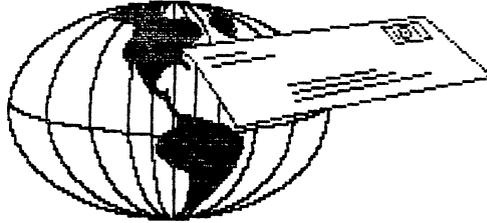


COMMODORE MAILINK

NEWSLETTER OF —
MEETING 64/128 USERS
THROUGH THE MAIL

MAY 1997



MEETING NEWS

by

Tom Adams, President

Hello and a big welcome to the new members: RANDY BURNS, ROD & GAELYNE GASSON, LEON HARRIS, and RICHARD MARET. Their bios are elsewhere in the newsletter. There is no pressing news this month.

I have had several questions about where to get 5.25 double density disks. The best place I know is MEI Micro Center (800) 634-3478. They sell disks for 19 cents each in packs of 100. This is also a good place to get 3.5 inch disks and printer cables.

There were two bargains left out of the March Information sheet. First is the subscription to The Loadstar Letter. Regular rates are \$18 a year but Meeting 64/128 Users get the subscription for \$12 a year. Second is the terminal program Novaterm 9.6, available from Nick Rossi direct for \$15.00. This includes postage and shipping to your address. Send your check/money order payable to Nick Rossi, 10002 Aurora Ave N #3353, Seattle, WA 98133 and mention your membership.

At this point we have over 225 members and all the work is being done by a volunteer staff. Joe Powell, treasurer, keeps the books and makes sure the group is on an even financial keel. Brian Vaughan who has the job of keeping the groups database in shape and correcting the errors of the president when he sends the new member bios to him.

A special thanks to Jim Green for doing the disk version for the past 10 years. On these disks Jim put all the text of the current Commodore Mailink and on the reverse side he put some of his own graphics and programs. Jim suffered a heart attack last November and is now recuperating from the quadruple bypass surgery. Jim, I hope you are feeling better as the days get warmer and I and the rest of the group wish you a speedy recovery. Also I want to send my personal thanks and regards to you.

Fred Knerr has taken over this enormous task of putting the disk version out. Please contact Fred for the details on the disk version.

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A WORD ABOUT JUSTIFICATION

With the exception of the front page which is justified, the pages of this issue exhibit a ragged right margin. There is a reason for this preference.

Except where expensive equipment is employed that does microspacing, justification is achieved by adding spaces between words to even out the margin. These additional spaces make the text harder to read because the eye wants to see one space between words and an extra space between sentences (old school). Thus, when added spacing between words is encountered, the mind hesitates a moment while it interprets the abnormality. The same thing occurs when the eye runs into a typo or other aberration. The tendency of this editor for blunders makes it only fair to create pages that are otherwise as easy to read as possible.###

THANK YOU!

A big THANK YOU to those who contributed to this issue. Not to be overlooked are the additional efforts of Jean Nance, Tom Adams, and Brian Vaughan, without whom the Mailink would not find its way to you.###

JULY EDITOR

Paul Berry will be the editor of the July Mailink. Submissions should be in TWS, Pet ASCII sequential or ASCII sequential, or Speedscript format on either 5.25 or 3.5 inch disk, labeled with submitter's name and format used. Submissions deadline is June 18th. His mailing address is: 2113 Seven Lakes South, West End, NC 27376. His e-mail address is: pdberry@pinehurst.net

TO PRODUCE THIS ISSUE

To produce the pages for this issue involved the use of an unexpanded 64, 1541, black & white TV monitor, an interfaced Citizen Premier 35 daisywheel with carbon ribbon for text from The Write Stuff, and a Star NX-1000C for graphics from the Fun Graphics Machine.

Creating pages that contain graphics employed the two-pass printing technique. In this, the text is printed on a daisywheel with space planned for graphic(s). A blank sheet is then positioned squarely over the text page and the spaces marked. Printing an outline of each graphic on the blank sheet in the marked spaces determined proper alignment for printing the graphic on the text page. (Details of this procedure are given in a November 1996 Mailink article.)

The editing of articles sought to allow the inclusion of all submitted material while retaining informative content. The alternative excluded some articles which, in the editor's opinion, wanted to be seen. It is hoped the the writers see this as a complement. It is the clear presentation of thoughts that allows make-sense condensation. In other words, extensive editing is only possible with well written material.###

PROBLEMS WITH MAILED DISKS

Mailed disks mostly arrived OK. But occasionally, attempting to load from a mailed disk prompted read or other drive errors. This included disks mailed in floppy disk mailers. In every case, the following procedure provided a remedy.

First, trying to turn the inner disk with two fingers in the center hole proved it didn't easily turn (and if a disk won't turn, the drive can't read it). This malady is caused by a crimped edge which, no doubt, resulted when the post office machined the mailer. (They aren't suppose to machine packages, but...) Carefully rubbing the edges against a hard corner solved the matter.

No disks came mangled, which is the reason to use disk mailers. But even mangled disks can often be salvaged by carefully cutting the encasement seams, removing the inner disk, and inserting it another encasement.###

11 YEARS OF
MEETING 64/128 USERS THROUGH THE MAIL
submitted by Jean Nance

The May 1986 "Compute's Gazette" had "The 64 User Group of America" in their list of user groups. Kirby Herazy was president. Members corresponded with one another but there were no regular mailings, no newsletter, and no dues. The following year the name was changed to "Meeting 64/128 Users Through the Mail" and Jean Nance became president.

A membership list with "bios" was sent out and a small newsletter was started; donations covered the cost. Dues of \$5 were instituted for 1988. Elly Carey became treasurer; and Brian Vaughan was responsible for membership records. Bill Robinson was editor of the newsletter. Since 1990, we have had a series of guest editors for the Mailink. Jean Nance is managing editor.

In July 1994, Frank Redmond became president and Jean Nance became vice-president. A year later, Tom Adams took over as vice-president, and in July 1996 he became president with Frank as vice-president. Joe Powell is our treasurer and Brian Vaughan continues with membership records. Membership for the last several years has run between about 200 and 300, rising through each year, but dropping in January at renewal time.

SOME MAILINK HISTORY

Following are a few excerpts from the March, 1988 issue of "The Commodore Mailink." In addition to this material were a few articles, questions, some tips, a warning about a supplier who hadn't performed as promised, names and bios of several new members. There was even a complaint that Commodore Business Machines didn't consider our group worth including in their list of user groups because we couldn't provide a meeting place and time. Hmm. Commodore Business Machines? Who were they, anyway?

NEWSLETTER NAME

As you can see, the name of our newsletter is "COMMODORE MAILINK" suggested by Eloise Carey. Four votes were cast for this name. Runners up were The Meeting Place: 2 votes, 64/128 Informer: 2 votes, and Commodore

Users International Gazette: 2 votes. I think the new name is a good one; it has the words "Commodore," and "mail," and seems to express what the newsletter is: a way of keeping all the members linked together. Few of us have time to write to more than three or four or five other members on a regular basis, but the newsletter lets us all keep in touch. I can't think of any particular prize that can be awarded for offering the name. Maybe some of you can just write Elly and thank her for her excellent idea.

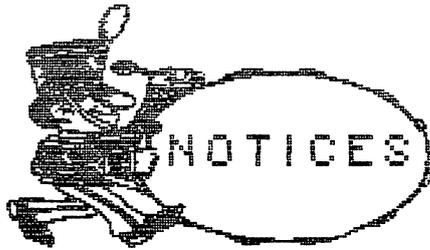
WRITE STUFF UPDATE

R. Eric Lee, author and distributor of the Write Stuff word processor is promising a version for the 128 some time this spring. Meanwhile, I have four more copies of the 64 version available for \$6.25 each. The word processor with associated programs is now available commercially at about \$20 plain or \$24 with Sam the Talking Mouth speech program on the back. The Sam program is necessary in order to use "BB Talker," the talking word processor. Also on the disk is a menu program, and an excellent file reader program. This makes it easy to create a disk with text files and a menu to the files. There is also a program that translates files from 14 popular word processors into "BB" files for the Write Stuff program. Users groups that have been distributing the programs at their own price may continue to do so. I hope that the same deal will be available on the 128 version.

