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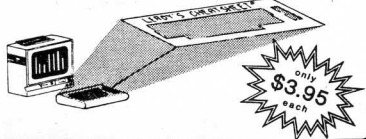
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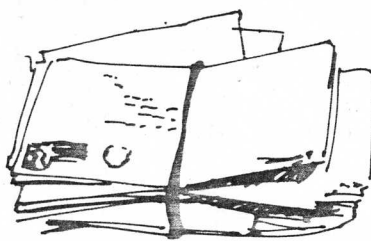
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LETTERS



Matching Songbooks / Records

To the Editor:

If you have many songbooks, recordings and tapes, it is possible to find yourself wondering which song is on which record and in which songbook. I did. But I've found a way to find and match recordings with songbooks by treating it like a sorting problem.

Here's how I match song titles on records with titles in songbooks: I use an alphabetizer program on my Commodore 64 copied from the book, *Porter's Programs for the Commodore 64*. You can buy a copy of this book in most area bookstores.

First, I enter the titles of songs with the record and side number in the alphabetizer. Then, I save the program on disk. Next, I print out an alphabetized list of the recorded songs. Then, I check the alphabetized list against the songbook index and I can quickly tell for which of the recorded songs I have music.

How does this sorting benefit me?

Recently, I bought a Clancy Brothers and Tommy Makem song book when I was in Edinburgh. My family had given me several records by this group. I had only to compare my alphabetized song titles against the index of the songbook to find out if I had the music for the recordings. It will save me time finding music in the future when I want to play along with a record.

Perhaps not everybody has the problem of organizing their music and record files, but if you have, the above is one way to minimize confusion.

*John Walley
Midland, Michigan*

Easier Screen Editing

To the Editor:

If you change the color of your cursor before you make any editing changes, it makes edits easier to see.

First, list the part of the program that needs editing. Second, change

the color of the cursor using CTRL [1 to 8] on the VIC and C64 or C = [1 to 8] on the C64 only. And last, cursor up and make your changes.

It's now easier to see where the cursor is and to see what changes have been made. If you are using a black-and-white or monochrome monitor, then use white for your listing, black for your changes, and a light gray for the background.

*Thomas Trocco
Bronx, New York*

Simon's BASIC

To the Editor:

Simon's BASIC contains a convenient function, PAUSE, which allows the programmer to specify a pause in the program for a specified number of seconds. In Commodore 64 BASIC, a pause is often created with a FOR...NEXT loop.

Using a FOR...NEXT loop to create a delay has two disadvantages. First, unless you use the technique frequently enough to have a feel for it, you must experiment to find the proper range for your loop counter. Second, if you use one of the compilers now on the market, you will need to redetermine all of your loop counters, since the compiler makes the loops run faster.

There is another way to create a delay in the program for a specified number of seconds, without the bother of experimentation, and which will be unaffected by compiling the program. Set the value of S in line 500 equal to the desired delay in seconds:

```
... program read for pause
500 S=30:GOSUB 900:REM PAUSE
30 SECONDS
```

```
... more program after pause
... END
```

```
900 T=TI+60*S:REM PAUSE SUB-ROUTINE
910 IF T=TI THEN RETURN
920 GOTO 910
```

Since this technique makes use of the internal clock, rather than the time required to execute a FOR...NEXT loop, it requires no experimentation and is immune to a compiler. And, if desired, you could even insert a GOSUB between 910 and 920 for a routine which does something during the pause.

*Jack Ryan
El Dorado, Arkansas*