM look forward to a unified Commodore user group in Fresno.

--Greg Edwards, President, FCUG

--Randy Dodds, 64UM President

(FROM TIPS, POKES, PEEKS & JOKES, JULY, 1985):

The 64UM and the Fresno Commodore Users Group will merge effective August 1, 1985, if approved by the membership of both groups at their July meetings. The merger was discussed last month at both regular meetings and a combined Executive Committee meeting was held on July 1 to work out some of the particulars of the merger.

The name will be changed to Fresno Commodore User Group/64UM. This will identify the group as being from Fresno, embracing all Commodore

GREETINGS



FCUG/64UM and The Interface welcome the following new members:

Henry Fry
Sanjiv Kapoor
Jim & Jimmie Currie
Timothy A. Bolin

micro-computers, and maintaining the name recognition associated with the 64UM. The Executive Committee does not want to restrict our club to just 64's, and feels that the name change will allow for different Commodore computers under one umbrella group.

The membership of both groups will vote on the merger this month...I believe all members of both groups will benefit greatly by the merger and I urge you to approve the merger."

--Randy Dodds, President

(FROM TIPS, POKES, PEEKS & JOKES, AUGUST 1985):

The Fresno Commodore User Group and the 64UM have officially voted to merge. The name of the new group will be Fresno Commodore User Group/64UM. The merger was completed at the end of July. All finances have been combined.

We are in the process of notifying all concerned of the merger and address change...we are also getting ready to apply for a bulk mailing permit to give us cheaper rates.

The two meeting format appears to work and we will continue with it...

64UM SWAP MEET

9 to 11 Sat November 4
Fresno Adult School
Palm & Clinton

Xetec Interface Brings Printer Heaven for User

by Jan L. Frost

I decided writing this article for the INTERFACE must be a test given to all new members! Some sort of an "Initialization." Why else would Steve Holmes ask me to do it? I certainly didn't know what I was doing! I could barely figure out how to load a file! That was four weeks ago.

A few months ago I purchased a used 64, color monitor, 1541 and printer. The printer is a JP-80A (not to be confused with Jet Propulsion!).

Setting up and getting started was easy but I spent too many hours trying to interface to the printer. The first thing I did when I joined 64UM was to ask for help interfacing. As it happened, the first meeting I attended was in July, when Steve was demonstrating the Xetec Super Graphix. No one had ever heard of my "JP" printer so no one was sure what to tell me. So, I tried the Xetec.

I was really anxious to get printing--I had several disks ready with things I wanted to print. I first lined up the 1541 USER'S MANUAL, "THE WRITE STUFF" Manual (as I was most familiar with it), the XETEC SUPER GRAPHIX Instruction Manual and last but not to be forgotten, the "MICRO GRAPHIC IMPACT DOT PRINTER Operation Manual" (the latter giving no hint whatsoever that it was indeed the manual for MY printer).

None of these "manuals" suggested where I should begin. Page two of the Xetec manual answered my question with clear instructions on "setting up the interface." I carefully followed these....it took about two minutes. Next I loaded "Write Stuff" and chose PRINT. It worked. (Why did Steve want this in writing?) The next instructions in the Xetec manual were for choosing switch

positions. Page four listed settings for a long list of printers, JP-80A not included. I set the switches recommended for 1525 Emulation. (They were already set.) In consulting with my MICRO DOT manual, I confirmed that the printer switches were set to factory recommendations. I spent the next few hours flipping switches and I was soon able to print in italics, emphasized print, expanded, and NLQ.

Once I learned the switch positions on the JP, I focused on the inter-relationship between the Super Graphix and Write Stuff. By giving the macro commands in Write Stuff I was soon underlining, emphasizing, centering, printing double width and boldface.

The best part was finally getting all that old printing work done at last!

I next attempted to download fonts from the Super Graphix Utility Disk to the interface. The instructions in the manual and the Menu prompts were excellent and I could choose from a selection of twenty eight styles, such as English, Boldface, Manhattan and many I had never heard of. I wanted to try them all! Several tries later, I was still unable to get the printer to accept the user selected fonts that had been downloaded. I finally determined that this was beyond the JP's capabilities. I took the advice on Page iii of the Xetec manual which reads "Don't get discouraged if it just doesn't make sense (referring to any attempts at using the interface). Come back to it later and it may be much clearer."

