SOUTH BAY TRS-80® USERS GROUP

DYNAMIC MEMORIES ™

® = Tandy Corp./Radio Shack Inc.

D Y N A M I C

M E M O R I E S
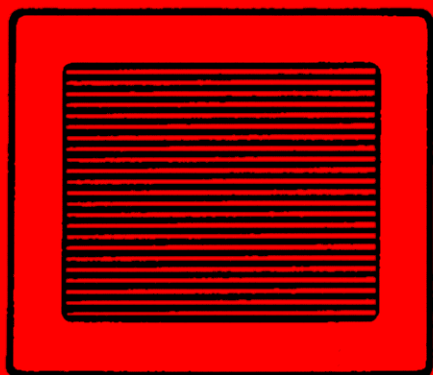
SPACE BAR

NOVEMBER

SOUTH BAY TRS-80 USERS GROUP

SBUG meetings are held the 3rd Tuesday of each month in the
north-east corner of Dysan's building at:

                                5401 Patrick Henry Drive
     Time-7:15 to 10:30 P.M.   Santa Clara,Ca.

          November 20, December 18, January 22

NOMINATIONS TONIGHT

???? to ???? will be an open session where our most
advanced members will answer questions raised by the less
expert members. Casey Parker will speak on "Adventures With
Data Base Management Systems." The last half hour will be
random access.

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MEMBERSHIP

If you wish to become a member of SBUG and start receiving
our   newsletter   "Dynamic Memories" then   send $18.00
(check/moneyorder) to the following address:

          South Bay TRS-80 Users Group
          P.O.Box 60116
          Sunnyvale,Ca.94088

or come to one of our meetings. If you also wish to
communicate with our bulletin board system (SBUG-80) then
include an additional $25.00 for an account on the system.
You must be a member of SBUG to have an account on SBUG-80.
Please include your address and phone number. Thanks...
===

YOUR STEERING COMMITTEE

SBUG-80

Member	Username	Phone
Discussion Leaders:		
Sabri Kawash	(SABRI)	
Eric Brewer	(BREWER)	(408) 996-3791
Casey Parker	(CASEY)	(415) 793-2715
Treasurer:		
Glenn Vaughn	(TREAS)	(408) 262-3608
Newsletter Editor:		
Joel Lee	(EDITOR)	(408) 926-3999
Assistant Editor:		
Chuck Ward	(CHUCK)	(408) 245-7688
Librarians:		
(disc) Bernie Thompson	(BERNIE)	(408) 867-7455
(tape) Gary Dixon	(GDIXON)	(408) 262-6937
(doc) Pete Fratus	(FRATUS)	(408) 258-8389
SBUG-80 Sysop:		
Robert Byrd	(SYSOP)	(408) 945-9990

OTHER KEY INDIVIDUALS

Cover Artist:		
Chuck Ward	(CHUCK)	(408) 374-5258
Public Relations:		
Ron Carpenter	(RON)	(415) 726-3487
Host Computer:		
SBUG-80	(EVERYONE)	(408) 946-2286

If the need arises, feel free to give any one of us a call.

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THE EDITOR'S BYTES & BITES

November is the month when nominations are held for
members of the steering committee. Elections will follow in
December. You may ignore the national elections, but do not
ignore your club's nominations and elections. You had no
part in nominating whats-his-name or whats-his-face for
president of the United States. In SBUG, it's different.

You may nominate any club member you wish for any
office, the true test of a democracy. The November and
December meetings will be held under Robert's rules of
order. The gavel will be in the strong and competent hands
of Casey Parker. This is in contrast to our usual easy
going style, because we wish an orderly process.

I don't want to see you sitting back and tooting your
tokus. I don't want to see a slob mob. Participate. Give us
all the benefits of your knowlege and enthusiasm.

SOUTH BAY TRS-80 USERS GROUP

NOMINATION PROCEEDURES & PROVISIONAL SLATE

In order to have an orderly meeting for the nomination night, the steering committee has decided on the following plan.

