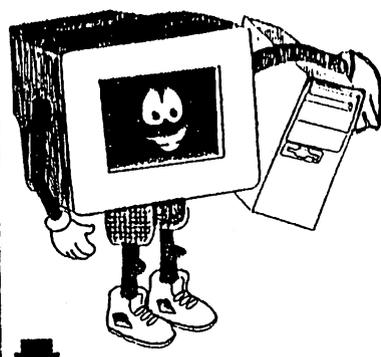
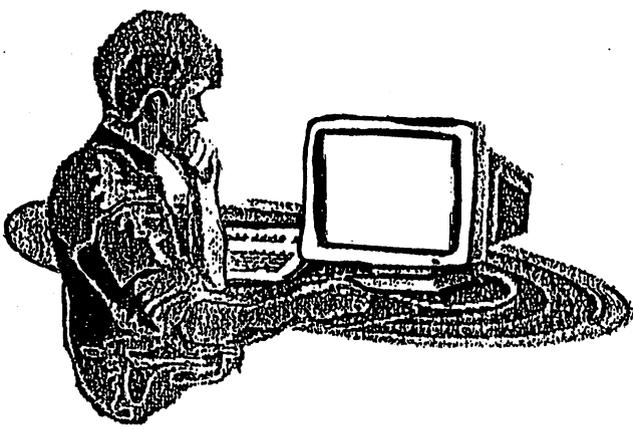


A.C.E.S.



September
&
October
'97

Bi-monthly Newsletter of the Active Commodore Enthusiast Society



September Meeting:

by Don Gilstrap

The meeting was held at Delta H.S. and started little after 5:30pm. I started off the meeting by announcing what Tom Hollinger did order Warhorses from Loadstar and received the two disks a couple of weeks ago. Now Tom would like to do a demonstration, showing how six voices are better than three. But there was just one problem, Tom forgot to bring his SID Cartridge. After all, what's SID stereo if you can't hear both sides of it. Read on in the Newsletter and find out how we solve this problem. Next, I told the group that I received my book from Loadstar. We as a group should learn a term program so we can experience getting on the Internet. The book I refer to is "THE INTERNET for Commodore C64/128 Users" by Gaelyne R. Gasson. We need a direction people, something we can sink our teeth into and will benefit each one of us individually according to our interests. I'm going to the Cincinnati SWAP and SALE meet Oct. 19th. Does anybody want to come along? I'll be looking for C= 1670 moderns and talking to the members of the Cincinnati Commodore Computer Club about the experiences they have had, comparing notes and getting new ideas for the our Users Group. 5 members and 3 vehicles, good. Next meeting is October the 21st ,at 5:30 p.m..

October Meeting:

by Don Gilstrap

I would like everyone to welcome Mr. Niles and his family to the meeting. I know some members will be late so lets talk briefly about the Internet, BBSs and Internet Providers. One good question might be, Why do we need a Internet Service Provider?, after all it's free. I say cut the middleman out and save money. No-No it doesn't work that way. We didn't stay on that topic long. Remember the number 1 rule, No long distance telephone calls. We talked about our field trip to Cincinnati, Ohio last Sunday. The Cincinnati Commodore Computer Club sponsored a Commodore SWAP and SALE event. The Club's officers were there except one and some members. We all had a good time trading and talking except Jeff Dayton who took a ambulance ride to the emergency room but was back with us before the event was over. Late members are present, Jeremy Bost starts the demonstration of Nova-term 9.5, and the correct sets needed for getting on the Internet and the word processor in the program. Dialogue 128 was next for the 128 80 column. The demonstration on this program showed the point and click movement using a joystick, but a mouse or the keyboard could be used. Next meeting November 18, 97.

JIFFYDOS COMMANDS

PART 4

JIFFYDOS offers a complete set of commands. Also included are a set of commands not accessible on stock systems. ALL JIFFYDOS commands can be entered in BASIC direct mode or used within BASIC programs.