On reading page 10 "Secondary Addresses" I realized that the secondary address of OPEN1,4,211 (2 for locking it in and 11 for Font Downloading) allowed me to successfully download the fonts to

GeoPaint Originals Featured

One of the great things about computer art programs is that people who could not draw a straight line can now DRAW A STRAIGHT LINE! I am as far from being an artist as you can get but I am now a fairly proficient operator of the pixel edit function in GEOS.

My daughter Jennifer has always been a good artist, but I had a hard time convincing her that she could draw with a computer. Once she tried it she was hooked, but school and work have limited her access to the computer.

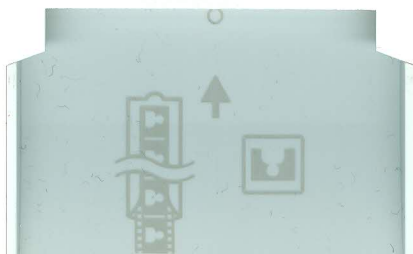
Throughout this issue I have included some original geoPaint graphics by a number of artists (and pixel edit operators). Credits are as follows:

Hobbes, p.5: Dick E; Dinosaur p.7, Dancing Raisin, p. 13, and Steam Engine, p.14: Frank Prievo; Country Church p.9: Tom Treverrow; Moon, p.10, and Bunny p. 13, Jennifer Neely.

the interface. It worked and I printed my name in about half of the styles I chose. TYPEWRITER, GREEK, BYTE, ENGLISH, and UPSIDEDOWN, were some that worked. Others that didn't work were SCRIPT, SHADOW, and the other super-fonts. But I got it to WORK and I was really pleased!

I'm gaining more and more confidence with the Xetec and the printer. I'd recommend the Xetec to any user experiencing difficulties with interfacing. The manual is clearly written and has some very useful Appendices and Tables. One I'm looking forward to trying next is "CREATOR", which allows you to create your own fonts.

O.K., Steve, here's your article. Does this mean I passed the "INITIALIZATION" and I'm now a "VERIFIED" 64UM member?



 Commodore 64 User Group: Tips, Pokes, Peeks and Jokes C. Yruegui

As part of the 64 user group this publication will be made available to all members. It will originally appear in this form and perhaps later will be made part of a newsletter. Forms will be distributed for submission of any tips or programming hints that you would like to share with the other members.

When using the pet emulator from tape: load and RUN the emulator. Then load and run your pet program. You can then save the compiled program which will eliminate the need of loading the emulator first. (Gary Scott)

When using the pet emulator from disk: first use the 64 wedge. Then load the pet emulator but DO NOT run. Then load and run your pet program. Again you can save the compiled version to disk. (Gary Scott)

You can check to see if the 64 wedge is in place by typing in SYS52224. (Gary Scott)

To use the Vic-modem with the 64 type in the program in the Vic-modem book and delete line 400. The tape program supplied WILL NOT WORK! (Scott)

To make all keys of the 64 repeating keys use Poke 650,128. To restore normal operation Poke 650,0. (Scott)

If you find it necessary to boot your 64, and the keyboard is not disabled, you can warm boot by SYS64738. This will save wear and tear on the on-off switch and the power supply. (Chuck Yruegui)

The Pet version of Hidden Maze (Dec. Compute) will run on the 64 with one small modification. In line 640 change 32768 to 1023. That's all there is to it. (Chuck Yruegui)

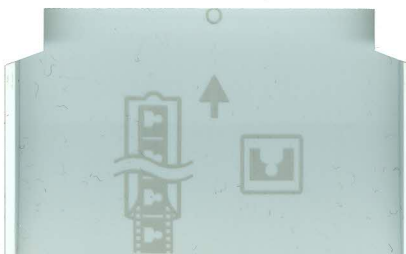
When trying to use a Tab function with a Print # statement you must use a special format.

Example: 100 Print # Tab(x) No!
 100 Print # x,""; tab(x) Yes!

The same applies to a Spc (x). (Commodore Sig-Compuserve)

That's it for this month please submit any and all tips or hints that you may have.

