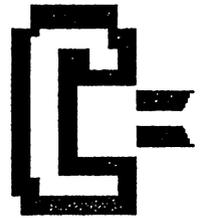
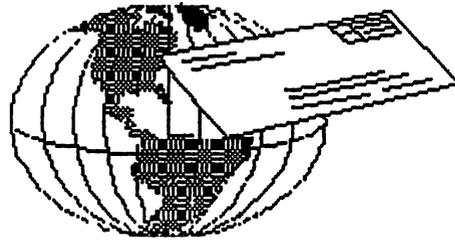


COMMODORE MAILINK

**NEWSLETTER OF
MEETING 64/128 USERS
THROUGH THE MAIL**



MEETING NEWS, May, 2002

There are a few changes this month, but none of them is painful. Because U.S. Postal rates will rise shortly, we are scaling back to an 18 page newsletter, rather than the 18-20, and occasionally 22 pages. This might actually encourage potential editors. Just think--all you editor wannabes will have less work, more fun, and since the President now prepares and prints pages one and two separately, you will only be responsible for pages 3 through 18. I was digging through old Commodore Mailinks and discovered many things I never noticed before. There were issues of sixteen and even fourteen pages in total. In fact, the March, 1991 edition was only nine pages, although I must admit it was crammed with a lot of good Commodore information, because the print was rather small.

We do have editors lined up for the remainder of 2002, however January, 2003 will come zooming our way before we know it. Any volunteers for editing in January 2003, contact David Mohr or Linda Tanner. If you volunteer now, you will have many months to practice, and ask advice from members who have edited before. The Editor's Guidelines are on page two of every issue now, and are enough to get anyone started editing.

We number well over 100 members now and we have three new members to report:

John Mark Ames, 6976 Michalski Road, Sturgeon Lake, MN, 55783, amesmoose@mooselake.net. John lists his occupation as freelance programming. His non-computer interests are music, video games, and plastic models. He has C64C, VIC-20, two 1541c's, Commodore DPS 1101, Okidata 120, two 1702's, datasette, Cardco-G, joystick, Fastload, and SmartMouse. John's special computer interests are SID, MOD, music, graphics (especially raytracing), and programming computer adventure games (mostly comedy).

Leslie Richardson 8617B 54th Place, Arvada, CO 80002, Rimfire69@webtv.net, is an OTR driver who enjoys chess, motorcycles, knives, garottes, statues, "collector" dragons, etc. Leslie has C-64, C-128, 1581, two 1571's, 803 printer, and 2-3 1702's and a 1902. His special computer interests are learning assembly, making demo's and utilities. He is looking for a laser printer to purchase, and says he needs a letter-writing program with various fonts.

Hernan Vergara, 2830 Floral Peak Dr., Henderson, NV 89074, hvergara@videocam.net.au, ph. 701-263-1078. Hernan is an Eligibility Specialist who likes photography and chess. His system consists of 128DCR with JiffyDOS, CMD HD 880MB, 1571 DCR, 1581 w/JiffyDOS, 1084S, Turbo232, RL 16 MB, SCPU128 w/16 MB, 28.8 modem. Hernan's special computer interests include everything concerning the Commodore and helping people!

Let's welcome our new members warmly! Hope you enjoy this issue. --Linda Tanner

BUSINESS OFFICERS:

PRESIDENT: Linda Tanner, R1 Box 120T, Black, MO 63625-(5732694415); handles group business;

VICE-PRESIDENT: Francis Redmond, 219 AN CO RD 4413, Palestine, TX 75803; sends "late" reminders;

TREASURER: Emil Volcheck, Jr., 1046 General Allen LN, West Chester, PA 19382-8030; receives dues/ donations; balances account, disburses \$\$;

MAILINK-ON-DISK EDITOR and MAILER: Richard Savoy, 250 West St. #9, Ware, MA 01082.

MANAGING EDITOR: David Mohr, 623 29th Street, Astoria, OR 97103-2803; backup editor;

MEMBER BIO EDITOR: Brian Vaughan, 2101 Shoreline Dr, #352, Alameda, CA 94501-6207; edits member addresses/biographies; at member request, denotes member a "Friendly Correspondent" in semi-annual listing;

E-address Editor: Joseph Fenn, 3612 Puuku Makai Dr., Honolulu, HI 96818-2815 (jfenn@lava.net);

main- tains email addresses of members;

WEBSITE EDITOR: Michael Walton, 10105 Ridgewood Dr., Twinsburg, OH 44087-1120; maintains Videocam Mailink website.

RESOURCE EDITOR: Linda Tanner; compiles lists of members having expertise in various Commodore fields; also lists products/services specifically geared to Commodore users.

COMMODORE MAILINK POLICIES

The Commodore Mailink is published every other month by Meeting 64/128 Users Through the Mail. Copyright 2002 by Meeting 64/128 Users Through the Mail. All rights reserved. Permission given to reprint material if credit is given to the Meeting 64/128 Users Through the Mail. The names "Meeting 64/128 Users Through the Mail" and "Commodore Mailink" are also copyrighted. Any and all opinions expressed in this publication are the views of the authors, and in no way necessarily reflect the viewpoints, attitudes, or policies of Meeting 64/128 Users Through the Mail, unless so stated or indicated. Neither Commodore Mailink, nor Meeting 64/128 Users Through the Mail advocates or condones piracy of copyrighted software. All programs published are with the permission of the author, or are, to the best of our knowledge, in the public domain. Software offered for sale is said by the seller to be either public domain, or if commercial, is the original disk with the original documentation. All manuscripts or any material for review or publication should be sent to the editor of the next issue. Commodore mailink reserves the right to edit submissions.

ADVERTISING IN COMMODORE MAILINK: Members may place free advertisements in the Mailink. Text should be sent to the editor of the next newsletter. Very short ads may be hardcopy, but most submissions should be on disk, in the format required by the next editor. Ads should be about Commodore stuff, such as "BUY", "SELL", "TRADE". If list is long, ask for S.A.S.E., and send list via SASE. In "FOR SALE" ads, be clear about shipping costs. Your name will appear in ad and members can find your address in the bi-annual BIO listing.

EDITOR GUIDELINES-abbreviated version:

Editing a newsletter involves merely collecting articles, programs, and other items, and placing those items in printed newsletter form. The editor may opt for the "cut and paste" approach, where articles, once printed are literally cut out and pasted onto each "master page". Or publishing software may be used.

Options include Table of Contents, Vendor Watch, Questions, and Feedback. Many of the requirements are provided by the President (Meeting News, Officer names, addresses, Mailink Policies, Advertising Policy, Editor's Guidelines, front page banner). The Editor must provide details of computer system, software, and printer used in production of newsletter, as well as name, requirements and deadlines of the next editor. This could be in two separate columns: "Editor's Desk", and "The Next Editor". A "BUY/SELL/TRADE" column is a must, assuming there are ads. Treasurer's Report, obituaries, announcements, and new member names constitute group business, and should be included if received. In other words, if as editor, you receive more than enough to fill pages 3-18, you will forward on to the next editor only those submissions not deemed "requirements".