The provisional slate of nominees which follows will be posted on the blackboard. The meeting will be opened, following Robert's rules of order. Nominations will be accepted from the floor, and added to those already on the board. After 15 minutes, the nominations will be closed. Ballots will be made up carrying the names of all the nominees. These ballots will be passed out at the December meeting so that club members may vote for their choices.

PROVISIONAL NOMINEE SLATE

Treasurer---Don Rhodes
           Eric Brewer

Editor---------------Joel Lee (incumbent)
Disk librarian-------Bernie Thompson (incumbent)
Document librarian---Pete Fratus (incumbent)
Tape Librarian-------Gary Dixon (incumbent)

Discussion leaders---Eric Brewer (incumbent)
                     Gerry McKee
                     Frank Vanselpager

MURPHY'S LAW--A STARTLING NEW DISCOVERY

Murphy's law has become a cliche. It is, however, a cliche that touches us and effects us daily. For that reason I have thought it worth while to present this exhaustively researched study of Murphy's law for your perusal and contemplation.

Your editor is (after doing his own painstaking, dogged research) able to divulge a startling new fact. Murphy is an Iranian. He took that good Irish name to dodge the hired killers of the Shah. He is now dodging the hired killers of the Ayatollah. The more things change--

MURPHY'S LAW WITH COROLARIES & MINI LAWS

RESEARCH BY GLENN VAUGHN

MURPHY'S LAWS

1. IF ANYTHING CAN GO WRONG, IT WILL.

2. IF THERE IS A POSSIBILITY OF SEVERAL THINGS GOING WRONG, THE ONE THAT WILL CAUSE THE MOST DAMAGE WILL BE THE FIRST ONE TO GO WRONG.(BUT NOT THE LAST)
3. IF ANYTHING JUST CANNOT GO WRONG, IT WILL ANYWAY.
4. IF YOU PERCEIVE THAT THERE ARE FOUR POSSIBLE WAYS IN WHICH SOMETHING CAN GO WRONG, AND CIRCUMVENT THESE, THEN A FIFTH WAY, UNPREPARED FOR, WILL PROMPTLY DEVELOP.
5. LEFT TO THEMSELVES, THINGS TEND TO GO FROM BAD TO WORSE.
6. IF EVERYTHING SEEMS TO BE GOING WELL, YOU HAVE OBVIOUSLY OVERLOOKED SOMETHING.
7. NATURE ALWAYS SIDES WITH THE HIDDEN FLAW.
8. MOTHER NATURE IS A BITCH.
9. O'TOOLE'S COMMENTARY ON MURPHY'S LAWS: MURPHY WAS AN OPTIMIST.
10. GINSBERG'S THEOREMS
--A. YOU CAN'T WIN.
--B. YOU CAN'T BREAK EVEN.
--C. YOU CAN'T EVEN QUIT THE GAME.
10. FORSYTH'S SECOND COROLLARY TO MURPHY'S LAWS: JUST WHEN YOU SEE THE LIGHT AT THE END OF THE TUNNEL, THE ROOF CAVES IN.
11. WEILER'S LAW: NOTHING IS IMPOSSIBLE FOR THE MAN WHO DOESN'T HAVE TO DO IT HIMSELF.

THE LAWS OF COMPUTER PROGRAMMING

1. ANY GIVEN PROGRAM, WHEN RUNNING, IS OBSOLETE.
2. ANY GIVEN PROGRAM COSTS MORE AND TAKES LONGER EACH TIME IT IS RUN.
3. IF A PROGRAM IS USEFUL, IT WILL HAVE TO BE CHANGED.
4. IF A PROGRAM IS USELESS, IT WILL HAVE TO BE DOCUMENTED.
5. ANY GIVEN PROGRAM WILL EXPAND TO FILL ALL THE MEMORY AVAILABLE
6. THE VALUE OF A PROGRAM IS INVERSELY PROPORTIONAL TO THE WEIGHT OF ITS OUTPUT.
7. PROGRAM COMPLEXITY GROWS UNTIL IT EXCEEDS THE CAPABILITY OF THE PROGRAMMER WHO MUST MAINTAIN IT.
8. PIERCE'S LAW: IN ANY COMPUTER SYSTEM, THE MACHINE WILL ALWAYS MISINTERPRET, MISCONSTRUE, MISPRINT, OR NOT EVALUATE ANY MATH OR SUBROUTINES AND FAIL TO PRINT ANY OUTPUT ON AT LEAST THE FIRST RUN THROUGH.(WHEN YOU'RE LUCKY)