The first 64UM newsletter is reproduced above. There is no date, but there were ten issues in this format, and the first dated copy was 12/83. This was probably 2/83.



SWIFTIES: Old and New

Does anyone remember "Swifties?"

I don't know where or how they started, but they were based on the old Tom Swift novels, and were a big rage umpteen years ago.

The format is simple--a quote, followed by an adverb that is a pun on the quote. For example:

"Season's greetings," said Tom, sagely.

"I suppose you're going to give us an examination," said Tom, testily.

"I'm five-foot two," said Tom, shortly.

These came oozing up out of some dark recess of my memory the other night and inspired me to try to come up with some

computer-related swifties. Readers everywhere are invited to add and send in their own.

"It took me two hours to type that program," said Tom, all keyed up.

"My SID chip went out," thought Tom silently.

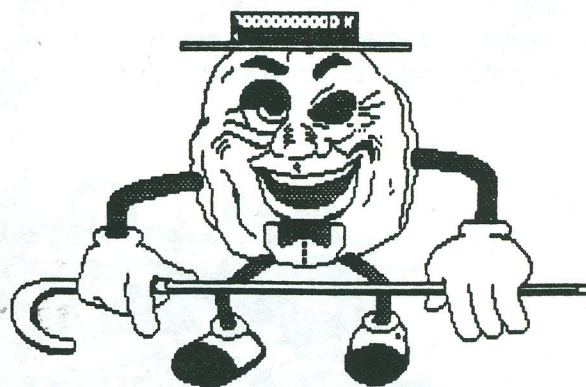
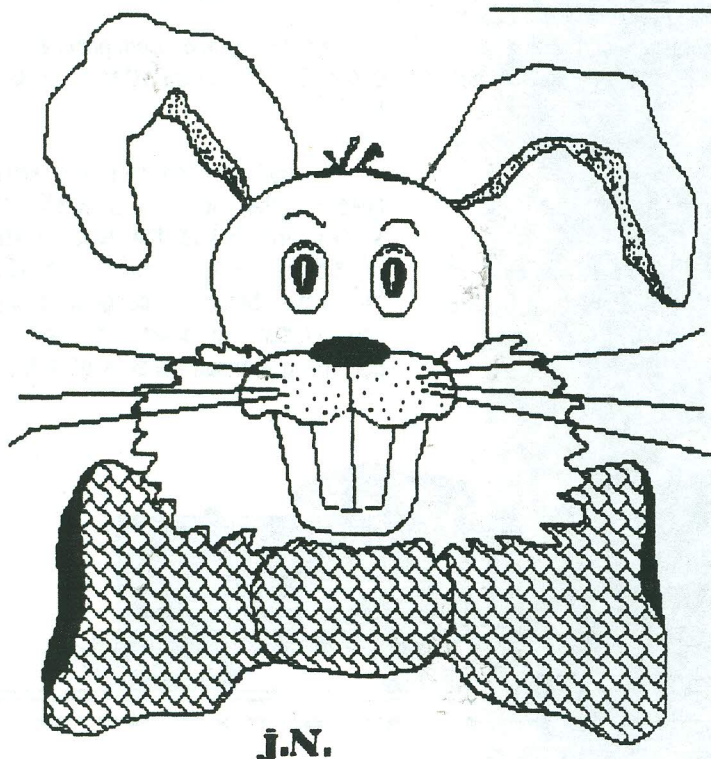
"I love the typeface on my new printer," said Tom, fontly.

--DE

SPECIAL DRAWING AT OCTOBER MEETING

In his inimitable way, Lloyd Warren conducted a special drawing at the October Saturday meeting. A washer-dryer was awarded, but under stringent rules--members only, and the winner had to be present.

Louis Schlerz was the lucky winner, after the following names came up on the drawing program: Helen & Gene McGaughy, Rose Moore, Bill Armstrong, and Steve Yakish.



DEMO NOTES

Barbara Monis did a great demo of "Where in the World is Carmen San Diego" at the September meeting. I think I may look into buying this program. It is both educational and entertaining. It has good graphics and has a good layout. The people watching joined in and we captured the "bad guy" in Montreal. You missed a good demo if you were not there.

At the Thursday meeting in October I demonstrated "Flight Simulator II".