The editor should edit each item as it arrives, creating a diskfile and backup diskfile. Diskfiles should be placed on disk in the order in which they appear on the Mailink. A good, clean "master copy" on single sheets (printed on one side only) on unfolded paper, protected by cardboard, should be sent to the "Mailer" by the first day of the month you are editing. A second copy, not having to be a "clean" copy, should also be sent to the President by the first day of the month. This copy may be printed on recycled junk mail, as long as the Mailink sides of the paper are legible. After the editor receives OK from either the Mailer or President, then the diskfiles of the entire Mailink should be sent to Mailink-on-Disk Editor. If you are certain your edition is perfect, send the diskfiles (TWS-usable) and master copy together to Richard Savoy who wears two hats: Mailink-on-Disk Editor and Mailer.

Always keep your backup disk in a secure place until the Mailink is in the hands of members. If you suddenly realize it is near the first of the month and you are not nearing completion of newsletter, notify the President. It is much easier to deal with a problem if it is made known. Editing can be fun; it can be mentioned in your resume' so what are you waiting for? Contact us now.

(NOTE: Pages 1 and 2 were created with a C-128, CMD HD, SCPU128, Lexmark Optra 40.)

Commodore Mailink, May 2002, page 2

LATE RENEWAL FROM 2001

HALE G. ENGSTROM, 147 Western St., Freeport, FL 32439 Hale is a retired USAF fighter pilot/engineer. Hobbies: Working with a volunteer fire Dept. System: C-64, C-128, C-128D, SX-64 & a 386-SX, 1541, 1571, 1581, & FD-4000 disk drives, HD-40 hard drive, RAMLink +4 Megs., all with Jiffy-DOS, 1750 REU, Panasonic KX-P5400, Star NX-2420R, NB-15, 15-X, 802, 803, 1525 & Action 5000 printers, and 1701, 1902, 1084S & 2002 monitors. Interests: Productivity software, desktop publishing, and telecommunications, E-mail, (hermitshole@earthlink.net).

Richard Savoy reactivated his old account and E-mail address which is: RSavoy5578@aol.com

MUTTM TREASURER'S REPORT for the period 2/15/01 -> 4/15/02 Submitted by: Emil J. Volcheck, Jr., Treasurer

Now firmly launched into the new year, I can report that our membership stands at 112, compared to 146 for all of 2001. If you know, or run across anyone using a Commodore computer, be sure to pass them the word about MUTTM and how it can help a user get the most out of their system.

For the last two months, the numbers are:

2/15/02	Balance forward	\$ 1987.92
	Total debits	\$ 450.11
	Dues credited	\$ 140.00
	Int/charges	\$ 3.15
4/15/02	Balance	\$ 1680.96

Remember, when sending in any funds for the treasury, please make the check or money order payable to: Emil Volcheck, Treasurer and send them to me at: 1046 General Allen Lane, West Chester PA 19382-8030.

If you have questions, mail me at this same address, call me at: (610) 388-1581, or email me at: emilv@ccil.org

Security Reminder

Last year, following my first go round of renewals as the new MUTTM treasurer, I submitted the security warning below for publication in CML. With the passage of another year, another go round of renewals and a nearly endless series of severe security problems - especially "identity theft" - I think the warning bears repeating.

MUTTM members are still issuing checks that have their Social Security number imprinted on the face of the check, usually along with their name, address and phone number. This is most of the key info that the wrong person needs to swipe YOUR identity and play havoc with your finances, credit rating and who knows what all.

If at the cost of getting new checks, I very strongly urge you to get rid of both the Social Security and telephone numbers on your personal checks. It's not difficult to do and will offer some real security protection for you and your family (yes, I've seen a check or two that has the SSNs for both husband and wife!!).

SPRING EXPO 2002

The LUCKI Commodore Club is pleased to host the Spring Commodore Expo 2002. We hope you will support the next Commodore Expo this spring in the Louisville Area.

Just as SWRAP held their Expo in Lansing, just outside of Chicago; our Expo will be held in New Albany, just across the Ohio River from Louisville at the Holiday Inn Express.

Although the Expo will be held on May 25th, we are encouraging everyone to come early and make a weekend of it! If possible, please come on Friday evening, because the LUCKI Club will sponsor a Hospitality Room for all visiting expositioners! We will ply you with free soft drinks and snacks and all the Commodore conversation you'll want to enjoy!

This also gives "demonstrators" an opportunity to 'set up' the night before. We have been assured that our meeting room will be kept locked overnight to protect the equipment. Officially, the set up time will be 8am to 9am on Saturday morning. The Expo will run from 9am to 5pm, with breakdown time from 5pm to 6pm. We will go out to eat together that night, probably at a Ryan's restaurant.

Those wanting to attend church will likely find the denomination of their choice. Information is available upon request just Email or phone us.

Local tourist sites are also nearby, such as:

Churchill Downs (Museum will be open on Sunday Noon to 5pm)

The Louisville Zoo - open from 10am to 6pm

The Glory of Rome (Caesar's Casino Steamboat, open 24-7)

The Louisville Slugger Museum (Featuring the world's largest wooden bat!)

Events, Demonstrations and Speakers

Maurice Randall and Jeri Ellsworth have already agreed to attend and make demos. As soon as we have a list of who will be giving demos or speeches we will list them here. Be sure to check the Expo 2001 page to see the events that took place at last years Expo. We will have a forum or discussion the following morning on the "Future of Commodore" in which we will review the Expo (Saturday) and look to the year (or years) ahead.

We expect to use Sunday to have seminars or special programs in specific areas. For instance, Maurice has agreed to have a four hour program to help beginning GEOS programmers. Hopefully, we will have something equally interesting in the other room for those not into GEOS or programming. Sunday's schedule is still flexible. (For that matter, so is Saturday's!)

We know not everyone can make it, but we hope each "user group" will try to send at least one representative. This is, after all, the best opportunity we have to meet and share with many of those who make this community so terrific!

Reservation/Hotel Information

Although the EXPO will be held on May 25th, we are encouraging

(Spring expo 2002 continued next page)

(Spring expo 2002 continued)

everyone to come early (the 24th) and enjoy our Hospitality Room from 7:00 pm to 10:00 pm for those arriving early on Friday evening. Relax in the pool heated to 82 degrees or talk to Commodore friends (or both!).

