



S C CUBED

The Official Publication Of The

SACRAMENTO COMMODORE COMPUTER CLUB

VOLUME 6, NUMBER 9

September, 1988

The Next Meeting of the
**SACRAMENTO COMMODORE
COMPUTER CLUB, INC.**

will be held:

Monday, Sept 26, 1988
Starting at 7:00 p.m.

Kit Carson Middle School
Cafeteria
5301 N Street

See Map Below

FEATURE OF THE EVENING:

Word Processor Demos
and a Video!

For more information:
Cy Welch 927-6823
Efren Mayhill 446-7115

**ABSOLUTELY NO SMOKING, FOOD, OR
DRINK DURING THE MEETING**

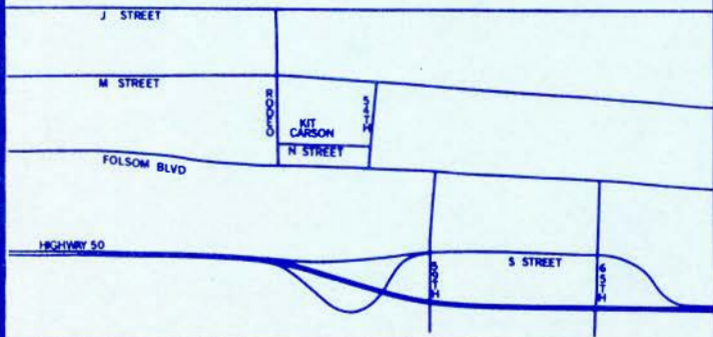
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All meetings of SCCC are open to the public. Yearly membership dues are \$20.00, which brings the S C CUBED newsletter, access to SCCC's public domain library, and FULL access to the public domain databases of the Omega System BBS.

Future Meeting Dates

October 24, 1988
November 28, 1988
No Meeting in December
-ON
THE INSIDE-



Vice President's Article.....Pg	3
Member Focus.....Pg	3
Better Programing Part 1.....Pg	5
Geopublish Tips.....Pg	8
Ghost and Goblins.....Pg	10
Disk of the Month.....Pg	10
Relocating Device Number Switches...Pg	12
Requesting Membership Participation.Pg	13
Electronic Privacy.....Pg	14

S C CUBED

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S C CUBED is the official publication of the Sacramento Commodore Computer Club, Inc. and is published monthly.

We accept contributions on 5 1/4" diskette (Easy Script or Superscript preferred) or via modem. Please include a draft hard copy if possible.

S C CUBED accepts want ads from SCCC club members and advertisements of a commercial nature from computer-oriented businesses. SCCC member's want ads are free, must be computer oriented, must not reflect a business nature, with five lines maximum.

Commercial rates are based on a 7 1/2 by 10 page. Full: \$50.00; Half: \$25.00; Fourth: \$15.00; Eighth: \$7.50.

Deadline for submissions are the FIRST MONDAY of any month.

Commercial advertisements must be camera-ready, else additional fees are required. Please submit advertising directly to the Newsletter Manager.

The mailing label indicates the month through which your membership is current. An XX or CC indicates a User Group Newsletter Exchange or Complimentary copy.

THE SACRAMENTO COMMODORE COMPUTER CLUB, INC.

P.O. BOX 13393
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(916) 483-3558

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The Board of Directors meets on the first Monday of the month at 7:00 p.m. at Carrows Restaurant on Bradshaw Road in Rancho Cordova.

-
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The Vice-Presidents Article

Hello. My name is R. Efren Mayhill. I just happen to be the Vice President of the Sacramento Commodore Computer Club.

This month's general meeting will be on Word Processors. I have three people planned to demo three different word processors for about 15 minutes each. It should be interesting. I am also trying to put together a demo on printers for the next month. I can't guarantee printers in October but am hopeful.

I hate asking this of the membership but we need members on the board of directors. This month's board of directors meeting was unofficial due to a shortage of directors. It is a shame to waste time without actually meeting. By the way, next month's meeting is planned for SATURDAY, the first of October, at the SOUTH GATE Library. It is planned at 12pm till 3pm but could go longer. This is a completely new address and time and I hope we may be able to keep the South Gate Library meeting place. It is hard eating and talking at Carrows. We also need articles for the newsletter. I am also at fault because I don't write either. But, it is our newsletter and we need to support it.