We want to have demos that you are interested in and that are helpful to you. If there is something that you want demo'd in the future or if you have something to demo please let me know and I will schedule it for an upcoming meeting. I think it is very helpful to see a demo before you buy a program. You can also see just what you can do with your computer.

We are looking for a demo coordinator for Saturday, to take over starting with the January meeting. November is the Swap Meet and in December Dick Estel will demo GEOS. We'll have something interesting planned for November's Thursday meeting.

--Keith Sohm

Computers Aid Handicapped Kids

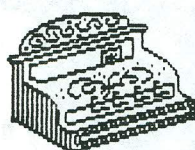
(THE FOLLOWING IS PRINTED AT THE REQUEST OF THE COMPUTER FOUNDATION FOR HANDICAPPED CHILDREN.)

The foundation is dedicated to improving the quality of life for handicapped children and adults by use of personal computer. Primary objectives are communication, early learning, general education and fun.

There are programs for the non-verbal, blind, deaf, deaf-blind, retarded and severely physically handicapped in all combinations. Many of the programs can be operated with a single switch by head nodding, eyebrow lifting, a puff of air or a sound. Others are operated with a joystick, the keyboard or voice. There are many talking programs for the blind, including word processors, a terminal program and a typer.

CFHC has a very large public domain disk library that is predominantly for the Commodore 64, but there is also a large collection for the Apple II series. There are separate listings for the handicapped and for education.

Many C64, C128 and Apple II users have discovered a new and satisfying outlet for their hobby. Special education teachers in both public and private schools need your help in using these programs for greatly improving the life quality of countless children. The foundation furnishes disks of the programs to



WHERE TO BUY

Following are local businesses known to offer Commodore products and/or services

HARDWARE:

Sears
Toys R Us
Target
Best Products
Art Servin (291-4860)

SOFTWARE:

(All of the above)
Boots Camera
Software Etc.

schools, institutions and user groups for a handling charge of \$2.50 per disk side. Ask for the free listings.

Join this growing corps of teachers' computer aides. You will probably enjoy it. Donate your surplus VIC 20's, datasets, C64's, disk drives, monitors and printers to the Foundation. The Foundation has IRS tax exempt status, so gifts are tax deductible. The IRS tax number is 86-0588914.

For free listings and brief descriptions write to CFHC, 2645 E. Southern A326, Tempe AZ 85282, or phone (602) 831-3519. Please specify the listings you want.

K-Mart
Waldenbooks

ACCESSORIES, MISCELLANEOUS:

(All of the above)
FCUG/64UM
Brad Roltgen Enterprises
Office Club
Malioboro Microcomputer Center

REPAIRS:

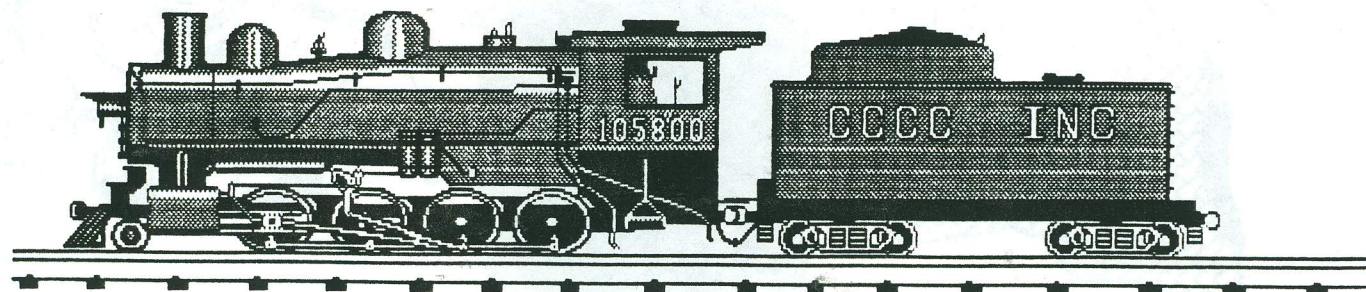
Sixtyfourum
Boots
Costell Electronic Repair
Tusan Enterprises
Rontech
VCS Specialists
Del Contreras (227-5375)
Curt Hill (297-4648)

Please notify the editor if you learn of changes in this listing.

