TRS-80™
NEWSLETTER
SOUTH BAY - USERS GROUP
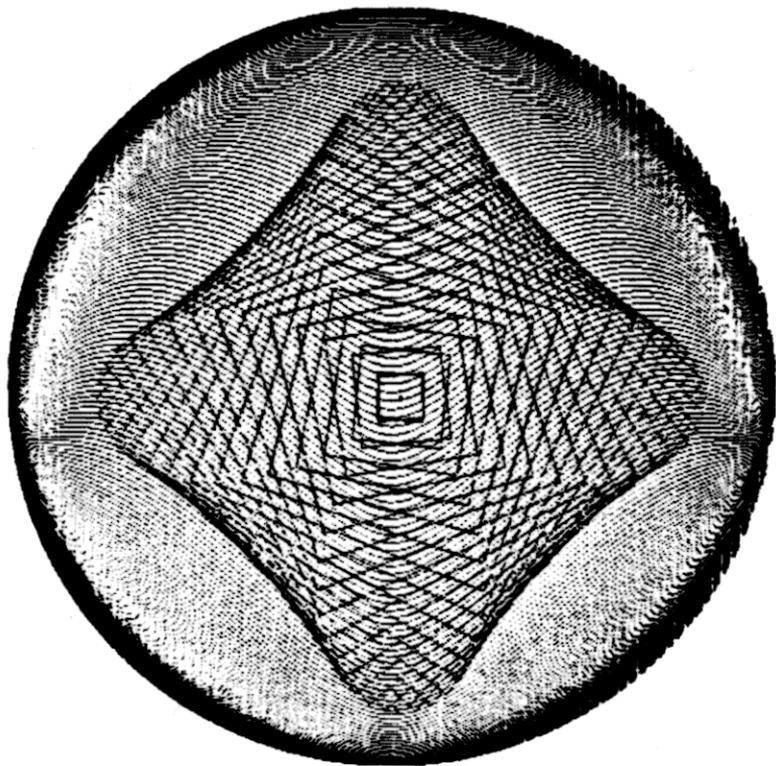
South Bay TRS-80 Users Group

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

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

              August 17, September 21, October 19

Features: 1) Open Rap Session...
             And what-ever else our M.C.s have
             come up with... They didn't tell me!

         #### Your Steering Committee follows ####

                               SBUG-80
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Host Computer:

           SBUG-80   (EVERYONE) (408) 749-0810

If the need arises feel free to give one of us a call.
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         Send Newsletter articles to:

                Editor, South Bay TRS-80 User Group
                Robert Byrd
                P.O. Box 60116
                Sunnyvale, Ca 94088

Deadline for the September newsletter is; 25 Aug 82.
If at all possible send articles via modem or saved on disc/tap. I
will see that your disc or tape is returned to you. Thanks . . .

"HOME-BREW" MODEM

Interest in SBUG-80, our Bulletin Board System, has been growing rapidly, and many of you would like to get into the act but do not have a MODEM. Unless you want to set up your own Bulletin Board, there is no need to spend over $200.00 for a smart MODEM or even $149.00 for Radio Shack's dumb, direct-connect MODEM. You can buy a surplus MODEM board from Integrated Electronics (Sabri) or perhaps somewhere else and put together a completely satisfactory direct-connect MODEM.

If you build the MODEM into your TRS-80, you can probably keep the cost under $60.00. The board from Integrated Electronics is $35.00 and you will need an isolating transformer for the telephone line, modular phone connectors, and switches to disconnect from the phone line and for the Answer/Originate modes. A TRIAD TY-304P telephone interconnection transformer, available from Quement Electronics for $8.90, takes care of the isolation requirement. The board requires +12, -12, and +5 volts at current drains of .05 A., .05 A., and .06 A., respectively. These voltages can be taken from the internal power supplies in your computer.

I chose to leave my Model III in its pristine condition as delivered from Radio Shack, and instead of building the MODEM into the computer I built a separate unit. This provides a little more flexibility if you want to use the MODEM on another computer or if you should get a different computer in the future. But, of course, it adds significantly to the cost. The extra cost for the box, power supply components, LED's, switches, fuse, etc. came to about $35.00 for a total cost of about $95.00. Then there is another $19.95 plus tax for the cable. The net savings, as you can see, are not what you might at first expect, but it is always satisfying to put something together and make it work.