The Club board seems to be doing well. About seventy users are club members. Great Job! That may be a third to a half of the bbs users. HURRAH!

We got a flyer about an Amiga Show from October seventh thought the ninth at the Westin Bonaventure. I think the West Bonaventure is in Los Angeles but I am not completely sure. I wish that I could go but I have been doing too much travel to friends and family in the Bay Area and some people, non-members, are mad at me for taking off to Oakland.

Well, I have one more thing to talk about and that is my home phone number is now (916) 446-7115. If I am not home, leave a message on the answering machine. I hate blank messages so don't hang up on the machine. Well, that's it. Bye!!!

** MEMBER FOCUS **

By Tony Adams

Hi, my name is Tony Adams and Louie Eroles has asked for a volunteer to help with this part of the club, so here I am.

For the second focus I talked to Darlene and Joy Gillespie who are members of SCCC. They have been using a computer since the first of January this year.

They have a C-64 with a 1541 drive and a Citizen Printer. As of now they do not have a modem but Darlene says she is interested in one someday. They are into a bit of programming and get a lot of enjoyment out of their computer.



Darlene and Joy are Twins who work in the nursing field. They are interested in genealogy and black and white photography which they develop at home.

They are also musicians who lean to classical music, Darlene plays the Clarinet and Piano and Joy plays the Flute.

If you see them at a meeting, make sure to stop by and say Hi! Till next timeso long for now, Happy Computing.

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BETTER PROGRAMING PART I
Part One

Jose Luis Eroles

As you know, a computer is as good as the software/program it uses. Most people say, 'why bother to know programing?' 'You can buy or get programs to do just about anything you need them to do.'

There are many programs out there that will do just about everything you need them to do. If you know programing, you can get into it and modify them to do what you want/need it to do. For the sheer pleasure of the knowledge you gain by it as well.

For those of us who enjoy programing in Basic, here are a few tips to help you write more efficient programs in the future.

You can do just about anything with a computer if you program it right. What makes a program better than another is its clarity, and its speed in doing the task and its accuracy.

The first step is to think about the problem.

What kind of information is to be accepted by the program?

What is the computer to do with the information?

And What and How is the output to be presented to the user?

The biggest factor in a program's efficiency is its logic flow - in other words the way it flows together. Most people, including myself - just sit in front of our computer and start typing away and plan as we write in the program. As a result the program is very clumsy and inefficient. This way of programing is time consuming. Its like taking a trip without a map.

So try to write your program in a structured manner. Structured programs are easier to read, debug and modify. It is modular, each section is completed and

debugged before it is placed into the program. Try also to plan a top-down approach meaning to have the major modules or procedures before minor ones.

Now that you have thought about the program, write yourself a Pseudocode. Pseudocode is English-like expressions for depicting logic in a structured program.

Another way is to draw a flowchart. A Flowchart is a conventional block diagram providing a pictorial representation of the logic to be used in the program. You can buy a Flowchart template at College Book store and it is self explanatory on its use. Both of this are like blueprints to the program, a kind of road map, so use them.

Now that we have though through the program, written a Pseudocode or drawn a Flowchart, it is now time to think of how we are to proceed in writing the program.

How are we going to handle our variables? Are we going to use Read/Data for our constant variables? Are we going to use arrays? And what variables are we going to use?

How are we going to do our loops? For/Next or Goto/GoSub ?

Where are we going to put our variables or when are we going to defined them

Here is where we need to know a little of how Basic is handled by the machine. Computers understand machine language and machine language only. We cannot handle machine language, for they are nothing but groups of zeros and ones. Therefore the machine has got an interpreter built into it. This is the reason Basic is so slow, we go through the interpreter to talk to the computer and the computer to us.

The 'IF' statement is one of the most time consuming commands in Basic, so try to use it to a minimum.

Whenever possible try to use the 'ON' command. Let us say we have a menu on the screen with ten Options, instead of writing.