CHANGING TIMES, CHANGING PRICES

From Fresno Commodore User Group/64UM newsletter, January, 1987:

"I had to convince my wife I needed (the new C128)...well, (the store) mismarked the price...instead of \$350, someone marked it \$225. My wife being a bargain shopper couldn't turn me down and didn't. We became the proud parents of a 128."



**PRESIDENT'S
CORNER**by
Barbara Monis

By all reports you had a wonderful Saturday meeting on October 7th. I'm sorry I missed it. My Saturday workshops are finished so I shouldn't have to miss any more. I just hope the move to my new house doesn't coincide with the Swap Meet on November 4!

Lloyd's class on the Write Stuff which is offered from 8:00 to 9:00 a.m. before the general meeting on Saturdays continues to be a huge success. We are averaging about 14 people at the classes. They will continue as long as there is interest.

By the way, apparently the 64 version of the Write Stuff spellchecker doesn't appear to work on some computers. That has to do with a ROM chip that is different inside some of the 64's. If you have a Spellchecker that doesn't work, let us know and we will give you more information on this.

I also heard that the last Thursday meeting didn't have such a good turnout. Of the ten people who attended that meeting, five also attended the Saturday meeting. The Executive Board is seriously considering doing away with the Thursday evening meetings. We will continue meeting Thursday evenings until the end of this year. If attendance has not improved by then, we will recommend to the members that they be eliminated (Thursday evening meetings--not the members).

We are looking for a Saturday meeting demo coordinator. Larry Hawks is leaving us (sob sob) to go over to the Amiga group. Actually, we're lucky to have had him continue being active with us for so long.

(See **PRESIDENT**, Column 3)

**The Disk
of the
Month**by **Lloyd F. Warren**

HAVE I GOT A D.O.M. FOR YOU! (famous last words). I hope you will all stop by my table at the November Swap Meet so I can show you my wares.

The main thing I have for you is twofold - the first is some GREAT graphics by that well known artist, Walt Harned. He has done some terrific pictures using the Koala Pad. The 10 shown on the November D.O.M. are no exception.....BUT.....the second GREAT thing on the Nov. D.O.M. is a tutorial by Mr. Harned where he explains one of the methods he uses (and you can too) to create the pictures. To tell the truth, I haven't tried it yet but I'm going to very soon. My attempts at art with the Koala Pad have left a lot to be desired. If you are having, or have had a problem in the past, with getting half way decent results, then this tutorial is for you.

I noticed in the FCUG SURVEY RESULTS printout that 10% of the responding membership own Koala Pads. Here is a good opportunity for you 10% to make good use of your Pad.

There are lots of other things on the D.O.M. for you "poor souls" who don't own a Koala Pad, so keep on reading. There are some games - some questions with answers - some BBS numbers (government related) - some utilities - a good educational program about body cells - etc.

I think you will find the quantity and quality is at least on a level with past D.O.M.'s that you may have purchased.

I would like to remind you members who never (or seldom)

**EDITOR'S
LAMENT**

Producing this newsletter each month is no picnic. If we print jokes, people say we're silly; if we don't, they say we're too serious.

If we don't print contributions, we don't appreciate genius; and if we do print them, the newsletter is filled with junk! If we edit the other fellow's writing, we're too critical; if we don't, we are asleep.

If we clip things from other sources, we are too lazy to write them ourselves. If we don't, we're stuck on our own stuff.

Now like as not, some will say we swiped this from another newsletter. **We did!**

PRESIDENT (from Column 1)

I for one am going to miss his caustic humor and his tendency to "tell it like it is".

As the new year approaches, we may see a drop in membership since so many members are up for renewal in January. We assume there are hundreds of people out there with little 64's that think they are all alone in the world with no one to turn to for help. They are unaware of our existence and we want to reach them. It has been suggested that we set up a membership committee whose sole purpose is to figure out ways to draw in members. Any volunteers and/or ideas?

Don't forget the Swap Meet. See you there!

attend meetings that the D.O.M. is also available via mail at a cost of \$4.00 per disk. Just contact me at the following address:

Lloyd F. Warren
42185 Auberry Rd.
Auberry, CA 93602



FCUG SURVEY RESULTS



Compiled on the following two pages are the results of the General Survey of the Fresno Commodore Users Group taken over the past two months. The Club officers would like to thank all who participated in the Survey and the results will be taken to heart for future direction and guidance as the club grows.