Making the MODEM work turned out to be a little tricky because of an error in the documentation that came with the board. The documentation supplied by Integrated Electronics is quite complete, but it appears that there has been a change in the convention for zeroes and ones since it was written. The table below shows the correct relations between frequencies and logic levels. The table in the instructions has the zeroes and ones reversed. I found this out the hard way. I installed inverters, as per the instructions, and went through the recommended tests, but the MODEM would not communicate with SBUG-80! With the help of Rob Byrd, I found that my MODEM was responding with the wrong frequency. This discovery made it clear what the problem was, and as soon as I by-passed the inverters the MODEM worked beautifully.

MODE	ORIGINATE	ANSWER
Transmit	1070 Hz.='1' 1270 Hz.='0'	2025 Hz.='1' 2225 Hz.='0'
Receive	2025 Hz.='1' 2225 Hz.='0'	1070 Hz.='1' 1270 Hz.='0'

Vigo Smith
VIGO ə SBUG-80

MORE ZAPS FOR SCRIPSIT

If you get tired of waiting for the cursor to move in SCRIPSIT, this is the ZAP for you. Add these to the ZAPS published a few months ago in SBUG. I was used to a speeded up cursor on my Model I due to my 50% clock speedup and waiting for the cursor at regular speed was very annoying. This allows you to tailor the speeds to your own wishes!

    TO SPEED UP THE CURSOR ITSELF:

        ZAP sector 15, byte BA - 01 AC 0D CD

        Replace AC 0D with a SMALLER number for a FASTER cursor or
        a LARGER number for a SLOWER cursor.
        I use 01 A9 0D CD for mine. Do some experimenting!

    TO SHORTEN THE DELAY BEFORE THE CURSOR MOVES

        ZAP sector 14, byte C4 - 61 21 00 04 22

        Replace 00 04 with a SMALLER number for a SHORTER time
        until the cursor moves, a LARGER number for a LONGER time.
        I use 61 21 00 01 22. Try it and pick your preference!

                                                        Ian Webb

WHAT ABOUT DOUBLE-SIDED DISK DRIVES?

After a conversation with a member at the last SBUG meeting - flea market, I realized that a lot of people don't understand what the capabilities are of using double-sided disks. I thought, since I was getting some questions, an explanation might be in order.

As you know, from my last article, I was in the process of putting together a Model III two disk system using Tandy components and Tandon TM-100-2 double sided, 40 track disk drives. This assembly is up and running well at this point.

WHAT DO YOU NEED IN THE WAY OF SPECIAL DISKETTES?

If you are presently punching out your diskettes and turning them over and using the back sides, or if you have a "flippy" drive, you are already using the back side of your disks. Theoretically, you should use double sided diskettes, which should have a back side that is properly burnished and certified for double density operation. This costs anywhere from $5-$15 per package of diskettes more than what is charged for single sided disks. If you are the usual "cheapskate" you can use regular single sided double density diskettes and possibly have faster headwear and more potential data losses. So the normal user is going to continue to use a good quality SSDD (single sided, double density) diskette to save money. With double sided drives, you don't need to punch any

additional holes in the diskettes to run them double sided.

WHAT ARE THE DISADVANTAGES OF DOUBLE SIDED DISK DRIVES?

One disadvantage is higher initial cost. Perhaps $225 for a double
sided bare drive compared to $150 for a single sided drive.
However, the cost per byte of storage is considerably less for a
double sided drive.

Another disadvantage is a potentially harder to maintain drive.
There are two heads and they must both be aligned correctly. They
both contact the diskette at the same time and they both can wear.

HOW DO YOU USE THE DRIVES WITH YOUR DOS?

First, I assume you are using double density on the Model I or have
a Model III. If you aren't using double density already, do that
before you go to double sided drives.

You must have a DOS which can be configured for double sided
drives. Some DOS packages allow you to address drives as 1A and 1B
for example where A is side one and B is side 2. The DOS I am
familiar with is NEWDOS80 V2. This allows you to take a 40 track
double sided drive and treat it as a single 40 track drive with
TWICE as many sectors per track as a single sided drive.

With single density, you normally use 10 sectors per track. With
double density, you use 18 sectors per track. With a double sided
drive, you use 36 sectors per track. The first 18 sectors are on
the front side of the diskette, the second 18 sectors are on the
back side of the diskette. This will give you more than twice the
space on a diskette as you would have if you used two single sided
40 track drives. Why? Because you only have one BOOT/SYS and one
DIR/SYS. However, due to the greater capacity you usually double
the size of the directory to 4 GRANS from the normal 2 so you don't
run out of directory space before you have filled the diskette.
You can make the directory even larger if you are going to store a
lot of small files.