The Holiday Inn Express is located off I-64 on the Indiana side of the Ohio River. The cost of the hotel rooms is \$59 a night for up to 5 persons per room. You can select smoking or non-smoking...one king size bed or two double beds. The room cost includes a free continental breakfast. To Make Reservations for the Spring Commodore EXPO 2002:

Call: 1-877-451-2595

Name of the Event: Spring Commodore Expo 2002

Reservation Numbers:

Non-smoking rooms: 61647559

Smoking-allowed: 61647940

By reserving rooms in this way, you are guaranteed a rate that is \$20 lower than other hotel guests will be paying.

There is a fine Airport located in Louisville, but there is no shuttle to the Holiday Inn. However, if you make arrangements in advance, members of the LUCKY Club will try to provide that transportation and save you some dough!

Expo Pricing/Demos and Exhibits:

Door Charge: \$5.00/person or \$10.00/family

Selling Tables: \$15/table; Tables for selling items are 6' in length.

If you want to demo or exhibit, you will not be charged; but you must make arrangements in advance. For that, you will need to contact K.Dale Sidebottom by phone, email, or in writing.

Phone: (812) 944-9132

Lucky Editor

Email: luckykds@iglou.com

P.O. Box 303

New Albany IN 47151-0303

GEOWRITE CONVERTER PROGRAM

by Linda Tanner

In response to my problems converting geoWrite documents to something usable by TWS, Brian Vaughan directed me to a program published in the April, 1990 issue of COMPUTE!'S GAZETTE. The type-in program, "geoWrite Converter", will convert your geoWrite files to one of three choices: true ASCII, Commodore ASCII (PETSCII), or Commodore screen code. The program is written in machine language, runs as if it were a BASIC program, and gives the user easy options: press "P" to convert to PETSCII, "S" for screen code (Speedscript format), and "A" for true ASCII.

Once you have selected a file to convert, selected the filetype desired, geoWrite Converter reads the file into memory, converts it into the requested format, then prompts you for a filename of the destination (converted) file, then proceeds to save the converted file to disk. It will ask you if you want to convert another file. Pressing "y" allows you to do so, and pressing "N" takes you to BASIC.

CONVERTING GEOWRITE FILES TO TWS

b-y Bruce Thomas

In the March 2002 MailLink Linda Tanner wrote an article (Page 9) about her experiences trying to convert GeoWrite files to ASCII format so they could be read by The Write Stuff (TWS) Word Processor and included on the MailLink-On-Disk. Linda tried numerous programs and methods but, apparently, had no luck. In this short piece I will detail three methods for converting GeoWrite (gW) files and loading them into TWS.

WrongIsWrite

First, let's use WrongIsWrite (WiW), a program that Linda tried unsuccessfully. This program comes in many versions and all work the same way. The latest version is V8.1 and is a commercial product. Earlier versions are available in the Public Domain.

Start WiW and select the Source Menu. Choose the format of the file you are wishing to convert. If you are using gW 128 the format will be 2.1. If you are using gW 64 the default format is 2.0. If you have chosen the "Make Full Page Wide" option under the Page Menu in gW then the format of the file will be 2.1. When you click on the Source Format a menu opens beside the first menu.

This second menu lists all of the things that you can do with your source file. Since we want to read this with TWS move your mouse down the list and click on the 'True ASCII' option. A dialog box will open listing the 2.0 format files for you to choose the file you want to convert. Highlight the desired file and press the OPEN button. The next dialog box allows you to name the output file.

Pressing the RETURN key accepts the default but we don't want to do that. Why not? Well, this is due to

the different character sets used by GEOS and other programs. In order to be able to read converted GEOS files you must enter a name here using ALL CAPITALS (if you don't do this you will receive the "file not found" error as Linda reported in her article). Once you have entered an acceptable name using ALL CAPITALS press the RETURN key. You will see a message stating "Extracting ASCII". Once this is finished you can exit WiW, make sure your converted file is saved to a floppy disk, exit GEOS and start TWS.

GeoDOS

The second option we will try is GeoDOS (gD). This is a great Public Domain program that has many options to manage your C-64 system, drives and files from with GEOS/Wheels. One of it's big claims to fame is the fact that it let's you easily convert files between different Commodore formats as well as to/from PC-DOS file formats and formatted disks. Recently, I completed the translation of the gD docs from German to English (available online at <http://www.edmc.net/cue>) so it is now possible to enjoy all of the features of this great program. Arndt Dettke provided invaluable assistance in making my translations a much better product than they would have been otherwise.

Start gD and choose the Copy Menu. Under the Options section select the 'Change Options' Icon. From the Menu Icons along the top of the screen select the CBM -> CBM Format Icon which will open a dialog box for you to select the Translation Table that you want to use. Choose 'GEOS-ASCII>PC437' from the list. This selection will now be visible down the left side of the Options screen.

(GW to TWS continued next page)

(GW to TWS cont)

Under the Options listed down the right side select 'GeoWrite > Text' and ensure that the 'Commodore SEQ' filetype is selected. You can now press the EXIT Icon on the top menu. Back at the COPY menu choose the 'GW - CBM TEXTFILES' Icon in the 'CBM > CBM' menu. Choose your Source and Target Drives from the option box that pops up and press OK. Select your geoWrite document from the following list and press OK and wait for the conversion to be completed. Exit gD and locate the new file that was created and rename it using ALL CAPITALS. Exit GEOS and load TWS.

PostPrint

Finally, we'll have a look at PostPrint using the ASCII Print option to a disk file as Linda did. I will start off by saying that PostPrint is a program designed to make it easy to send GEOS program output (GeoWrite, GeoPaint, GeoPublish) to a PostScript (PS) equipped Printer. Unless you want to view the PS Code in TWS, this is likely not the option that you want to use as the file will be a lot larger than a file created using the previous two methods.

Start PostPrint, select the Print Icon, choose the Select button, click beside 'geoWrite document' and then press OK. Choose the geoWrite file you wish to convert in the next dialog box and press Open. For an Output Source choose 'disk file' and then press the OK button.

On the next dialog that opens you can accept the defaults (GeoWrite file and CR should have filled in boxes). Press the OK button. Select the Output drive you wish to save your file on and press OK. Enter a filename, again ensuring that you use ALL CAPITALS, and press RETURN. The file will be

created on the disk and then you can either convert another file or press the Cancel button twice and exit PostPrint.

What this does is create a file containing ASCII PS code but the file is still a GEOS USR file. In order to be able to load this into TWS you must use one of the two previous methods to convert the file into a format that TWS can read.

Loading files in TWS

To load the files into TWS, as Linda wanted, use the CTRL '4' keystrokes to call up a disk menu. Select the file that you wish to load and press RETURN. On TWS 128 after the file loads you will have the option to convert the Code Type from PET ASCII, True ASCII or Screen Code. Use the cursor key to select True ASCII and press Return. The characters are converted and then you will be asked if you wish to strip extra returns marks. Choose No and press RETURN. The file is now in TWS and you can do with it whatever you want to. (the ASCII file load option is one feature of TWS 128 that I really love).