Everyone who has these programs is very pleased with them. I use the "BB" word processor to put the newsletter together. I can keep information in files, then append file to file to make up the newsletter. Material for the newsletter that is sent to me in "BB" format can be put into the newsletter where needed. Material which is sent in any of the 14 other word processor formats can be translated, saved, and added to the newsletter.

FINANCES

In January, we had a balance of \$17.53. Expenses were \$7.02 for photostating, and \$11.49 postage. Dues of \$68 were paid. This leaves a balance of \$67.02 to cover postage and photostating costs for the remainder of the year.###



CORRECT FGM PHONE NUMBER

The phone number for The FGM Connection on the back of the INFORMATION sheet attached to the MEMBERSHIP list is incorrect. The correct number is (541) 496-2234.

From Jean Nance:

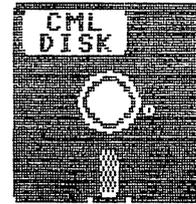
Former member David Schiff has a large collection of C-64 software for the handicapped. If you or anyone you know has difficulty using a Commodore for any reason, write to David; he may be able to provide software which will help. He offers these programs for the cost of the disk, mailer, and postage. His address is: David Schiff, 138 Reinhardt Road, Middletown NY 10940.

IS YOUR DISK DRIVE CORRECTLY ALIGNED?

Fortunately, when a disk drive is asked to read, it automatically searches to the sides of where the file should be if it doesn't find the data on its first attempt. Thus, it's probable that disks written by slightly out of align drives can be read by a correctly aligned drive. Conversely, it's likely that slightly misaligned drives can read disks created on properly aligned drives.

Unfortunately, there is a limit to the searching. Consequently, drives that are too far out of align can neither read nor create readable disks.

An easy way to check the alignment of a 1541 is to command it to search once and only once for the data. To do that, turn the drive off and on, then type on one line open15,8,15,"m@w"+chr\$(106)+chr\$(0)+chr\$(1)+chr\$(193):close15 and press RETURN. Then insert a commercial disk and try to load it. If it loads, the alignment is good.###



The COMMODORE MAILINK DISK is now available in two formats, 5 1/4" 1541 and 3 1/2" 1581. Cost is \$1.00 per issue, or \$6.00 per year from Fred Knerr. Back issues \$1.50. Please let Tom Adams know if you no longer want the hard copy.

May Mailink Disk planned features include BANK ACCOUNTS from Tom Adams (docs in March Mailink). Also, a demo from an old Commodore Club, SWINTH, ULTRA, and more. If you have never seen SWINTH, you are in for a treat.

ULTRA is the sequential file reader I like to use. The program reads the file into memory and allows the disk drive to shut off until more text is needed, preserving your 1541 drive. ULTRA also will not scroll until you tell it. Paper print out is in 80 column, 40 column, 1 or 2 rows.

July Mailink Disk planned features are 411 Print Shop Graphics and more. Future issues will contain your requests and your submitted problem programs that need a fix.

Type-in programs over 10 lines submitted to Mailink should be sent to your disk editor on a 1541 disk. Docs should appear in Mailink as well as the disk.

There is a saying that you learn by doing. Boy am I learning. Please join me. Send in an article, or a PD program you wrote, use, or enjoy.###



SPEEDING UP GEOS

by Bruce Thomas, edited
rbthomas@freenet.edmonton.ab.ca

It's 1997 and you're using a 15 year old computer. Not only that but you're using an extremely disk-intensive Operating System. Quick, what's the least expensive way to speed up your GEOS work?

Wow!! That takes some effort does it not? A few years ago most people would have quickly responded: "Get a RAM Expander" or "Buy a Mouse." Those two peripherals were my first hardware add-ons after I started using GEOS, and I do enGEOy them still.

For starters, a RAM disk operates at electronic speed with no moving parts. An impressive display of RAM speed is to load a picture into geoPaint and scroll around the page. With a RAM disk this process is very smooth compared to a disk drive loading the image piece by piece.

As for a mouse, the ease of moving about the Desktop and applications just screams: "THROW AWAY YOUR JOYSTICKS!!" Never mind the convenience of having two buttons for starting geoWizard.

As C= REU's got scarce, Berkeley Softworks offered GeoRAM. This 512K Expander is a little slower, though still quicker than a physical drive. Another potential drawback is that it supposedly works ONLY with GEOS.

Next up in the RAM Expansion sweepstakes is RamDrive, RamLink, BBGRam and BBURam. These units all have their benefits, but the biggest is a power supply. The ability of the RAM to retain its contents while the computer is off is a huge time saver. The other big plus is size: anywhere from 512K up to 16 MB of RAM.

CMD Hard Drives are also very fast (I understand). One benefit is that you can load a lot of software into the Hard Drive and not have to dig through a pile of disks looking for a program: just change partitions. A RAMLink along with a Hard Drive allows connecting the Hard Drive through the SCSI port on the RAMLink for even more speed.

Of course, the most obvious speed improvement for a 1 MHz computer is an accelerator. Over the years a number of these have been produced by different manufacturers with varying degrees of success. I have a 4 MHz Schnedler Systems TurboMaster cartridge along with

a Master Adapter connector so I can use my REU with it in GEOS. While some complain about the reliability of these units, I am thoroughly pleased with mine (maybe the custom JiffyDOS ROM is the reason). A 400% increase in speed is a big improvement and in some instances is almost too fast!

The Flash 8 Accelerator from Germany boosts the 64 to double what my TurboMaster does. But, based on what I've read, there's a convenience disadvantage. They must be "tuned" for each 64 individually so are not a simple plug and play item. Other accelerators include the Turbo 64 from SwissComp (a 4 MHz unit), plus a famous vaporware one for the 128.

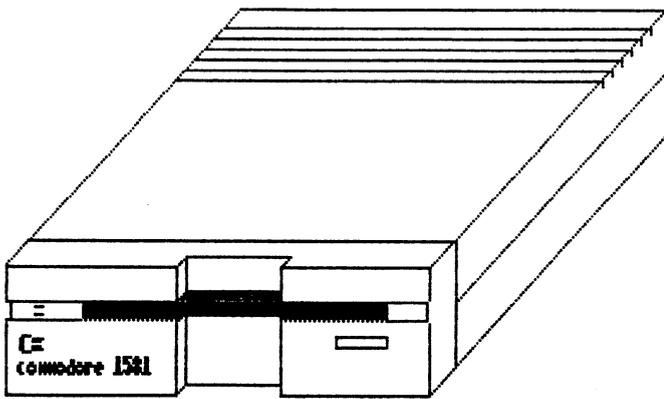
Currently, who hasn't heard of the CMD 20 MHz SuperCPU Accelerator? I don't see any hands in the air. I can only imagine the dramatic effect this unit has on GEOS (I am holding out to get a 128 model). From all accounts of people with the 64 version, it works very well and is extremely simple to install (plug it in and turn on your Super Charged 64). With the name CMD on it you know it's a sound unit and will live up to their promises.

OK, we have looked at all kinds of "toys" you can get to improve GEOS performance. Let's go back to the original question. Quick, what is the least expensive way to speed up your GEOS work?

The least expensive speed improvement is the one with the lowest cost. Now, this may hardly seem fair as I didn't quote any prices, and it is even harder if you shop around in the used market. That, however, is the catch. All of these items have prices attached to them. The cheapest speed improvement for GEOS costs absolutely nothing!