HOW DO YOU USE EXISTING SINGLE SIDED DISKS WHICH HAVE PROGRAMS ON
THEM ALREADY?

You can configure NEWDOS80 V2, using the PDRIVE command to allow
you to use the drives as if they were single sided. As far as the
machine is concerned, all your single sided disks will plug in and
run normally until you reconfigure the system for double sided
diskettes. However, you CANNOT read the double sided disks on a
single sided drive.

WHAT OTHER SPECIAL HARDWARE DO I NEED?

None, EXCEPT your disk cable must have pin 32 (side select) on it
from the controller (expansion interface in Model I). If you have a
non Radio Shack cable, probably this is already on your cable. If
you have a Radio Shack cable and the cable has removable keys

(rather than molded in), you can remove the keys, put them in the
other end of the connectors and reverse (side for side) each
connector to the drives and controllerj This makes all the "hot"
signal leads continuous and cuts down on a few of the ground leads
on the other side of the cable, but this isn't critical. You now
need to correctly program the shunts in your drives since Radio
Shack programs the drives by removed connections in the cable. If
you have a Model III, the cable should be easy to change using the
above procedure. My Model I required running a separate wire to
the drives to carry pin 32.

The power requirements for the drives are the same as a single
sided 40 track drive. You need not worry about additional power
consumption or other electrical problems.

WHAT IS DIFFERENT ABOUT THE DOUBLE SIDED DRIVES?

The Tandon drives are the only ones that I know about. The
double-sided drives are identical to the single sided ones except
they have a second head assembly that is mechanically mounted on
the assembly that moves the single sided head on the normal drive.
The felt pressure pad is replaced by a second head slightly offset
from the other head. The electronics board on the drive is exactly
the same as for the single sided drive and a second connector goes
to some pins that are unused on the single sided drive.

WHAT ARE THE ADVANTAGES OF DOUBLE SIDED 40 TRACK DRIVES COMPARED TO
SINGLE SIDED 80 TRACK DRIVES?

Easier compatability with existing 35 and 40 track software is the
prime consideration for me. With an 80 track drive, you can read
40 track software using NEWDOS80 V2, but you can't reliably write
it. If you want to send readable disks to your friends, you would
still need a 35 or 40 track drive in the system.

If you have 80 track drives, the density of the information on the
diskette is twice the density of a 40 track system. (96 tracks per
inch compared to 48) Theoretically this requires a higher quality
diskette for reliable operation.

I found that the 40 track double sided drives are easier to find
than the 80 track drives. This is anothr consideration.

WHAT OTHER PRECAUTIONS OR PITFALLS ARE THERE?

I puzzled for a while on how to create a double sided pperating
system disk with the larger directory. Finally it dawned on me
that I had to do a NEWDOS80 copy by file (CBF) in order to force a
larger directory on my system diskette. Boot up on the usual
operating system diskette. Set the PDRIVE for drive 1 to reflect
the double sided drive configuration you want, then do
COPY,0,1,,CBF,FMT,NDMW.

Well, good luck if you choose to expand your system. I'll be glad
to help with any questions. No guarantee, but together we might be

able to work through any problems. *

                                              Ian Webb

            ANYONE OUT THERE EVER READ THESE THINGS?

I have been contributing articles to SBUG Newletter regularly for
quite a few months. I feel that Bob Byrd deserves our support and
he puts in a lot of time and effort on our behalf.

I sometimes wonder if anyone even reads what is written for the
Newsletter. Except for a nice comment in print from Tom Anderson
on the article I did on a printer control utility, and a few calls
from people offering suggestions and help, I have had no feedback
about what I have written.

Is it worth contributing articles? Am I wasting my time, and the
club's money printing all this garbage? I admit I don't spend much
time reading over the articles and correcting the grammar, but
should I stop spending time doing any of this?

Why don't others write something from time-to-time? I am sure a
lot of people have good material, ideas and programs they could
share if they wished to do so. I have no great desire to spend
time writing. I have to do enough of that on a weekly basis to
prepare materials for classes I teach at school.