Continued On Page 6

Continued From Page 5

```
90 REM SELECT OPTIONS
100 GET A$ : IF A$ = "" THEN 100
105 IF ASC(A$) < 48 OR $$$$$$$$$$
ASC(A$) > 57 THEN 100
110 IF A$ = "0" THEN 210
120 IF A$ = "1" THEN 300
130 IF A$ = "2" THEN 400
140 IF A$ = "3" THEN 500
150 IF A$ = "4" THEN 600
160 IF A$ = "5" THEN 700
170 IF A$ = "6" THEN 800
180 IF A$ = "7" THEN 900
190 IF A$ = "8" THEN 1000
200 IF A$ = "9" THEN 1100
```

We could write it like this.

```
90 REM SELECT OPTIONS
100 GET A$ : IF A$ = "" THEN 100
105 IF ASC(A$) < 48 OR $$$$$$$$$$
ASC(A$) > 57 THEN 100
110 A = VAL(A$) + 1
120 ON A GOTO 210,300,400,
$$$$$$$$$$$ 500, 600, 700, 800,
$$$$$$$$$$$ 900, 1000, 1100
```

As you can see, the program is much shorter and there is only one IF statement. The reason I added one to the value of A\$ is because the ON command does not accept a value of zero. If you have more options than space on line 120 - just write it like this...

```
120 ON A GOTO 210,300,400,
$$$$$$$$$$$ 500, 600, 700, 800,
$$$$$$$$$$$ 900, 1000, 1100
130 ON A - 10 GOTO 1200,
$$$$$$$$$$$ 1300, 1400, 1500, $$$$$$$$$$
1600, 1700, 1800
140 ON A - 7 GOTO 1900,
$$$$$$$$$$$ 2000, 2100, 2200, $$$$$$$$$$
2300, 2400, AND SO $$$$$$$$$$ ON....
```

But what if you choose letters instead of numbers? Find a way to convert it into numbers. If your options are from A to Z, you could write something like this...

```
90 REM SELECT OPTIONS
100 GET A$ : IF A$ = "" $$$$$$$$$$ THEN
100
105 IF ASC(A$) < 65 OR $$$$$$$$$$
ASC(A$) > 90 THEN 100
110 A = ASC(A$) - 64
120 ON A GOTO 210,300,400,
```

```
$$$$$$$$$$$ 500, 600, 700, 800,
$$$$$$$$$$$ 900, 1000, 1100
130 ON A - 10 GOTO 1200,
$$$$$$$$$$$ 1300, 1400, 1500, $$$$$$$$$$
1600, 1700, 1800
```

You must make sure that if you press 'E', the fifth option, that that option's line number is the fifth on the ON command line. Buy the way we can use GOSUB also.

The next thing you should know is how Gosubs and Gotos are handled by Basic. I'll also show you some Algorithm that I have learned and a few other things. But that will have to wait till next month's Newsletter.

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Geopublish Tips

A little more than a few months ago while attending the Santa Clara Commodore/Amiga Show I met Kevin Boland, from Berkeley Softworks. Kevin was representing Berkeley Softworks by giving GEOS Demos. After his presentation I approached Kevin concerning an Extremely, Frustrating, Problem I was Suffering with, with my newly acquired GeoPublish program. To Kevin's delight not only did he have the answer to my AGONY, but the fact was he has just completed writing a article containing information regarding my very DILEMMA. WHAT!! WHAT!! was my DILEMMA You Ask? It was 'HOW DO YOU GET THIS *!@?*@! PROGRAM TO COOPERATE WITH MY HARDWARE???'. Anyway here's Kevin's article, along with a great many other tips. I hope this article can help you as it did me!!

Here are a few GeoPublish tips to help you learn the program Faster and work more Efficiently.

Tips on The Tutorial

In the tutorial section of the manual the user is instructed to set the inside vertical guidelines at 4 1/2 and 4 3/4. Try setting the 4 3/4 vertical guideline at 5. This will help you set up your Master page faster. If however, you have a 60 or 72 dpi printer read the tip that is described two paragraphs below this one before setting up any guidelines.

The tutorial instructs the user to set the horizontal guidelines at 1/2 and 10 1/2. Try setting them at 1 and 10 respectively. This will give you more room to enter your Headers and Footers.