COMMAND DESCRIPTIONS

+++++

...
+++ A command which the last parameter given may be repeated. Maxium length 41 characters.

[]
+++ Encloses information which is optional to the command syntax.

NOTE: The brackets are not part of the command.

filename
+++++ Shows where a filename is placed in a command.

dev#
+++ Indicates where a device number should be placed in a command. Device numbers for printers are 4 or 5 and for drives 8-11.

Direct
+++++ Shows the syntax of the command when used in direct mode.

Program
+++++ Shows the syntax of a command when used in a program. Used in direct mode and used in order to take advantage of the default device override feature.

@
+++ Read the disk drive error channel.

@C:newfile=file
+++++ Copy a file on the same diskette.

@I
+++ Initialize the disk drive. Initialization causes the drive to read the BAM (block availability map) and ID from a disk and store this information in memory.

Initialization also claers the error channel.
NOTE: It is a good idea to initialize the disk drive every time you insert a disk into the drive.

@n:diskname,id
+++++ This formats a disk. This version is necessary when formatting a disk for the first time.

@n:diskname
+++++ This formats a disk in a short version. This is useful on a disk that has pre-viously been formatted. This clears the directory and BAM also and is much faster formatting operation.

@Q
+++ This completely disables the JIFFYDOS commands.

@R:newname=oldname
+++++ This command simple re-
names a file.

@S:file
+++++ This scratches or deletes a file. You can put a comma after file and scratch sev-eral files at once. Remember to always put com-mas after the file names to keep the files sep-erate.

@UJ
+++ This command resets the disk drive.

@V
+++ This command validates a disk. Valadation simply frees unused blocks on a disk. After a disk has been in use for a while more blocks may be free than the BAM or directory indicate.

@\$
+++ Displays the directory of a disk.

@#drive
+++++ This command sets the default device number.

/filename
+++++ When used this command will load a BASIC program.

↑filename
+++++ This command loads and runs a BASIC program.

%filename
+++++ This command loads an ML (Machine Language) program.

←filename
+++++ This command saves a BASIC program.

@B
+++ This command disables the 1541 drive head rattle.

@D:filename
+++++ This command lists a BASIC program from disk. This is handy if you want to see the BASIC code for creating a program.

@F
+++ This command disables the function keys.

@G
+++ This command sets the interleave gapsize. Sector interweave just adjusts the intersector gap for files it writes. Adjusting the sector interleave can provide faster program loading and file access performance.

NOTE: This only works on the 1541 and 1571 disk drives.

@L:filename
+++++ This command will Lock or Unlock a file. Locking a program simply means the pro-gram cannot be scratched or deleted. If you Un-lock a program then it can be scratched.

@O
+++ This command will un-new a BASIC program. This means JIFFYDOS can recover a BASIC program that has been Newed. This will recover a pro-gram lost when a computer is reset.

NOTE: This command is only effective of no new BASIC lines have been entered since the program was lost.

@P
+++ This command transfers BASIC program listings, directory listing, or output from the JIFFYDOS @D and @T commands to a printer.

@T:filename
+++++ This command lists an ASCII file from disk to the screen or printer.

@X
+++ This command sets the destination device number.

***"filename" type**
+++++ This command copies a file.

'filename
+++++ This command verifies a file.

CONTROL+A
+++++ This command toggles all files for coping.

CONTROL+D
+++++ This command toggles the default drive toggle. This is convenient in multiple drive systems where it eliminates the bother of having to switch the default device assignment back and forth each time a command is sent to the secondary drive.

CONTROL+P
+++++ This command is a screen print command. The output is sent directly to the printer the printer must be configured as device # 4.

CONTROL+W
+++++ This command toggles a single file for copy. This places an * on the left side of the file.

SHIFT+RUN/STOP
+++++ This command loads and runs first program on disk.

SYSTEM COMMANDS

SYS58451
+++++ This system reenables the JIFFYDOS commands in 64 mode.

SYS58551
+++++ This system reenables the JIFFYDOS function keys and commands in 64 mode.