HOW ABOUT SOME FEEDBACK FROM READERS IF THEY EXIST? HOW ABOUT SOME
CONTRIBUTIONS FROM OTHERS? LET'S SUPPORT THE CLUB AND THE EDITOR
IN HIS JOB OF FINDING MATERIAL ON A MONTHLY BASIS!!!!!

                                              Ian Webb

                    F O R   S A L E

Come on now, I've got some good stuff for sale!

EXATRON STRINGY FLOPPY. This is perfect for those who are fed
up with cassettes and don't want to pay for an expansion interface.
Put more memory in the keyboard with the units available for under
$100 and buy this for high speed reliable storage. As fast a disks
for sequential files. Stringy Floppy, 37 program "wafers", lots
with programs on them and documentation, SCRIPLUS patch and STRINGY
patch for SCRIPSIT, EDTASM patch for stringy, etc. Programmers
handbook for stringy, etc. Ready to plug into the expansion port
of the keyboard of the Model I or the screen printer connector of
the expansion interface. A value of $350 for just the stringy and
5 wafers. All for only $225.

JPC TC-8 HIGH SPEED CASSETTE unit. Also ends the cassette
blahs! Not as fast or versatile as the stringy floppy, but really
a great improvement over the cassette alone. Has a switch added so
you don't have to plug in and out any cables. Look at the ads and
see what they want for one not built! Carefully assembled $60.

LIGHT PEN with software. Worked fine on my Model I - imagine
it would work on Model III. Will refund your money if it doesn't

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work on your Model III. With demonstration software to show you
how to use it. Play games without using the keyboard! Have fun
for only $8.

*** RADIO SHACK CONTROLLER for the BSR appliance and lamp modules.
With software and book. Control through your computer. Look it up
in the RS catalog. They want $39.95! As new $25.

Ian Webb, (408) 867-9533

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REVIEW of QuickPro Plus

QuickPro Plus generates a program which will manipulate a single
data entry/retrieval/update screen, just like the screens commonly
used on large systems used by clerks in businesses. QuickPro will
also generate a report program to print out the data. The programs
it generates are in the BASIC language, exactly like a human
programmer would write, except without bugs! The data files use
standard ASCII literal strings for simple transportability.
QuickPro is so easy to use that few instructions are needed. a
clerk who has little computer experience could create programs
with ease.

Initially, QuickPro is run to generate the data entry/file
maintenance program. During this generation process, the exact
format for the clerk/user's screen is defined. When this generated
program is run, each piece of data on the screen (i.e. contiguous
group of characters to be entered by the clerk/user) is called a
field. There is no limit on the number of fields appearing on one
screen; only total record length limit. All of the "fill-in'
fields on the screen constitute one record, with a maximum of 255
characters, total. The background labeling, formatting is not
alterable by the user, is called the literal information on the
screen. The cursor does not automatically move to the next field
when one is filled; the enter key must always be pressed!! While
new records are being added, data from the previous screen cannot
be kept and used for the new item; all fields must be typed in or
they will be stored as blanks or zeroes.

One, and only one, field of any length is the key, for exact-match
retrieval. Multiple records can have the same key; during
retrieval the program asks if you want to see the next one. For
example, a key might be the customer's last name or social security
number. Records retrieved can be changed or deleted. In changing,
any complete field(s) can be overwritten; the old data from that
one field is not visible while being typed over. The enter key is
used to leave a field the same and move on to the next field. A
change operation cannot be canceled in the middle of it. Records
can also be retrieved by searching for a string, of any length,
matching anywhere in any record in the whole data file.

The report program you generate will print reports which simply
consist of the fields, in the order they appeared on the screen.
printed one after another with two intervening blanks. Up to two
lines are allowed for each record, each of a single selectable
length up to 132. Any fields may be requested to be omitted from

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the report. Column headings may be any text, up to the length of
the field. Any one-line report heading may be selected for the top
of page 1 of the report. Totals of any numeric column (field) can
be selected during report program generation. Selection of records
for reports is interactive exactly like retrieval, except that all
matching the key or search string will be printed, without any more
operator intervention. By just pressing <enter> as the search
string, every record in the file will be printed.

Thirdly, QuickPro will generate a user's manual for the new program
(i.e. data entry program, not the report program). Just have the
printer ready, select main menu option 2, and enter the name of the
program you created.

                     Details on using QuickPro Plus.

Be sure you have enough free disk space (about 30 grans) each time
you make a main menu selection, and no unreadable diskettes
on-line.