In TWS 64 you must put TWS into ASCII mode by pressing CTRL 'a' before loading the file. Press CTRL '4' to get a disk menu and make note of the filename that you wish to load (in TWS 64 it is not possible to load files from the directory the same way you can in TWS 128). Press RETURN and then press CTRL 'l' to load the file. Delete the '-' and enter the filename followed by ',s' to indicate it is a sequential file. Press RETURN and, once the file is loaded, press CTRL 'a' again to convert the ASCII characters into Screen Code.

There you have it. I hope this helps anyone wishing to convert GeoWrite files for use within TWS.

VIEWING GEOWRITE FILES IN WINDOWS

by Maurice Randall

Every now and then someone emails me with a request on how to work with a GeoWrite file from within Windows.

Well, naturally, no Windows wordprocessor can deal with a GeoWrite file, just like GeoWrite can't deal with an MS-Word file. So, about 4 years or so ago, I wrote my one and only Windows program, called GeoWriteImport. GeoWriteImport can view GeoWrite files from within Windows. It can also save them back to disk as a plain ascii file which may then be loaded into any Windows wordprocessor or text editor.

GeoWriteImport expects the files to be in Convert 2.5 format. There's no documentation for GeoWriteImport, but if you load it up and run it on your Windows machine, you will be immediately familiar with it if you're a GEOS user. You'll notice how simple it is to figure out and use.

Download the file and pass it around freely from:
[http://www.ia4u.net/\(tilde\)maurice/files/gwimport.exe](http://www.ia4u.net/(tilde)maurice/files/gwimport.exe)

There is also an Amiga version available. The Amiga version can't display the files to the screen but it can still convert to plain ascii with the required linefeeds in place of the carriage returns that Amiga wordprocessors require. The Amiga version includes documentation. This file is at: [http://www.ia4u.net/\(tilde\)maurice/files/gwimport.lha](http://www.ia4u.net/(tilde)maurice/files/gwimport.lha)

WELCOME TO CMDRKEY.com

[taken from Maurice Randall new website promoting CMD (and his) products.]

Your online store for CMD hardware and software products, GEOS software, and other fine hardware and software products exclusively for your Commodore computer, all from Click Here Software Co.

The store construction is all finished, but the shelves are waiting to be stocked. All the product listings and prices are being added and once that is finished, you'll be able to browse around.

There will also be an information center here containing more detailed info on all the products as well as tech info and useful articles. There will also be links to other useful Commodore sites here as well. So, check back soon...

In the meantime, you can get information through email about the products from: support@cmdrkey.com

Or you can place an order through email to: sales@cmdrkey.com

Phone orders can be placed toll-free in the USA or Canada at: 866-CMDRKEY (866-263-7539)

Phone orders from other countries or for any other inquiry: 517-543-5202

Orders through postal mail can be sent to: Click Here Software Co.
426 Sumpter St
P.O. Box 606
Charlotte MI 48813
USA

THE OBSOLETE COMMODORE

by Richard Fernandez

Among the non-believers who are wed to their PCs the thought prevails that the Commodore is obsolete. Yet among those of us there are at least a few of us who know the Commodore and PCs can coexist. We use any computer as a tool, using the tool best suited for a particular task.

Webster defines obsolete meaning to go out of use. Since the Commodore has not gone out of use it can't be called obsolete per Webster. Another definition of obsolete is discarded. It is true that some Commodores have been discarded by the unwise; I recently rescued a C64 from a flea market for \$5.00.

Obsolete is also defined as antiquated or old fashioned. Well, they may have us there in part. The Commodore is old but many are still performing. What percentage of 386, 486, or 586 PCs are still actively used? A local company I know of just threw all the 386 machines they had in the trash. The employees didn't even want to take them home even when they were offered free.

I tried to get a 386 repaired once and the technician laughed, "We can't get parts for that old piece of junk." Once in the 15 years I owned my c128, I had to replace a fuse in the power supply which I found at Radio Shack. Currently, I have a sticky key which I intend to clean.

Nothing is really obsolete unless we chose it to be obsolete. My first Commodore, the Vic 20, is currently used mainly as a game machine for the grandkids. I have a very old TI59 on my desk which I still use. I don't take advantage of it's computing skills like I did when I was actively employed, but probably still use it nearly everyday. I even have a manual

typewriter that fills a need on occasions.

Obsolete is a state of mind. Those who say the Commodore is done for just don't have any idea how useful it can be to everyday computing. The learned members can further the cause of the Commodore by letting some of us who are less knowledgeable in on expanding the capabilities of the Commodore by writing an article for the Mailink.

IT'S A MORBID SUBJECT, BUT...

by Linda Tanner

None of us is immortal. Some day each of us will die. How does that relate to the Commodore? Well, has anyone else wondered what will happen to my wonderful stash of Commodore stuff if I die suddenly? Maybe we are all counting on living to a ripe old age and using our Commodores till we are 97, but that may not happen. Recently I was unlucky enough to have a bacterial pneumonia, accompanied by viral influenza, according to lab tests. I was feeling worse than I probably actually was, but started thinking about how nobody in my household really cares for the Commodore, or for that matter, any computer. So, I decided maybe now is the time to make some sort of declaration as to "who gets what". In some legally executed wills, there is no provision for listing of small personal items, and it is left for the willmaker to merely create a "list" at a later date of personal items, along with their intended recipient(s), so that those particular items won't be lumped in with "the estate" and possibly sold to the highest bidder.

So, I have made two lists--the Commodore items, and a short list of Commodore users who are

(Morbid continued next page)

(Morbid cont)

considerably younger than I. I have left instructions that, in the event of my death, my Commodore stash is free to one or more of those on the list, with first choice going to number 1, etc.

Well, there you have it. Yes, it is morbid, but it actually feels good knowing this pretty valuable stuff won't be hauled to some county or municipal dump (over my dead body!) when I'm gone.

COMMODORES + MODEMS = ONLINE

compiled by Rob Snyder [from "a host of thousands" actually ... Rod and Gaelyne Gasson, David Mohr, Dale Sidebottom, Bruce Thomas, Joseph Fenn, Linda Tanner, and Jean Nance; maybe others I have missed]

Mid-March brought a series of emails on the Mailink list about modems. Jean Nance spent a frustrating week-end unable to get on line. The first thought was that the Internet service provider (ISP) was down. It did turn out to be some ISP problems but it was a failed modem-- a Arotek Minimodem which finally gave its all. Suggestions went back and forth on the best way to go, what equipment would suffice and what could be done to "upgrade" Jean's telecommunications. In the discussions some facts on how our commodores connect "to the outside world" compared to other computer platforms of the time. I'll try to relate the highlights. I was not privy to all the info as some notes were sent privately off the list.