SYS65137
+++++ This system reenables the JIFFYDOS commands in 128 mode.

This article was written to show the ease and versitilty of JIFFYDOS. Some could say this is a poorman's enhancement. If so, then I'm very glad it was invented.

JIFFYDOS is an installed system in the computer and disk drive. It is owned by CREATIVE MICRO DESIGNS, INC. JIFFYDOS can be installed by the individual or by CREATIVE MICRO DESIGNS, INC.

This article was done by: Jerry Lowry
10354 Choctaw Dr.
Indianapolis, IN. 46234

POWER SUPPLY VENTILATION
by Walter Johnson

Since I have external power supplies on my C64 C-1541-II and C-1581 disk drives, I decided to supply some extra ventilation for them. I found a desk air-freshener at a garage sale for \$1.00, took it apart, saving only the fan, built a shelf for the power supplies above and behind the disk drives, and directed the fan across the three of them. The fan not only keeps the power supplies cool but circulates a little air around the entire computer desk area.

JUMP-STARTING A HARD DRIVE
by Howard Herman

In September's "Commodore MailLink", Csaba Csaszar writes a follow-up letter about his hard drive woes. Csaba describes the Xetec drive problem as the drive dying; the motor quitting.

In situations like this there is a possible way to get the hard drive running again, at least long enough to make copies of important files and, maybe, a full backup. The "trick" is dependant upon the cause of the apparent lock-up.

If, as I suspect, it is a matter of merely a well worn-out drive, its motor may have locked at a place where there is an imperceptible depression in the mechanics.

The solution for this is easy: Place the drive on a carpeted floor, upside down. Then, give it a really hard spin, so that the drive twirls across the floor like crazy, being careful not to allow it to hit any walls. If the drive was spun hard enough, and with enough force, this will unfreeze the apparently dead drive.

Now, hook up the cables to see whether it runs. If it does begin to perform, immediately make your backup and file copies, being careful not to turn off the power to the drive. Chances are once the drive is turned off, it will no longer be possible to run it.

Finally, since the drive is dead anyway, this drastic approach to getting it back up and running temporarily is quite justified.

PHONE SCAMS by SCUG

Watch out for any E-mail, phone calls or Web pages that tell you to call an 809 (area code) phone number. An Internet chain letter has been circulating warning of a shocking twist in international skullduggery.

The Internet warning claimed the 809 numbers are unregulated, overseas equivalent of pay-per call 900 services and that owners charge up to \$25. a minute for connect time. In fact, 809 numbers are billed just like other international calls.

KENNEDY RERAIRS C-128
by William R. Kennedy

I am an amateur electronics person. (I once designed and built an electronic logarithmic photoenlarger exposure control which is still working and successfully installed JiffyDos in my C-128.)

In checking out my C-128, I noticed some of the keyboard letters were not operating. I made a list of them and noticed you could almost draw a vertical line through them on the keyboard.

Looking at the C-128 Keyboard table on page 642 of the Programmer's Reference Guide and found that all the inoperative keys came from column 6. Further, consulting the keyboard connector pinout on page 641 showed column 6 going to pin 14 of the keyboard plug, which attaches to the computer motherboard.

The schematic of the C-128 on page 726 shows pin 14 going to pin 6 of the CIA 6526, indicating that the CIA 6526 microchip was bad.

Ellen Rule's "Journey to the Center of your Commodore", RUN, Dec.1988, p.76, shows the chip placement on the C-128 motherboard, so it was easy to identify the CIA 6526 (Complex Interface Adapter).

I substituted a 6526 robbed from another C-128 and everything returned to normal.

So the moral of this story is to save all those books and magazines: they help.

MUSIC LOVERS! GOOD NEWS!
by Thomas A. Hollinger

At our recent A.C.E.S. users group meeting we discovered while playing with the Stereo Sid Player and the new Warhorses music, that we could get stereo without the Stereo Sid Cartridge.