BASIC-F:3   (or equivalent for your DOS.)
RUN "QUIKMENU"
1   (select this option to generate program)

It is generally necessary to use the <enter> key to terminate each
input.

Now the blank screen will appear with the letters A thru N down the
left for you to select in filling in the screen. Everything you
put on the screen other than '=' (the character which indicates
an input field) is simply literal info. kept for formatting the
screen, but not acted on in any way, nor printed in reports.
Absolutely no '"' (BASIC language string (eliminator) may be
entered anywhere, ever; strange errors will occur if it is. Each
contiguous group of one or more '=' characters is considered a
separate field. The total number of '=' (i.e. the total record
size) is limited to 255. Also keep in mind the reports' format as
you fill in the screen! (The report is just a linear dump of the
fields, in the order which they appear on the screen).

Fill in one line of the screen at a time by entering its letter
from the left. Cursor movement (except delete) is NOT used. A
line can be done over again if it is necessary to change it. Hit an
extra <enter> when you are done. The fields will now be numbered.
Choose which one you want to be the key field. Any fields may be
declared numeric input data only. The "format" QuickPro requests
for fields declared numeric is: the number of places to the left of
the decimal point, a period, then the number of places to the right
of the decimal. For example, a Zip code format would be just 5; an
amount up to, but not including, one thousand dollars would be 3.2.
for a field specified by '======' (six). (A dollar-sign would
have to be part of the literal info, and cannot float over to the
beginning of the amount.)

Data for numeric fields can also be produced as a result of

calculations based on other numeric fields. The resulting field
can be selected to be either stored in the data file (usual case)
or only displayed when the record is accessed. The calculation
formula is entered as a series of input field numbers, specified as
F#(n) and/or constants, separated by the operators + - * / (n
is the number of a field used in the calculation). No grouping
parenthesis are allowed; expression evaluation is from left to
right (no other hierarchy). For example: F#(1)*0.065 or
F#(13)+1000/3 might be keyed in. For accumulation, (stored fields
only), the output field can be one of the input fields, e.g.
F#(1)+F#(2) for field 1. Say N to "Are there any calculation
fields?" when you are done. The data and program file names must
be 1 to 8 alphabetic (A-Z only) characters, with no file type
extension.

Run your new program like you would any BASIC program. You might
want to re-save the program, in compressed format, for much faster
loading. The operation is self-explanatory in light of the
over-view given above, except for possibly a couple of points. You
may back up to the previous field by entering the '<' less-than
character at the beginning of a field and hitting <enter>. When
the C(hange), D(elete)- prompt appears after a get, if you want to
leave the record alone, just hit <enter> to return to the main
prompt for the A(dd), G(et),S(earch), E(nd) prompt. You must type
somewhat slowly (20 wpm) or characters will be missed.

The report program generator is item 3 in the main menu. (Minor
note: it's option 2, design a new format, just goes back to the
main menu so you can select 1 to generate a new data entry
program.) CAUTION: Be very careful about the total report line
length. If all the non-eliminated fields plus two blanks each,
won't fit on one line, you can pick which go on the first and
second report line. BUT if there is no way to make them fit, you
are trapped and must start the QuickPro report program generator
program over again!!

Although the reports seem very limited in format, you can easily
change the program QuickPro generates for you. For example, the
PRINT USING "#####" could be changed to use floating $, or an extra
LPRINT " " could be added to skip a line between records,
especially for 2 line records. (Assuming you know BASIC)

                                              Ron Carpenter
                                              RON @ SBUG-80
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Some Interesting Activity On SBUG-80
SBUG's Host System

For many members of SBUG who are not presenty communicating with
SBUG-80 I have SPOOLED out some of the message files that are
exhibited on the mail facility of SBUG-80. I chose those that I
thought you would find most interesting. The following are
readable from '$MAIL' -- 'EVERYONE' for the user name at SBUG-80.

<Message from RON   at SBUG-80 06/29/82 11:41:43>
RE: SBUG-80/WINCHESTER
Read command :
YES, I WOULD LIKE TO SEE THE WINCHESTER ON SBUG-80. I WOULD
LIKE TO SOON LOAN IT; FOR AN OPEN-ENDED UNSPECIFIED AMOUNT OF
TIME. HOPEFULLY, IT'S 4 MEGABYTES/444 FILES (CURRENT NEWDOS/80
LIMIT; SOMEONE MAY FIGURE OUT HOW TO PATCH THAT UP) WILL GET
FILLED WITH GOOD DOWNLOAD STUFF. I HAD ALL ALONG HOPED THE BBS
WOULD MAINLY BE A REPOSITORY FOR LOTS OF USEFUL LITTLE TRS-80
GOODIES, WITH CLEVER INDEXING PROGRAMS WRITTEN BY MEMBERS TO
MAKE RETRIEVAL CONVENIENT.