<>>>>>>>>>>>>>>> COROLLARY TO PIERCE'S LAW

<WHEN A COMPILER ACCEPTS A PROGRAM WITHOUT ERROR ON THE
<FIRST RUN, THE PROGRAM WILL NOT YIELD THE DESIRED OUTPUT.

ADDITIONS TO MURPHY'S LAWS

1. IN NATURE, NOTHING IS EVER RIGHT.THEREFORE, IF EVERYTHING IS GOING RIGHT... SOMETHING IS WRONG.

2. BROOK'S LAW: IF AT FIRST YOU DON'T SUCCEED, TRANSFORM YOUR DATA SET!

3. GROSCH'S LAW: COMPUTING POWER INCREASES AS THE SQUARE OF THE COST.

4.   GOLUB'S   LAWS   OF   COMPUTERDOM   :
=A. FUZZY PROJECT OBJECTIVES ARE USED TO AVOID THE EMBARASSMENT OF ESTIMATING THE CORRESPONDING COSTS.
=B. A CARELESSLY PLANNED PROJECT TAKES THREE TIMES LONGER TO COMPLETE THAN EXPECTED; A CAREFULLY PLANNED PROJECT TAKES ONLY TWICE AS LONG.
=C. THE EFFORT REQUIRED TO CORRECT COURSE INCREASES GEOMETRICALLY WITH TIME.
=D. PROJECT TEAMS DETEST WEEKLY PROGRESS REPORTING BECAUSE IT SO VIVIDLY MANIFESTS THEIR LACK OF PROGRESS.

OSBORN'S LAW

<>VARIABLES WON'T;CONSTANTS AREN'T.

GILB'S LAWS OF UNRELIABILITY

1. COMPUTERS ARE UNRELIABLE, BUT HUMANS ARE EVEN MORE UNRELIABLE.
2. ANY SYSTEM THAT DEPENDS UPON HUMAN RELIABILITY IS UNRELIABLE.
3. UNDETECTABLE ERRORS ARE INFINITE IN VARIETY, IN CONTRAST TO DETECTABLE ERRORS, WHICH BY DEFINITION ARE LIMITED.
4. INVESTMENT IN RELIABILITY WILL INCREASE UNTIL IT EXCEEDS THE PROBABLE COST OF ERRORS, OR UNTIL SOMEONE INSISTS ON GETTING SOME USEFUL WORK DONE.

LUBARSKY'S LAW OF CYBERNETIC ENTOMOLOGY

A.>THERE'S ALWAYS ONE MORE BUG.

TROUTMAN'S POSTULATE

1. PROFANITY IS THE ONE LANGUAGE UNDERSTOOD BY ALL PROGRAMMERS.
2. NOT UNTIL A PROGRAM HAS BEEN IN PRODUCTION FOR SIX MONTHS WILL ALL THE MOST HARMFUL ERRORS BE DISCOVERED.
3. JOB CONTROL CARDS THAT POSITIVELY CANNOT BE ARRANGED IN IMPROPER ORDER WILL BE.
4. INTERCHANGEABLE TAPES WON'T.
5. IF THE INPUT EDITOR HAS BEEN DESIGNED TO REJECT ALL BAD INPUT, AN INGENIOUS IDIOT WILL DISCOVER A METHOD TO GET BAD DATA PAST IT.
6. IF A TEST INSTALLATION FUNCTIONS PERFECTLY, ALL SUBSEQUENT SYSTEMS WILL MALFUNCTION.