How Commodores Connect

CBM never made a proper modem port. It was a queered deal from the beginning, which is why it doesn't work at the higher speeds. So the SwiftLink and Turbo 232 cartridges were designed to give us the use of a UART chip or something like that which Jack Tremiel was too cheap to put into the "trusty ol' 64" from the beginning. Problem is that these new cartridges must plug into the cartridge port instead of the modem port, and that is a problem for some who use 17xx REUs and such.

Just to keep things in perspective, although CBM "never made a proper modem port", well, neither did anyone else for many years... all the old XT/AT machines that came out at around the same time as the C64 didn't have *any* form of serial port at all. If people wanted to use a modem (or mouse), they were required to purchase a 'serial card', which is/was essentially the equivalent of our RS232 cartridges. The onboard serial ports on a PC is a relatively new thing.

Rather than distract from the C64 about the limited speeds possible from the C64's 'modem port', the sheer fact that you could use a modem with the C64 without *any* form of hardware addition, makes/made the C64 superior than the PC's made during the same era. As a Commodore user, you/we should be thankful, and acknowledge this fact, rather than being critical over the fact that it can't handle the speeds of modern modems, or suggesting that JackT was "too cheap" to add something that really wasn't necessary at the time. (keeping in mind that 2400bps was considered to be very high speed at the time and its use was limited to very large organizations).

(Commodores + Modems = Online continued next page)

(Commodores + Modems = Online cont)

How To Get High Speed Connectivity With a C64/128

The combination of a swiftlink and off the shelf modem is easier to support and deal with than the Arotek. With the Arotek there were the dip switches and there's even a couple of extra settings in the term program to deal with.

With the Swiftlink and a regular modem, all modern term programs are already set to make use of it (you just tell the program you are using a Swiftlink cart and the speed of your modem and that it's it).

In short the SwiftLink cart plugs into the cart port. Just like the 2400 mini modem in the user port. There is a special cable that would need to come from Maurice, about \$10?). The cable connects the SwiftLink cartridge, the other end goes into a modern external modem (the kind IBM's, MAC's, and Amigas use), thus the name SwiftLink.

A Swiftlink gives speeds up to 38,000 bauds, instead of just 1,200 or 2,400 bauds, right there from you Commodore 64! Or you could buy a Turbo 232 (CMD's upgrade to the SwiftLink) and handle speeds up to 56,000 baud (considered the fastest speed available on a normal phone line).

But the Moral of the story, always keep a spare modem on hand.

Jean managed to buy an Arotek Minimodem C24 from someone on the comp.sys.cbm newsgroup. Jean says, "It works well and looks new. So I am set with one and a back-up."

Possible places for commodore modems:

Vintage Compute Store 520 Silverbrook Drive, El Cajon, CA 92019, 619-445-8432, vintagecomp@cox.net has listed all the commodore specific modems ranging from 7.95 for the 300 baud to 49.95 for the Arotec Mini Modem C24, 2400 baud.

Centsible Software 1-616-471-1083 orders 1-800-640-6211 or 1-616-471-1089 support@centsible.com has 1200 baud commodore modems at centsible.com for \$10.00 plus shipping.

Cincinnati Commodore Computer Club has 1000s of items. Chances are they have modems. They are listed in the Buy/Sell/Trade section.

Maurice Randall has purchased the rights to CMD items. These should include the Turbo232 interface which allows our commodores FAST modem connections. An external modem is also required and can be purchased locally or most likely through Maurice himself. In a 2000 CMD catalog, the Turbo232 is priced at \$40. Info on Mr. Randall is included in this issue under the article The New CMD.



TWENTY YEARS OF C64 COMPUTING-- WHAT A PARTY!

RINTER RIBBON INK SOURCES

by Roger Hoyer

Chris Fite's article on re-inking printer ribbons in the March issue was very informative. I've also been reinking my printer ribbons for years. I purchased a re-inker from Computer Friends of Portland, OR more years ago than I can remember and it WAS expensive. However, the price hasn't changed in all those years. I purchased a new 2oz bottle of black ink from them last year for \$3.00 and received a new price list. The universal MacInker is \$69.95 plus \$10.00 for an adapter for cartridges. They also have blank cartridges and spools of ribbon. If you're interested in contacting them for a catalog and price list, their address is 14250 NW Science Park Drive, Portland, OR 97229. Internet; cfriends@teleport.com. Orders 800/547-3303; inquiries 503/626-2291; fax 503/643-5379.

Addendum

by Rob Snyder

After seeing Chris Fite's reinker article decided to finally purchase the machine to reink my nx-1000 ribbons from V-tech. I also remembered in an old dieHard issue about four color printing and this V-Tech having the inks and ribbons. I emailed him and his prices are: single colored ribbons (in red, blue, and yellow) are 3.50 each, colored ink 5.00 per 2 ounce bottles, black ink 4.95 for 2 ounce bottle, a standard re-inking machine for the nx-1000 single color cartridges is 42.00 (I didn't ask him about other ribbon styles). Shipping is 4.00 first pound and 0.50 for each additional pound weight. His contact information is: V-Tech Inc, 1487 Sumneytown Pike, Lansdale, PA telephone 215-362-3300, fax 215-412-3656, vtech@comcast.net

SHADOWLAND

Compiled from the internet by Lord Ronin from Q-Link
<M.K.A. Sensei: David O.E. Mohr>

Date: Fri, 4 Jan 2002
To: CommodoreOne@yahoo.com
Subject: [CommodoreOne] Update from Jeri (The latest news from Jeri Ellsworth's website at www.commodoreone.com)

Sorry for being quiet lately. I've gotten the attention of a company who wants to invest in the C=1 project, but I wanted to let everyone know that I'm still working every day as if there were nothing special happening. I'm still on track and moving forward.- Jeri

Date: Sat, 5 Jan 2002
From: Maurice Randall
To: homestead@videocam.net.au
Subject: [Homestead] HD-DOS update

Hi Alan. Won't CD sized partitions make the whole idea of burning CDs easier? Actually the idea will be to use a foreign partition for burning CDs from. But to begin with, the 'extended native partition can be used for building the CD in order to get the files arranged and tested, and the directory layout and subdirectories set up as you want it. When finished, then a 3rd party application can build the foreign partition exactly like the CD will be, block for block. Burning a CD from a foreign partition built like this might work. Time will tell.

What will the max size of the drive be? Work is being done in the DOS tables to allow a drive mechanism up to 2048 gb. That might as well be no limit on drive size! And since I last spoke, the partition design is now up to 4gb with no performance loss. An extended native partition size can

(Shadowland cont next pg)

(Shadowland cont)

be anywhere from 16mb up to 4gb in 2mb increments. This is still not final though. The maximum could still go up or down depending on my continued work with the directory header design. The beauty of this design is that it will be fast. Block sizes are 512 bytes and the entire block contains data, no track and sector pointers. The pointers are contained in the FAT in a way similar to how MS-DOS does it, but not quite the same.