If you have always wanted to get the Sid Stereo programs but haven't because you don't have the Stereo Cartridge from CMD, there is a way to get stereo (six voices) without purchasing the cartridge. All you need is another 64 disk drive and a TV or monitor. Run Craig Chamberlain's Stereo Sid Player on both 64s. Select the first song of your choice. Once the music starts on both computers, stop them by hitting the SPACE BAR. This stops the music but does not dump the song from memory. Since you now have two keyboards set up, preferably close together, let's name the left 64 the left channel and the other 64 the right channel. At the same time, hit the comma key on the left 64, and the period on the right 64. This tells each C-64 to play a certain channel. Comma is the left channel and period is the right channel. Hitting these keys at the same time starts the song in memory at the same time. I discovered that if you select all the songs to be played all selected songs, hitting the SPACE BAR will stop that current song and start loading the second selected song. No music will be

played. So you must enter only one song at a time. I found this works real well and the stereo effect is better if the monitors are further apart thus getting better separation of the left and right channels. I have found the SX-64 works the best for stereo duplication. My two SX-64s are side by side making it easy to get both started at the same time. Another way for stereo is by using the SID STEREO CARTRIDGE by CMD. Just hook the output of the cartridge to the left channel of a stereo system and the audio of the monitor cable to the right channel of the stereo system. Wal'a great sounds! Mix, blend or filter the sound to your liking.

Do you want to create your own six voice SID STEREO music? No problem, write to Parsec Inc. and ask for the ENHANCED STEREO EDITOR. It comes complete with extensive manual and software. Once you have the hang of it, you'll be composing great master-pieces.

Parsec	To order, WARHORSES
P.O. Box 111	J \$ F Publishing
Salem, MA. 01970-0111	P.O. Box 30008
(617) 586-9159	Shreveport, LA 71130-0008
	(800) 594-3370

A HALLOWEEN PICTURE in 128 / 40 column

```
10 GRAPHIC1,1:GRAPHICO:COLOR 0,1:COLOR 1,8
20 COLOR 2,6:COLOR 3,9:COLOR 4,1:GRAPHIC 3,1
30 CIRCLE 3,80,115,75,80
40 DRAW 3,55,90 TO 45,105
50 DRAW 3,45,105 TO 70,115
60 DRAW 3,70,115 TO 55,90
70 DRAW 3,105,90 TO 115,105
80 DRAW 3,115,105 TO 90,115
90 DRAW 3,90,115 TO 105,90
100 DRAW 3,80,110 TO 73,130
110 DRAW 3,73,130 TO 87,130
120 DRAW 3,87,130 TO 80,110
130 CIRCLE 3,80,150,40,10
140 PAINT 3,80,50
150 FOR X=8 TO 65 STEP 13
160 CIRCLE 0,80,115,X,80
170 NEXT
180 CIRCLE 0,80,30,60,30
190 CIRCLE 2,105,40,30,30,270,320
200 CIRCLE 2,100,35,18,18,250,330
210 CIRCLE 2,80,25,15,17,170,195
220 CIRCLE 2,83,35,15,18,15,30
230 PAINT 2,80,35
```

JEREMY BOST'S, ONE LINERS, in 64

In our Oct. meeting during break time Jeremy Bost came up with this one liner.

```
1 PRINT CHR$(225.5+RND(1));
2 GOTO 1
```

This BASIC one liner just simply a MAZED me.

MAGIC LATTICE 3
by Brian Ketterling

Commodore Gazette
c/o Christopher Ryan
5296 Devonshire Road
Detroit, MI. 48224-3233

The following is a recently brushed-up version of a program I wrote preliminary to Skull (the relation will be obvious). Because it's pretty short, I thought it might be appropriate as a type-in program for the next issue of the ACES newsletter (for those who still play with VICs).