WEINBERG'S SECOND LAW

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IF BUILDERS BUILT BUILDINGS THE WAY PROGRAMMERS

WRITE PROGRAMS,THEN THE FIRST WOODPECKER THAT CAME ALONG
WOULD DESTROY CIVILIZATION.
****

GUMPERSON'S LAW

THE PROBABILITY OF ANYTHING HAPPENING IS IN INVERSE RATIO
TO ITS DESIRABILITY.

GUMMIDGE'S LAW

THE AMOUNT OF EXPERTISE VARIES IN INVERSE RATIO TO
THE NUMBER OF STATEMENTS UNDERSTOOD BY THE GENERAL PUBLIC.

ZYMURGY'S FIRST LAW OF EVOLVING SYSTEM DYNAMICS :

ONCE YOU OPEN A CAN OF WORMS, THE ONLY WAY TO RECAN THEM
IS TO USE A LARGER CAN (OLD WORMS NEVER DIE, THEY JUST
WORM THEIR WAY INTO LARGER CANS).

HARVARD'S LAW, AS APPLIED TO COMPUTERS

UNDER THE MOST RIGOROUSLY CONTROLLED CONDITIONS OF
PRESSURE, TEMPERATURE, VOLUME, HUMIDITY AND OTHER
VARIABLES, THE COMPUTER WILL DO AS IT DAMN WELL PLEASES.

SATTINGER'S LAW

IT WORKS BETTER IF YOU PLUG IT IN.

JENKINSON'S LAW

IT WON'T WORK.(NOT UNTIL YOU GO AWAY)

HORNER'S FIVE THUMB POSTULATE

EXPERIENCE VARIES DIRECTLY WITH EQUIPMENT RUINED.

CHEOP'S LAW

NOTHING EVER GETS BUILT ON SCHEDULE OR WITHIN BUDGET.

THE FIRST RULE OF ACCURACY : WHEN WORKING TOWARD THE
SOLUTION OF A PROBLEM, IT ALWAYS HELPS IF YOU KNOW THE
ANSWER.

ZYMURG'S SEVENTH EXCEPTION TO MURPHY'S LAW

WHEN IT RAINS, IT POURS (UNLESS THE WEATHERMAN SAID IT
WOULDN'T)

PUDDER'S LAWS

1. ANYTHING THAT BEGINS WELL ENDS BADLY
2. ANYTHING THAT BEGINS BADLY ENDS WORSE.

WESTHEIMER'S RULE

TO ESTIMATE THE TIME IT TAKES TO DO A TASK: ESTIMATE THE TIME YOU THINK IT SHOULD TAKE, MULTIPLY BY TWO AND CHANGE THE UNIT OF MEASURE TO THE NEXT HIGHEST UNIT. THUS, WE ALLOCATE TWO DAYS FOR A ONE HOUR TASK.

STOCKMAYER'S THEOREM

IF IT LOOKS EASY, IT'S TOUGH. IF IT LOOKS TOUGH, IT'S DAMN NEAR IMPOSSIBLE. IF IT LOOKS DAMN NEAR IMPOSSIBLE, IT IS IMPOSSIBLE. (UNTIL SOME FIFTEEN YEAR OLD COMES ALONG AND DOES IT IN HIS SPARE TIME)

ATWOODS COROLLARY

NO BOOKS ARE LOST BY LENDING EXCEPT THOSE YOU PARTICULARLY WANTED TO KEEP.

JOHHNSON'S THIRD LAW

IF YOU MISS ONE ISSUE OF ANY MAGAZINE, IT WILL BE THE ISSUE THAT CONTAINS THE ARTICLE, STORY OR INSTALLMENT YOU WERE MOST ANXIOUS TO READ.

COROLLARY TO JOHNSON'S THIRD LAW

ALL OF YOUR FRIENDS EITHER MISSED IT, LOST IT OR THREW IT OUT.