In the tutorial, the user is instructed to set the far right vertical guideline at 8 inches. If however, you have a 60 dpi printer you will want to set it at 5 1/2 inches. If you have a 72 dpi printer set your far right vertical guidelines at 7 inches. Since your far right vertical guidelines for 60 and 72 dpi printers will be smaller than the 8 inches suggested in the tutorial your inside vertical

guidelines will need to be adjusted. For 72 dpi printers set up your inside vertical guidelines at 3 3/4 and 4 1/4 inches. For those of you with 60 dpi printers set up your inside vertical guidelines at 3 and 3 1/2 inches. Another thing you can do is do take advantage of the 60 and 72 dpi Master Page and Page Layout library Files that are located on the back of your GeoPublish Disk. Copy these files onto the same disk that your program is on to use them.

File Handling Tips

GeoPublish converts any GeoWrite 2.0 file (or earlier) into 2.1 so that you can not open these files with the 2.0 or earlier version afterward. Make copies of your 2.0 or earlier version files and use these copies with GeoPublish. This Practice allows you to keep your original files usable with your Geowrite 2.0 or earlier program. You should also upgrade to GeoWrite 2.1 to take advantage of program enhancements.

Drawing Tips

When you draw circles or ellipses the first click starts one end of the circle. Also, you might notice that sometimes 1 pixel is left on the screen outside your circle after you draw it. There are two ways to get around this:

1. First, when drawing your circle make your first movement horizontal across the screen.
2. Second, simply click on the redraw icon after you've drawn your circle. This action will redraw your entire screen with your new circle or ellipses and without your uninvited Pixel. (In Page Graphics mode the redraw icon is located in the lower left corner of the toolbox.)

When you delete any text or graphics from your document it appears as if surrounding guidelines and region borders have also been deleted. Not So!! Click on the redraw icon (in page Graphics mode the redraw icon is located in the lower left corner of the tool box). This action will cause the screen to redraw, without your deleted item and with your surrounding guidelines and region borders intact.

Bitmaps

Continued On Page 9

Continued From Page 8

Sometimes when importing bitmaps (graphic images), parts of the bitmap will appear missing on screen. This is only an Optical Illusion. When you printout your document your bitmap will have all its parts intact.

Desk Accessories

If you want to use the Photo or Preference Manager after printing a document from within the file, exit to the desktop and re-open the File. Now you can select the Photo or Preference Manager from the Geos Sub menu and use these desk accessories.

Measuring Tips

The X and Y Coordinates, measure your pixel and inch movements across the current page. When you use these features make sure the Ratchet and Snap options are disabled. This will allow you to measure in very small increments. (The X or horizontal Coordinate measures 1/80 of an inch. The Y or vertical coordinate measures 1/72 of an inch). You disable the Ratchet and Snap options by selecting them from the options menu when There is an asterisk next to them.

Special Text

When you use the Special Text feature in GeoPublish while in Page Graphics mode a dialog box will appear after you select "T" icon and select an area on your page to enter Special text. You can begin entering text into the dialog box where the cursor is blinking. After the sixth line is entered you can no longer see the text as you type it. Don't Worry!! You can easily click on the Zoom menu item it the Disp Sub Menu and see all the text that you entered. When the document is printed out all the text that you typed will be printed. Also, you can use the special text feature to place text on any page in your document.

Disk Configuration

When configuring your disk drives keep your Master Page and Page Layout libraries on the same disk as your program. Keep your Photo Manager, Albums, Photo scrap files, printer driver, and your Font files on the same disk as your program. Keep your text files on the same disk as your document.

Tips on using GeoPublish with Ram Disk (1764)

It is recommended to keep your GeoPublish program on the RAM disk along with a copy of the Geos desktop, your libraries, Photo managers, Albums, Photo Scrap files, Your printer driver, and your Font files. You can keep your document and your text files on your floppy disk. The advantage of this set up is twofold: First, when you make changes to your document and update them they will be saved permanently on your floppy disk. If you had your document on the RAM you would have to quit to the desktop every few minutes and copy your file from your RAM to your floppy disk for permanent storage; Second, by keeping GeosPublish on the RAM you are maximizing REU speed. You can open your files and switch modes much faster with GeoPublish on the RAM. When you use this set up remember that your library files and Photo files are on the RAM. This means that if you make changes to these files while you are working on your document you must save these files from your RAM disk to your floppy disk for permanent storage.

Tips on using GeoPublish with One Disk Drive (1541)

You will want to be shrewd in utilizing disk space when working with GeoPublish with a 1 drive system. Here is one method of file configuration that works.