That's right. You can speed up GEOS use with tools included in the basic GEOS system. Keyboard Shortcuts abound in GEOS. If you're saying they take the point and click out of GEOS, you're right. That's not the point here though. If you want a speed improvement, it is much quicker to press two keys (say C= and F to format a disk) than to move across the screen, click a menu, wait for it to unfold, then move down to the item you want, click, and wait for the menu to fold up and the Dialog Box to pop up.

There you have it. The least expensive method to speed up GEOS is one you already own.###



PARTITIONING A 1581 DISK
by Ed Harler, edited

If you've read the "Partitions and Sub-Directories" section (pp 77-79) of the 1581 User's Guide, you're probably in agreement with Grandma, who'd say, "It's as clear as blue mud." All too true! Here are some facts to make things crystal clear. Well, maybe not crystal clear, but by following these directions, you will be able to partition a disk.

We assume you have only one 1581 drive and that it is drive 9. If it is another drive number, please make the necessary adjustments for your set-up.

First: a 3.5" disk contains 80 tracks or cylinders. Each track has 40 sectors (blocks) with 256 bytes in each sector. Notice the track/cylinder, sector/block terminology; it's one of the main ingredients in dissolving the mud.

Second: format a 3.5" disk using the following: HEADER"MISCSTUFF,MS",U9 and answer Y to "ARE YOU SURE?" then check the result using CATALOG U9 (a comma isn't necessary and cA u9 may be used.)

Third: put the 1581 Demo/Utilities disk in the drive and enter the command: RUN "PARTITION AID",U9

Before continuing, replace the program disk with the formatted disk.

Five selections are displayed:

1. SHOW PARTITIONS
2. CREATE PARTITION
3. DIRECTORY
4. CHANGE UNIT
5. QUIT

We are going to create a partition, so select 2. The menu will give the first three rules (which are on page 77), though rules 1 and 2 are reversed. Rule 4 is handled by omitting it from the menu. (If you are not given the choice of allocating track 40, then effectively you cannot allocate it.) One translation of these three rules is: starting at sector 0 (zero), of any track and

continuing for a minimum of 120 sectors (which is a multiple of 40), you may create a minimum partition of three tracks (120 sectors). If you enter 160 sectors, the partition will be four tracks. The rules could also be stated as: a partition must be a minimum of three tracks and a maximum of either 39 (1-39) or 40 (41-80) tracks. Note that track 40 (the original system track) has been omitted. Since there are 40 sectors to a track, that translates to a minimum of 120 sectors and a maximum of either 1560 sectors or 1600 sectors.

Let's take a trial run through the creation of a partition. Program-supplied items (which are capital letters on-screen) are in quotes; responses are the numbers or letters which follow. Comments are in parentheses and also contain the response to be given.

"Enter a partition name? END" PART1
(END is the default, which is used when you're finished. Write PART1 over END and hit <RETURN>. Keep the name you use short. In this article we are using PART1, PART2, and PART3.)

"First track 1-39 or 41-80? 1"
(1 is preselected and 40 is not a choice. We'll leave the first 24 tracks open, so enter 25.)

"First sector 0"
(0 is preselected and must always be used [as stated in the rules], so hit <RETURN>.)

"Number of blocks in partition? 120"
(Notice the use of the word blocks instead of sectors. Substitute 600 [40x15] for the default 120.)

"Creating Partition: PART1"
"Status: 0 OK 0 0"
"Want to make a sub-directory for this partition? Y"
(Y is preselected, so just hit <RETURN>.)

"OK, enter a directory name, PART1"
(Your partition name is supplied, so just hit <RETURN>.)

"OK, enter 2-character ID,? xx"
(Substitute P1 for the supplied "xx" and hit <RETURN>.)

"Press any key to continue"
 (Do so and select 1 to "SHOW PARTITIONS."
 A directory-style listing will display
 followed by the message below.)

"Want to go to a partition? Y"
 (Hit <RETURN> for yes.)

"OK, enter a partition name,? ROOT"
 (Hit <RETURN> in order to get back to the
 Root directory; otherwise, you will stay
 in the partition you just created and any
 attempt to create another partition will
 be met with the following error message:
 "Disk Error: "66 Illegal Track or Sector
 tn sn", where tn = a track number and sn
 = a sector number.)

The "STATUS" and "PRESSKEY" messages
 will be displayed. Hitting <RETURN> gets
 you back to the main menu. In order to
 allocate more partitions, simply repeat
 the above for each partition. Anything
 which is not allocated remains in the
 ROOT directory.

Use the following to create two more
 partitions:

Name	1st Trk	1st Sec	Sub Blocks	Dir	Dir Name	ID
PART2	41	0	800	Y	PART2	P2
PART3	61	0	800	Y	PART3	P3

Remember to select 1 on the menu
 after each partition is created in order
 to return to the ROOT directory: other-
 wise you will get a Disk Error message.
 When you are finished, select 3 for a
 Directory listing. Only the three par-
 titions will be listed because nothing
 has been saved in the ROOT directory.
 Once something has been saved in the ROOT
 directory, it will appear with the par-
 tition names. Remember that the first
 track of each partition is used as the
 partition's directory, just as track 40
 is used for the over-all disk directory.
 Be sure the program(s) you use to write
 to the partitions check the size of the
 partition being used: otherwise track 1
 of the next partition could be over-
 written. To go from one partition to
 another, you must return to the ROOT
 directory. The procedure gets clearer
 each time you do it. By the fourth or
 fifth partition, you'll be a pro.###

***** ***** *****

PARTITIONING THE 1581: ANOTHER WAY
 by W. R. Kennedy, edited

There is small piece of software
 called "1581 TOOLKIT" which comes on a 3
 1/2 inch disk. The menu of this software
 looks much like "Maverick," but has a
 section called "Create Partitions." When
 you use this, a new menu appears allowing
 you to read the directory, show parti-
 tions, change the drive, re-boot the main
 menu, exit to basic and disk commands.

The "show partitions" gives a row
 across the top with all 80 blocks. They
 show whether a block is in use, where
 partitions are and when there are none.
 Letters at the bottom give the oppor-
 tunity to set a new partition, name it,
 delete one, or exit the menu.

Using the "set a new partition"
 allows you to place the start of the
 partition, name it and set the end of
 the partition. It won't let you put
 either the start or finish in prohibited
 places. You don't even have to format
 the new partition: it does it for you. I
 find it easier to use than the "Partition
 Aid" on the 1581 Demo Disk.###

***** ***** *****

WHICH 3.5" DISK TO USE?

The 1581 drive is designed to use
 3.5" DD (Double Density 720K) disks.
 But, HD (High Density 1.44MB) disks are
 more readily obtained. Since the 1581
 will write to HD disks, it's tempting to
 use HD instead of DD disks. Before
 yielding, ponder this.

First, the magnetic film on HD
 disks is thinner than the film on DD
 disks.

Second, drives designed to use DD
 disks use a higher write current than is
 used by drives designed for HD disks.

Hence, DD drives produce a stronger
 magnetic field when encoding data on the
 disk's surface than do HD drives. On the
 thinner film of HD disks, this stronger
 field can disrupt adjacent encoding,
 resulting is data loss.

(By the way, the same risk applies
 to using HD 5.25" disks in 1541 and 1571
 drives. Fortunately, 1541's and 1571's
 often choke on HD disks from the get
 go.)###

***** ***** *****

TOOLS

TO TAKE THE "HARD" OUT OF HARD DRIVE
by Dick Estel, edited

New hardware requires new tools. The invention of the automobile led to the development of everything from the electric starter to the high-tech computerized equipment now used for most auto repair diagnoses.