Rates: 1-4 Years \$25/ \$45/ \$65/ \$85
Canadian & Foreign subscribers, please have payment in USA funds. Thanks!
Send me an Internet E-mail, at:
christopher.ryan@metro-4.station-1.com
or chris.ryan@metro-1.station-1.com

```
2 gosubl2
4 r=rnd(o/-ti:a=ca:c=cc:m=o:forx=a0toa7:b=z:
i=h:j=p:u=z:d=z
6 b=b+o:i=i*t:j=j/t:r=int(rnd(o)*t)
8 u=u+i*r:d=d+j*r:ono+(b=m)goto6:pokex,u:
pokea,u:pokex+s,d:pokec,d
10 a=a-o:c=c-o:m=m+o:next:goto4
12 o=l:r=0:t=2:dim b,i,j,d,u,m,x:z=0:dim a,c:
h=.5:s=16:p=256:a0=7168:a7=7175:ca=7183
14 cc=7199
16 print"[CLR]";:forx=7168 to 7199:pokex,0:next
18 poke36865,21:poke36869,255:poke36867,25:poke
36879,00*16+8+00
20 forx=1to44:print"[YEL]@a[CYN]@a[GRN]@a[CYN]
@a";:next:return
22 rem magic lattice v3,for the unexpanded vic-
20 - 1997 brian ketterling
```

VIEWING INTERNET GRAPHICS
From the: Rancocas Valley Users Group

At the present time,only GIF(picture)files can be viewed on Commodore with GIF viewer software. I have been using a VGIF64 freeware from Jim Brain's FTP site (ftp.jbrain.com). My daughter came across an update for the free ware GIF viewer (VGIF64) which allows you to view newer version of GIF files. Downloading animation GIF to view on your Commodore is not possible at this time. I would not say never. If somebody would have told me that I would be surfing the net with a Commodore 64 five years ago, I would not have believed it possible. Comments by: Steve Blasko

Note that the colors are easily changeable - the background color is the first "00" in line 18 (the second "00" is border),and the character color codes are in line 20. For a mellower display, try changing line 20 to GRN/ YEL/ RED/ YEL while for a 'purer pixel experience', make those colors BLK/ BLK/ BLK/ BLK and change the background color from 00 to 14 (dark blue).

INTERNET, CHEAPER RATES AND UNLIMITED TIME

Keep those letters coming, I just wish I had the time to write back more often. Sincerely, Don

The battle is on for the company who can reach out and touch someone and it's not just long-distance services but anything connected to a telephone line. AOL take over of CompuServe is just the start. MCI is up for grabs and GTE is looking over their shoulder at WorldCom, the fourth largest long-distance company looks at the possibility of growing even bigger. What's this got to do with us Commie Users. When the war is over and smoke clears the consumer will win with money saving offers on long-distance calls and more important cheaper rates for us to get on the Internet. Here's the game plan get the program Novaterm 9.5 from a local Commodore Users Group print out the manual on the back and learn to use the program. Next, pick up a used Commodore 1670 modern for \$5 or less call your local Internet provider and ask them about hooking-up with an older computer,DO NOT SAY:Commodore,because they don't know anything about Commodore, say ASCII or VT100. Ask if they would except a check for one month of use just to see if you like it. Your the smart one because now all you got in it is \$5.00 and the cost of 30 days on the Internet. Good deal,uh. I already see most Internet Providers offering unlimited access so the speed of the 1200 baud modern doesn't matter. If rates goes down some time in the future,like I think they will,then reconnect. By the way, if you have time, leave some E-mail to some of your IBM friends. Give them something to talk about.

COMMODORE GAZETTE
by Christopher Ryan

To who it concerns: I run a current publication titled "Commodore Gazette". I've been doing it since October 1995. It comes out monthly on 2 disks, since June 1996. Issues prior to June '96 are on 1 disk. I have changed in several screen text formats since my very first issue. I improve it and its features from time to time. I have no relation AT ALL from the former COMPUTE! Gazette. You can contact me personally at: (313) 882-0811 ,weekdays between 4pm-10pm E.S.T. weekends between 10am-10pm E.S.T. Request 1541, 1571 or 1581 format. 1571 & 1581 format has the second disk as 1541 format.