Set up your floppy disk with GeoPublish, your text files, fonts, photo scraps and libraries. On the back side of the same 5 1/4 inch disk place a copy of the GEOS desktop, a photo Manager of Albums if you are using them, extra fonts and printer drivers.

There are a couple of reasons why you should use the above file configuration. When you keep the Geos desktop on the reverse side of your disk you can easily remove your disk, flip it over, and re-insert it into the drive when closing out of your document. You should only keep the fonts that you are currently using on your disk and place the rest on the reverse side of the same disk to save and have them handy when you need them.

Continued On Page 10

Continued From Page 9

You should also keep your printer driver off your disk until you need to print. When you do want to print, you can remove your libraries, if you need the space, because you will no longer need them. This will give you enough room on your disk to bring on your printer driver. You can also delete your photo scrap files after you have pasted your bitmaps into your document to free up more room on your disk if you need it. Using this method of arranging your files will help you work with speed and efficiency.

Rippling Text

Once and a while you may receive a print out that has text overflowed past the region borders. The way to easily acquire a normal print out is to goto page 1, insert a space, and then delete that space. Here is how you this: You simply point and click to any place on page 1 and press the space bar once, then press the INST DEL key once to delete the space. Next, update your file, switch to another mode, or quit back to the desktop! Any of these actions will re-ripple your text correctly.

GHOSTS AND GOBLINS

October is the month of Ghosts and Goblins and I would like to incorporate this as its theme for the meeting. Have Graphic, music and the best costume contest. Would this appeal to you the membership?, if so would you bring your ideas to the meeting September 26. And if we have contest winners we must have contest judges, prizes and categories as well. So think about it till the meeting.

On a different matter, we have advertizers that support our news letters so show your support to them.

Disk of the Month for September

AAU

Spazy tv...Stare at any of these 17 m/1 screens to get the most out of your head. This program has amazing video effects.

Cornucopia...Draws a simple picture of a fruit cornucopia.

Camel caverns...An adventure game from the Commodore Users of Edmonton. Instructions included.

Seq read & print...Use this program to read COMPU-HUMOR, a short file of axiooms, wise old sayings and general insanity.

Vfast filecpy...Shareware program that is very fast. Does not copy rel. files, nor work in the 1571 double sided mode.

Dash game...A multi-word version of hangman developed for use as a classroom activity for reading teachers.

Strategic bj...Version 3.1 of Bob McKay's automatic blackjack program. Sherri likes this one because you can take a chance and live!

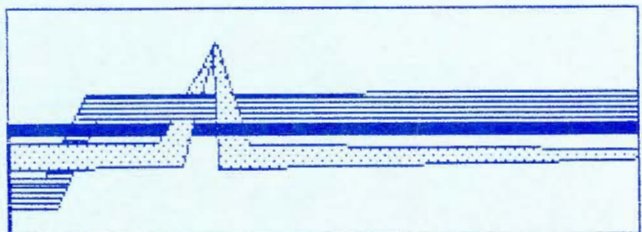
Freddies revenge...Watch sparks fly from Freddie in this graphic demo.

Petals...Match your wits against this C64.

Keybd.ovly.c64...Prints just what it says. It works with a 1526 as well as a 1525 and others.

Effects...Listen to a from or an ocean amongst the dozen programs.

Mockpaint/cars...This whimsical, humorous demo shows how easy it is to combine a High Resolution screen, text display, and music. Let it run a while, it repeats!



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Relocating Device Number Switches

by B Smither

Commodore has included device number switches on the back panel of their 1571, 1581, and possibly the 1541C disk drives. This is a far cry better than the 1541 where the 'switches' were jumper pads on the printed circuit boards inside the unit's housing. On the one hand, these switches are unobtrusive and need only be set at the time the drive is physically located on your computer desk. On the other hand, they are virtually inaccessible to the point of being non-existent if you need to change them. My system contains one 1571 and one 1581 and I druther use the 1581 as much as possible, both for program storage and data storage. Some programs, such as Flight Simulator II, will cause more problems than it is worth to transfer from 5.25" disk to 3.5" disk, and other programs, such as SuperBase 128, will simply not store the data on 3.5" disks. On those occasions, I must change device numbers on one or more of the two drives. That led me to move the switches from their present location to one more accessible. This article narrates how to do it.