THE CPU/KBD NEEDS A 3.54 MHZ PERMANENT SPEED TO RUN WINCHESTER
WITHOUT ANY NEWDOS/80 MODS. A WAY TO TEST THIS WITHOUT TAKING
AWAY THIS CPU IS BEING CONJURED UP CURRENTLY.

P.S. IN THE PREVIOUS MSG. ROB MENTIONED THE 'CONTRIBUTED' HAYES
MODEM, 8" DRIVES, AND LNDOUBLER 5/8. NO, NO!! I JUST LOANED
THEM!! (I THUS HAVE NO MODEM AT HOME FOR MY TRS; I USE A 'DUMB'
TERMINAL AT WORK ONLY!!!) I FIND I COULD USE THE TWO 8" DRIVES
MUCH MORE THAN THE WINCHESTER, SO WOULD LIKE TO TAKE THEM BACK
& LOAN THE WINCHESTER TO SBUG-80. THE LN5/8 WOULD STAY LOANED;
I DON'T MESS WITH DOUBLE DENSITY (OMIKRON CP/M WON'T USE IT).

Read command :
<Message from DAVEFOX at SBUG-80 07/01/82 13:12:07>
RE: LNW80 USERS!
Read command :
Attention all LNW80 CPU users!
I have obtained a copy of LNW-BASIC from LNW Research and will
soon be contributing it to the disk library. This program is an
enhancement to your disk basic that allows you to program your
hi rez b&w and color with simple BASIC commands! The program
has many, many features and is very simple to use. It is very
much like the Radio Shack Extended Color Basic for their Color
computer (some of the commands work exactly the same way). I
definitely recommend this program for ALL LNW80 users. If you
would like more info on its features contact me at:
408-255-3270

    Dave <DAVEFOX>

Read command :
<Message from JIBBYTRM at SBUG-80 07/02/82 18:18:37>
RE: BIG FIVE PROGRAM BACKUPS
Read command :
    HAS ANYONE OUT THERE SUCCESSFULLY BACKED UP A BIG FIVE DISK
PROGRAM THAT WAS MADE FOR THE MODI/III.   PETE AND I HAVE TRIED
BUT IT WILL NOT RUN.   THE ENTRY INFORMATION ON THE SCREEN

JUST SITS THERE AND OSCILLATES WITH A HIGH PITCHED SQUEEL.
SOUND FAMILIAR TO ANYONE??? PLEASE RESPOND IF YOU HAVE THE
SECRET.

                    NEEDING HELP
                    JIBBYTRM

Read command :
<Message from STAN   at SBUG-80   07/16/82 13:02:28>
RE: PROFILE EXPANSION
Read command :
I recently changed to double density (NEWDOS/80 V2) and am now
trying to find a way to expand the capacity of my PROFILE
files. If anyone has a patch or program mod to allow this,
please leave message on the BB for STAN.
                    Thanks... Stan

Read command :
<Message from BLAINE   at SBUG-80   07/20/82 15:52:03>
RE: DFT Protocal
Read command :
I have now figured Out the protocal used by DFT and have coded
that feature into my terminal program. I would be happy to
share the information and/or code with anyone. I would also be
willing to share the terminal program with any member who would
like it.
                    Dick Blaine

Read command :
<Message from EDITOR   at SBUG-80   07/21/82 15:38:08>
RE: Contributions, SBUG-80...
Read command :
Yes folks, all of you have been wondering about the financial
aspects of SBUG-80. This is quite a complicated issue, so for
now I am accepting contributions up to $25 dollars. This is a
one time fee that will be used for the purchase of hardware for
SBUG-80, all present hardware is on loan!

It has been decided, providing we use only one modem on
SBUG-80, that the system will be limited to 100 users per
modem. This will help prevent the problem of an over crowded
modem... 100 users at $25 per member is $2500 dollars. This
will easily cover the needs of SBUG-80. Public records of
contributions will be maintained 'CONTRIB/TXT' on drive one.
So here is your chance to tell us how much you like SBUG-80!!!
Make check payable to South Bay Users Group and send to P.O.
Box 60116, Sunnyvale Ca 94088.
          Looking for your contributions, Rob...