We use 512 byte blocks, period. That allows the maximum use of the disk space. There are no tracks and sectors. Blocks are addressed by the block number with the first block as block 0, the next one as block 1 and the last one might be block 8,388,607. So, with this BAM design, we can quickly write files to these big partitions. And with the FAT design we can quickly access any single byte within a file with nearly the same speed as if we were to access the first byte. This will allow many future possibilities such as large fast databases. Or indexing into a specific portion of an image file, a sound file, or whatever. The directory entry layout is still being designed. But it looks like I'll allow up to 32 characters for filenames. [snipped out a large chunk of tech material]

Date: Mon, 14 Jan 2002
From: Todd Elliott
To: Homestead@videocam.net.au
Subject: [Homestead] geoZIP v0.7

Hello, geoZIP v0.7 users in Wheels 64; Please do not use the Zip Files menu selection in creating zip archives containing GEOS files. Somehow, the convert routines truncates GEOS files prior to archiving them and fails to restore GEOS files afterwards. You could lose GEOS files under this way. The Unzip files menu selection

seems to work normally under Wheels 64. This problem does not affect Wheels 128 users using geoZIP v0.7. I found about this problem while testing out geoZIP v0.8. Needless to say, geoZIP v0.8 would not be released until I have tracked down what ails it in Wheels 64 mode with respect to the Zip files capability. Sorry about this, but I really want geoZIP v0.7 and when ready, v0.8 to run in any Wheels mode or at Werner Weicht's programming, also for all modes of MegaPatch 3. Integrity of the user's GEOS file system and files are the most important and a central feature behind such a ZIP utility. Hopefully I'll find a fix and debug geoZIP v0.8 more under Wheels 64 mode and then it'll be ready real soon.

Date: Tue, 29 Jan 2002
From: Randy Thelen
To: homestead@videocam.net.au
Subject: [Homestead] C64 with ethernet?

Somebody the other day asked about putting ethernet on the C64. Here's the web page of a crafty fellow who has put a web server on his C64! <http://c64.cc65.org/>

From the site: "Please note that the web server is actually running TCP/IP over the serial line. A SwiftLink cartridge is used as the only extension on the C64 side. The serial link speed is 38400 bps (images on this page load quite slow)."

Knowing a bit about TCP/IP and the protocols involved, I'm extremely impressed with the design and implementation of this setup. TCP/IP is quite complex. He's solved many problems with interesting solutions. I wouldn't expect Ethernet to function very well directly on a C64 for many reasons including, but not limited to: 1) Ethernet frames arrive all

(Shadowland cont next pg)

(Shadowland cont)

the darned time. It's the responsibility of each device to determine if a particular packet *actually* destined for the target to which the packet has arrived.

[David Mohr Note: This is a real site. I went there in Lynx when I saw this msg. Not many pages. Most of the information was for the tech/gear heads. But it does prove that it can be done with a C=64]

Date: Wed, 6 Feb 2002
From: Todd Elliott
To: Homestead@videocam.net.au
Subject: [Homestead] CHacking #21 Released!

Issue #21, Feb 5, 2002 Special Focus on Minigames is now available at <http://www.ffd2.com/fridge/chacking/cu>

[David Mohrs Note: Grabbed this one fresh off the presses. Will be on my BBS as soon as it is compressed. Runs over 700 blocks in size]

HARD DRIVES, RAMLINK, AND GEOS/WHEELS

by Linda Tanner

Last year, one of our members wrote me about the use of the hard drive by itself, as well as with GEOS/Wheels. I told him how I use the CMD Hard Drive, as well as RamLink, with GEOS/Wheels, but from what I hear, my methods are not a lot like those of other Commodore users.

He mentioned how when the hard drive was new, he read and re-read all the manual pages on subdirectories, partitions, more subdirectories, more partitions, sub-subdirectories, and finally put the hard drive on a shelf for a while to think things out. Well, that is pretty much what happened here. I would read and re-read about subdirectories and partitions, and each time would wonder, "How on earth do I know how many partitions I need, and how would I know whether to have subdirectories, etc.?" So, I decided if need be I can always add partitions later, so for now I'll have one giant partition, "Partition 1"; into which I'll place GEOS/Wheels, since one of the main reasons for investing in a hard drive was GEOS/Wheels itself.

Well, several years later, I still had one giant partition, "Partition 1", and mainly use the hard drive for GEOS/Wheels, and it has worked even better than I had envisioned. How do I access GEOS/Wheels? 1. Turn on system, (Commodore last); 2. Hit "Swap 8" on the hard drive with a thumbnail or fingernail (finger press seems ineffective mostly); 3. Key in "^Starter 128". Now GEOS/WHEELS is being loaded from the hard drive into memory, and having merely used a "SWAP 8" and "STARTER^128", you are ready to use GEOS/Wheels. There was no boot disk to fumble around with, there were no partitions to search through, no subdirectories to ponder. What could be easier? In fact, with Wheels' capability to be installed onto the hard drive (or RamLink), I think GEOS/Wheels is easier to use than when GEOS was a baby.

(Harddrive continued next page)

(Harddrive cont)

The same can be true of something so useful as The Write Stuff. I later added a Partition 2, and placed TWS in it. Now, to use TWS, it is just a matter of turning on the system, hitting SWAP 8, then "@CP2" to change to partition 2, then you are ready to load TWS by keying in "tBB". That loads and runs TWS. Another nice thing about TWS in a hard drive partition is that the partition size is your choice. Remember the original TWS disk? There was barely enough room for the original software, and a second disk had to be handy for whatever TWS files you created. Now though, if you install TWS on your hard drive or RL, you can save your files without swapping disks, AND without trying to remember "what's the name of my TWS file subdirectory?"

So, all you beginners out there, fumbling through the hard drive manual, pondering the difference between partitions and subdirectories, questioning how to partition your drive, puzzling over seemingly foreign looking terminology, start small, maybe even with just one partition. Later, when you have a better feel for using the hard drive or RL, you will see many more options available with your new hardware.