BROOKE'S LAW

ADDING MANPOWER TO A LATE SOFTWARE PROJECT MAKES IT LATER. (AND SLOPPIER).

FINAGLE'S FOURTH LAW

ONCE A JOB IS FOULED UP, ANYTHING DONE TO IMPROVE IT WILL ONLY MAKE IT WORSE. THIS WILL CONTINUE UNTIL THE WHOLE PROJECT IS DROPPED.

FEATHERKILE'S RULE

WHATEVER YOU DID, THAT'S WHAT YOU PLANNED. (IF ANYONE ASKS)

FLAP'S LAW

ANY INANIMATE OBJECT, REGARDLESS OF ITS POSITION, CONFIGURATION OR PURPOSE, MAY BE EXPECTED TO PERFORM AT ANY TIME IN A TOTALLY UNEXPECTED MANNER FOR REASONS THAT ARE EITHER ENTIRELY OBSCURE, COMPLETELY MYSTERIOUS, OR BOTH.

Review: MICRO LINK II,

communications package for the Model 4.

By Pete Fratus, South Bay TRS-80 Users Group

Modem80 has always served me well. But using it required an extra step to get files onto a TRSDOS 6 disk. When I began to look for a new communication program, I had two requirements in mind: it had to run in Model 4 mode, and it had to support the Modem80 protocol. (XMODEM, MODEL7 and Ward Christensen are other names for Modem80 protocol.) I looked at the few programs that were available for the Model 4 and found only one that fit the two requirements.

Micro Link II (MLINK) provides a friendly user interface, RS-232-C parameter control, good buffering control, several file transfer methods, user key definition, and more. It came on one disk with a DO file for installation on TRSDOS 6 and DOSPLUS.

The nicest thing I have found about MLINK is the logical use of letters that stand for the functions they perform: Auto, Buffer, Clear, Display, Echo, Help, Load, Printer, Save, Transmit, Upload, Write, and Xmodem are each accessed with the Clear key and the first letter. When CLR-H is typed, this screen is displayed:

Terminal Functions:

CLR H	HELP!(this menu)
CLR *	Return to DOS
CLR .	Clear Screen
CLR E	Echo On/Off
CLR F	Line Feeds On/Off
CLR P	Printer On/Off
CLR M	Assign Log-on
CLR :	Transmit Log-on
CLR U	Upload to BBS
CLR X	Christensen Transfer
CLR Z	Load Binary as ASCII
CLR O	Assign User Buffers
CLR 1-8	Transmit User Data
CLR SP	Disk Catalog

Modem Parameters:

SFT F1	Display
SFT F2	Alter
SFT F3	Save

Buffer Functions:

CLR C	Clear
CLR B	Open/Close
CLR A	Auto On/Off
CLR D	Display
CLR S	Save to Disk
CLR L	Load from Disk
CLR T	Transmit
CLR W	Type Mode

Most of the keys do exactly what their description appears to say. I will explain those that don't. 'Log-on' is a string that will be automatically sent to the remote computer when MLINK receives a CTL-E (enquire). Upload sends 128 bytes of ASCII or binary data and a carriage return, then waits for a host prompt. Christensen transfer is the same as the 'DFT' we use on SBUG with Modem80; you tell it what file to send or receive. Load Binary as ASCII will convert BASIC program bytes to ASCII characters in preparation for transmitting. Users Buffers are strings assigned to the numeric keys 1-8 and are transmitted by using CLR-number. The buffer is then sent to the host. Disk Catalog displays the short version of DIR.

The three modem parameter function keys allow one to display, alter and save the modem specification in a file.

The buffer function 'Auto On/Off' turns the buffer on and off in response to the host CTL-S and CTL-Q (XON/XOFF). Type Mode allows data to be entered directly into the buffer from the keyboard for transmitting or saving. The buffer can be printed by 'Displaying' to the printer. The space bar pauses the display.