Read command :
<Message from JIBBYTRM at SBUG-80   07/22/82 22:48:52>
RE: DONATIONS TO SBUG-80
Read command :
     HI GANG!!!
     THE $25.00 COST FOR SBUG-80 IS A VERY REASONABLE COST FOR
THE SYSTEM WE HAVE. I HAVE SOME QUESTIONS BEFORE WE ALL GO
OVERBOARD WITH THIS AND THEY ARE:
     1) HAS THE STEERING COMMITTEE GIVEN THE APPROVAL FOR
         THIS SYSTEM. I DO NOT REMEMBER ANY VOTE ON THE
         $25.00 FEE FOR THE SYSTEM AT THE MEETINGS.

2) WHO OWNS THE SYSTEM AND WHO WILL SERVIE THE SYSTEM
   AND KEEP IT RUNNING IN THE FUTURE????
3) I THINK WE NEED A LONG RANGE PLAN FOR MAINTENANCE
   AND THE KEEPER OF THE SYSTEM OR SOME PLAN OF THAT
   NATURE.
4) WE STILL NEED TO PROVIDE USEAGE FOR ALL OF THE
   MEMBERS IN THE CLUB.   HOW WILL THIS BE
   ACCOMPLISHED???
5) WHAT DOES THE $25.00 PAY FOR AND FOR HOW LONG???
6) WE NEED SOME KIND OF MAINTENANCE DUES EACH YEAR
   FROM THE USERS.
7) NON-SBUG MEMBERS, HOW WILL WE TREAT THEM SINCE WE
   HAVE MORE DOWNLOADING AND UPLOADING THAN ANY OTHER
   BBS IN THE AREA.
8) WE NEED SOME KIND OF LEGAL INSTRUCTIONS AS TO THE
   TYPE OF SOFTWARE WE CAN PUT ON THE SYSTEM FOR
   DOWNLOADING AND UPLOADING.
9) WILL BYRD AND BREWER ALWAYS BE THERE IN THE FUTURE
   AND WHO WILL BE THE BACKUP FOR THE SOFTWARE OF THE
   SYSTEM???
10) IF ALL OF THE QUESTIONS ABOVE CAN BE SOLVED WITH
    ALL THE MEMBERS IN MIND, THE $25.00/YEAR OR ???
    IS WELL WORTH IT FOR THE SYSTEM WE HAVE HERE.

                    COMMENTS!!!!!!
                    JIBBYTRM

Read command :
<Message from EDITOR   at SBUG-80 07/23/82 00:12:03>
RE: More info on Contributions...
Read command :
Just a few answers to JIBBYTRM's message...

1) Yes your steering committee has approved SBUG-80!!
   We would not have named it SBUG-80 unless this were
   soo...
2) If money is contributed to the system, by SBUG members
   then obviously the system would be owned by SBUG,
   just as SBUG owns the disc and tape libraries.
3) As far as keeper of the system, have I been doing
   that bad of a job? Would I have started such a thing
   if I had plans of dropping it? The phone installation
   for SBUG-80 cost 60 bucks! SBUG-80 is certainly
   welcome to stay where she is but it is most definitely
   up to all the SBUG-80 users to decide.
4) There is no way and never will be 100% participation
   of all SBUG members... Therefore it would not be
   fair to force them into any financial support. Those
   who wish to participate are very welcome. But they
   too should contribute the $25. You do realize that
   contribution does not mean you MUST pay! It should
   come from your heart!
5) The $25 goes to buy hardware... The software is
   going to be developed, and much of it already has,
   by SBUG members.
6) Your steering committee decided that maintenance dues
   will come from the SBUG treasury as does maintenance dues
   for the disc and tape libraries.
7) NON-MEMBERS will not have access to the system!

South Bay TRS-80 Users Group
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8) Type of software is simple. No copywritten material
   will be maintained in SBUG-80's library without
   approval of the author.
9) Eric & I may not ALWAYS be here, because ALWAYS is
   a hard word to use, but we have been documenting
   things quite adequately as we have gone along.
10)Yes the $25 contribution is a one time fee to
   buy hardware for SBUG-80. This contribution
   assumes that ALL of you will contribute and that
   SBUG-80 will grow to 100 users.

   It's all up to you folks I have already done my
   best...   Rob...