The computer world is no different. The change from tape to disk drives as the prime storage media for Commodore led to the development of all kinds of disk management and drive checking software. And the acquisition of a large capacity storage device such as a CMD hard drive requires using ever more sophisticated versions of these programs, as well as some specialized new ones.

I've been enjoying my 40 megabyte CMD HD for about two years now -- but without some of the programs described in this article, using it would often be a headache instead of a joy.

HD TOOLS

Before you can do much with your new hard drive, you need to create some partitions and subdirectories where you can save your work. CMD provides the programs to accomplish this: HD-TOOLS.128 and HD-TOOLS.64. Both work identically.

Upon loading the program, you see a list of options, which include changing the default device number or the default partition, viewing a list of existing partitions, deleting an old partition, or adding a new one.

Once the device and partition defaults are set, you probably won't often change them. The other options come in handy when you set up or reorganize your drive.

Listing the partition table shows the partition number, its name, size in blocks, and type. The latter includes the type of partitions: 1581, 1571 and 1541 emulation, native, 1581 CP/M, print buffer, and foreign (for non-Commodore drives). The print buffer partitions are not usable by the current system, but a future version of the HD DOS program is planned to allow their use as a buffer so that data can be sent to the printer, and you can get back to work. Use of foreign partitions requires appropriate software on the other system.

If you select "create a partition," you are presented with a display showing the first available partition number. You can press + or - to move to a different number, or RETURN to choose the one displayed. You next select the type. If you choose an emulation partition, the size is automatically set. For native partitions, you select the size, in 256 block increments. After this you enter a name, and you have the option to write the new partition to the drive, or abort the process.

The "delete" option does just what it sounds like.

EZ LOADER

Once you have partitions, subdirectories and files set up, a menu program of some kind is a must. Hundreds of programs scattered over many partitions can make finding programs a real challenge.

The menu program I use (and highly recommend) is called EZ Loader, written by Dave Schmoll. This menu can be set up to access programs on any drive, partition, or subdirectory. In the menu interface, you can give the program a meaningful name, regardless of the actual file name. Once you've added a program to the menu, all you do is place the cursor on the program name and press RETURN. (For a thorough discussion of this program, see Scott Eggleston's review in issue #3 of The Underground, updated in issue #12.)

DEDIT

I've also found a directory sorting program to be a vital part of my tool box. The best one I've found so far for the hard drive is "dedit128. v7.1" by Jerome Yoner of Canada (also available in a similarly-named 64 version).

Dedit allows automatic sorting of the entire directory, or a manual sort. In addition there is an option to pack the directory (eliminate "blank" spots where files have been deleted). The DOS wedge is fully supported, and a group of commands up to 255 characters can be sent by placing the English pound sign between each command. This is especially useful on the hard drive, where it may be necessary to navigate through several layers of subdirectories to access the desired file.

PARTITION VIEW

Another essential program provided by Mr. Yoner is PARTITION VIEW ("part.128 v3.1"). It allows reading, displaying and printing the partition information on the CMD HD, RamLink, and RamDrive. It also offers sorts by Starting Block, and Partition Size, Number, Name, and Type.

The program's great strengths are in the sort choices, the most useful of which is Starting Block. This lists partitions in the order they were created. The value of this comes if you want to delete several partitions.

Regardless of the numeric designation of the partitions, they are written to the drive in the order that you create them. If you remove the second partition of twenty on a HD, you will wait a LONG time while all the other partitions are moved up. Sorting by order of creation allows you to delete partitions in reverse order, greatly reducing the wait time. (Note that the sorting process is just a listing: no changes are written to the drive.)

CMD PARTVIEW

A similar C64-only program, CMD PARTVIEW.V4 by "Scormus" does essentially the same thing, but also allows sending the sorted list to a disk file.

PARTITION PRINT

Another useful program for keeping a record of what is on the drive is PARTITION PRINT. When run, the program prints to the screen or printer, listing first all partitions by name and type, then partition size and blocks free, then subdirectories and indicating whether the partition has a boot sector.

FCOPY and MCOPY

Two other programs that come with the drive are FCOPY, a file copier, and MCOPY, a whole disk copier (the "m" stands for "mirror"). MCOPY is pretty much a basic, garden variety disk copier that recognizes emulation partitions and all Commodore compatible drives. The program automatically prevents attempts at copying between mismatched drive types.

FCOPY is well designed for use with large capacity, partitioned storage devices. It is a useful file copier for

anyone, whether you have a hard drive or not. It allows access to partitions and subdirectories, including partitions created on 1581 disks. Files to be copied can be limited by the usual wild card techniques, as well as by date. This latter is a particularly valuable feature. I can specify files that were created or modified after a selected date (normally the date of the last backup). This makes the task of backing up the hard drive a simple one.

HD POWER TOOLS

A potentially useful program I have not really tested is HD POWER TOOLS from CMD. It lets you back up and directly edit partition tables, which describe the parameters of the partition. You can change the type, name, start address, and size. This allows the unwary and inexperienced user to totally destroy all data in a partition -- which is why I have not tested these functions!

NAVAL OBSERVATORY TIME

Finally, NOTIME.BAS is a convenient little file that makes it easy to precisely set the Hard Drive's clock (if glancing at your watch is not adequate). It is a dedicated terminal program which calls the U.S. Naval Observatory near Washington D.C. to set the clock. (A problem I have with this file is that it functions only once after dissolving from the original SFX file. If anyone has the answer to this strange behavior, I'd love to hear about it.) NOTIME.SFX was featured on an Underware collection, a service of The Underground, distributed by our own Tom Adams.

All the programs mentioned in this article came from GENIE except those included with the drive and the Navel Time file. No doubt they are available at most Commodore FTP sites on The Internet and many bulletin board systems.

Of course, there are many other programs designed for use with the hard drive and similar large capacity storage devices; and many others that are useful with it, though not specifically designed for it. These are the ones that have made my tool kit complete.###

***** ***** *****

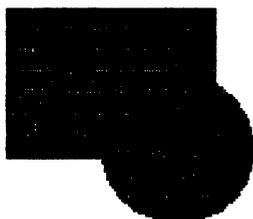
COLORING WITH BLACK AND WHITE
based on an article by
Maurice Randall
The Lansing Area Commodore Club

At one time, computers had nothing but monochrome screens. Color was a luxury. Today, color is taken for granted. But even though most of the work is done on color screens, a lot of folks are still using black and white printers. This, obviously, is fine for text. It is the shape of the character, not its color, that matters.

The same can be said for graphics that, regardless of color, illustrate what is intended. So, if the desire is to represent a solid square and a separate solid circle, black on white serves quite well.



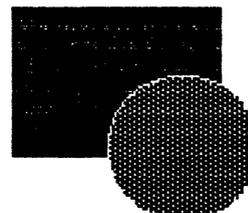
But, if the desire is to illustrate the circle overlapping the square, the illusion is lost. It could just as well be a square overlapping a circle.



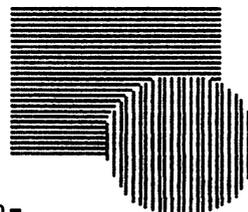
Color, of course, would solve the problem. Making the circle a different color than the square would make the circle appear overlapping the square. And that is easily accomplished on a color monitor. On a black and white printer, though, some sort of compromise must be made to make the graphic look right.

Whether what's being printed is text or graphics, all dot-matrix printers accomplish the printing by placing dots of ink on paper. This is also true for bubble-jet and laser printers. Just where those dots are placed on the paper is what determines shape. The density

of those dots is what determines how dark the shape appears. One compromise, then, is to vary the density of the dots in the different shapes so that shading produces the distinctions otherwise provided by color. This technique is commonly used in printing black and white display advertising.



A look at such advertising, like that which appears in the newspaper, reveals another method used to create definition without the use of color. It involves varying patterns within the different shapes.