In all, I consider MLINK to be a very good package. Well worth the price of $79.

SBUG-80 EXPRESS *MAIL
by Gerald F. Mc Kee
Major AUS Retired

Let's put together a SCRIPSIT type file of our next outgoing mail piece and get it into SBUG-80 FAST!
Note: I will use(') to indicate carriage return in text that follows! Explanations of each line will follow (/).
Start your Scripsit file here (without >C= or any other printing marks!)

*MAIL' /This will call the mail routine up.
S' /you will be (S)ending your mail piece.
ADDRESSEE' /Your EDITOR likes to get mail (especially for publishing, like in the next issue of DYNAMIC MEMORIES!)
R' /you DO use (R)egarding, don't you?
This is about S E X' /NO, I know, we DON'T use OUR BB for THAT!
A' /This allows you to (A)dd something, in the way of text to your message, like the list of free programs you just discovered in a garage sale up the street (Level I maybe?)
Text Text Text.' /You have just entered the first line of 61 characters or less, haven't you?
Text text text.' /Continue this infinitum and grab the Gabby-SBUG award for yourself (if you can)
' /This just ended the entry of text into your message!
S' /You DO want to send the GEM above to your addressee, we assume!
Here is where I stop, now that I have used this feature, because, I have had occasion to find my file transfer was garbled, and I didn't want it garbled on the BB. By stopping here, I can (A)bort the file, retransmit it, and try again!
For full example though, here is the complete process:
C' /(C)ontinue to transfer this beautiful composition to the SBUG-80 Bulletin Board Addressee!
Q' /We are done with this message, we (Q)uit! (Here is where you become an instant EXPERT! You DON'T want to keep repeating the message over and over, DO YOU?
E' /You ARE Done with the *MAIL program aren't you? Well,

if not, use R' instead and Read the mail, or use S' and
Send something more, if you wish.   For review, lets put
this file together as it will be sent to the SBUG-80

*MAIL'
S'
EDITOR'
R'
This is about S E X'
Text Text'
Text Text'
'
S'
C'
Q'
E'

        Now save your file to an ASCII file with the SCRIPSIT
command

S,A FILENAME/TXT:N (drive number).
        You are ready to call SBUG-80 now.
with SBUG READY, enter
DFT R FILENAME/TXT' /You are using MODEM80 aren't you?
Touch the break key. From the menu which has come up on
the screen, select
S' /the (S)end goes with the (R)ecieve above, answer the
filename prompt with:

FILENAME/TXT' /Your computer will locate your file by that
name, and transmit it to a disk file at the SBUG-80
Terminal!
        NOTE: Watch the transfer as it progresses. you will
SEE problems in transfer, if they do occur, and you will be
able to correct them at the end of the transfer, if
necessary!
        Now that your file has been transferred to SBUG-80,
you want to process it into the *MAIL section.   Enter the
following command and watch it fly!

DO FILENAME/TXT'

You will have a GRANDSTAND view of the process as your
program directs the SBUG-80 Computer through it's paces!
As it does the last command you originally gave it, you
take over! (This is why I stopped with the (S) command) IF
you left off there, you have witnessed the transfer of the
item to *MAIL, and you can (A)bort in case it is all
screwed up, or you can (E)dit one or more lines, as
required, before you (C)ontinue and (Q)uit. You can also
(R)ead now or (S)end another item as well or you can
(E)scape to SBUG READY, as you wish.
NOTE!: You have one other BIG task! You want to REMOVE the
file (you just placed into the *MAIL section) from the Disk
file. Enter this command.