GAME REVIEWS

By David Moon

I've been asked to review some of the games I've played. This isn't exactly new to me, although it is the first time I've done this. I wouldn't say I'm an expert at this, in fact I'm not. I'm good at playing games, and some day hope to make a few of my own. But here goes my first attempt at reviewing games. <LOL>

HAUNTED MANSIONS This is a cutesy game where you run around a randomly generated maze trying to save as many cats as you can. In the meantime you must try to avoid bats and other obstacles on the screen. The only obstacles that move are the ghosts. If they touch you the game is over. If you touch any of the other obstacles (bats etc.) you lose points. If you are carrying a cat at the time the cat is deposited in a randomly determined location and you lose points. Unless it's a ghost than it's game over. There are ten cats per level and each cat is worth ten points. You have multiple levels of difficulty to set the game at

made. You can have a party of up to 6 members. I suggest having 6 members as it makes a bit easier. This one will take you a couple weeks to play all through. Especially if you do everything. That also happens to be if you are using the clue book for this game. David O. E. Mohr beat this one and it took him about three months to do so even using the clue book. This is a difficult game, but it can be won. On a scale of 1 to 10, I give it 10. Although it's one of the types of games that interest me. <VBESG> besides I'm biased to first ed. AD&D and cats. ;-)

CUSEE OF THE AZURE BONDS: this is the first of the series of 1st ed. AD&D games I played I found it rather confusing and biased towards pure human parties. Demi-humans are rather limited, in fact David Mohr can't get out of the wizard's tower because of this fact. I got through most of this one without a clue book, but I got lost and stopped playing the game as I didn't know what to do, or where to go. It has a good story and premise, but is

(Game Reviews continued next pg)

(Game Reviews cont)

rather confusing. The decoder wheel set is more difficult than the one for Pool of Radiance. I give this one a 6 as it is prejudiced towards humans and it is quite easy to get lost and confused.

SECRET OF THE SILVER BLADES: this one is my favourite of the three made for the forgotten realms games for the C=. This is the second game I played in the series. Like Curse of the Azure Bonds, it is rather liting to demi-humans, although this one allows you to choose the diffic level of the enemies you face. You do this in the options area while playing the game. There are five settings to choose from, Novice (the easiest setting) through Champion (don't choose this one unless you want the easiest monsters to be four to five times stronger than they should be on the initial setting. If you were to assign numbers to the settings from 1 to 5, the initial setting would be 3. The exp. is much greater on the Champion setting, but the chances of your party dying (even if you have nothing but 8th level human characters is about 90%) this makes it hard to beat the game as the highest level possible for most is 15, with the exception of the class at 18. Don't play on Champion unless you have good equipment. By the way you start the game without equipment, although they give a few items to help out in the beginning. I give this one a 9 as I beat it and didn't even know that I had won. Must have been a glitch in the programming on my copy. <VBESG>

THE WIZARD'S CROWN: this one will take quite awhile to beat as there is so to do and find. You can have up to eight characters in your group. Use all eight as it makes the fights somewhat easier and ensures a more likely chance of surviving in the game. The object

is to find and retrieve the crown stolen by Tarmon the wizard of thunder. The characters have stats that can change as the game goes on. You must have 100 points of Exp. To do this though and you must also be in the Crossed Sword Inn as well. The only stat that be changed (short of character editor or track and sector editing, by the way I know where to look for the information.) is Intelligence. You can make characters by having one of the characters in the original group leave the group. You must have one character original group leave for every character you wish to make.

My suggestion is to create maybe one or two new character at a time so that you have a better chance of survival. If you must make a new wizard, make sure that you keep the old one as you need a character who can evaluate magic items. The new wizard can do this but if you get rid of the stock wizard before improving the evaluate magic skill on the new wizard you'll bump into normal items that can be evaluated and some of them may be normal or magical and you will never know if you just of something you truly needed or not. :-(

I give this one a 9 as it is frustrating and takes so long to play. But it is a fun game that provides a challenge. <VBESG>

THE ETERNAL DAGGER . A Wizard's Crown adventure: this is the sequel to the Wizard's Crown. This one uses more of the skills found in the Wizard's Crown than the original game did. The skills that the characters can get have become more powerful than in the previous game. In the Wizard's Crown the highest skill level you could have with out the aid of magical bonuses was 250. In this one you can skill levels of at least 500 with out

(Game Reviews cont next pg)

(Game Reviews cont)

magical bonuses. The monsters are much tougher in this one, and the world much larger and more difficult to move around in. I'm still trying to figure out how to get off of the first area in this game.

The magic items are also more powerful and there are even more of them than in the first game. You can transfer your characters from the Wizard's Crown to the Eternal Dagger if you wish. Just make sure that they can survive the more difficult fights in the Wizard's Crown first. I give this one a 9 as the first game is hard enough, but this one is much harder. But it also will provide hours of fun, entertainment, and frustration.
<VBESG>

THE COMPLEAT LOADSTAR CD

by Rob Snyder

First I got this email dated March 11: Jean Nance says you might want to include info in next issue MTTM that Fender Tucker has dropped out of MTTM, but he has all the LoadStar 64 and 128 stuff they handled over the years, and is planning to produce a cd disk containing all the stuff in one huge archive. He will finalize the details on costs for anyone to purchase the CD. -- Joseph Fenn

Then I got this email on April 11: Wow, Fender Tucker has done it again! The very first Compleat Loadstar CD is up for auction at <http://www.ebay.com>. I did a search for fender@loadstar.com and found this remarkable CD, years and years of Loadstar, a veritable history of Commodore programs and articles not found in the public domain. -- Robert Bernardo, Fresno CUG, <http://videocam.net.au/fcug>

That is how it began. Surely the FIRST Compleat Loadstar CD

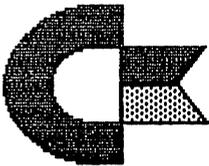
would be higher than a Loadstar collection I saw several years back that had a STARTING bid of \$125. But it wasn't. It was only \$30 with three days left. I put a bid on it then emailed my newsletter exchange editors through so others would know of the Loadstar CD.

The auction ended and I (yes your May editor) won the very first Compleat Loadstar CD-- even signed as such by Fender Tucker himself. I was worried the low price would end my hopes of more Loadstar CDs. Fender Tucker emailed me saying, "Don't worry about my getting discouraged and NOT selling more copies. It won't happen." He also said that Dave and him were batting around a figure and would tell us Mailink members as soon as one was nailed down. I'm sure it will be listed in our Resources section.

I am very pleased with my cd. There is over a thousand files on this cd; after all there are over 200 issues. That makes for a LOT of 1541 disks sides. It includes a c64 emulator program (VICE 1.7) for the pc platform, and STAR LOADER, a Visual BASIC program that makes it easy to load any .d64 or .d81 as a Commodore directory inside VICE 1.7. I don't have a pc so I couldn't try the emulators on disk. I did downloaded an emulator for my wife's Mac called Power64. It ran the files fine. It was strange to see the blue commodore screen on her powerbook.

With my cd rom commander distributed by Dale Sidebottom, I will be able to use the files on my real 64/128. I'm sorry to say that I didn't use it on my 64 first as my transfer program (cdrom commander) didn't have the memory to load up 1013 files. The cd needs to be partitioned with subdirectories to make it more commodore friendly. Fender said he was open to suggestions so I'm sure future editions will be so.

(Loadstar CD continued pg 20)



MAILINK ON DISK

BY: RICHARD SAVOY, EDITOR

FROM THE DISK EDITORS CORNER!