The following break-down of questions/answers will be used. Due to the fact that all surveyed did not answer 100% of the questions it is necessary for an accurate view to list first the percentage of those taking the survey who actually answered the specific question, followed by the individual break-down of answers by percentage of those answering.

(ie: HOW MANY COMPUTER CLUBS DO YOU BELONG TO?)

98% 1=94% 2=4% 3=2%

98% of those surveyed responded to this question, 94% belong to 1 club, 4% belong to 2 clubs and 2% belong to 3 clubs.)

SO WITHOUT ANY FURTHER EXPLANATIONS-THIS IS YOUR CLUB!

Of the roughly 85 present memberships 49 people or 59% responded to the survey giving a fairly accurate opinion of FCUG.

EQUIPMENT: The 49 respondents own a cumulative 71 COMPUTERS.

C64=54% C128=27% IBM=4% 128D=3% PLUS4=3% VIC20=3% SX64=3% other=3%

14% own both a C64 and a C128; 6% own 2 C64s; and 1 person owns 2 C128s.

For the 71 computers 56 DISPLAY devices are used: 32% use T.V.s with 27% color and 5% black/white
38% use Commodore monitors with 1782 and 1982 most popular; 25% use Magnavox monitors; 13% use other brands.

There are a total of 72 DISK DRIVES being used: 55%=C1541 25%=C1571 7%=C1581 4%=BLUE CHIP 3%=FSD+/2 5%=OTHER

Nearly 100% own JOYSTICKS with over 50% owning more than 2 JOYSTICKS; 18% own a MOUSE- 14%=C1351 4%=M3
6%=PADDLES 8%=DATASETTE 10%=KORALA PAD 2%=LIGHT PEN 8%=RAM EXPANDER- 6%=1750 & 2%=1764

The 49 respondents own 57 PRINTERS: STAR PRINTERS were most popular at 28% with GEMINI 10X & S610 most used;
19% use OKIDATA with the 120 & OKIMATE 10 most popular; 11% use EPSON with the LX800 most popular;
11% use COMMODORE with 801 & 803 most used. The remainder were divided between 10 different brands.

The INTERFACES for these printers: XETEC JR=36% CARDCO=32% G-WHIZ=14% PPI=4% others mentioned, XETEC SUPER
XETEC GOLD and HOT SHOT.

There are 16 MODEMS: 25% COMMODORE 1670 13% of each of the following; APROTEX, VIC 20, AVTEX, MICROBITS 1064

62% are 300 BAUD and 38% are 1200 BAUD.

EPYX FASTLOAD is the most popular fastloader at 31%; MACH 128=16% MACH 5=8%; FINAL CARTRIDGE 1/II/III =16%; 4%=WARP SPEED
others mentioned JIFFY DOS, 1541 FLASH.

PRODUCTIVITY SOFTWARE:

At least 17 different WORD PROCESSORS were mentioned: WRITE STUFF 64/128 most used; GEOWRITE, SPEEDSCRIPT and WORD WRITER
most popular in their respective order.

29 responded with 12 different DATA BASES: DATA FILE 64/128, CONSULTANT, DATA MANAGER 128, and POCKETFILER most popular
respectfully.

17 responded with at least 7 different SPREAD SHEETS: COSMI SWIFTCALC, SPEEDCALC, MULTI-PLAN and BETTERWORKING most popular
respectfully.

DO YOU USE GEOS? 86% RESPONDED ONCE IN A WHILE=38% NEVER=33% WHATS GEOS?=17% ALL THE TIME=12%

RUN is the most read magazine followed closely by COMPUTE'S GAZETTE then COMPUTE, COMMODORE, INFO & LOADSTAR.