Applying these techniques to color graphics to achieve an acceptable black and white printout is not particularly difficult. Color graphics can often be loaded into a black and white graphic program where they can be altered as described. Some programs, like FUN GRAPHICS MACHINE, even contain built-in functions that automatically strips away and/or alters the color coding to produce a discernible black and white image. Sometimes the results require no further work.

Also, most color graphic programs allow turning off the color. Thus, modifications in density or pattern selections for each color can be made with the color on. When finished, turn the color off. The results should be a distinguishable black and white image ready for the black and white printer.###

***** ***** *****

GIVING AN IBM A CBM TRANSPLANT

It is a funny looking thing. And it is certain that none of the original designers of the Commodore computer system ever dreamed of such a concoction. But there it is: an IBM-compatible sitting on a desk with a Commodore 1541 disk drive appendage. There is no Commodore computer involved in the hookup. And the setup works. The IBM actually copies stuff to and from the 1541. The results are usable by the respective machines.

Actually, that a Commodore disk drive can be directly connected to an IBM is not surprising. Unlike other kinds of disk drives that get their operating instructions from the computer, Commodore disk drives contain their own operating system, CPU, and RAM. In other words, Commodore disk drives are themselves little computers dedicated to disk drive operations. They are, therefore, subject to programming, and given that programming, are capable of operating by themselves. This capacity is illustrated by some copy programs. FAST HACK'EM, for example, has an auto option for MSD dual drives. Once implemented, the drive can be disconnected from the computer, yet continue to copy disks by itself until turned off. In fact, similar programming is found on EPROM's in some MSD dual drives that allows them to copy disks without ever being hooked to a computer.

This ability to program Commodore disk drives is what allows direct connection to an IBM or, for that matter, any other computer. All that is needed is an appropriately configured cable to connect the two machines together and a program running on the computer that properly addresses the Commodore drive.

There are such programs available for IBM-compatibles. And it's not likely their creators envisioned Commodore users appropriating them to subjugate IBM's. What prompted their creation is the desire by a lot of IBM-compatible users to access Commodore programs, especially games. So, first came programs to make IBM-compatibles emulate the 64. Then came programs to access the 1541. One of these latter is called STAR COMMANDER. It and others can be found on various BBS systems and on the internet. The programs usually contain the easily

constructed X1541 cable requirements.

This setup allows direct drive to drive copying. When data is copied from the IBM to the 1541, the result is a disk of Commodore formatted files. It is in fact a 1541 disk. When data is copied from the 1541 to the IBM, the results are MS-DOS files.

Naturally, the data transferred must be in a form usable by the computer for which it is intended. Commodore PET ASCII must be converted to true ASCII for use on the IBM. Likewise, the true ASCII coming from the IBM must be converted to PET ASCII before it can be utilized on a Commodore. Given that, though, all kinds of data can be successfully moved between the two platforms, including properly prepared programs.

There are, of course, other ways to exchange data between computers. Indeed, telecommunications thrives on the ability of the modem to interface between different computers. And computers can be hooked up directly with modems using a pseudo phone line, or by utilizing what's called a null-modem cable which eliminates the modems. However, these setups require both computers operating simultaneously.

Another method utilizes programs that tap the ability of Commodore's 1571 and 1581 disk drives to both read and write MS-DOS formatted disks. (The 1541 does not possess that ability.) This procedure does not require both computers operating simultaneously, but the type and density of the disks involved are concerns.

The advantage of hooking a 1541 drive to an IBM is that it eliminates the need for two computers to operate simultaneously. It also places the 1541 into the MS-DOS world. And because the data transfers occur between drives, the type and density of disks is not a concern: just use the disks the drives require.

Finally, making the connection between the IBM and 1541 is as simple as unplugging the serial cable connecting the 1541 to the Commodore and plugging in its place the serial end of the X1541 cable. When done, unplug the X1541 cable, hook in the Commodore and read the disk.

(Editor's note: This is also said to work with both the 1571 and 1581.)###

ONE STOP COMMODORE SURFING

by

Sherry Freedline, edited

There's a new site on the horizon that is about to revolutionize the Internet's Commodore Community! By this time next year, this all new site will be as well-known among Commodore users as AOL is among PC users. The man behind the site, is none other than the creator and owner of the infamous U.S. Commodore 8-bit Computer WWW Site: Jim Brain.

Jim's original Commodore site was developed in 1994 while learning the in's and out's of HTML. As Jim's original site stands today, it's won five awards and has been accepted as a member of the Commodore Ring. Currently his site offers the Internet Community access to the following features: Commodore Hacking, CaBooM - Jim's Commodore related Links Search Engine, the Commodore FAQ, documentation on the Commodore's internals, Jim Brain's infamous Commodore Trivia, Craig Bruce's or Marko Makela's Picture Pages, the Canonical List of Commodore Produced Computer Equipment, and CBM Magazine Index Links. Wow! What more could the average Commodore user want? Believe it or not, Jim's decided we do indeed need and/or want more features.

Since 1994, Jim has learned more about our needs and our common uses of the Internet. And, naturally, over the years, Jim has increased his knowledge of HTML and other Internet programming languages. So, in August of 1996, he began developing a site to accommodate these needs. Once unveiled, his new site will be introduced to the world as the Virtual Internet Commodore User's Group (VICUG). According to Jim, the prototype was completed in September of 1996, and opened for limited beta usage in February of 1997. If all goes well, VICUG will be open to the public by the end of April.

According to Jim, VICUG will be a virtual user group, complete with SIGS (Special Interest Groups), file library, virtual BBS, reference library, a joining application (to become a member of the virtual user group), along with goodies you won't find anywhere else, and will have a question and answer area. (Hmmm.. I can't wait to investigate the secret goodies for myself!) Jim has also kindly revealed that he is working on an auto-

mated Press Release System and that he and Dale Sidebottom are discussing the creation of a Newsletter Editor Helper System that would allow User Group Newsletter editors to post and retrieve NEW and never before published articles for their publications. Wow, aren't these thoughts amazing? And if anybody can bring them to life, I'm sure Jim can!

The above snippet of information reminded me of all the comforts I have come to expect from today's on-line services such as Genie, Delphi, and etc. This is exactly what the internet needs! Personally, I feel that such a similarity will help draw more Commodore users into the Internet environment because they will feel at home, yet can easily learn about the new features only available via the Internet Commodore environment.

Some of VICUG's goodies are already in place. In fact you may have already accessed them without knowing they were a part of Jim's new site. CaBooM (<http://www.jbrain.com/caboom/>) was the first VICUG goodie to be unveiled. Many of you may have already used it to find a Commodore Link or even added the CaBooM search engine HTML code to your web site. Another new feature is C= and Swap (<http://www.jbrain.com/cswap/>), the Commodore Classifieds. You no longer have to dodge the myriad of For Sale postings in the comp.sys.cbm newsgroup. Now, when you want to post something for sale, or are looking to buy, there's a place on the net specifically for that purpose: C= and Swap. Also, Commodore Hacking (<http://www.jbrain.com/chacking/>) along with Commodore Trivia (<http://www.jbrain.com/trivia/>) have been moved to Jim's new server.

Think back to those days when you were first learning how to connect your computer to the on-line world. How often did you wish for your own personal tutor that could come to your house and take you by the hand and show you all the in's and out's of the on-line world? Well, now, Jim has found a way to virtually supply that helping hand. Now, all one needs to do on their own is connect to the Internet and locate VICUG. From there, the rest is all downhill! Just when I thought the Commodore Internet World couldn't get any better, Jim proves me wrong. Thanks Jim for keeping our world alive and kicking!!###

More UNIX Stuff

by Kilroy (Joseph Fenn), edited

Recently I was looking at Monty Python's home page (which is URL <http://www.vgernet.net/mpython>). He has lotsa great CBM Software files stashed away. I picked out two that I needed: vt100.sda.gz and a docs file that goes with it. Both had a .gz suffix tacked on, but I didn't realize what it meant. I downloaded both by ftp vgernet.net and then used the cd /pub cmd to get to his cbm stuff. They downloaded nicely with Dialogue as "prg" files. But alas, when I went to run them in 128 mode, assuming they would self dissolve, NO JOY! Just got an error.