The "Disk" version of the newsletter went out quite quickly after the Commodore Mailink (CML) March issue hard copy, thanks to Paul Berry for quickly copying of the newsletter programs on a disk and sending it with the newsletter hard copy for printing. That is one advantage of having the Mailer person and Disk Editor in one location, from here it went well thanks to Jean, Paul, Linda all working in harmony.

WHAT'S NEW FOR MAY

Side 1: This issue of Commodore Mailink (CML) newsletter will be on the front side of the disk. Whatever space is left, I will continue to fill with Fun Graphics Machine type Clipart. which is already to use with Illustrator II which permits the incorporation of graphics into the text of The Write Stuff, word processor, but remember that the clip art with the dots in front must be on the same disk as the other material you want to print. You can see a few of these clip arts in the March issue of CML from the series that started in the September 2001 issue.

SIDE 2: This side has a Menu program to take you to four programs including FIREWORKS with a fourth if July display of fireworks and patriotic music for your listening pleasure; DEFCON X if you can get into the missile defense you will be able to fire a missile from the control room to the target; REFL is a Reflection board game two can play or you can play again the computer.

FREE BONUS DISK with the MAY ISSUE. Will be the February 1994 "Disk Magazine", from the "5C" Clark County Commodore Computer Club. This issue has a selection of game programs BACKGAMMON, WHEEL OF FORTUNE one of the better public domain issues, CREATOR, YELLOW PAGES & VELVEETA 64 and of course it's usual articles that draw a lot of interest.

PRICES FOR THE COMMODORE MAILINK ON DISK ARE AS FOLLOWS:

United States.... \$ 8.00/year
Canada \$ \$9.00/year
Everywhere\$11.00/year
Single back copies \$1.50
U.S.A. FUNDS ONLY

PAYABLE TO: RICHARD SAVOY, 250 WEST STREET Apt.9, WARE MA 01082-9783 USA.

BUY/SELL/TRADE

Hale Engstrom, the guy who just renewed, had a note with his check to with: "If you have any readers near me, let them know that I have a bunch of Commodore stuff I would like to 'pass on'. I'm getting OLD!" Hale Engstrom, Old Hermit 850-897-3454 hermitshole@earthlink.net He's in Freeport FL 32439.

MAGAZINES For Sale (from Jean Nance)

\$2 an issue plus postage. Or, best offer. I won't break up the package

Compute's Gazette: July and Aug '83, July through Dec '84.

Commodore World: Issue 8 through issue 24.

If these don't sell, they go in the trash.

FOR SALE by Jean P Nance <jpnan@prairienet.org>

Go 64 8-12 1999; 1-3 2000
Go 64 Disks Aug 99 - Feb 2000
Commodore Gazette disks Aug 99-Feb 2000
Commodore Gazette Oct 99
Commodore World vol 2 #2
Multiterm 128 Disk
Kracker Jaz 128 Disk and 2 manuals.
Multiterm 128 Disk
Novaterm v. 9.6 4 disks, users guide.
Master Base disk.
Commodore 1541 drive Manual and disk only (no drive).
Bob's Term Pro 64/128 Disk and 2 manuals.
Voice Master Disk and 2 manuals.
CPM system disks (2)
Commodore 128 Tutorial Disk

The Cincinnati Commodore Computer Club has 1000's of used commercial COMMODORE items for sale at very reasonable prices. The lists include computers, disk drives, monitors, some printers, books, manuals and accessories at bargain prices. Because of the low prices, postage will be appreciated. Separate lists are provided on a 5 1/4" floppy disk as sequential files. The files can be accessed directly using sequential file readers for the 64 and 128 on the same disk. Send a floppy mailer with your return postage and the address below-

CINCINNATI COMMODORE COMPUTER CLUB

Official Users Group Number 292

513/248-0025

Meets at Norwood Plaza Bingo Hall

c/o 31 Potowatomie Trail

Milford, OH 45150

files can be emailed:

thndrbrd@one.net

Visit our website at <http://www.geocities.com/64-128-amiga>

The Cincinnati club also sells the following tractor feed items:
3.5" x 15/16" address labels in pastel shades of blue, green, pink, white and yellow - \$1.00/100;
2.75" x 1 15/16" labels (for 3.5" disks) - \$1.50/100;
3.5" x 6" postcards - \$1.50/100.
Prices include postage.

BUY/SELL/TRADE (cont)

Taken from email:

The Cincinnati Commodore Computer Club has several 128's (\$40) and MANY 64's (\$25) for sale. Which can be ordered from thndrbrd@one.net. Prices DO NOT include shipping, which you can estimate by calling your local P.O. (or usps.com) and asking for the cost to send 15# (128) or 10# (64) from zip 45150 to your zip.

MAY EDITOROB'S DESK

First off, I would like to say "Hello" and thank my fellow members for allowing me to edit this issue of MUTTM's newsletter-- COMMODORE MAILINK. I also would like to thank my family for allowing me the time to spend on this newsletter. Thank you Annette, Helena, Jacob, and Catherine. Secondly, I hope you enjoy(ed) this issue; I enjoyed editing it. Foremost, I wanted to complete an easy to read and informative issue. As for the equipment used, C128D, 1581, RamLink, TWS128, and Epson Stylus Color 740 Inkjet. I used Wheels128 to transfer Geos files into TWS via Wrong is Write. Why not edit an issue yourself?

(The Compleat Loadstar CD cont)

For now, I have transferred some disk files from the cd to a dos disk, used LRR to transfer them to a commodore disk and then used puzip to und64'em. The files then load on my real 64 (which right now is a 128D).

It is nice to finally have all the back issues (1-199 of the 64 and ALL 128) of Loadstar. One thing is for certain, I won't ever run out of commodore programs or articles to check out.

JULY EDITOR

The July Mailink editor is Linda Tanner. She will accept any format used by Commodore machines except CPM. She will accept hardcopy unless it is unusually lengthy. The cutoff date is June 20, but will bend the rules if necessary. Contact information on page two under Business Officers.

INDEX

<u>Title</u>	<u>Page</u>
BUY/SELL/TRADE.....	19-20
Commodore + Modem = Online.....	10-11
The Compleat Loadstar CD...	17,20
Converting GW Files to TWS...	6-7
Editorob's Desk.....	20
Game Reviews.....	15-17
GeoWrite Converter Program.....	5
HardDrive,Ramlinks,and Geos	14-15
Index.....	20
It's a Morbid Subject, But.....	9-10
July 2002 Mailink Editor.....	20
MaiLink Officers and Policy...	02
Mailink on Disk Info.....	18
Meeting News.....	Cover
The Obsolete Computer.....	09
Printer Ribbon Ink Sources....	12
Shadowland.....	12-14
Spring Expo 2002.....	4-5
Treasurer's Report.....	03
Viewing GW Files in Win.....	8
Welcome to CMDKEY.com.....	8