PERSONAL DATA:

MY AGE IS: 97% (61-70)=27% (41-50)=21% (31-40)=18% (51-60)=18% (70-125)=8% (21-30)=4% (11-20)=4%

THE NUMBER OF PEOPLE IN MY HOUSEHOLD USING MY SYSTEM: 100% 1=63% 2=14% 3=9% 4=6% 5=6% 7=2%

I HAVE BEEN COMPUTING: 90% FOREVER=25% 0-6 MONTHS=18% 49-60 MONTHS=18% 36-48 MONTHS=14% 12-24 MONTHS=14%
24-36 MONTHS=9% 1-12 MONTHS=2%

I HAVE () FAMILY MEMBERS: 92% 2=33% 1=27% 4=20% 3=13% MORE THAN 4=7%

I BELONG TO () COMPUTER CLUBS: 98% 1=94% 2=4% 3=2%

I CALL () BBS A WEEK: 86% 0=74% 1=12% 14% call more than 1 a week.

I NORMALLY USE () BAUD RATE: 37% 300=50% 1200=50%

THE CLUB:

HOW LONG HAVE YOU BEEN A MEMBER OF FCUG? 94% 1-2YR=35% 2-3YR=24% 0-6MO=19% 4+YR=15% 6-12MO=7%

HOW DID YOU HEAR OF FCUG? 86% MEMBER=48% NEWSPAPER=26% STORE=24% SCHOOL=2%

MEETINGS ARE? 100% I LEARN EACH TIME=36% GREAT=35% SOMETIMES OK=25% BORING=4%

WHAT WOULD YOU CHANGE AT THE MEETINGS? 14% COMMENTS: CHANGE TO MED. PM, SEPERATE AT 2 WEEK INTERVALS, SHORTENED-
WITH MORE HANDS ON INSTRUCTION, EARLIER START TIMES, SPLIT BEGINNERS AND ADVANCED, LONGER MEETING, GET THINGS
MOVING QUICKER.

WHAT DO WE NEED AT THE MEETINGS? 55% MORE TIME FOR COPYFEST=37% MORE MONITORS=26% MORE TIME FOR Q/A=22% MORE
ITEMS FOR SALE=11% MORE DEMOS=4%

WHAT SOLD AS FUND RAISERS AT THE MEETINGS? 86% COFFEE=38% NOTHING=26% DONUTS=24% SOFT DRINKS=12%

RATE THE MEETINGS OVERALL: 84% 10=32% 8=29% 7=15% 9=10% 5=7% 6=4% 3=3%

I WOULD LIKE TO SEE MORE: COMMENTS: ON WRITE STUFF, TELECOMMUNICATIONS, BASIC, PEOPLE, DEMOS, TECH TALK, FOR BEGINNERS,
TIME TO INTERACT WITH MEMBERS, PARTICIPATION BY MEMBERS.

I WOULD LIKE TO SEE LESS: COMMENTS: TALKING, SELLING, WASTED TIME, DOM DEMOS, CHEST BEATING

NEWSLETTER:

THE NEWSLETTER: 94% READ IT ALL EVERY MONTH=91% READ SOME OF IT EVERY MONTH=9%

THE NEWSLETTER RATES: 63% 10=61% 9=28% 8=19%

IN THE NEWSLETTER I WOULD LIKE TO SEE MORE: ON -HOW TO-, TECHNICAL ARTICLES, PROGRAMMING, ABOUT MEMBERS and GEOS respectfully

LESS: BS TO OCCUPY SPACE, PERSONNAL BIAS, ON OTHER GROUPS

DEMOS:

THE DEMOS AT THE MEETINGS ARE: 90% VERY INFORMATIVE=61% SOMEWHAT HELPFULL=34% TOO LONG=5%

I WOULD LIKE TO SEE MORE DEMOS ON: TWICE AS MANY PEOPLE WANT DEMOS ON UTILITIES THAN ANY OTHER THING FOLLOWED BY EQUIPMENT
BUSINESS APPLICATIONS AND GUEST SPEAKERS.

THE DISK OF THE MONTH:

THE DOM IS: 88% GREAT=58% USE IT SOMETIMES=38% NEVER TRIED IT=9% WASTE OF TIME=3%

THE DOM IS: 71% EASY TO USE=91% NEEDS LESS DEMO=3% NEEDS MORE DEMO=3% CAN NEVER FIGURE IT OUT=3%

I WOULD LIKE TO SEE MORE () ON THE DOM: 71% GREAT THE WAY IT IS=54% MORE UTILITIES=29% MUSIC/GRAPHICS=11% GAMES=3%
EDUCATIONAL=3%

LESS () ON THE DOM: ONE RESPONSE OF LESS GAMES

RATE THE DOM OVERALL: 69% 10=38% 8=21% 7=12% 9=6% 6,5,4=3% each

THE FCUG BULLETIN BOARD SERVICE:

THE BBS IS: 41% answered this question; 38% indicated they did not use the BBS
IS USEFULL=80% IS GREAT=15% IS WORTHLESS=5%

THE BBS NEEDS: 29% MORE TO DOWNLOAD=57% ONLY NEED IS MORE USERS=43%

I CALL THE BBS () A MONTH: 11 RESPONSES WITH MOST CALLING 1 TIME.