On further checking with Monty, he said they must be first un-packed while still in the Unix Shell Dir. Here's how to do it. In your shell prompt just enter "gunzip vt100.sda.gz" (no quote marks). Nothing seemed to happen, but when I listed the dir with "ls" it showed that the file vt100.sda.gz had magically changed its name to vt100.sda. Then doing the download with the "sz" cmd like this: sz vt100.sda (choosing PRG as the file type), the file moved to my disk drive. Now when I ran it in 128 mode, it readily dissolved into its component files.

After checking out "Unix for Dummies edition 2.e" from the Library, I found out all about this gunzip utility. It's the latest thing, and it's sitting there in your Unix home dir just waiting to be used. It's superior to pkzip, compress etc. which are earlier compactors, and it will handle files that were done by the earlier types. Think of it as "newzip" cause it is comparatively new on UNIX.

You who are starting to work with your system for file transfers and UNIX in general, I strongly recommend buying the books "Unix for Dummies" Quick Reference 2nd Edition and "Unix for Dummies Edition 2E" A reference for the rest of us (a larger book). Both describe the .gz suffix. If you wish to order, 1 (800) 782-2874 will get the order desk.

There is another dearchiver called "tar." So, if a file.tar appears in your home dir, using "tar filename" untars it in a second or two, then you download as above.###

E As editor of a local
C D User Group newsletter, the
O I Editor's Corner page is
R T used to express opinions
N O and appeals, among other
E R things. An often seen
R ' appeal urges members to
S write articles. This is
not a unique plea, as
readers of the Commodore Mailink know.

Providing information that might aid others in their current computer pursuits is not the only benefit provided by the writings of members. Articles often reveal ways to utilize the computer not previously considered by others. After all, increasing computer use is a substantial element underlying the purpose of all user groups, and nothing promotes increased utilization more than learning a new use for the computer.

In that regard, tracking the day to day routine might uncover some activity that could be better done by utilizing the computer. One who kept a daily diary noted every noncomputer task undertaken that involved numbers, text, or graphics. He did not know of any way to use the computer for any of these things. But, then, a year ago he did not know of any way to do some of the things he now does by computer. That is what prompted the diary. Not a month later, he read an article that described how to use a program he had in a way which fit two of the tasks listed in the diary.

It's not supposed that the writer of the article knew this individual, let alone his need. And the writing did not exhibit any particular skill in the use of words. It simply explained the use of the program as one might tell another face to face or in a letter. In fact, the article read like a letter.

Neither did the article illustrate any unusual application. Indeed, the use the article described for the program is commonly applied. It's just that no one else had recently talked or written about it.

Furthermore, it is seldom that two people do things in exactly the same way. So, while everyone who uses a particular program might perform a similar task, it is likely that each user does it a little differently. A small step you do might lead another to greater achievement.###

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AN RS232 INTERFACE FOR 2400 BAUD MODEMS

Before the explosion in internet use, the 2400 baud modem reigned among IBM-compatible users. Today, though, 28.8K baud is the minimum. Consequently, there are a lot of 2400 baud modems circulating in the secondhand market.

As it happens, the 64 can use a 2400 baud modem (higher than 2400 requires another device). And while 1200 baud does the job, hooking up at twice the speed will not result in any complaints. To utilize 2400, the Commodore user needs two things.

The first need is a terminal program that will operate at 2400 baud. Some terminal programs that handle 1200 baud will not work at 2400, in spite of their claims. This is easily determined. At 2400, a malfunctioning program displays garbage. Programs known to work at 2400 on the 64 include NOVATERM, HANDYTERM (no VT100), and FRITZTERM (an ASCII only terminal). There are, no doubt, others. No reports of 128 terminal programs failing to operate at 2400 are known.

The second need is an RS232 interface to connect it to the user's port. This is necessary because Commodore didn't configure the user port to the RS232 standard. Just why is another discussion.

There is a 2400 baud modem made by APROTEK (9323 W Evans Crk Rd, Rogue River, OR 97537, 503-582-2120) that is Commodore-ready. That is, the necessary RS232 interfacing is built in. But, to utilize an IBM-compatible castoff 2400 baud modem requires a separate RS232 interface. APROTEK makes one. Also, CMD's TURB0232 or older SwiftLink RS232 cartridge accomplishes both the RS232 interface and the necessary requirements for higher than 2400 speeds (Creative Micro Designs, POB 646, East Longmeadow, MA 01028, orders: 1-800-638-3263; info: 413-525-0023).

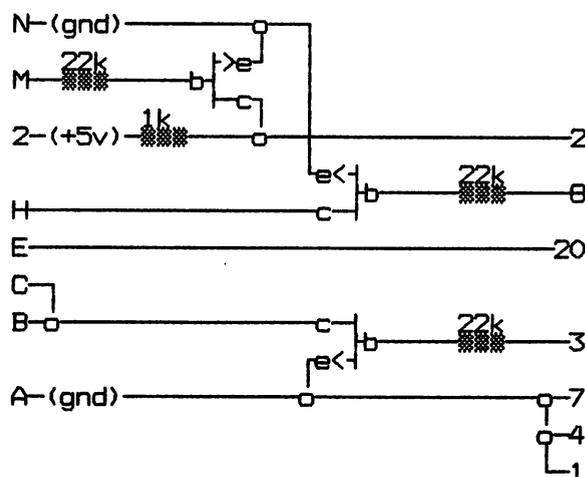
Or, an RS232 interface to handle a 2400 baud modem can be constructed. It is not a hard project. The following schematic for a simple RS232 interface is from Jim Brain's FAQ file via the INTERNET. It is known to work.

With one exception, the parts are readily available at any store that carries electronic parts. Easily found are the three 2N2222 transistors, three

22K resistors, one 1K resistor, a board upon which to affix the parts, a DB25 pin (usually male) connector to plug into the (usually female) RS232 modem connector, and sufficiently wired cable.

Not commonly found is the 24 pin edge connector to plug into the user port. But it can be made by cutting a longer edge connector down to 24 pins. An alternative is to cannibalize an old 300 baud Commodore-ready modem. While this option requires some preparatory work (desoldering the 300 baud components and cutting any unwanted trace connections) to prepare the board for use, it provides both the necessary 24 pin edge connector on a board with a case to enclose it all.

24 pin edge connector (user port) transistors are 2n2222 DB25 pin connector (RS232)



Though there are no known reports of this circuit not working, the FAQ notes that should problems be experienced, try reversing the clock signal by reconfiguring the circuit as follows. Connect the collector on the middle transistor to pin 2 of the user port, connect the emitter to pin H, and connect a 1K ohm resistor between pin H and pin N or A.

To test a modem, hook it up, turn on, run the terminal program, and select terminal mode. Type AT and press return. The modem should respond OK. Then, with secondhand modems, execute AT&F once to reset factory defaults. Then rerun the terminal program and go online. Working modems connect at the correct baud rate and display readable characters.###

HARDWARE HEADACHES
Reprinted from "Grassroots 1996"
by permission of Donald Ayers
submitted by Jean Nance

Bizarre glitches may befall the unwary traveler.

1541C DRIVE RATTLES!

If yours has an optical sensor to eliminate rattle, cutting the J3 jumper on the board will activate it. CW# 11

1541 II FAILURE TO LOAD!

Activision and Microprose programs may force a drive head into nonstandard positions--like better alignment than the norm. Stop laughing.