Monthly on TWO disks, PD Programs from Jim Green Programs from Kenneth Barsky, Demos from Germany (Jan.-Oct. 1997 issues) ;C=News & Information Subscription Info & Back Issues , Things I Need / Things For Sale. Make check or money order to

Editor:
Don Gilstrap

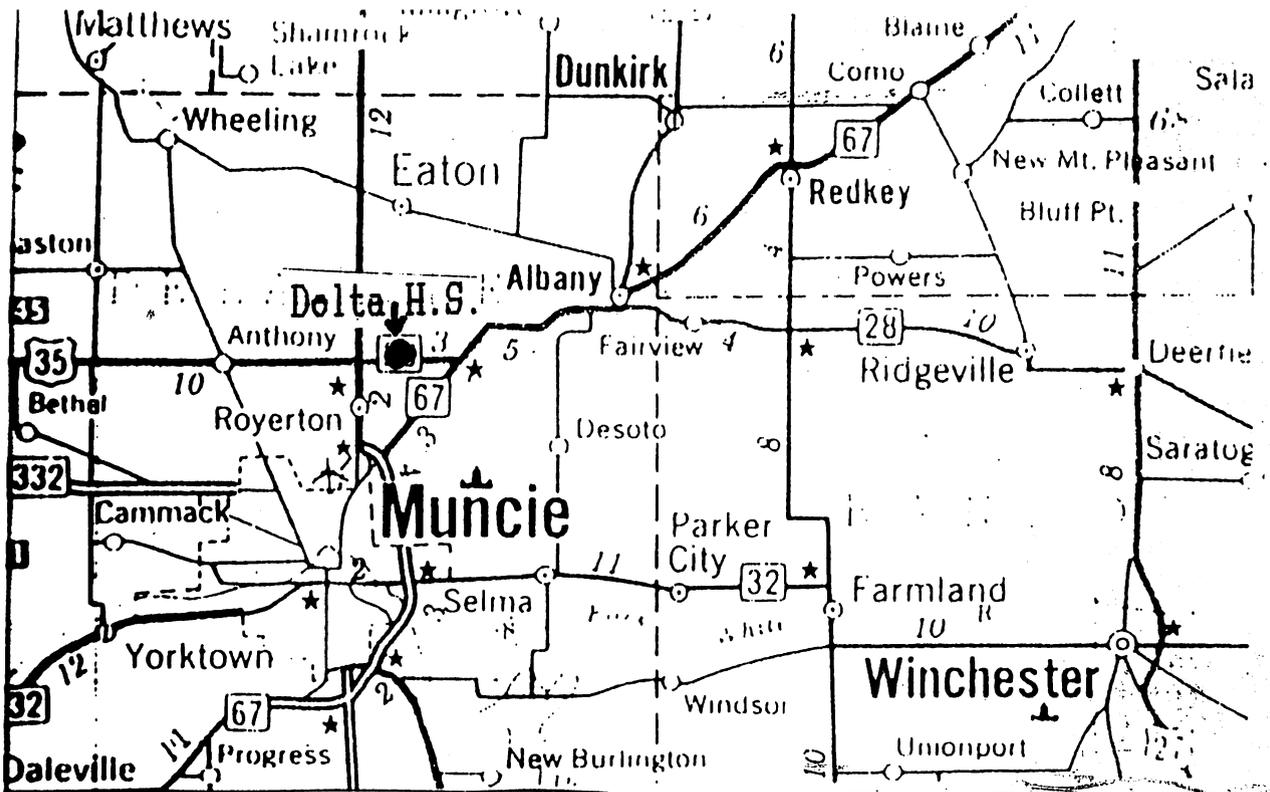
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Cindy Bost

Treasurer and
Assistant Proof
Reader:
Thomas Brosher

WHEN:
Every third
Tuesday of
each month

WHERE:
Delta High
School, north
of Muncie, on
S.R. 28

Time
5:30pm-8pm



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