I CAN'T GET THROUGH (%) OF THE TIME I CALL: THE MAJORITY HAVE LITTLE TROUBLE GETTING THROUGH (TOO FEW USERS?)

I HAVE UPLOADED () TIMES: 8 RESPONSES (VERY FEW UPLOADS=VERY LITTLE TO DOWN LOAD?)(TOO FEW USERS?)

RATE THE BBS OVERALL: 31% 74% RATED IT ABOVE AVERAGE

GENERAL:

FCUG NEEDS SPECIAL INTEREST GROUPS (SIGS): 71% MAYBE=49% YES=29% NO=11% WHAT DO THEY DO=11%

I WOULD LIKE TO SEE RAFFLED AT THE MEETINGS: The majority would like a variety of items raffled with the top vote getter
being software followed by tech services, supplies and equipment respectfully.

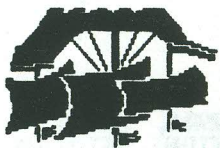
WHAT ARE YOU CONSIDERING PURCHASING IN THE NEXT YEAR: Of those responding the majority or 10 people will be shopping for a mouse,
followed by disks, modems, printers, new computers and ram expanders.

WHAT AREAS ARE YOU INTERESTED IN: Of the listed topics word processing was the most popular followed by education, data base,
arcade games, graphics and basic programming.

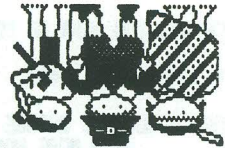
MY OVERALL RATING OF FCUG AND WHAT WE DO IS: 73% VERY GOOD=44% VERY, VERY GOOD=25% GOOD=25% SO-SO=3% NEED
IMPROVING=3%

THE ANNUAL DUES (\$24) ARE: 82% A FAIR AMOUNT=98% TOO HIGH=2%

THIS SURVEY IS: 74% I CAN HARDLY WAIT FOR THE RESULTS=89% TOO LONG=11%



SWAP MEET SAT NOV 4



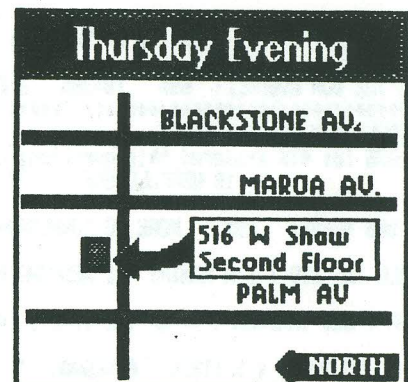
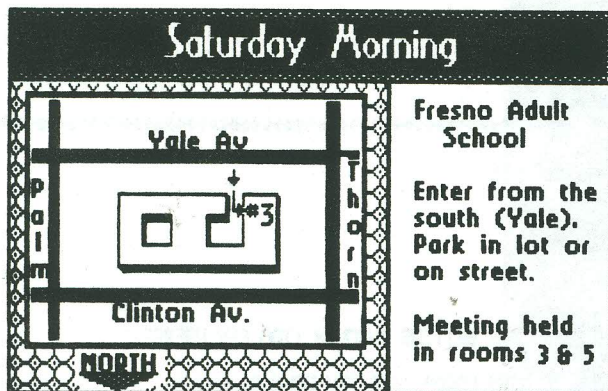
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Fresno, CA 93755

64 U A



SATURDAY

November 4, 1989
9:00 a.m.
Fresno Adult School
102 E. Clinton

SWAP MEET

THURSDAY

November 2, 1989
7:30 p.m.
516 W. Shaw

BOARD MEETING

November 9, 1989
Call for time
and location