1571 WON'T LOAD ELECTRONIC ARTS GAMES.

If drives are chained, try having only one turned on. 1541 emulation is rarely rejected.

CHAINED DRIVES WON'T WORK!

No, not unless given two different device numbers. Before turning on a 1571 or 1581, set the dip switches to the desired drive number, 8, 9, 10, or 11. Four drives may be chained, three if an MSD SD2 is serially connected. Geos 2.0 accepts three unless patched.

Drive test/demo disks, Fast Hackem, Maverick, and others alter device numbers by software means. Some cut a J1 or J2 drive trace to change the device number permanently.

128D WON'T LOAD!

Interfaces with independent power supplies, like the Xetec Super Graphix Gold, must be turned on. Devices in the 128D's user port (such as a modem) will not work if a 1581 is connected and is off. Off drives and modems tap the same reset line.

C128 WON'T LOAD.

Some C128/1571 versions will not load "locked files." Unlock file or try 1541 mode.

1571 WON'T LOAD.

Reseat the disk. Cold start. Try an unprotected, formatted disk with a basic program. Drive memory may be confused by a prior load. Initialize the drive. If you have the cardboard head protector, insert then remove it. Heads may be out of alignment or dirty.

SLOW 1571 ACCESS TO BACK SIDE OF DISK!

Yes. The only cure? Jiffy Dos or the 05 rom chip substitution. Altering interleave, sector use, can make 1541 fast loaders work with the dual sided disks. Deleting frontside files enables faster subsequent saves. A RUN program filled side 1's BAM, forcing following saves to side 2. What about the front? Validate.

1581 DATA RELIABILITY PROBLEM!

A 1770WD chip upgrade to 1772 and a 47-ohm resistor inserted in the J1 jumper may prevent scrambled directory problems. Records might be better stored on another drive. Both Super Snapshot V5 and Jiffy Dos make the 1581 a speed demon. Remove disks before shut off.

(This is only a portion of a much longer listing covering hardware problems. Write Donald asking how to order this useful disk.)###

AN ARTIST'S TOOL
edited from CIVIC 64/128 GAZETTE
who credited COD via CCCC

NEW VIRAL INFECTIONS

The following viruses were reported in the December 1996 issue of the PhROG Newsletter by Bob Epping and is relayed (purloined?) to Commodore Mailink readers by Ed Harler. (The editor of PhROG Newsletter is Harold Segal, 8949 Turton Drive, Phila PA 19115.)

AIRLINE VIRUS: You're in Dallas, but your data is in Singapore.

CONGRESSIONAL VIRUS: The computer locks up, and the screen splits in half with the same message appearing on each side of the screen. The message says that the blame for the gridlock is caused by the other side.

ELECTION VIRUS: Scours the Internet for finances from overseas, mingles it with your Windows, and you wind up with dirty panes.

FREUDIAN VIRUS: Your computer becomes obsessed with marrying its own motherboard.

HEALTH CARE VIRUS: Tests your system for a day; finds nothing wrong, and sends you a bill for \$4500.

JIMMY HOFFA VIRUS: Your programs can never be found again.

MAIL ORDER VIRUS: Eliminates the sales tax, but consumes your credit card and bills you excess shipping and handling charges.

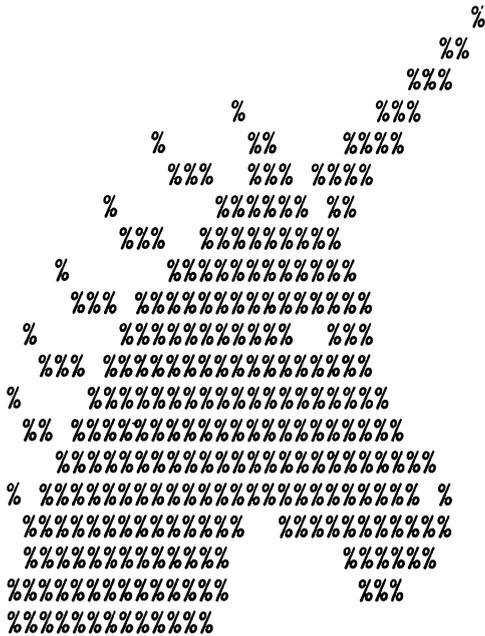
NIKE VIRUS: Just does it.

PBS VIRUS: Your programs stop every few minutes to ask for money.

SEARS VIRUS: Your data won't appear unless you order new cables, a power supply and a set of shocks.

STAR TREK VIRUS: Invades your system in places where no virus has ever gone before.

TEXAS VIRUS: Makes sure that its bigger than any other file.



The computer is a viable artist's tool. Even in today's megagraphic world, Commodores produces admirable works.

Today's graphics utilities do for the visual artist what a word processor does for the writer. There is GeoPaint, Fun Graphics Machine, Doodle, Print Shop Companion, and many others. These graphics programs allow various means of operation: light pens, joysticks, keyboard input, etc.

What are seen as the advantages of computer graphics varies with the individual. But the ability to edit with a graphics processor is an amazing capability. This lends itself to experimentation, and it is an area that one need not fear since the computer is a natural for "oopsing" out anything not wanted. Of course, the fact that work can be saved at any stage allows the freedom to do this experimentation.

In that regard, consider that not all art involves complex mediums, or even color. Sketches and drawings with charcoal, pencil and pen come to mind. Indeed, the ability to excite the senses using such simple means is viewed by some as the highest form of art. The simplest graphics on the computer are the characters found on the keyboard. This is enhanced by Commodore's built-in keyboard graphics.###

WANTED by
Glen McDaniel

I'm inquiring about a 128 program to handle small business or organization bookkeeping. I have one called INSTA-LEDGER. It doesn't do the job I want: wastes too much paper.

Would also like a 128 program that will run graphics.

I am also looking for someone in the northwest that can and will work on Commodore equipment.

WANTED by
Bob Estand

I have 15 Q-R-S digital music disks, 6 songs per disk produced by Micro-W company, who no longer is in business. These will play any MIDI instrument through the 64 by using THEIR interface. I would like to know if any members might have any of these disks, so that we might exchange music selections. These disks use the same interface that the EUPHONY music program/system uses, which also is no longer available, or in business. The music available in the public domain with the .mus files are not compatible with this interface.

(LOADSTAR #132 has an excellent program that lets you use the .mus files with your MIDI equipment.)

WANTED by
Tom Grimm

I have an OKIDATA 120 with a worn out print head. If someone has a used but good print head, please write with a price.

WANTED by
Edward Duffy

Wanted to buy: old C= magazines: TWC, TPUG, TRANSACTOR, INFO, TORPET, AHOY, 128-COMMANDER, COMMODEORE COMPUTING INTERNATIONAL. Also, COMPUTE!'S VIC20 & C64 TOOLKIT, KERNAL by Dan Heeb.

WANTED by
Rodger Jarvis

Fonts & Borders disk for use with the PrintMaster program. Game program: The Castle of Dr. Creep.



FOR SALE by
Dean Roehrig

It's time to retire and do lots of fishing on an extended RV vacation. All Commodore computer holdings are for sale: much too much to recount here. Send a SASE for a list.

FOR SALE by
Richard Savoy

Will sell C64 keyboard and 1541-II with power supplies and JiffyDos: \$50. Also two 64 keyboards: \$20 each, with power supplies: \$30; 1541-C with power supply \$30. All plus shipping.