Please gather all tools and parts necessary for the job before beginning this project. Disassemble the drive, mount the new switches, remove the old switches, partially reassemble the drive, connect the new switches to the pc board, and finish reassembling the drive.

The tools you will need are: screwdriver, phillips but have a straight slot handy just in case; soldering pencil, low wattage with solder and solder wick; jeweler files, a small assortment; drill, preferably one of those slim, pencil type, hobby drills and a 1/16" +/- router bit. A pair of tweezers are not required but it will help in placing some of the screws back in their holes. Parts and supplies: glue, Elmers or Super Glue (or maybe even epoxy); wire, 26 gauge or thinner, about three feet; scotch tape; switches, preferably the small pc mount dip

switches, and then not the right angle kind, a gang of two.

There is nothing tricky to the disassembly of the drive case. The goal here is to remove everything from the bottom half and to get the pc board totally disconnected from the rest of the system.

Looking at the bottom half of the case, I put the new switches on the left side panel near the front. (This location is very convenient as the switches are not interfering with the drive mechanism and, since the drives are sitting to my right, their being on the left side of the case makes access easier.) Cutting the hole is very easy, but since the switch assembly is going to be glued in, making the hole just exactly the right size for a press fit is going to take some time using the jeweler files. Start by placing the switch where you want it (see above comment). Carefully outline the switch with tape so that, when the switch is removed, the four straight pieces of tape will form a box, the inside of which is what is to be drilled out. Be careful using the router bit, it could get away from you.

After drilling out most of the plastic where the switch assembly is to go, use the jeweler files to square out the corners and get even closer to the tape box outline. As you get closer to the tape, frequently try press fitting the switch assembly into the hole. Eventually, the switches will fit snug (if you have been filing the hole with care). If you are using Elmers glue, get the body of the switch assembly flush with the outside of the drive case, then run a bead of glue around the switch body where it emerges from inside the case. Set the case aside to dry. If you are using Super Glue (don't get it on your fingers!!), this type of glue requires that you exert pressure on the two pieces that are being glued. Therefore, run a very small bead around that part of the switch body that will be inside the hole in the case. Press fitting the switch will activate the glue and the switch will be secured shortly.

Continued From Page 12

Next, get the pc board and remove the existing switches. Take care to note a couple of things: which two holes are connected together (to ground) and which one of the other two holes that was connected to the switch that changed the unit from 8 to 9. Solder three wires to these holes (the two connected together only need one wire), each wire about a foot long.

Start reassembling the unit but don't put the top back on yet. The three wires must now be connected to the switches. Connect the common wire to one terminal on each switch. Connect the wire that will change the unit from 8 to 9 to the left switch of the two. Connect the third wire. Put the top back on and screw the case back together. Flip the switches so that the unit should respond as drive 8.

Plug the drive unit back into the computer system and load something. Move the left switch, reset the computer, and load something from device 9. Move the right switch, reset, and load from device 11 (or 10 if you put the left switch back where it was). Hopefully, all worked well.

I have moved the switches on both the 1571 and 1581 and the respective frustration factor has dropped considerably.

I will be more than happy to show my two units at the next main meeting. If you wish to discuss this or anything else about Commodore computers, give me a call at (916) 682-4644.

REQUESTING MEMBERSHIP PARTICIPATION

By: Jose Luis Eroles

How do you like our new Member Focus Column? Thanks to Bernard Adams (tony) for his participation in doing the column, and the picture Darlene and Joylene Gillespie. The board would like to continue the photo with the column, but cannot afford the monthly expense. If anyone has a Photo Digitizer or know anyone who has one, please contact me at

929-4058. For this reason, we are looking for someone who has a Photo Digitizer to volunteer their time.

Also requesting participation in submitting articles for the newsletter. I would like input from all members for their ideas, and/or information they would like to see in their newsletter. For example: I would like to know what you do with your computer, and give others ideas. If you don't have a printer or word processor, give it to me at the meeting hand written. This is your newsletter - feel free to contribute to it.

In conclusion, also accepting people for the board. Anyone interested, please call a board member - listed on page two.