JOYSTICK MODIFICATION BY JERRY HUGHES
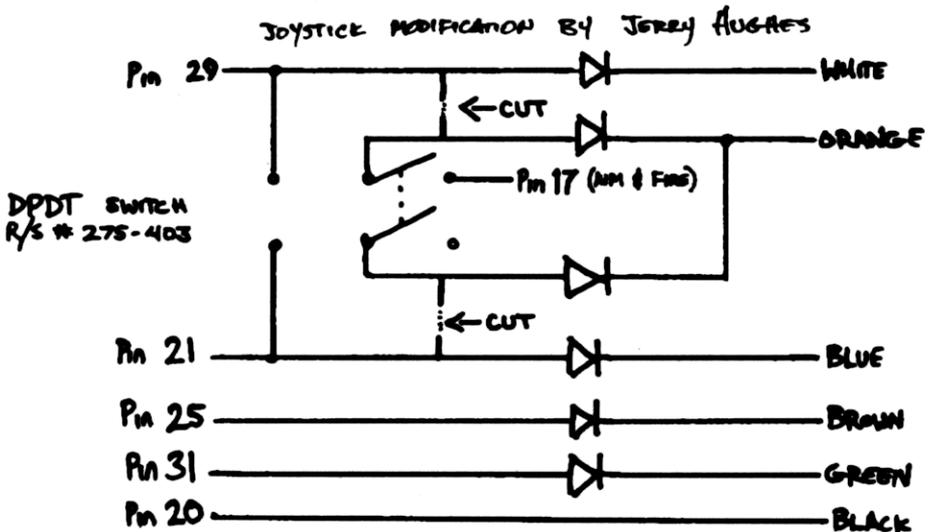
FIGURE 1

****
*********   M O R E   Joy of Joysticking!   *********
****

Some of you may remember me from my earlier article: "The Joy Of
Joysticking" in which I unraveled all the mysteries of the Alpha &
Tristick type joystick for the TRS 80.

     Well...I'm back.

Mainly for two reasons -- to explain the advantages of this type of
joystick and to introduce a modification to the joystick.

The schematic to the modification is shown on figure 1. This schematic was designed entirely by Jerry Hughes and enables the joystick to work with ROBOT ATTACK and VENTURE. This modification should work with any other game program that utilized "aim and fire" techniques. It also comes with a slide switch to change back to the original mode, however, I have not experienced any problems playing the normal games with the "aim and fire" mod switched on.

All you need to do is hook another piece of ribbon cable to Pin 17. Then solder the other end to the corresponding pin on the DPDT switch. Next cut the leads connecting Pin 29 to Orange and cut the lead connecting Pin 21 to Orange. Solder a wire from Pin 29 to the corresponding pin on the DPDT switch do the same for Pin 21 and Orange wires. Do all soldering with the joystick DISconnected!

This should give you an "aim and fire" type joystick. I would like to give my special thanks to Jerry Hughes for designing this mod.

Soon after writing my original article on the joystick, there was some controversy concerning the joystick grounding down the data lines during operation resulting in damage to any disk that happens to be in the disk drive. Well, first off, I don't quite understand what exactly the problem is that your explaining here. It sounds, essentially, like your explaining what the keyboard does, it also grounds down the data lines. Doesn't it? If it doesn't then the answer is don't move the joystick around when you're accessing the disk drive, that's simple enough isn't it? I don't mean to sound sarcastic or nasty, perhaps I just don't understand the problem. The solution that was raised by some other users was that a Potentiometer type joystick could be easily built, and it most certainly could be. Knock yourself out, guys. That would almost be like building a boat when you lived in a desert. The whole idea of this joystick is the fact that there is plethora of GREAT programs already written for this joystick. There are NO programs written for a Pot type joystick, that I know of. So you would undoubtedly solve your grounding data line problem. But you wouldn't have ANY software for it. I guess you just have to pick your priorities. I have owned and used my joystick for approximately 3 months and have never run across any problems. The advantage of course is the price, both the Alpha and the Tristick cost in excess of $30. Whereas my joystick (essentially the same piece of hardware) cost under $20.

Software compatibility list:

ALL BIG FIVE SOFTWARE	SPACE ESCORT
ROBOT ATTACK*	SPACE INTRUDERS
VENTURE*	LUNAR LANDER
ZOSSED IN SPACE	SKY WARRIOR
STAR CASTLE*	ELIMINATOR
many more.	

    * - works with new modification.

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