KILL FILENAME/TXT' / this will free up the Bulletin Boards
disk for the next person to use it!
     Thanks to the re-explanation of this process at the
last SBUG meeting, I have mastered it, and believe I OWE
this one to ERIC BREWER for his patience. I apologize for
my rudeness over this subject Eric, but I'm sure more of
our members will use it for access, since it does reduce
time (SAVES money TOO) accessing the Board!
GMCKEE
(408)943-9489

MAIL

Read mail

Username :
EDITOR
<Message from GMCKEE   at SBUG-80 10/19/84 22:31:23>
RE: Computer System Sale
Read command :

64K MARTIN DATA SYSTEMS CP/M 2.2 with PRIME R/S MODEL I
Three PRIME 40TK PERCOM DRIVES W/CASES & POWER SUPPLIES
Key-Line E-RAM (Hi Res 6k Ram Graphics) W/all cables &
Original Documentation. Will Demonstrate.
Upon turn-on this SYSTEM displays a MENU:
                1. TRSDOS
                2. CP/M WARM BOOT
                3. CP/M COLD BOOT
   Upon entry, it BOOTS UP in your selection!
   Includes SOFTWARE to operate!
NOTE: Individual Components also available SEPERATELY!
Percom Drive 40 track S.S./case/P.S. $130.00
ERAM Hi Res Graphics adapter $170.00
64K CP/M Adapter for Model I W-CP/M 2.2 S/W & Books $170.00
Level II 16K Keyboard & Monitor $150.00
32K Expansion Interface $270.00
Percom Doubler $30.00
CP/M Software collection (Per Disk $6.00)
P.S.
        Also have for sale Model III 48K W/2 Drives $740.00
Above prices are Fair Market Value.
ALL offers will be considered! FIRST REASONABLE OFFER
will be ACCEPTED! PREFER COMPLETE SYSTEM SALE, OF COURSE!
Contact GMCKEE (408) 943-9489
(CAUTION) I keep an ANSWERING MACHINE on line.....
so I WILL get the message,(EVEN IF MY WIFE IS HOME)!
Note:
I RENT Systems for short periods Hr/Day/Wk/Month!
                                GMCKEE SBUG-80 BB

Read command :

<Message from GMCKEE   at SBUG-80 10/28/84 00:25:41>
RE: For Sale.IN DYN/MEM
Read command :

Have A model I R/S Computer in MINT condition, with
accessories. It is priced as components (at Fair Market
value). I will entertain ALL offers, and accept the
FIRST Reasonable one!
Base computer Level II keyboard & Monitor 16K $170.00
        Martin Data Converter Board (Menu allows choice of
DOS, CP/M cold start, CP/M warm start comes up
at turn-on) with CP/M 2.2 and
        Seperate 16K Memory (select CP/M) $190.00
Expansion Interface 32K $240.00
 Percom Doubler $40.00
  RS-232C PC $75.00
 Complete R/S Model I as shown above (means I don't
have to dissassemble it) asking $600.00.
        I will demo for serious buyer!
Also have E-RAM (Extended Random Access Memory)
 High Resolution Graphics attachment
 W/6K Memory built-in $240.00
  Still have 40 Track Single Sided Percom drive $130.00 ea
(individual vented case with Power Supply built-in) 3 left!
Have some Shugart Double sided 80 track drives $180.00 ea.
Some 8" 77 Track Single Sided Shugart drives , $140.00 EA.
        (these are bare drives, but I will demo those I sell)
 Original Color Computer R/S $120.00 (bare unit)
Also have Model III for sale! (Who doesn't?)
        BUT I will customize this one for you!
You want one, lets talk. Many possibilities.
        Example: Single side 40 track drive 0,
single/double 40/80 track drive 1,
        RS-232C/Modem/Controller built-in, Amber or Green
Screen (or Plastic filter), converted key-pad
        (Comma for Period makes great data-entry)
Standard full blown Model III, example: $750.00 demo'd
RS-232C/Modem/Controller board $185.00 MDX-3
(FACTORY SERVICED) BY Micro Design
Call GMc Kee (408)943-9489 anytime,
but be prepared for answering machine!