Thanks for your time

Louie

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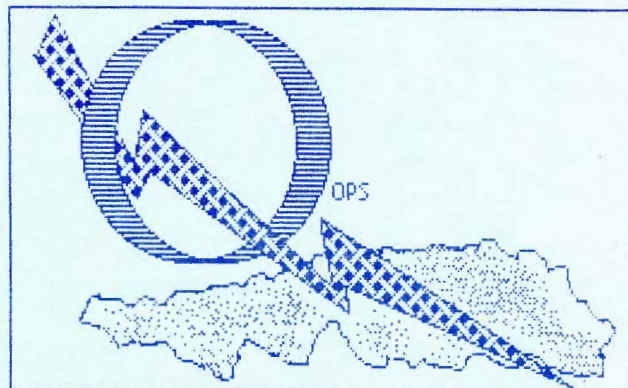
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Electronic Privacy 101

--by Brock N. Meeks--
Micro Times

Electronic privacy rights. They lie in a gray area of the law. The Electronics Communication Privacy Act of 1986 went a long way in helping define what constitutes an invasion of electronics privacy. In March of this year, a BBS Sysop filed a lawsuit in Federal Court under ECPA. In the suit, it seems that private messages were taken from a BBS and then placed on a second BBS as "Public Messages". The ECPA which went into effect Jan 1, 1987, provides federal protection of computer communications, both in transmission and while in storage on a remote host's disk. Specifically, this protection says that a Sysop, although able to read your private messages, can not under penalty of law, make the contents known to anyone other than the recipient or 'authorized agent'. Although it's ethically unacceptable for a Sysop of any computer system to rummage thru private files, it happens. Either

during routine file maintenance or by deliberate action, Sysops do read private mail. Bottom line is... Nothing is safe from the Sysop, but if the Sysop discloses any of what he or she sees, it's grounds for a major league privacy violation. This message and intent of the ECPA is clear, You can't mess with a person's electronic privacy, says Robert Smith, Publisher of a Washington D.C. based privacy journal.



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2	3 DEADLINE FOR NEWSLETTER SUBMISSIONS	4	5	6 JOHN'S AMIGA SIG SMUD'S SERVICE CENTER ELKHORN & DON JULIO 7:00 P.M.	7 * AMIGA SHOW AT WESTIN BONAVENTURE 404 S. FIGUEROA LOS ANGELES	8 * AMIGA SHOW SHERRI COMPUTER SHOP 11-2 P.M. PUT'S 2:30-6 P.M.
9 * AMIGA SHOW FOR MORE INFO CALL (800) 32-AMIGA OR ASK AT THE MEETING	10 JUANITA'S BEGINNER'S SIG CALL 929-4058 7:00-WHENEVER	11 ALPHA OMEGA SIG SMUD SERVICE CENTER ELKHORN & DON JULIO 7:00 P.M.	12	13 SUPERBASE SIG CALL GREG 363-1129 FOR MORE INFO	14	15 SHERRI COMPUTERTIME 1-5 P.M.
16	17	18	19	20 EFREN'S 128 USER'S SIG SMUD SERVICE CENTER ELKHORN & DON JULIO 7:00 P.M.	21	22 SHERRI SOFTWARE PLUS 1-5 P.M.
23	24 MAIN MEETING KIT CARSON MIDDLE SCHOOL CAFETERIA 5301 N STREET 7-9 P.M.	25	26	27 SUPERBASE SIG CALL GREG 363-1129 FOR MORE INFO	28	29
30	31					

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Special Interest Groups
and Librarian Schedule

BEGINNERS - Juanita Eroles - 929-4058
Oct 10th 7pm 3281 Gillespie Street

128 USERS - Efren Mayhill - 646-9845
Oct 20th 7pm SMUD, Room D**

ALPHA OMEGA+ Tony LaFranier 485-3138
Oct 11th 7pm SMUD

SUPERBASE Greg 363-1129
(Call for more information)

AMIGA - John Zacharias - 363-9153
Oct 6th 7pm SMUD

** SMUD's Service Center, Elkhorn and
Don Julio, North Highlands

Other Interest and contact person:

GEOS Elmo Huffman 457-6255
ASSY.LANGUAGE John Zacharias 363-9153

Librarians Schedule

	Oct.	Nov.	Dec.
Candy Computer 1-5p.m.	1	5	3
Computershop 11am-2pm	8	12	10
Rit's Electronics 2:30p.m.-6p.m.	8	12	10
Computertime	15	19	17
	Sept.	Oct.	Nov.
Software Plus	24	22	26

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