FOR SALE or TRADE by
Walter Johnson

Amiga 500 with expansion cartridge. Disk drive runs all time but memory checks out OK with diagnostic program. Can be used even with disk malfunction (?) as it reads OK, it just never stops turning. Like to trade for SX-64 or sell outright. Do not know what it is worth but I do not plan to keep it any longer than necessary. Several disks, manuals and a mouse included. E-mail address: 110004.2017@compuserve.com

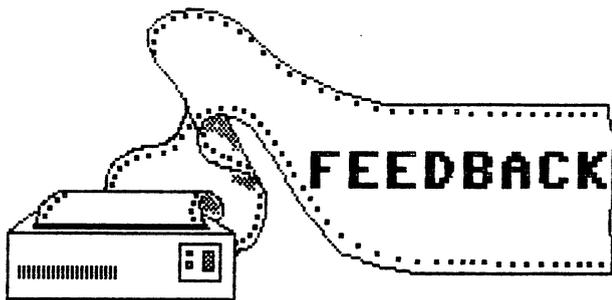
There's a lot of Commodore specific information available on the Internet, but the Internet is a big place: you have to know how to get to the information. The book "The Internet For Commodore C64/128 Users" by Gaelyne Gasson tells you how.

Order from: VideoCam Services, 90 Hilliers Rd., Reynella, SA 5161, Australia, phone +61 8 8322-2716 or Email (gaelyne@ha19000.net.au).

From Australia, the cost is \$36.95 Australian plus \$5 shipping to anywhere in Australia. From USA, the cost is \$40.95US (\$29.95 plus \$11.00 shipping). All prices subject to change.

Make cheque payable to "VideoCam Services" (sorry, no money orders of any kind.) MasterCard, Visa, Bankcard and American Express accepted.

The Internet For Commodore Users is to be packaged with a special version of Novaterm v9.6 Lite by Nick Rossi.###

ORGANIZE YOUR SOFTWARE

OFFLINE MAIL READING by Norris Elwood in the March 1997 MaiLink noted several reasons for reading e-mail off line, including: online time restraints, keeping the phone line free, and avoiding toll charges where the call is long distance. To those reasons can be added, giving thought to replies. Immediately typing responses can short-circuit full consideration of the message received, which in turn leads to inadequate replies.

Offline reading can be accomplished by opening the terminal's buffer to capture the mail as it displays, then log off, save the buffer to disk, and load it into a word processor for reading and response composition. --Rolf L. Miller

REGARDING THE REQUEST FOR A CAD program by Dorothy Cox in the March 1997 MaiLink, I wrote her about a CAD program for the C64 that LOADSTAR #150 contains. Of course, it will run on a C128 in 64 mode too. It is described in the index as "This masterpiece of a Computer-Aided-Design program will amaze you (at 20Mhz or 1Mhz)."

Back LOADSTAR issues are available from LOADSTAR, PO BOX 30008, Shreveport, LA 71130 (Orders: 1-800-594-3370; Questions: 1-318-221-8718).

If you haven't already subscribed to this disk magazine, you should look into it. It has loads of great stuff each and every month on the 64 disks (either 5 1/4" or 3 1/2"). There is also a 128 disk which comes out every 3 months.

There are games, utilities, puzzles, advice, questions from owners with the LOADSTAR answers, demos, and information taken from the internet. For the price of a subscription, you won't find a better value anywhere. --Charles S. Duncan

If you are like me, your software is in boxes, disk files, drawers and other various places. I have found some items in one of the large office supply houses which have helped me get everything in one place for different categories. You may find similar items in your local office supply house, but for convenience, I am giving the 800 number of Viking Office Products as well as the item catalog number. The items are as follows:

Viking # G20-BN-2507 Navy Accopress Report Cover (this comes in Black, Rust, Blue, and Red also). \$2.04 each.

Viking # G20-95371 3-ring Diskette protectors for 3 1/2 " disks (4 per page) \$13.49 per pack of ten. (vinyl).

Viking # G20-95571 3-ring Diskette protectors for 5 1/4" disks (2 per page) \$13.49 per pack of ten. (vinyl).

Viking # G20-15200 3-ring Zipper Pocket (holds manuals, directories, directions, etc.) \$1.96 each. (vinyl).

These all go together and have a place on the Acco cover for a label. Incidentally, Viking ships free for orders \$25 or more. Their phone order number is: 1-800-421-1222, or for fax: 1@800-762-7329. --W. R. Kennedy

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QUESTION from:
Milford Zeman

I have a copy of MULTICOPY by Robert Rochefeller, from the October 1991 RUN magazine. I like it and it can do a lot of things. MULTICOPY works with my 1571 and FD 2000 drives. But it won't work with my 1581 drive and Enhancer 2000 drive. Perhaps it won't work with the Enhancer because that is drive 10? Does anyone use this program and have you been successful at using it with the 1581?

(Milford reports he got a solution relayed to him from the comp.sys.cbm newsgroup on the internet. He says "It's the Enhancer 2000 disk drive that is the problem. I disconnected it and Multicopy loaded right up and worked fine with my other drives.")###

NEW MEMBERS

RANDY BURNS, 1229 Prairie View Rd., Kalispell, MT 59901-6914 Randy is a plywood mill laborer. Hobbies: Gardening, and shooting. System: C-64 & VIC-20, three 1541 disk drives, Seikosha SP-1000VC & Okimate 20 printers, 1702 & 1802 monitors, Magic Voice speech module, and a Muppet Learning Keys keyboard. Interests: Home productivity, and elementary education.

ROD & GAELYNE GASSON, 90 Hilliers Rd., Reynella, SA 5161, Australia Rod: VCR & camcorder technician. Hobbies: Electronics, and sleeping. Combined system: C-128 with 64K video upgrade, Super-5 1541 clone, 1571, 1581, & FD-4000 disk drives, two RAMLink with 9 Megs., CMD 40 & 210 MB hard drives, CMD SuperCPU-64, 1902 & 1084 monitors, Brother HL-4 laser printer, Spirit Viper 28.8K modem, and two Swiftlink Cartridges. Interests: Programming for personal use. He is the author of "QWKRR128 Offline Mail Reader" & "Browser", a C-128 directory browsing program. Gaelyne: Freelance author. Hobbies: Music, and cross-stitch & needle point before the advent of arthritis. Interests: Telecommunications, and being active in the CBM Fidonet echos. She is the author of "The Internet for Commodore 64/128 Users". E-Mail address (gaelyne@hal9000.net.au).

LEON HARRIS, 10 Reine Crescent, Whyalla Jenkins, 5609 South Australia Leon is a retired assistant maintenance inspector. Hobbies: Traveling by car, gardening, and woodworking. System: C-128D, C-64, C-16 & a PET, 1541, 1571 & 1581 disk drives, 1700 & 1760 REUs, Citizen 120D, Riteman C+, C=1230 & Fujitsu 1100 printers, and 1084S, 1701 & 1802 monitors. Interests: Programming in BASIC, GEOS, penpalling, and collecting C= equipment.

RICHARD MARET, 715 Spyglass Dr., Red Bluff, CA 96080-4729 Richard is retired. Hobbies: Photography, woodworking, and modeling. System: C-128D, C-64, SX-64 and a Plus-4, 1541, 1581 & two 1571 disk drives, 1750 REU, GeoRAM, datasette, Epson LX-86 printer, MW-350 interface, Magnavox monitor, 1351 mouse, and a WarpSpeed cartridge. Interests: General enjoyment.

ADDRESS CHANGES

Bill Robinson - See March bios.

Dorothy Cox, 6000 42nd Ave., Hyattsville, MD 20781-1517

OTHER CHANGES

Tom Adams - Correct the E-Mail address at the end of his March bio to read: tomadams@sysnet.net

LATE NOTICE: Gaelyne Gasson has a user group deal for her book "The Internet For Commodore C64/128 Users." She will send lots of 5 to one person for \$18.95 each plus \$5 postage per book from Australia. We need a volunteer to get the orders and remail the book. Contact Tom Adams.

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