<Message from DON   at SBUG-80   10/26/84 09:11:36>
RE: SUPER INKEY
Read command :

        For the model III, I just wrote a new super INKEY
routine for use in basic programs. The ASCII file is
INKEY/TXT and the basic code file is INKEY/BAS.
        This routine allows selection and control of the
cursor by line number and cursor position within the line.
After the user edits the line and presses ENTER the new
edited line is read into the old variable from the contents
of the screen. It is possible to modify this routine for
editing an entire screen using a seperate variable for each
line, i.e., Line 1 = A$(1), Line 16 = A$(16). This routine
is faster than any I've seen so far. The cusror position is
poked and peeked as well as the characters in that
position.

Anyone down loading and using it, please come back to
SBUG and leave your comments.......DON

Read command :

<Message from SYSOP   at SBUG-80 10/26/84 13:12:23>
RE: BAD SYSTEM DRIVE...
Read command :

Hi again!
   I guess it wasn't as easy a repair as I
had previously thought. Untill I can get
a handle on the problem, I had to place
*MAIL activity on drive 2. Unfortunately,
this required me to disable the INDEX routine.
I will get the drive repaired ASAP!

Rob...   -SYSOP

Read command :

<Message from KURT   at SBUG-80 10/27/84 14:06:42>
RE: IAN WEBB
Read command :

Thought all the S-BUGERS would like to know that
Ian's article on the Model 4P--128K was reprinted
by the INFORM newsletter in the St. Louis, Mo. area.
It was noted that they received it from the Rochester
S-80 Computer Club....So it seems that our very own
EDITOR should talk to his S T A R writer for more
articles for Dynamic Memories, or it might just be
a memory.   KURT

Read command :

<Message from KURT   at SBUG-80 10/27/84 14:10:37>
RE: MODEM WANTED
Read command :

I HAVE SOLD MY TRUSTY MODEM 1 FOR A GREAT SUM..
WELL, NOT THAT MUCH..AND AM WONDERING IF THE
RS MODEMII IS WORTH WHAT THEY ARE ASKING OR IS THERE
SOMETHING BETTER.....THAT ANYONE WOULD SUGGEST OR HAVE
FOR SALE....PREFERABLY IN THE INEXPENSIVE RANGE
(READ THAT CHEAP).....IF YOU HAVE ANY IDEAS PLEASE
LET ME KNOW HERE OR AT 408-448-0448
                    THANKS CURT SCHILD (KURT)

<Message from JIBBYTRM at SBUG-80 10/28/84 10:07:36>
Read command :

Hello people in rainy california from sunny arizona

    Sounds like lots of new people in the group now.
What is going on with the club and who are the

new officers ??   Who is Sysop ??   Where is Eric
Brewer these days ???   Is Sabri still active ?/
Someone in the club drop me a line and let me know
what's going on please.   Thanks for the Mail

                              Happy rain & traffic
                                    Jibbytrm

                  Read command :

<Message from JIBBYTRM at SBUG-80 10/28/84 10:10:13>
                  Read command :

                  Hello again

    Where's Index ???   Where are the Load80 programs
I only get on during the weekends so leave it on.

                              Thanks again
                                    jibbytrm

                  Read command :

<Message from JIBBYTRM at SBUG-80 10/28/84 10:13:03>
                  Read command :

                  Hello again/again

    By the way, what is the status of 300/1200 baud
for the club modem (autobaud req).   I thought we
were heading in the high transmission rate direction.

                  *** STATUS ?? ***

                              It's a sunny 76 here
                                    Jibbytrm

                  FRESH IDEA?

    For some time now I have been attempting to turn out a
program with PRODUCER, a program generator. Its not as easy
as the advertising leads you to believe (was there ever
anything?), but   I   seem to be getting there. My one
remaining problem is understanding the computations. Once I
get it, (and I believe I will), I intend to compile the
code.

    The total idea is to write highly specialized programs
that will work at relatively high speed. Haven't you ever
wanted a program that would handle the intricacies of your
experiments in crossing barracuda with Filipino fighting
cocks? If you put it on a routine data base it's gah-h-h.
My way (if it works) will be gah-reat.

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FIRST CLASS MAIL